CONVERGENCE

GARGOYLES SPOTTED IN BLOOMINGTON

SHANG PEOPLE HUNTING THINGS. THE FAMILY BUSINESS

"ZAI! LORD?"

OTHERS:
Amy Berg
Ethan Bull
C. Robert Gabell
Sam Clemens
Matthew Ebel
Greg Fischer
Scott Lynch

Inside:
Scribbling of enable and enable. Guilty to portion and colored. Biographies of stories of horrid.
CONVERGENCE 2015

DOUBLEPLUSGOOD

A CELEBRATION OF DYSTOPIAN VISIONS IN SCIENCE FICTION AND FANTASY

JULY 2-5 2015

AT THE DOUBLE TREE BY HILTON HOTEL
BLOOMINGTON, MN

JOIN US AND OUR SCHEDULED GUESTS:

CHARLES VESS
ILLUSTRATOR / COMIC BOOK ARTIST

LEE HARRIS
SENIOR EDITOR AT ANGRY ROBOT BOOKS

CHAD FREY
ART DIRECTOR & SET DESIGNER FOR FILM

WITH MORE GUESTS TO BE ANNOUNCED!

www.CONVERGENCE-CON.ORG
Greetings and Welcome to CONvergence 2014: A Midsummer Night’s Dream, a celebration of Urban Fantasy. Whether it’s gargoyles, fairies, aliens, or vampires; the theme is based on bringing fantasy into the urban or modern landscape. We hope that you enjoy the creative and eventful ways that we have brought this theme to life around the convention.

CONvergence is a volunteer-run convention. All of our volunteers dedicate a lot of time and effort into putting together this wonderful convention for all of the members to enjoy. Of course, not every aspect runs as smoothly as we hope or plan. Every year we learn, grow, and work together to change and improve CONvergence for all of its members. We would not be able to achieve success without the help from our many volunteers. Whether they volunteer for an hour during the convention or year-round planning and organizing a department; every volunteer is an important piece in creating CONvergence. If you are interested in volunteering during the convention, please stop by the Volunteers’ Station located in CVG Central.

We always encourage feedback from all of our members. We depend upon the feedback of our membership. We have a very short survey that we are asking our members to fill out to help us collect some quantitative data about our convention. By completing the survey, you’ll be providing us with some invaluable information that we can take to our Convention Committee at the end of the year to help to improve your experience. The Survey is available on the website at http://www.convergence-con.org/about/survey/.

If you would like to contact a department to ask a specific question, the best way to do that would be through the contact form, located on the website under About/Contact Us.

Every member of CONvergence contributes to the convention experience. Sharing your stories, engaging in conversation about the things you love, having interesting debates on your favorite shows, books, or movies; all of these things create the wonderful environment that we all get to experience every year at CONvergence.

CONvergence has more than a Website for you to stay up to date! On Twitter follow Connie, our CONvergence mascot, @CONvergenceCon. We also live tweet panels and events @CONvergenceLive! Chat and learn about CONvergence related topics on our CONvergence Facebook Group and Facebook Page!

Don’t forget about planning for next year on our CONvergence Connections Facebook Group! Need a hotel roommate? Looking for a costume trade? Check it out!

For an online listing of all these resources, visit the “Stay Connected” portion on our Website: www.convergence-con.org

Thank you for your support of CONvergence, our community, and our partners in our community. Now, go forth and enjoy!
Be careful what you name things, for they will live up to their name.

When you think of CONvergence, the first thing that comes to mind is this convention, a weekend long celebration of science fiction and fantasy. In reality, it is so much more than that. For us, the word convergence is clearly something greater than just the name of our convention. It is a community. A community that is rich in diversity and culture.

Convergence Events is much more than an organization that puts together a great annual convention. We are an organization that seeks to find ways to make our community a better place. Whether through supporting other great community organizations like the Geek Partnership Society and groups like Fearless Comedy and The Science Fiction Outreach Project, or launching awareness campaigns like “Costumes Are Not Consent”, we take community betterment very seriously.

Community is the reason why we call your convention registration a membership and not a ticket. We are a community, not a commodity. You aren’t just coming to an event. You are joining a community; your community. You are helping us to support all the wonderful things we love about being a geek. It’s not just movies, literature, television, music, theater, or science. It is people. It is learning. It is growth. We are about making this a better place for all. We embrace our individuality, our diversity, our passion, and our spirit.

Convergence Events is a non-profit, volunteer-run organization. Our volunteers drive our success through their dedication and commitment. We believe that volunteering is the ultimate exercise in democracy. Volunteers have the power to shape the kind of community they want to live in. We are blessed to have so many volunteers who are so talented and passionate. Our volunteers are shaping a community that is not just tolerant of diversity but embraces and encourages it. Together, we are creating a community that provides a safe space for all beliefs, all fandoms, and all cultures.

Some have said that this kind of community is not possible. There is an old Chinese Proverb that states, “Those who say it cannot be done should not interrupt the person doing it.” The numbers of our growth speak to the fact that we are doing it and doing it well.

We know we aren’t perfect. We never will be. We are learning and growing but we will never give up. We continue to strive to be the best we can be and we are better because you are here with us. We hope you will continue to converge with us for years to come so that we may celebrate this great community together.

The Convergence Events Officers

Ishmael Williams, President
Michael Lee, Vice President
Liz Hernandez, Treasurer
Christin “LeXi” Davies, Secretary
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All times and schedules listed are accurate at the time of printing. For the  
most current and up-to-date information please visit our online schedule at:  
http://convergence-con.org/at-the-con/schedule/  
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written permission of Convergence Events.
We're still here, we're still growing, and we're gearing up for another round of adventures. We’re fine tuning our path, supporting and being supported by the more established programs in our community, nurturing the new, up-and-coming, innovative stuff that's starting to crop up. It’s a very exciting time to be here. But with a community like this, when isn’t it exciting? Boredom isn’t our thing.

**WHO ARE WE? LOOK IN THE MIRROR...**

The Geek Partnership Society (GPS) is dedicated to supporting the incredible diversity and energy of people like you: allergic to boredom, inquisitive, passionate, and looking at the world through a lens just a little different than “normal” ones. Oh, how we love you people! We don’t run any annual conventions, but we fill the rest of the year with fun and inspiring things to do, as well as help a bunch of the local cons to put on the best show possible by providing expertise, equipment, movie licenses, volunteers, and meeting and storage space.

Through our own programs, we provide resources for like-minded geeks of many interests with clubs like United Geeks of Gaming and Read the Book/See the Movie to programs like Geek Physique; encourage young writers and science learners with Project Lighthouse, the Writing Contest, and the Space Camp scholarship; foster a sense of community and fun competition with the Trivia Contest and the Scavenger Hunt; and provide general forums for nerdy goodness with the GPS Picnic and Ice Cream Social.

With the support of our partners and colleagues in the community, we’re privileged to help build this great network of awesome things all around us. Look for us at your favorite con and stop in and say hi; we’re probably there!

**EVENT HORIZON**

Our signature program is Event Horizon, a geek community center we run as a resource for all of these other programs to happen. It’s a pioneering facility with storage, office, and meeting space for everything from gaming days to convention planning meetings to Klingon martial arts, and free Wi-Fi in all the rooms. We are continuing to upgrade the facilities and equipment to accommodate growing needs.

This popular facility is available for rental. With bookings on the increase, we anticipate that the day is coming when we’ll need to add more space! Anyone interested in booking space should contact us at reservations@geekpartnership.org

**FUNDRAISING**

How do we fund all this? In addition to our own fundraising efforts (check out the Charity Auction over in the North Tower, Atrium 8), Supporting Membership program, and generous donations from individuals throughout our community, we’re supported by grants from Convergence Events (your fine hosts this weekend) and Anime Twin Cities (bringing you Anime Detour each spring). Additionally, we are creating partnerships with more organizations, such as MNFurs (Furry Migration), Quad Cities Anime (Anime Fusion), and Console Room Events (CONSole Room), each of which is providing us auction space at their conventions this year to help our fundraising. Thank you, each and every one of you, for your continuing support.

**OUR PARTNERSHIPS**

Convergence Events and Anime Twin Cities continue to provide a kind of leadership unusual in communities like ours. Rather than just focus on their missions, they have stepped up to support a broader community of like-minded people. Their generous contributions to GPS have been the critical fuel to get us going and help sustain our mission.

Collaboration is key in the work we do as a community center, whether helping out a starting convention, or in working with just about any other kind of program that requires the creativity and energy it takes to keep up with geeks. Please join us in thanking the leaders and staff of both conventions for joining with us to make the Twin Cities even geekier.

The support they provide not only benefits them in the resources we can provide for their programs, but it enables us to provide services to other, smaller geek organizations and give them a kind of “on ramp” to grow their programs to where they want to be.

We’re growing our network of partners by actively reaching out to a variety of local organizations, identifying how we can work together in ways that enhance each other’s programs and increase the levels of awesome in our lives. We’re also being sought out by others looking for support, assistance, and collaboration as they grow (or start) their own ventures. Some of our partnerships will be small scale, providing resources or services, others will be more involved; each relationship is as unique as the partners we get to play with.

**WHAT ELSE DO WE DO?**

Of course our oldest and flagship programs remain our clubs and annual events. Crafty Geek continues to churn out the amazing and unexpected, with new projects to learn monthly and a table chat to match! They have also started a subgroup in partnership with the Minnesota Society of Costumers (MNSoC) called Make It Sew for all of the sewing and costuming geeks. United Geeks of Gaming has established regular sessions for open gaming, RPG gaming, and game designer sessions, and this year participated as a site for International Tabletop Game Day. The Black Hat Collective continues to make a name in the Minnesota comics community by participating in conventions, making comics, and attending the Social Media Nights at the Opera. Geek Physique continues to come up with new and fun ways to stay in shape and earn “geek cred!” The Photography Club has been studying their craft and have helped GPS support partners with their skills by providing photography at their events. Check out one of our clubs; they’re all inexpensive, fun, and informal – you’ll be glad you did.

The Haunted House continues to expand our program of larger, annual events. The traditional mix still has all the old classics: Prom, the Annual Picnic and Ice Cream Social, Team Trivia Challenge and of course our ever popular Scavenger Hunt. If you’ve never checked out any of these, stop on by or get involved.

Additionally there are the exciting services we offer the community at large; not just to fellow geeks, but to the world around us. We’re interested in supporting your programs and events as well! Talk to us to find out what we can do for you.

Want to talk to us at CON? Stop by Cabana 110 to find out more and catch up on all the news going around in the Geekiest City in America. All of these are part of our commitment not just to be a healthy community, but to live in a better world. Talk to anyone you see wearing our logo, we’ll tell you what we’re up to, and you can tell us what you want to see!

www.geekpartnership.org
info@geekpartnership.org

We cure boredom. How? Take a look at our calendar at: http://www.geekpartnership.org/calendar.htm and if you have an event you want listed, let us know! Info@geekpartnership.org is the email to use!

We are a society celebrating imagination, inspiring creativity, and building our community all through service and education.
Our featured partner, the Geek Partnership Society (GPS) has a number of events throughout the convention weekend. We encourage you to check them out.

**THE GPS ROOM PARTY**  
**Cabana 110**  
Thursday: 9:00pm – Midnight  
Friday: 9:00pm – Midnight  
Saturday: 9:00pm – 1:00am  

Please join GPS as we showcase our year-round clubs and programs. Whether you like to read books, watch anime or movies inspired by books, do crafty things, write stories, draw comics, or want to stay healthy, we have a club or program for you. Some of them are even meeting in the party room during the convention weekend! Check Cabana 110 for the schedule, as we have things outside of convention party hours as well.

**GPS CHARITY AUCTION**  
**Atrium 8 (North Tower, 2nd Floor)**  
Thursday: 5:00pm – 8:00pm  
Friday: 11:00am – 8:00pm  
Saturday: 11:00am – 8:00pm  
Sunday: 11:00am – 2:00pm - **FOR PICK UP ONLY**

The GPS Charity Auction is a fundraising event that takes place every year at CONvergence for partner organization Geek Partnership Society. The purpose is to raise money for the many educational and community activities that GPS is involved in throughout the year, including Project Lighthouse. Only CONvergence members get to bid on the cool geeky things donated.

**GPS WRITING CONTEST WINNERS**  
**Atrium 2**  
Thursday: 3:30pm – 4:30pm  

Past winners of the annual GPS Writing Contests read from their winning work. This year’s winners are announced.

**IRON PEN**  
**Plaza 3**  
Friday: 2:00pm – 3:00pm  

Held this year in Connie’s Quantum Sandbox. This is a drabble contest to write a 100-word story based on a surprise prompt item. Entries will be judged during the weekend and the winners announced at the end of the convention. Check Cabana 110 where the winners and some stories will be posted.

**MEET GPS**  
Atrium 2  
Saturday: 11:00am – Noon  

Learn about the latest workings of the Geek Partnership Society. News and updates about our clubs, events, and work in the Geek community.

**U OF M RAPTOR CENTER**  
Atrium 4  
Saturday: 2:00pm – 4:00pm  

GPS is once again bringing in the Raptor Center demonstration with live birds of prey, a perennial favorite.
MARK TIME AWARDS

MARK TIME AWARDS / OGLE AWARDS
WINNERS
For the 2013 Production Year
Best Science Fiction/Fantasy Audio Production

jerry@greatnorthernaudio.com
http://www.greatnorthernaudio.com/MarkTime/MarkTime.html

MARK TIME AWARD

GOLD
The Truth: Biological Clock
The Truth
Written by Ira Gamerman
Produced by Jonathan Mitchell

New York, NY
www.thetruthpodcast.com

SILVER
Alone in the Night
Electric Vicuna Productions
Written & Produced by Jack Ward

Halifax, Nova Scotia
www.evicuna.com

OGLE AWARD

GOLD
The Legend of Springheel’d Jack
Wireless Theatre Company
Written by Gareth Parker, Robert Valentine
Producers, Robert Valentine, Gareth Parker,
Mariele Runacre-Temple

London, England
www.wirelesstheatrecompany.co.uk

SILVER
The Perhapanauts: Monsters Among Us
AudioComics Company
Written by Todd DeZago, with Elaine Lee
Produced by William Dufris, Lance Roger Axt,
Elaine Lee

Pacific Grove, CA
audiocomicscompany.com
A SCIFI FANTASY HORROR ANIME CONVENTION

CORECON VII

A TOUCH OF EVIL

JUNE 11TH-14TH, 2015
DOUBLEWOOD INN, FARGO, ND
WWW.FARGOCORECON.ORG
REGISTRATION
Located near the DoubleTree Front Desk in the Main Lobby.
Wednesday 9:00am – 6:00pm & 9:00pm – 11:00pm
Thursday 9:00am – 2:00am
Friday 9:00am – 2:00am
Saturday 9:00am – 2:00am
Sunday Noon – 5:00pm

OPERATIONS (OPS) / THE BRIDGE
Veranda 2, 4 (2nd Floor, South Tower)
Wednesday Noon – 6pm
Thursday 8am and stays open until 7pm on Sunday.
The Operations Department provides communications and manages services for the convention, the convention committee, and our attendees.
The Bridge is the Operations Department’s function space, and is the headquarters for the convention while it is in progress.

Contact at Con
Hotel phone: dial “0” for the operator and ask for the Bridge or dial x7215 directly.
Wandering Hosts: flag down staff wearing purple and green vests for help or to radio in to the Bridge.
In person: go to the Bridge in Verandas 2 & 4 in the South Tower, across the Garden Court from Con Suite.

ART SHOW
Plazas 5 - 6 (1st Floor, North Tower)
Thursday 2:00pm – 7:00pm
Friday 10:00am – 7:00pm
Saturday 10:00am – 6:00pm
Sunday 10:00am – 2:00pm CHECKOUT

ARTISTS ALLEY
Located in the former Hotel gift shop, close to the elevators on the 1st floor North Tower.
Thursday 2:00pm – 6:00pm
Friday 10:00am – 6:00pm
Saturday 10:00am – 6:00pm
Sunday 10:00am – 4:00pm

CINEMA REX MOVIE ROOM
Plaza 4 (1st Floor, North Tower)
Thursday 3:00pm – 4:00am
Friday 9:30am – 4:00am
Saturday 9:30am – 4:00am
Sunday 10:00am – 6:00pm

COFEE FREE COFFEE SHOP
Cabanas 114—116 (1st Floor, South Tower)
Open 24 hours
Opens Thursday at 3:00pm
Closes Sunday at 5:00pm

CONNIE’S SPACE LOUNGE
Verandas 3, 5, 6, 8 (2nd Floor, South Tower)
Thursday 9:00pm – 2:00am
Friday Noon – 5:00pm & 9:00pm – 2:00am
Saturday 1:00pm – 4:00pm & 10:00pm – 2:00am
(Smoothies only available during evening hours)

CONNIE’S QUANTUM SANDBOX
Plaza 3 (1st Floor, North Tower)
Thursday Noon – 1:00am
Friday 9:00am – 1:00am
Saturday 9:00am – 1:00am
Sunday 9:00am – 4:30pm

CONSUITE
Cabanas 214 - 219 (2nd Floor, South Tower)
Open 24 Hours Thursday 3:00pm – Sunday 5:00pm

CONVERGENCE MERCHANDISE
CONvergence Central Coat Check (2nd Floor, South Tower)
Thursday Noon – 6:00pm
Friday 10:00 am – 6:00pm
Saturday 10:00am – 6:00pm
Sunday 10:00am – 4:00pm

CVG TEEN ROOM
Cabana 222 (2nd Floor, South Tower)
Thursday 11:00am – 1:00am
Friday 11:00am – 1:00am
Saturday 11:00am – 1:00am
Sunday 11:00am – End of Ceremonies

DEALERS ROOM
Grand Ballroom West & Front Center (2nd Floor, South Tower)
Thursday 2:00pm – 7:00pm
Friday 10:00am – 6:00pm
Saturday 10:00am – 6:00pm
Sunday 10:00am – 4:00pm
GAMING
Tabletop 22nd Floor (2202, 2204, 2205, 2207)
Thursday 12:30pm – 12:30am
Friday 9:30am – 12:30am
Saturday 9:30am – 12:30am
Sunday 9:30am – 3:30pm

LAN/Computer Gaming (Room 2208)
Thursday 12:30pm – 12:30am
Friday 11:00am – 12:30am
Saturday 11:00am – 12:30am
Sunday 11:00am – 3:30pm
Adults (18+) only after 9:30pm

Artemis: Starship Bridge Simulator (Room 2203)
Thursday 12:30pm – 12:30am
Friday 11:00am – 9:30pm & 11:00pm – 12:30am
Saturday 11:00am – 12:30am
Sunday 11:00am – 3:30pm

The Source Presents (Room 2206)
ConSuite Gaming (Rooms 216 and 217)
Deluxe Gaming Suite (Room 2201)
Opens 3:00 pm on Thursday
Ends 5:00 pm on Sunday

GPS CHARITY AUCTION
Atrium 8 (2nd Floor, North Tower)
Thursday 5:00pm – 8:00pm
Friday 11:00am – 8:00pm
Saturday 11:00am – 8:00pm
Sunday 11:00am – 2:00pm FOR PICK UP ONLY

MAINSTAGE
Grand Ballroom East (2nd Floor, South Tower)
Thursday 6:00pm – 4:00am
Friday 2:00pm – 5:00am
Saturday 7:00pm – 6:00am
Sunday 2:00pm – 6:00pm

MASQUERADE
Participant Sign-up/Registration
(CONvergence Central, outside Grand Ballrooms)
Thursday 3:00pm – 6:30pm
Friday 10:00am – Noon & 1:00pm – 5:00pm
Saturday Schedule for Participants
9:00am – 10:00am Performer Orientation
(MainStage - Mandatory for performers)
11:00am – 4:00pm Technical Rehearsal
(MainStage - Performers will be assigned a 15 minute slot during this time)
11:00am – 4:00pm Workmanship Judging
(Green Room - Performer judging times will be assigned)
6:00pm Show Call (Green Room)

Masquerade Performance
MainStage / Grand Ballroom East (2nd Floor, South Tower)
6:30pm House Opens
7:00pm Masquerade Show Begins

PROGRAMMING OPERATIONS
Atrium 5 (2nd Floor, North Tower)
Thursday Noon – Midnight
Friday 9:00am – Midnight
Saturday 9:00am – Noon
Sunday 9:00am – 6:00pm
If you are on a panel, stop by the special table at registration to pick up your panelist information sheet (with your full schedule) and badge attachment with your schedule.
Items for children 12 and under are tagged “children”.
Items for teens ages 13 – 17 are tagged “teen”.

SMOKERS PARADISE
East Entrance Outside (Between North and South Towers)
Opens Thursday at Noon
Closes Sunday at Noon
For the second year in a row, CONvergence is happy to host the Smoker’s Paradise tent in the East Courtyard of the Doubletree! A nice shaded, breezy area outdoors for smokers to hang out in and partake of their tobacco products and e-cigarettes in a friendly atmosphere with plenty of seating, tables and lots of ashtrays.
Smoker’s Paradise is located across from the main entrance of the Doubletree outside the East doors next to the outdoor patio. So if you’re a smoker, a friend of a smoker, or just like being outside during a Summer’s day to relax on the comfy patio furniture, c’mon out to the East Courtyard and join us! It’s way better than crowding around the exits or trying to sneak behind the gymnasium!

THEATER NIPPON
Atrium 1 (2nd Floor, North Tower)
Thursday 3:00pm – 3:00am
Friday 7:00am – 3:00am
Saturday 7:00am – 3:00am
Sunday 7:00am – 3:00pm
VOLUNTEERS & INFORMATION TABLE
CONvergence Central area across from the Grand Ballrooms,
(2nd Floor, South Tower)
Wednesday  Noon – 6:00pm
Thursday  Noon – 10:00pm
Friday  9:00am – 10:00pm
Saturday  9:00am – 10:00pm
Sunday 10:00am – 6:00pm

VOLUNTEERS DEN
Cabana 117/118 (1st Floor/ South Tower next to F2E2)
Thursday  Noon – 2:00am
Friday  10:00am – 2:00am
Saturday  10:00am – 2:00am
Sunday 10:00am – 4:00pm

VOLUNTEERS DEN MASSAGE HOURS
Thursday  Noon – Midnight
Friday  Noon – Midnight
Saturday  Noon – Midnight
Sunday  Noon – 3:30pm

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Performed live at
Convergence
2001-2012

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WHERE VOLUNTEERS GO TO RELAX AND CHAT WITH OTHER VOLUNTEERS

CONvergence is a volunteer-run event and couldn’t exist without countless hours of work from hundreds of dedicated fans. That’s true from the Department Heads and Staff of the Convention Committee to the at-con volunteer who works a single hour as a badger.

That’s right; you can be a part of the team that makes the convention run by volunteering your time at the convention. Some people spend dozens of hours helping out at-con (and more during the year), but you can volunteer for as little as a single hour and that hour is highly valued. Lots of essential CONvergence functions – from badging to moving stuff where it needs to go – are carried out by volunteers who are scheduled at the con.

The Volunteer Department puts CONvergence Members looking to help out at the con where they are needed. Volunteering one single hour gets you a Volunteer Ribbon and an invitation to the Volunteer Party a few weeks after the convention. We also have a super Volunteer Den and in the Den, our wonderful Massage Room. The times you can enjoy this perk depends on how many hours you volunteer (see table below). Bring your volunteer card & your Convention badge to the Volunteer table to learn more.

MINIMUM VOLUNTEER HOURS REQUIRED FOR VOLUNTEER DEN ACCESS

Four Hours:
- Wednesday All day
- Thursday All day
- Friday until Noon
- Saturday Not Available
- Sunday Not Available

Seven Hours:
- Wednesday All day
- Thursday All day
- Friday All day
- Saturday until Noon
- Sunday Not Available

Ten Hours:
- Wednesday All day
- Thursday All day
- Friday All day
- Saturday All day
- Sunday until closing ceremonies

For those of you who love to help out that rack up 15 hours or more of volunteer time, you can earn a Volunteer T-shirt. These collectable shirts are unique each year, and can’t be purchased. You can only get them by volunteering, which to us makes them a badge of honor!

Stop by the Volunteer Table in the CONvergence Central area across from the Grand Ballrooms. They’ll tell you where we need your help, how to track your hours, and get you started.

VOLUNTEER TABLE/ INFORMATION DESK AT CVG CENTRAL

CONvergence Central area across from the Grand Ballrooms
(2nd Floor, South Tower)
- Thursday Noon – 10:00pm
- Friday 9:00am – 10:00pm
- Saturday 9:00am – 10:00pm
- Sunday 10:00am – 6:00pm

The Volunteer Table is our primary at-Con location to coordinate and gather volunteers. The table is located at the entrance to Convergence Central. You can also redeem your hours here! Stop by get your “green card,” sign up and see what you can get for the time you Volunteer!

VOLUNTEERS DEN
(Cabana 117/118 (1st Floor/ South Tower next to F2E2)
- Wednesday Noon – done
- Thursday Noon – 2:00am
- Friday 10:00am – 2:00am
- Saturday 10:00am – 2:00am
- Sunday 10:00am – 4:00pm

The Den is a place for our valued Volunteers to relax after their shift, have a massage or just hang out with other volunteers. All you need to enjoy this perk is four (4) hours of volunteering for Wednesday to Friday noon, 3 more hours (7) for Friday to Saturday noon and 3 more hours (10) Saturday noon to closing on Sunday. Bring your volunteer card & your Convention badge to the Volunteer table and get your three different ribbons to gain entry to the Den! The Den is conveniently located next door to F2E2 and we hope to see you there.

Remember to check with our Volunteer Staff on duty if you need a couple extra hours to get your Volunteer T-shirt or earn more Connie Points. They will help you find something you will enjoy!

VOLUNTEERS DEN MASSAGE HOURS
- Thursday Noon – Midnight
- Friday Noon – Midnight
- Saturday Noon – Midnight
- Sunday Noon – 3:30pm
We have lots and lots of the One True Blue Tape and we love to share it!

We want everyone to have a safe and enjoyable time while at CONvergence, so please adhere to the following policy or risk being uninvited to the convention without refund from the convention or the hotel. It makes a big difference if we try to keep things clean.

Please pick up after yourself. There are trash containers around the hotel. It makes a big difference if we try to keep things clean.

We have lots and lots of the One True Blue Tape and we love to share it!

CONvergence is dedicated to providing a safe and comfortable convention experience for everyone. Harassment of any kind, including physical assault, battery, deliberate intimidation, stalking, or unwelcome physical attentions, will not be tolerated. If people tell you “no” or to leave them alone, your business with them is done.

Leave them alone. Do not follow them or attempt to disrupt their convention experience in any way. If you continue to attempt to have contact with those people, you may be removed from the premises.

CONvergence is not responsible for solving any interpersonal problems that may arise between individual members. In general, we can take no action to prevent a person from attending the convention unless that person has made a specific and credible threat toward the convention itself. If you feel that a threat exists against your person, we advise you to seek a restraining order against the individual in question and to involve the host hotel itself (security staff specifically) and the municipal police department in advance of the convention; otherwise, we recommend simply avoiding that individual. If that individual stalks, harasses, or attempts to assault you at the convention itself, you may report that individual to a member of CONvergence Operations (they will report it to the hotel’s security staff who will get the police involved if necessary) or you may report it to hotel security directly, and the appropriate action will be taken. Conversely, any attempt to have an innocent person removed from the convention by falsely accusing him or her of threats will be itself treated as an act of harassment and will be dealt with appropriately.

The responsibility for settling interpersonal disputes lies solely with the individuals involved, and CONvergence will not tolerate being used as a leveraging point in such disputes attending the convention unless that person has made a specific and credible threat toward the convention itself.

Again, if you feel that a threat exists against your person, and you are aware in advance, we advise you to seek a restraining order against the individual in question and to involve the host hotel itself (security staff specifically) and the municipal police department in advance of the convention. If the threat arises during the convention, involve the host hotel security staff and the municipal police department if needed. Otherwise, we recommend simply avoiding that individual.

You may post non-adhesive signs with low-tack tape. The DoubleTree by Hilton Bloomington specifies and requires only 3M Safe-Release Painter’s Tape, product #2080, on surfaces that won’t be damaged by removal. If you don’t have acceptable tape, come to the Bridge. We’re happy to share ours. Neither the convention hotel nor CONvergence will tolerate the application of stickers or high-tack tape to hotel surfaces. Their removal is damaging to the hotel, and is therefore considered unacceptable. Incidents of this kind will be treated as vandalism.

The DoubleTree by Hilton Bloomington is a non-smoking establishment, per state law. Smoking is permitted only outside of the hotel at a distance of 25 feet from any entrance. Smoking areas will be clearly delineated and separate canopied areas may be provided as weather demands, and facilities permit. (See Smoker’s Paradise.) The ConSuite and cabanas are NOT smoking areas. Smoking on the patios and balconies of the rooms is not allowed.

Additionally, the DoubleTree by Hilton Bloomington does not allow e-cigarettes within the building and e-cigs must be treated as traditional cigarettes.

CONvergence reserves the right to deem any item unsafe or inadmissible, and to request its removal from the convention, regardless of whether it conforms to the ‘letter of the law’. Violations of this policy can lead to immediate ejection from the convention and/or banning from all future CONvergence functions and may include legal action.

CONvergence reserves the right to revoke the membership of any member for any reason including but not limited to breaking our house rules, or behaving in such a manner as is deemed unsafe or unacceptable.

Please remember – whatever applies outside still applies inside the hotel and the convention.

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We have lots and lots of the One True Blue Tape and we love to share it!
The following are also not allowed:

• Explosive devices of any kind
• Tasers/stun guns
• Pepper spray
• Laser pointers
• Any item deemed unsafe by CONvergence Operations

PROPS
CONvergence reserves the right to deem any item unsafe or inadmissible and request its removal from the convention, regardless of whether it conforms to the ‘letter of the law’. Violations of this policy can lead to ejection and/or banning from all future CONvergence functions and may include legal action.

PEACE-BONDING
Peace-bonding is the process of marking and securing a prop using an identifiable material, typically zip-ties. This marking indicates to all concerned that you have been to the Bridge and that CONvergence Operations has seen and approved your prop. If you have a prop of a delicate nature, you may peace-bond it yourself, however this still must be done with peace-bonding material provided by CONvergence Operations and performed either on the Bridge or under the supervision of Operations personnel.

When you bring your props to the Operations Bridge, you will be eligible for exclusive CONvergence swag!

CARRYING PROPS

• Prop weapons and accessories may be carried throughout the convention, provided they are approved by CONvergence Operations and peace-bound.
• Any realistic prop must be readily identifiable as a non-real weapon. We would suggest a ½ inch bright orange tip or plastic around the end of the prop.
• Props may not be pointed at anyone under any circumstances (especially replica firearms/nerf guns/waterguns).
• If your prop is of the ‘large and unwieldy’ variety, please be mindful of those around you, especially in confined spaces (e.g., elevators).
• Realistic props should not be carried outside the convention. The Bloomington Police Department will treat realistic looking weapons as a LEGITIMATE THREAT AND WILL TAKE APPROPRIATE ACTION! (And that WILL wreck your convention.)

ALLOWED PROPS
Props may include (but are not limited to):

• Swords & Knives
• Edged/bladed props must be sheathed, peace-bound and may not be drawn in normal convention space. (See programming exception below.)
• Edged/bladed props may NOT be unsheathed and brandished or pointed at other attendees. Doing so will be considered a violation of this policy, and may result in removal of the prop, its owner or user from the convention.
• Bats/clubs/mallets
• Staves and canes
• Bows
• Bows are allowed only if they are rendered incapable of firing. This means that a bow must either be unstrung or strung at no tension. If you wish to carry arrows as part of this prop they must be un-tipped and secured to the quiver, if able.
• Toy, replica and model firearms (These include Airsoft, water guns, Nerf, etc.)
• All props capable of firing a projectile or substance must be rendered unable to do so. The method of doing so is at the discretion of CONvergence Operations and typically includes peace-bonding the trigger or otherwise rendering the prop inert. Please work with Operations to find the best solution to make your prop safe.
• Sidearms (pistols, etc.) must be holstered. Long arms (rifles, etc.) must remain secured to your person (e.g., slung, sheathed, holstered, stapled, or duct taped).
• Realistic firearm props MUST NEVER be brandished or pointed at other attendees. Doing so will be considered a violation of this policy, and may result in removal of the prop, its owner or user from the convention.
• The possibilities for props are endless; if you have any questions regarding your prop or whether it will be allowed, please contact Convergence Operations.

PROGRAMMING & PHOTO OPS

• Weapons, particularly firearms (disabled or otherwise) are still not allowed, period.
• Realistic props may be drawn and brandished when the member is participating in a CONvergence scheduled event where deemed safe and appropriate by the organizer (for example, Masquerade, Stage Combat, Fashion Show, etc.). These props may be worn only for the duration of each event and must be re-secured or removed after the event.

COSTUMES/CLOTHING

• Any costume that gives the appearance of being a member of United States military or law enforcement will not be permitted. Exception: Genuine military personnel may wear their uniforms.
• Costumes and clothing worn at the convention are still subject to Bloomington, MN nudity laws.

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

The DoubleTree has a policy that allows pets. However, during the convention they have agreed to follow our policy.

- Effective March 15th 2011, the Federal ADA definition of “service animal” has changed. For the final rule published, please follow this ADA link: http://www.ada.gov/regs2010/titilell_2010/reg2_2010.html
- Or for a more direct and clear statement of the ADA definition follow this advocacy link: http://servicedogcentral.org/content/changes

CONvergence follows this final ruling and its clarifications. For this print version of the Operations Manual, information from the above links is appended at the end of this policy or are within this policy, but are not as fully comprehensive as what is online.

Key changes include the following:
1. Only dogs or small ponies (not kidding!) will be recognized as service animals.

2. Service animals are required to be leashed or harnessed except when performing work or tasks where such tethering would interfere with the animal’s ability to perform.

3. Service animals are exempt from breed bans as well as size and weight limitations.

4. Though not considered service animals, businesses are generally required to accommodate the use of miniature horses under specific conditions.

Existing policies that were clarified or formalized include the following:

1. Dogs whose sole function is “the provision of emotional support, well-being, comfort, or companionship” are not considered service dogs under the ADA.

2. The use of service dogs for psychiatric and neurological disabilities is explicitly protected under the ADA. (Please note: the above website clearly defines that a service animal for psychiatric and neurological disorders must be trained to “do work” and “perform tasks.” Please see the section titled Doing “Work” or

Performing “Tasks” contained within the definition of Service Animal, located in Subpart A—General, Section 35.104 Definitions, for a clear definition of what this entails.)

3. “The crime deterrent effects of an animal’s presence” do not qualify that animal as a service animal and “an animal individually trained to provide aggressive protection, such as an attack dog, is not appropriately considered a service animal.”

If your service dog meets these requirements, it will be issued a Service Animal Badge from Registration once verified by the Bridge. The next immediate step is to report to the Bridge with the service dog to check in for the weekend so that you and your service animal have as few interruptions as possible by staff verifying that you’ve complied with the policy. We look forward to having you both at our convention and will do our best to work with you to make the experience the best it can be for everyone! Excerpts from: http://www.ada.gov/regs2010/titilell_2010/reg2_2010.html

Service animal means any dog that is individually trained to do work or perform tasks for the benefit of an individual with a disability, including a physical, sensory, psychiatric, intellectual, or other mental disability. Other species of animals, whether wild or domestic, trained or untrained, are not service animals for the purposes of this definition. The work or tasks performed by a service animal must be directly related to the handler’s disability. Examples of work or tasks include, but are not limited to, assisting individuals who are blind or have low vision with navigation and other tasks, alerting individuals who are deaf or hard of hearing to the presence of people or sounds, providing non-violent protection or rescue work, pulling a wheelchair, assisting an individual during a seizure, alerting individuals to the presence of allergens, retrieving items such as medicine or the telephone, providing physical support and assistance with balance...
and stability to individuals with mobility disabilities, and helping persons with psychiatric and neurological disabilities by preventing or interrupting impulsive or destructive behaviors. The crime deterrent effects of an animal’s presence and the provision of emotional support, well-being, comfort, or companionship do not constitute work or tasks for the purposes of this definition.

§ 35.136 Service animals
(a) General. Generally, a public entity shall modify its policies, practices, or procedures to permit the use of a service animal by an individual with a disability.

(b) Exceptions. A public entity may ask an individual with a disability to remove a service animal from the premises if—

(1) The animal is out of control and the animal’s handler does not take effective action to control it; or

(2) The animal is not housebroken.

(c) If an animal is properly excluded. If a public entity properly excludes a service animal under § 35.136(b), it shall give the individual with a disability the opportunity to participate in the service, program, or activity without having the service animal on the premises.

(d) Animal under handler’s control. A service animal shall be under the control of its handler. A service animal shall have a harness, leash, or other tether, unless either the handler is unable because of a disability to use a harness, leash, or other tether, or the use of a harness, leash, or other tether would interfere with the service animal’s safe, effective performance of work or tasks, in which case the service animal must be otherwise under the handler’s control (e.g., voice control, signals, or other effective means).

(e) Care or supervision. A public entity is not responsible for the care or supervision of a service animal.

(f) Inquiries. A public entity shall not ask about the nature or extent of a person’s disability, but may make two inquiries to determine whether an animal qualifies as a service animal. A public entity may ask if the animal is required because of a disability and what work or task the animal has been trained to perform. A public entity shall not require documentation, such as proof that the animal has been certified, trained, or licensed as a service animal.

Generally, a public entity may not make these inquiries about a service animal when it is readily apparent that an animal is trained to do work or perform tasks for an individual with a disability (e.g., the dog is observed guiding an individual who is blind or has low vision, pulling a person’s wheelchair, or providing assistance with stability or balance to an individual with an observable mobility disability).

(g) Access to areas of a public entity. Individuals with disabilities shall be permitted to be accompanied by their service animals in all areas of a public entity’s facilities where members of the public, participants in services, programs or activities, or invitees, as relevant, are allowed to go.

(h) Surcharges. A public entity shall not ask or require an individual with a disability to pay a surcharge, even if people accompanied by pets are required to pay fees, or to comply with other requirements generally not applicable to people without pets. If a public entity normally charges individuals for the damage they cause, an individual with a disability may be charged for damage caused by his or her service animal.

(i) Miniature horses. (A) A public entity shall make reasonable modifications in policies, practices, or procedures to permit the use of a miniature horse by an individual with a disability if the miniature horse has been individually trained to do work or perform tasks for the benefit of the individual with a disability. (B) Assessment factors. In determining whether reasonable modifications in policies, practices, or procedures can be made to allow a miniature horse into a specific facility, a public entity shall consider—

(1) The type, size, and weight of the miniature horse and whether the facility can accommodate these features;

(2) Whether the handler has sufficient control of the miniature horse;

(3) Whether the miniature horse is housebroken; and

(4) Whether the miniature horse’s presence in a specific facility compromises legitimate safety requirements that are necessary for safe operation.

(C) Other requirements. Paragraphs 35.136 (c) through (h) of this section, which apply to service animals, shall also apply to miniature horses.
AMERICAN SIGN LANGUAGE INTERPRETATION AT CONVERGENCE

ASL@CVG is back. We have ASL interpreters available by request at the Volunteers Table or after hours at the Operations Bridge.

NERFHERDERS

MEMBER ACCESS AND FLOW

Nerf Herders is the department that helps people move through the convention hotel safely, providing badging, elevator control, and line control.

Badging—confirming that everyone who walks past a certain point is wearing their CONvergence badge—is how we make sure that the people in the hotel are members of the convention. We do this for two primary reasons: fairness, so that everyone who pays gets what they paid for, and the safety of our guests.

We are expecting over seven thousand attendees to CONvergence 2014. Many of those people are staying in the DoubleTree hotel and many more want to visit parties on the fourth floor or gaming on twenty-second floor.

The hotel does maintenance on the elevators just before the convention, but we still put them under a lot of stress and we don’t want them to break down. Elevator monitors help make sure that we don’t lose the use of elevators by making sure we keep the load down to a level they can easily handle.

Lines at conventions can be epic. There are lines for registration, lines for special events, lines for guest signings, and lines that just appear out of nowhere as an event turns out to be more popular than expected. Nerf Herders organize and manage these lines in order to keep the flow of people moving in the correct direction and not blocking traffic.

We will be recruiting volunteers to serve in all of these positions. If you are interested, please stop by Cabana 102 or our table near Volunteers at CVG 2014.
Amy Berg is working on a mystery project.

That’s literally true because she’s a very successful producer and television writer with a lot of irons in the fire. But more than that, Amy is the kind of person who has a permanent twinkle in her eye—like she is a mad scientist who has something weird and amazing strapped to a table. She always seems like she is one second away from throwing the switch and bringing on the lightning.

I’m very lucky to call Amy Berg, a mad scientist, a friend. We did a comedy show together awhile back in Los Angeles, and Amy shared her secret origin story. It involved breaking into the biz by writing a spec script about writing a spec script.

In tribute, the rest of this bio will be a fictional interview with Amy about what I should write in her bio.

**INT. AMY’S LIVING ROOM – DAY**

Joseph Scrimshaw quickly types notes on his smartphone. Amy Berg is only half paying attention because she’s in the middle of playing Last of Us on her PlayStation 3.

**JOSEPH:** Okay, Amy, I’m supposed to write this bio. It should include some credits so people know all the cool shows that you’ve worked on.

**AMY:** You know you can just Google that right?

Joseph Googles. Amy murders zombies.

**JOSEPH (CONT’D)** Okay. I’ll include that you’ve been a writer and producer on shows like Person of Interest, The 4400, Leverage, and Eureka. I’ll also editorialize that your Eureka holiday special is the best holiday special ever made.

**AMY:** NO! YOU SON OF A——

**JOSEPH:** Sorry, I can take that out, I didn’t mean to——

**AMY:** No, a zombie just bit my calf.

**JOSEPH:** Right. I was also going to add that you recently combined your love of comedy and super heroes to create the awesome digital series, Caper, available on Hulu and produced by Felicia Day’s Geek & Sundry.

**AMY:** Sounds good. Anything else I can tell you how to Google?

**JOSEPH:** Actually, I’m not just supposed to write your credits. I’m also supposed to tell people why you’re awesome. So, uh, why are you awesome?

**AMY:** Come on, Scrimshaw! You’re a writer. Don’t TELL them why I’m awesome. SHOW them why I’m awesome.

**JOSEPH:** Right! I’ll try to paint a picture with words. A picture of a super-smart engaging person fueled by Starbucks coffee or a glass of good beer—depending on the time of the day—feverishly, intensely, passionately writing, or killing zombies—depending on the time of day. Or, maybe I’ll just call you a mad scientist who’s also been working on some amazing mystery project.

**AMY:** The important thing is that you make me sound awesome.

**JOSEPH:** That shouldn’t be too hard.

Joseph types away. Amy kills another zombie as she takes a sip of her coffee. There is a twinkle in her eye. A twinkle of AWESOME.

-**THE END**-
When Jody Wurl asked me to write something about Emma, she said, “The intent of the article/bio would be to share why she’s so cool.”

It’s impossible to write about Emma without sharing why she’s cool—not “the godmother of urban fantasy” cool, but just cool. I’ve known her since we were college students. I’ve heard that she was not cool in her childhood—which is possible, because true cool tends to be learned in hard ways—but she’s been cool all the years that I’ve known her. I’m inclined to disbelieve the rumors that she was ever uncool: as a girl, when she played with Barbie and Ken, she made them international spies.

Emma was the first woman I knew who loved fantasy and science fiction. In 1975, at Beloit College, my girlfriend of the time saw Emma reading a Foundation novel and asked her if it was any good. That evening, my girlfriend dragged me off to meet her find woman who read science fiction. I confess, I wasn’t terribly excited by the idea. Every reader in the genre loves a different subset of books. The odds were small that this stranger and I would love the same work.

But sometimes the universe is on your side. My girlfriend had found a tall, cheerful, dark-haired woman whose book shelves were filled with writers I loved: Samuel R. Delany, Roger Zelazny, Ursula LeGuin, Alfred Bester, Fritz Leiber, Zenna Henderson.

We became best friends almost instantly. We started a literary magazine, and, inspired by the Society for Creative Anachronism, we threw a Medieval feast. After we graduated, Emma and her boyfriend went off to Minneapolis. She found Minneapolis’ fan group, Minn-stf, or rather, Minn-stf found her—two fans saw her in a food co-op, told her she looked like a fan, and asked her if she knew about the club and its upcoming convention. Only Emma would learn about fandom by being approached in a co-op by evangelists.

In 1980, I went to visit Minneapolis and fell in love with the city. I can’t say when I realized that I had fallen in love with Emma, but we married a year later.

Emma’s reputation was made with her first novel, War for the Oaks, where the story of a musician caught up in a battle by the forces of Faerie for control of Minneapolis. As for its cool genesis, Terri Windling, an editor for Ace Books, noticed that something unusual was happening in Minneapolis and came to visit. Emma and I took her to the First Avenue nightclub. We went to hear music and see if Terri would be lucky enough for Prince to show up—he didn’t. But Emma started telling Terri about the book she wanted to write someday about faerie duels on that stage. Terri told her to set aside the novel she had begun and write that novel instead.

I could tell you cool things about all of Emma’s books, but it would be cooler for you to find them on your own. Okay, I’ll give you one. Her third, Bone Dance, was the first book to be a finalist for the Hugo, the Nebula, the Philip K. Dick, and the World Fantasy Award no one can decide whether it should be shelved under science fiction or fantasy.

And for a bonus cool point: Emma was part of Cats Laughing, a psychedelic roots-jazz-rock band that included Lojo Russo, Steven Brust, and Adam Stemple; and the Flash Girls, an acoustic goth-folk duo that won the 1995 Minnesota Music Award for Best World Folk Group.
A polymath possesses an absolute mastery of various skill sets. The term is often applied to great thinkers of the Renaissance era -- Michelangelo, Da Vinci, Bacon. I hate polymaths. They’re better at things than I am. I have two skill sets: Writing, and drinking copious amounts of bourbon. I cannot fix a car, hammer a nail, install drywall, or build a cold fusion reactor. A mechanic once told me that my car’s timing belt ran the dashboard clock and I believed him. My attempt at building a bookshelf resulted in a broken thumb. And the NSA deemed my cold fusion attempts “laughable”.

C. Robert Cargill is geekdom’s premiere polymath. Indeed, Renaissance leader Leon Battista Alberti could have been talking about Cargill when he said, “a man can do all things if he will.”

Cargill’s first piece of writing, a review of Crouching Tiger, Hidden Dragon, hit the Internet like a nuclear bomb. People noticed. He soon began writing for Ain’t It Cool News, Spill.com, and others. His reviews and essays were unlike anything else being published at the time, earning him a loyal, rabid audience.

He could have had a comfortable career as a film critic, but like all polymaths, Cargill wanted to expand his horizons. He began acting in such indie productions as Last Days of America, The Rules of Attraction, and Pathogen. If he could review and appear in movies, then why not try his hand at writing movies? Cargill did just that, co-writing 2012’s Sinister with Scott Derrickson -- one of the freshest, most original, and absolutely terrifying horror films of the last decade.

Critics, fans, and peers all took notice of Sinister. It was impossible not to. And thus, twelve years after his first published piece, Cargill’s efforts were still impacting fandom like a nuclear bomb. There are more films to come, including Sinister 2, As They Continue To Fall, and an adaptation of the Deus Ex video game series.

Once again, Cargill decided to expand by writing a book. I received the manuscript of his debut novel, Dreams and Shadows, at the worst point in my life. I’d promised to go over it and suggest edits, but for a long time I didn’t because I had a whiskey bottle in one hand and a gun in the other. One night, at my lowest, most wretched point, I remembered my promise and read page one. Then page two. By the time I’d finished reading this remarkable novel, I’d been transported some place magical and cool.

Perhaps that best sums up C. Robert Cargill. You could say “film critic,” “actor,” “screenwriter,” and “author,” but it’s easier and more apt to just say “magical” and “cool.”

Spend some time in his presence this weekend, watch one of his films, or read one of his books (his second novel, Queen of Dark Things, is out now) and I think you’ll agree.

I hate polymaths but I love C. Robert Cargill.
If you’ve been to a CONvergence art show, you’ve seen Sarah Clemens’ work: the dragon in chaps with two six-shooters on its hip, the cat in its leather helmet and goggles. Magnus the Cat and Loki the Norwegian Speartail Dragon are almost as familiar as Connie to art show regulars. My favorite piece features Magnus and Loki sharing a bookshelf as Loki sets fire to the book he is trying to read because he finds it offensive. No, wait, it might be her take on Leonardo da Vinci’s Vitruvian Man.

Maybe it was her small, one-of-a-kind paintings on stones that got your attention. When we think of stone paintings, we don’t usually think of diminutive pieces in bright colors, much less that sort of attention to detail. Besides, who doesn’t love the idea of a rodent on a spacewalk?

Or maybe it was one of the award-winning St. Labia series or another nude that caught your eye. After all, women with realistic proportions, poses, and parts are rare in science fiction and fantasy art. With so many candidates for Escher Girls in the genre, realism, and skeletal structure are a refreshing change. I’m partial to the original St. Labia; she has so much attitude.

Perhaps you found yourself staring at “Marbles,” wondering why a photograph of marbles in and around a glass jar was hanging in a F&SF art show—until you realized you were staring at a painting so photorealistic as to make you think about the nature of reality. Or you looked at her paintings of the American Southwest and saw red, Martian landscapes as she captured the colors and shapes that have drawn photographers and directors to the region for over a century.

Sarah Clemens has earned her place as a fixture of science fiction and fantasy art with Magnus and Loki (and many other creatures), her true-to-life women, her paintings on stone, and her photorealistic landscapes and still-lifes. Combining her eye for real-life detail with her vivid imagination is a crowd-pleasing and Guest-of-Honor-worthy recipe. If you haven’t stopped by the art show at CONvergence yet, you’re really missing out.
A self-described “goofball,” Matthew Ebel is one of those people who are passionate about music, imagination, writing, and the world around him. I first discovered his songs many years ago when he created a musical celebration at one of the furry fandom’s central social gathering points, the text-based online role-playing forum, “FurryMUCK.” The anthro-fan in me was hooked.

But as I listened, I found much more than just my own fannish interests reflected in his songs.

Matthew’s music contains an amazing array of social commentary (with songs such as “Not Our Bed” and “They Got The Money”), the passions of everyday life (“Good Morning, New York” and “Drive Away”), comedy (“Everybody Needs A Robot” and “Everybody Needs A Ninja”) and, yes, speculative fiction (“Goodbye Planet Earth” and “I Wish I Were”).

He’s also one of the reasons why I listen to as many podcasts as I do today. As an early podcaster, he ran “High Orbit” – a celebration of the best, not-found-on-mainstream-corporate-radio music. In the universe of his show, he is Captain Matthew Ebel of the U.T.F. Revolution. From his starship’s virtual captain’s chair, he broadcasted his musical discoveries and exciting adventures (or not-so-adventures) alongside his robotic crew: Prodo-1 and Prodo-2.

And while “High Orbit” concluded with the album, “The High Orbit Holiday Special,” the good captain’s adventures in music continue on YouTube with “the Coffee Bunker.” There, he performs half-hour-long online concerts with his drummer, Runtt, all from the comfort of his subterranean bunker (deep beneath a planet not-too-far from Earth) where coffee is mined to fuel starships.

Wait, you thought coffee was a bean that grew on trees? That’s just what the government wants you to think.

In a world of geek rock, Matthew’s work stands out as something special. Not literal (except when he wants to be) and not hopelessly allegorical (except when he wants to be), his songs spin both mental images and emotions like fine threads. And his love of speculative fiction, including The Next Generation, Doctor Who, Battlestar Galactica, Firefly, steampunk, and so much else can be seen coloring his creative works.

His albums, “Goodbye Planet Earth” and “The Lives of Dexter Peterson,” were both inspired by science fiction themes. The first explores the destruction of our home world with a surprisingly upbeat tone, while the second tells the tale of a man who keeps waking up in different lives scattered across time and space.

I know the tradition is to celebrate the career of a guest from the perspective of a fan and, really, I hope that having read this, you’ll take a listen to Matthew Ebel’s work and take it to heart as solidly as I have. He can be found online at matthewebel.com and on his YouTube channel. Many of the songs that he’s created can be heard on his Web Site, and he frequently uploads live concert footage to YouTube.

This weekend, make time to see his show, hang out with him in ConSuite, pick up a disc or two, and enjoy his incredible piano rock. You won’t be sorry, and you’ll learn all about a musician who has both fandom and pure imagination flowing in his veins.

And coffee.
Greg Guler tells me that he has a picture of Popeye that he drew at the age of two. His life-long love affair with cartoons and animation started when he was a child watching old cartoons, such as Popeye and Mighty Mouse. He loved these shows, and he wanted to put what he saw on the screen on paper. Greg grew up in New Rockford, North Dakota, and he studied commercial art at a technical college in Minnesota, but the majority of what he knows is self-taught.

Greg has been lucky enough to take a life-long passion and turn it into a career. He says that being a professional artist involves spending long hours drawing, working on demand, and being dedicated to what you are doing. “People who are artists on their own time can be creative when they feel like it. This job is about the hours at the board.” Greg has certainly put those in, and they have paid off in spades.

Greg has done a lot of work for Walt Disney since joining the team in 1991. He was a prop designer on Dark Wing Duck, meaning he drew everything that moved that wasn’t a character. As a Lead Character Designer, he drew the preliminary designs for all of the main characters on Gargoyles. He has faced many interesting animation challenges, including moving Buzz Lightyear from CG Animation to standard animation for Buzz Lightyear – Star Command and moving the traditional Disney characters like Mickey and Minnie Mouse from standard animation to CG animation for Mickey Mouse Clubhouse.

He has also worked on Aladdin, A Goofy Movie and a number of DVD sequels. He was Lead Character Designer for Lilo and Stitch as well as his current project, Phineas & Ferb. Other work prior to Disney includes comic book illustration for DC Comics and First Comics.

Greg explains that the job of Lead Character Designer as the artist who creates the first drawings of the characters, and sets the tone and the style for the show. He has collaborated closely with many producers and creators to get their concepts on paper and to build a comprehensive blueprint for what the show looks like. Once this is complete, his job is to make sure the show looks the same from episode to episode.
Guests of Honor

By Elizabeth Bear

Scott Lynch

Lies is a witty and clever book, and I won't lie—it's a caper novel, and I am a complete sucker for capers, as long as they play fair. And there's narrative drive: tension and plot and the gnawing need to stay up way too late turning pages.

There are fabulous complicated characters, and one of the things I like best is that the narrative doesn't excuse the protagonists when they do awful things simply because they are the protagonists. Locke Lamora has a moral center, but he's also a member of an organized crime syndicate, and these books don't get all mealymouthed about what that entails.

They're not for people who can't handle swearing, though. I'll tell you that for free.

But what Scott's work also has, in addition to those things—all wrapped up in the package of an arch, sardonic auctorial voice that will be the delight of anybody who likes Dashiell Hammett—is a selection of deep thematic arguments about loyalty, trust, what it means to be a responsible adult—or to not be, and to pay the price for that immaturity. All focused by one hell of a smart critique of rapacious capitalism that doesn't present any easy solutions or facile morals, just a series of thorny problems worth contemplating.

There is diversity of cast, too—there are women and people of color too, being awesome or foolish or just plain bad, and one of the things I personally adore about these books is that people who are not white heterosexual men get the same narrative treatment that men do. There are women in these books who die, absolutely—but they die because they make a heroic decision to sacrifice themselves, or they die because they are crime bosses or pirates, or because they picked the wrong side in a fight.

And now, sadly, I've already run out of space to talk about Scott's other work, including my own favorite—the Mars pulp SF adventure serial Queen of the Iron Sands with its displaced WWII pilot heroine, Violet DeVere.


*(Sorry, Scott, but I think To Kill a Mockingbird and The Bone People still have you beat.)*
One of the best parts about being Co-Head of the Guests department is getting to meet some really interesting people. Frank Paur is one of those interesting people. He has been a part of the animation scene for many years and has contributed extensively to its cannon.

Frank tells me that he started animation as a summer job when he was in college studying art and design. Hanna-Barbera had set up an independent layout studio to handle the animation layout for *Thundarr the Barbarian*. Frank, being a self-confessed comic book nerd and a fan of Jack Kirby, signed on. This job led to jobs in L.A. and to the rest of his extensive career.

Frank is an accomplished animator, director and producer, and has worked on many animated movies and television series. He won a prime time Emmy for HBO's Todd McFarlane's *Spawn: The Animated Series*. He is currently working with the NFL on their children's show, *NFL Rush Zone Guardians United*.

Frank's most recent work includes being director and art director on *Invincible Iron Man, Doctor Strange, Hulk* vs. movies and *Planet Hulk*, on which Frank says that he was given a lot of freedom to experiment, and that he appreciated how supportive Marvel was of his ideas. He also has been involved in *X-Men Evolution, Men in Black: The Series, The Avengers: Earth's Mightiest Heroes* and *Batman: The Animated Series*.

A long and very lucky career included his work on *Gargoyles*, which he considers a career highlight. He enjoyed the amount of creative control that he was given by Greg Weisman and the other producers. When asked which *Gargoyles* character is his favorite, he chooses to be diplomatic and say, “They are all dear to me...although Demona is a hoot to draw.”

Frank is a ballroom dancer, a hobby that he took up while working on the Marvel animated features. While working on three projects at once, Iron Man, Dr. Strange, and Spawn the Animated Movie (which never got put into production) he was very stressed out. Seeing a ballroom dance studio near work, he decided to take classes over lunch to help deal with the stress and to improve his dancing skills. He says he has also been known to collect a toy or two.
Her role as Counselor Troi proved that her penchant for the dramatic arts was more than just a young girl’s fancy. That role lasted seven years and 176 episodes of the TV show, as well as four major motion pictures and multiple reprises in the various Star Trek offshoots, video games, web series, audio books and holodeck adventures (coming soon!). She has also appeared in other Sci-Fi properties such as Stargate SG-1, The Outer Limits, and Young Justice, as well as more conventional TV shows like Family Guy, NCIS, Adventure Time, and Grey’s Anatomy.

In 1994, she was tapped to play Demona on Gargoyles. As the estranged lover of Goliath, and main protagonist of the show, she got to play against her usual type and really spread her wings. (Ahem.) She worked on the project with her very close friends, Jonathan Frakes and Michael Dorn, and truly enjoyed the experience.

Whether you are anticipating her spinning yarns of the long hours on the ST:TNG sets, telling embarrassing stories of her rock star guitarist husband, earnestly discussing the state of women’s rights, or a rousing debate of the merits of Tottenham Hotspur Football, please join us in welcoming Marina Sirtis! The Counselor will see you now.
I have to thank Greg Weisman for inviting me on the greatest adventure of my comics career to date. We'll get back to that.

As a California native with degrees from Stanford University and USC, Greg Weisman worked as an English composition and writing teacher, and as an Associate Editor and freelance writer for DC Comics before launching his career in animation.

In 1989, Greg was hired by Walt Disney Television Animation where he worked on such shows as *DuckTales*, *Raw Toonage* and *Bonkers*. After creating *Gargoyles*, Greg left his executive position to served as one of the series’ Supervising Producers alongside Frank Paur.

From its debut in 1994, Disney’s *Gargoyles* was groundbreaking, unlike anything seen in television animation before, featuring rich characterization and multi-episode story arcs. Greg’s passion for history and the works of Shakespeare shone through, and the magical characters of *A Midsummer Night’s Dream* would play a major role in the series’ mythology.

Greg went on from *Gargoyles* to develop projects at Dreamworks, before becoming a full-time freelance writer in 1998.

In addition to his freelance writing jobs, Greg wrote the series bible and produced the first season for *Max Steel*, and produced the second season of *W.I.T.C.H.*. In 2008, Greg developed *The Spectacular Spider-Man* with producer and Supervising Director Victor Cook, with Greg serving as Supervising Producer and Story Editor.

In 2010, Greg created and produced *Young Justice* with fellow producer Brandon Vietti. The series follows the lives of teenaged heroes and sidekicks who are members of a covert operations team working under the supervision of the Justice League. Well-developed characters and intricate story arcs were again a hallmark of this series, which proved popular for its large and diverse cast of characters.

Currently, Greg is an Executive Producer of the new *Star Wars: Rebels* animated series, which premieres on Disney XD later this fall. Greg’s second novel *Spirits of Ash and Foam*, (the sequel to 2013’s *Rain of the Ghosts*) is due out on July 8, 2014.

I first met Greg when he was a guest at CONvergence in 2006, but we’d already “worked together” when I drew a story he wrote featuring Justice League Europe encountering a group of gargoyle creatures that were just barely legally distinct from those in the Disney series.

By 2008, Greg was writing a Gargoyles comic for SLG Publishing and contacted me to ask if I would provide an issue of fill-in art for the spin-off Gargoyles: Bad Guys book; I was delighted to work with Greg again, and to work on something related to the revered Gargoyles property.

As the writer of the Young Justice companion comic, Greg ensured that the comic enjoyed the same smart, character-driven writing as the show. When Greg suggested for me to take over the art chores for the comic, I had a chance to discover how passionate and devoted the Young Justice fanbase was. It was an honor to illustrate such great stories and to share in such a remarkable fandom. I can’t thank Greg enough for that opportunity.
We want to make sure that you have every possible chance to meet and enjoy our Guests of Honor while they are here at CONvergence. You can't take over the world without networking, you know? Below is a listing of the panels and appearances scheduled for our 2014 Guests. There will be signing sessions by our Guests of Honor and other attending professionals at our Autograph Table located across the hall from the Bloomington Room. More may be scheduled than are listed here—please check the schedule posted there for the latest listing of signings.

### Amy Berg

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### Emma Bull

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### C. Robert Cargill

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### Sarah Clemmens

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MATTHEW EBEL
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Friday 2:00pm  DoubleTree Atrium 7
Saturday 11:00am  DoubleTree Atrium 4  Business of Art
Saturday 10:00pm  DoubleTree MainStage  Matthew Ebel Performance
Sunday 3:30pm  DoubleTree Plaza 2  One on One with Matthew Ebel
Sunday 5:00pm  DoubleTree MainStage  Closing Ceremonies

GREG GULER
Thursday 7:00pm  DoubleTree MainStage  Opening Ceremonies
Friday 12:30pm  DoubleTree Plaza 2  From TV to Comics
Friday 3:30pm  DoubleTree Atrium 6  Creating Gargoyles
Friday 8:30pm  DoubleTree MainStage  Gargoyles Q & A
Saturday 9:30am  DoubleTree Atrium 6  Cartoons You Can Watch With Your Kids
Saturday 11:00am  DoubleTree Edina  Evolution of Disney Princesses
Saturday 2:00pm  DoubleTree Atrium 7  Gargoyles Biology and Culture
Saturday 8:30pm  DoubleTree Plaza 3  Draw Phineas & Ferb with Greg Guler
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SCOTT LYNCH
Thursday 3:30pm  DoubleTree Plaza 2  Fritz Leiber's Urban Fantasy
Thursday 7:00pm  DoubleTree MainStage  Opening Ceremonies
Friday 12:30pm  DoubleTree Atrium 7  Storytelling 101
Friday 2:00pm  DoubleTree Bloomington  War for the Oaks' Influence on Urban Fantasy
Friday 3:30pm  DoubleTree Edina  Things I Wish I'd Known Before I Started Writing
Friday 5:00pm  DoubleTree Atrium 6  Alien Conspiracy Theories
Saturday 12:30pm  DoubleTree Edina  Strong Female Characters - It's a Trap!
Saturday 2:00pm  DoubleTree Plaza 2  Intellectual Property Rights
Saturday 3:30pm  DoubleTree Autograph Table  Signing - Scott Lynch
Saturday 5:00pm  DoubleTree Edina  Is There Life After "Dark and Gritty"?
Sunday 12:30pm  DoubleTree Edina  Writing Sequels: Deja vu or Level 2?
Sunday 2:00pm  DoubleTree Plaza 1  One on One with Scott Lynch
Sunday 5:00pm  DoubleTree MainStage  Closing Ceremonies

FRANK PAUR
Thursday 5:00pm  DoubleTree Bloomington  The Importance of the Storyboard
Thursday 7:00pm  DoubleTree MainStage  Opening Ceremonies
Friday 2:00pm  DoubleTree Atrium 4  10 Must-See Anime Movies
Friday 3:30pm  DoubleTree Atrium 6  Creating Gargoyles
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Saturday 12:30pm  DoubleTree Atrium 4  Production Design with Frank Paur
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MARINA SIRTIS
Thursday 7:00pm  DoubleTree MainStage  Opening Ceremonies
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Saturday 12:30pm  DoubleTree Atrium 6  Gargoyles Radio Play
Saturday 2:00pm  DoubleTree CONvergence Central  Signing - Marina Sirtis 2
Saturday 11:00am  DoubleTree CONvergence Central  Signing - Marina Sirtis 3
Sunday 2:00pm  DoubleTree Garden Court SE  Young Justice Meetup
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Calling All * COSPLAYERS * Is SPANDEX your Achilles’ Heel?

Marie Porter has created stretchy works of art for famous entertainers and Olympic athletes... now she’s proud to share her wealth of spandex costuming knowledge with YOU!

"Sewing for Superheroes" is the fifth title in Marie’s "Spandex Simplified" series, and is all about designing and creating show-stopping spandex cosplay. (BAM! POW!). Written in layman terms, "Sewing for Superheroes" features carefully explained, step-by-step instructions and more than 250 full colour photos and diagrams. Requiring only basic sewing knowledge to get started, beginner and advanced seamstresses alike can enjoy using this book... and produce spectacular results from it!

Learn how to design costumes, and how to alter patterns for shape, size, and style. Learn the tips, tricks, and techniques to make many of the design elements that can be used to design and create almost any style of spandex costume imaginable!

FOLLOW OUR THRILLING EXPLOITS (AND PURCHASE YOUR COPY) ONLINE!

@OverlordMarie on Twitter

WWW.SPANDEXSIMPLIFIED.COM

* There is no Comic Sans in the book. Apologies for using it here - Felt right at the time!"
CONvergence is a tradition, a ritual, carried out and enjoyed year after year. As part of that ritual, every year, we honor certain guests, and we call them… Guests of Honour. So great, so excessive, is the celebration of our Guests of Honour, that many of those formerly honoured guests return and we call them… Guest of Honor Alumni. Just as we have honoured them, so do they honour us with their return, to learn more about these most re-honoured of guests, and to get to see the word ‘Honor’ many more times please visit our website at: http://www.convergence-con.org/guests/also-appearing/

Dr. James Kakalios, scientist and author
Kelly McCullough, author
Lyda Morehouse, author
Paul Cornell, author and comics creator
Ruth Thompson, artist
Trace Beaulieu, puppeteer, writer, and actor

Have you ever wished that you could meet your favorite author? With CONvergence as your friend, you can! The following authors will be participating in CONvergence 2014. If you don’t see your favorite author below, why not read more about the ones who are coming at http://www.convergence-con.org/guests/also-appearing/? Maybe one of them could become a new favorite!

Emma Newman, author
Emmy Jackson, author
Eric Heideman, editor and author
Haddayr Copley-Woods, author
J. Boone Dryden, author and editor
J.D. Horn, author
Dr. James Kakalios, scientist and author (Guest of Honor Alumni)
Jamie Wyman, author
Joan Marie Verba, author
Joel Arnold, author
Joseph Scrimshaw, comedian and author
Kathryn Sullivan, author
Kelly Barnhill, author
Kelly McCullough, author (Guest of Honor Alumni)
Larry Correia, author
Lyda Morehouse, author (Guest of Honor Alumni)
Martha Wells, author
Melissa F. Olson, author
Michael Merriam, author
Naomi Kritzer, author
Paul Cornell, author and comics creator (Guest of Honor Alumni)
PZ Myers, blogger and author
Regan Wolfrom, author and sci-fi blogger
Rob Callahan, author and playwright
Scott Pearson, author
Sean M. Murphy, author
Sharon Stiteler, author and science blogger
Tim Lieder, author and publisher
Tyler Tork, a.k.a Andre Guirard, author
Wesley Chu, author
Will Shetterly, author
William Alexander, author
CONvergence welcomes many professionals each year, including past Guests of Honor, to our programming, panels, and events. The following list contains these creative icons who will be participating this year. To learn more about them, please visit the CONvergence website at www.convergence-con.org/guests/also-appearing/

Emma Newman, author
Emmy Jackson, author
Eric Heideman, editor and author
Gordon Smuder, puppeteer and television producer
Haddayr Copley-Woods, author
J. Boone Dryden, author and editor
J.D. Horn, author
Dr. James Kakalios, scientist and author (Guest of Honor Alumni)
Jamie Wyman, author
Jason Thibeault, science blogger
Jerry Stearns, audio producer and performer
Joan Marie Verba, author
Joel Arnold, author
Joseph Scrimshaw, comedian and author
Julie Bowman, artist
Kathryn Sullivan, author
Kelly Barnhill, author
Kelly McCullough, author (Guest of Honor Alumni)
Larry Correia, author
Lee Harris, publisher
Lyda Morehouse, author (Guest of Honor Alumni)
Mad Art Lab, including Anne Sauer, Beth, Ryan, Seelix, and Smashley
Mark Stegbauer, comics
Martha Wells, author
Matt Lowry, scientist
Melissa F. Olson, author
Melissa S. Kaercher, artist and comics colorist
Michael Merriam, author
Miri Mogilevsky, science blogger
Naomi Kritzer, author

Paul Cornell, author and comics creator (Guest of Honor Alumni)
Paul Weimer, blogger and book reviewer
PZ Myers, blogger and author
Regan Wolfrom, author and sci fi blogger
Rob Callahan, author and playwright
Ruth Thompson, artist (Guest of Honor Alumni)
Sandra Lindow, poet
Scott Pearson, author
Scotty Roberts, publisher
Sean M. Murphy, author
Sharon Stiteler, author and science blogger
Shawn Van Briesen, comics creator and animator
Sigrid Ellis, blogger and editor
Siouxsie Wiles, scientist
Skepchicks, including Amanda, Amy Roth, DebGod, Drrubidium, Elyse, Heina Dadabhoi, Jamie, Julia Burke, Mary, Nicole Gugliucci, Olivia, and Rebecca Watson
Stephanie Zvan, science blogger
Tim Lieder, author and publisher
Tim Uren, playwright and performer
Tim Wick, performer and producer
Tom Mahle, gaming YouTube blogger for TheMediaCows
Trace Beaulieu, puppeteer, writer, and actor (Guest of Honor Alumni)
Tyler Tork, a.k.a Andre Guirard, author
Wesley Chu, author
Will Robertson, scientist and editor
Will Shetterly, author
William Alexander, author
William Dewey, Production Manager for TheMediaCows YouTube gaming channel
This year we are expanding to include some very special events at the Crowne Plaza Hotel. We are very excited about these new events, and hope that you will go check them out.

Shuttles will be available to transport you there and get you back. Details on the shuttles can be found at the Hotel Help Desk located in the DoubleTree Front Desk Lobby. The Crowne Plaza is also a short 15 minute walk and you can find it by following the map.

Crowne Plaza Hotel
5401 Green Valley Dr, Bloomington, MN 55437
(952) 831-8000

Warp Factor 9 Speed Dating
(Crowne Plaza, Room A-E-I-O)
Thursday 8:30pm – 10:00pm (GLBTQ)
Thursday 10:30pm – Midnight
Friday 8:30pm – 10:00pm (GLBTQ)
Friday 10:30pm – Midnight

Freddie Mercury sang something that we've all felt at some point, “Can anybody find meeeeee, somebody to love!?” Some days, dating, or even finding someone to just share a coffee with, can feel completely, utterly frustrating. Some of us struggle to find someone who shares our interests while at the same time making our heart go all aflutter. Others just need some help to muster up enough courage to say something — anything! — to the cutie we see all the time wearing a t-shirt of that thing we like. We get it. We've been there.

That's where Warp Factor 9 Speed Dating (WF9SD) comes in. We'd like to help you find that special someone in less time than it takes the NCC-1701 to get from Vulcan to Risa!

If you aren't familiar with speed dating in general, think of it this way: in 90 minutes, you get to go on 1-on-1, 3 minute mini-dates with a room full of fellow geek love-seekers! WF9SD events provide you the opportunity to meet and talk to a lot of people in a short amount of time and because we're at CONvergence, there's already a great chance that you're going to find lots in common with many of your dates!

No matter if you're a seasoned speed dating vet or if you've never tried it before, WF9SD events are a fun, safe place to go on more dates in one night than your entire last week/month/year combined!

Last year's inaugural event at CONvergence was an extremely popular hit with a huge line, so instead of only one event, this year, we're hosting FOUR! On both Thursday and Friday nights there will be two events. (See above) Be sure to plan ahead for the shuttle, too, as WF9SD events will be hosted at the Crowne Plaza!

There are never any guarantees in matters of the heart, but unless you check out Warp Factor 9 Speed Dating, you might just miss out on meeting the Fry to your Bender (new best friend, hooray!), the Troi to your Riker (lovel!), the Tara to your Willow (true love!), or even the sexy alien being to your Kirk! (good times!)

MasterArtist
(Crowne Plaza, Room A-E-I-O)
Saturday 3:30pm – 4:30pm

MasterArtist is a competition event for amateur artists to win the title of MasterArtist. These are amateurs who do not regularly produce art for a art shows, publications, websites, etc.

The contestants are given a specific subject to render in art in a given amount of time. This year competition will focus on charcoal or pencil and paper to create the art.

The competition this year is overseen and judged by current Guest of Honor Sarah Clemens, former Guest of Honor Ruth Thompson, and web-cartoonist Daniel Mohr. These judges do not of course compete, but rather they watch as art is created and offer in-progress critiques, helpful suggestions, and keep a watchful eye on the goings on of the art creation process and skill of the amateurs' attempts to create their specific piece. When time is up, the judges confer on which piece is the best and they bestow upon that artist the title of MasterArtist. The artist is given the opportunity to display their piece in the CONvergence Art Show, and, in participating in the Art Impossible event.

And they win the MasterArtist Trophy.

While they work, the object is to have fun, and be light-hearted as possible, but it is still a competition with fortune and glory to be won at the end.

Steve Jackson Games' Munchkin Tournament
(Crowne Plaza, Salon U)
Thursday 7:00pm – 8:30pm Mandatory Player Meeting
Thursday 8:30pm – 10:00pm Round 1
Friday 12:30pm – 14:00pm Round 2
Friday 7:00pm – 8:30pm Round 3
Saturday 11:00am – 12:30pm Round 4
Saturday 5:00pm – 7:00pm FINALS

Steve Jackson Games' Munchkin (www.sjgames.com) : “Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. Munchkin is the dungeon experience ... with none of that stupid roleplaying stuff.” The art for Munchkin should be easily recognizable to almost any of our convention audience - they're drawn by John Kovalic of Dork Tower fame and former CONvergence Guest of Honor!

All persons wishing to participate in the Munchkin Tournament must attend the Player meeting. Rules, format, etc. will be discussed.
Venture to the Crowne Plaza

Exit South from the Double Tree and head west (turn right) along W 78th Street. At Bush Lake Road head south (turn left.) Go east (turn left again) along American Blvd. which will bring you right past the Crowne Plaza.

Pedestrians please remember to use caution crossing the streets and follow the sidewalks when possible.

Journey to the Sheraton

1. Leave the Double Tree by the South Entrance.

2. Walk from the Double Tree to the Sheraton. Please remember to use caution crossing the street.
ART SHOW

Plazas 5 - 6 (1st Floor, North Tower)
Open to the General Convention membership

Thursday  2:00pm – 7:00pm
Friday  10:00am – 7:00pm
Saturday  10:00am – 6:00pm
Sunday  10:00am – 2:00pm  Checkout

PLEASE NOTE: Things can get busy at the checkout/pickup on Sunday. We do our best to keep it speedy, but please allow some extra time to get your new art.

CAUTION! Art covers a wide range of subjects - from cute dragons to magical kittens, and from pinup ladies to darker subjects of an adult nature. While everyone is allowed to enter, please know that for some, some of these subjects may offend or may not be appropriate viewing for everyone.

ARTISTS ALLEY

Located in the former Hotel gift shop, close to the elevators on the 1st floor North Tower.

Thursday  2:00pm – 6:00pm
Friday  10:00am – 6:00pm
Saturday  10:00am – 6:00pm
Sunday  10:00am – 4:00pm

Artists Alley is a space where graphic or material artists can set up tables and offer commissioned art created on-demand while you wait or graphic art that they have created previously, such as prints or comic books, for sale. Related merchandise featuring the artist’s work such as T-Shirts, stickers and buttons may be offered, depending on the artist. It’s a great way to get to talk to artists face-to-face about their work and the process, not to mention, get yourself some cool custom art created during the convention! We look forward to seeing you there!

If you are an artist interested in participating in Artists Alley, check out our page at: http://www.convergence-con.org/at-the-con/things-to-do/artists-alley/

Art Show

Hours for Artist Setup

Wednesday  10:00am – 2:00pm
Thursday  10:00am – 2:00pm
During open hours Friday and Saturday
Artist checkout is Sunday 10:00am – 2:00pm

Art Show is an opportunity for artists and crafts persons of all types to display their work for sale in a “silent auction” format. This is followed by a live auction of the most popular pieces on Saturday night at 9:00pm. Even if you aren’t bidding on anything this year, you’ll want a front-row seat to the antics it arouses. Be sure to wander through and have your eyes devour all the wonderful art on display. Each year is different, and you’ll always find something that will amaze you.

Be an awesome onlooker! Please no food or drink inside the gallery. Bags will be checked at the door, being guarded from sneaky fairies and other rascally creatures.
Cabanas 214 - 220 (2nd Floor, South Tower)
Open 24 Hours: Thursday 3:00pm — Sunday 5:00pm

ConSuite is the place for convention members to get free snacks and soda. We serve rice, soups, PB&J sandwiches, chips, pretzels, veggies, fruits, and candy. There are also breakfast foods — cereal, muffins, and scones — available in the mornings. Be on the lookout for special treats! We serve a variety of unique foods at random times throughout the day, on a first-come, first-served basis. We call ‘em "Wow Foods!" They aren’t announced or scheduled, so if you want to catch ‘em, keep your eyes peeled.

Connie’s evil twin, Connie Mark II, has found a home at ConSuite, and she assures us that working in food service has motivated her to serve fans at a whole new level.

Connie’s Sweet Sixteen - A ConSuite Event
Friday 3:00pm

Connie is turning sixteen this year, and to celebrate, ConSuite is throwing our dear convention mascot a party. Be sure to stop in for cake and ice cream, and give the birthday girl your best wishes. Her sister, Mark II, won’t be able to make it, but she’s promised Connie a surprise that’s guaranteed to blow her away.

CoF2E2 Free Coffee Shop
Open 24 Hours: Thursday 3:00pm — Sunday 5:00pm

Your favorite geeky java joint is back again for CONvergence 2014, now open around the clock! Since we know your four-day convention will fly by, CoF2E2 is available to help you keep you awake all CON long.

This year you can again expect all the free coffee and tea-related beverages your heart desires (with the purchase of convention admittance, of course). Not only can you achieve your nonstop caffeine buzz in the form of coffee, espresso, chai or tea, we also serve a variety of steamers and tisanes (herbal teas) if you desire something more soothing.

Stop by and see what’s new (like our new specialty blend of CoF2E2 tea and mugs), or just take advantage of the coffee shop atmosphere to hang out with friends, play some games, and get off your feet for a while. CoF2E2 is here to provide the liquid fuel for you to get the most out of your convention weekend!

14th Annual USS Nokomis CONvergence Blood Drive
11:00am to 4:00pm on Saturday, July 5th in the Main Lobby

Free t-shirts for all presenting donors (while supplies last)

Sign up for your appointment online at www.redcrossblood.org or come to room 108 on Thursday/Friday evenings to claim your time.

SAVE A LIFE AT CONVERGENCE!
Dealers Room

Grand Ballroom West & Front Center
(2nd Floor, South Tower)
Thursday  2:00pm – 7:00pm
Friday    10:00am – 6:00pm
Saturday  10:00am – 6:00pm
Sunday    10:00am – 4:00pm

Located in the Grand Ballroom, off CONvergence Central, on the second floor of the South tower, the CONvergence Dealers Room features vendors from near and far with a myriad of unique wares! You’ll find such items such as anime, books, corsets, jewelry, puppets, crafts, and even the latest gaming modules. Your CONvergence weekend is not complete without a visit to the Dealers Room!

* Dealer attending is subject to change

- KMK Design
- Optimystical Studios
- Annie’s Attic
- Anime Klub
- PlatyMorph
- Black Belt Beads
- Geeky Endeavors
- John Lyell
- Rainarc Rhapsody
- After the Sheep Fiber Arts
- Yarn wench
- Omega Artworks
- Death and Pestilence Armory
- Prairie Knoll Stitchery
- Boars Head Leather
- Whimsey Winks
- Mythical CreationsSakura’s Blossoms
- The Tarot Garden
- Christopher Baldwin
- 20th Century Books
- Aja’s Katears
- Geekiana
- Surly-Ramics and Skepchick
- Rhiannon’s
- The Frumpy Dog
- Gamerheadz LLC
- Lady Heather's Fashions
- OffWorld Designs
- Thompson Productions L.L.C.
- Crimson Chain Leatherworks
- Highwind Steamworks
- Mohr Creations
- Realms Anime
- SaraCura
- Dreams Vault Games Inc
- Springtime Creations
- Tails-n-Treaures
- Artemis Leather
- Scoundrelle’s Keep
- DreamHaven Books
- David Christenson Bookseller
- GinGee Girls Art
- SLR Knives
- Ariel Artwork
- Level Up Games
- Angelwear
- Ravenwing Wearable Art
- The Blond Swan
- Big World Network
- Emerald’s Emporium
- Funk’n Fantasy
- Boudoir Bell Reproductions
- Da Vinci Scientifica Steampunk
- Frankensweater
- Lavigne Leather
- Phoenix Dawn Creations
**Parties and Cabanas**

(1st, 2nd and 4th Floors, South Tower)

Parties are always one of the most exciting parts of CONvergence, and you’ll be hard pressed to find more fun outside of a sinister underground lair. In addition to two floors of poolside cabanas, parties can also be found in our **Satellite Party Zone** on the Fourth Floor, around the corner and upstairs from poolside. Don’t miss them!

Listed below are the official party rooms on all the party floors, as well as convention functions located in poolside cabanas (such as ConSuite, CoF2E2, Teen Room and Volunteers Den). The information here reflects what was provided to CONvergence at press time and is subject to change. Thank you to all our fantastic party sponsors and hosts!

**First Floor**

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<tr>
<th>Cabana</th>
<th>Party Name and Information</th>
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<tr>
<td>103</td>
<td><strong>Perfectly Legitimate Spaceship</strong>&lt;br&gt;<strong>Thursday</strong> 8:00pm – 1:00am&lt;br&gt;<strong>Friday</strong> 9:00pm – 3:00am&lt;br&gt;<strong>Saturday</strong> 9:00pm – 3:00am&lt;br&gt;<strong>Sunday</strong> 8:00pm – 1:00am&lt;br&gt;It’s not a speakeasy</td>
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<td>104</td>
<td><strong>Krushenko’s Annex</strong>&lt;br&gt;<strong>Friday</strong> 8:30pm – 02:00am&lt;br&gt;<strong>Saturday</strong> 8:30pm – 02:00am&lt;br&gt;Since 1983, Krushenko’s and its sometime partner, Krushenko’s Annex, have offered an intimate, conversational space at local SF cons for people who like to spend at least part of their con-time talking about science fiction and fantasy. “Krushenko’s is accustomed to serving Alien Guests!”</td>
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<td>105</td>
<td><strong>Bobby’s Safe Room</strong>&lt;br&gt;<strong>Thursday</strong> 7:00pm – 2:00am&lt;br&gt;<strong>Friday</strong> 6:00pm – 3:00am&lt;br&gt;<strong>Saturday</strong> 6:00pm – 3:00am&lt;br&gt;The angels have fallen. The demons are running rampant. So unless you’re a Hunter you’ll need a safe place to hide out. Come take refuge in Bobby’s Safe Room, have a drink and hang out while you wait for the Winchesters to save the world again.</td>
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<td>106</td>
<td><strong>Rocky Horror Party Room presented by Transvestite Soup</strong>&lt;br&gt;<strong>Thursday</strong> 8:00pm – Midnight&lt;br&gt;<strong>Friday</strong> 8:00pm – Midnight&lt;br&gt;<strong>Saturday</strong> 8:00pm – Midnight&lt;br&gt;<strong>Sunday</strong> 11:00am – 2:00pm&lt;br&gt;Unconventional Conventionists! You’re invited to witness a breakthrough in party-chemical research! And paradise is to be ours! Join Twin Cities Rocky Horror cast Transvestite Soup for games, libations, and do the Time Warp again!</td>
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<td>107</td>
<td><strong>Aperture Science</strong>&lt;br&gt;<strong>Thursday</strong> 9:00pm – 1:00am&lt;br&gt;<strong>Friday</strong> 6:00pm – 2:00am&lt;br&gt;<strong>Saturday</strong> 6:00pm – 2:00am&lt;br&gt;Are you Still Alive? Either way, Aperture Science invites you to our Breakroom. There will be Science and Cake! So delicious and moist. Look at me still talking when there’s Science to do.</td>
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**Parties and Cabanas**

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**Star Trek – Not in Orbit This Year!**

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If there’s something strange at CONvergence, who ya gonna call? Ghostbustin’ 911, that’s who! Where the ectoplasm flows like a river of slime. If our party was a Twinkie, it would be 35 feet long and weigh approximately 600 pounds! We’re ready to believe you…will have an awesome CON!!!

GPS Clubhouse
Thursday 8:00pm – Midnight
Friday 8:00pm – Midnight
Saturday 8:00pm – Midnight
The GPS Club House has relocated to New York this year. Come visit the Clock Tower, watch some Gargoyles episodes, and nom some mashed potatoes! We’ll be having club meetings & events throughout the weekend - see the schedule at our room.

Campaign CONvergence
Thursday 8:00pm – Midnight
Friday 8:00pm – 1:00am
Saturday 8:00pm – Midnight
Where “villains” bully, bluster, and bribe their way to the presidency. Come cast your vote, play games for prizes, and ask the candidates your questions. Toast the winner on Saturday night and come to the DEBATE panel! The DEBATE IS BACK! Look for it in panel programming!

Cow Asylum
Thursday 6:00pm – 11:00pm
Friday 9:00pm – 2:00am
Saturday 9:00pm – 2:00am
Party until the cows come home.

Xenaversity presents Xtreme Game of Thrones
Thursday 8:00pm – Midnight
Friday 8:00pm – Midnight
Saturday 8:00pm – Midnight
Xena Warrior Princess versus Magneto Master of Magnetism? Buffy the Vampire Slayer versus the Wicked Witch? The Doctor vs. Thor? WHO will win? You decide who will take the throne as eight supernatural realms battle for supremacy!

The Ochaya
Thursday 7:00pm – Midnight
Friday 7:00pm – Midnight
Saturday 7:00pm – Midnight
The Ochaya provides a calm relaxing atmosphere for you to get away for a few moments (or an hour or two) from the chaos. We serve a variety of Japanese and Chinese teas and small snacks, feel free to bring a friend, a board game, or both!

Anime Fusion
Thursday 6:00pm – 10:00pm
Friday 6:00pm – 10:00pm
Saturday 6:00pm – 10:00pm
Revisit classic anime and discover new favorites with the convention that spans the ages. Now in our third year! Come hang out with us!

Pokemon Center
Thursday 7:00pm – 3:00am
Friday 7:00pm – 3:00am
Saturday 7:00pm – 3:00am
Sunday 6:00pm – Midnight
The most visited place in the Pokemon universe. Used to relax, regroup, and heal your Pokemon. This party will be the same for CONvergence attendees! Music, karaoke, lounge area, games, Pokemon-themed decor and more! Includes Professor’s Laboratory, where you receive your starter Pokedex. Gotta catch ’em all!!

Vice City
Thursday 8:00pm – 1:00am
Friday 8:00pm – 1:00am
Saturday 7:00pm – 2:00am
Sunday 6:30pm – Midnight
Vice City is a celebration of old arcade and console games. We aim to maintain a relaxed and social atmosphere for game-players of all skill levels. Come play anything from Muscle March to Puzzle Fighter, head down memory lane, and just have fun.

House of Toast
Thursday 8:00pm – Midnight
Friday 8:00pm – Midnight
Saturday 9:00pm – 1:00am (open after Masquerade)
Sunday Dead Dog Party “Porch of Toast” hours TBA
The world-famous House of Toast and Snack Food Glory Hole is bringing sexy mylar back to the DoubleTree for another triumphant year at CONvergence, serving up practical demonstrations of the Maillard Reaction to hungry nerds. Choose your bread. Choose up to three Toppings.

Anime Twin Cities
Thursday 6:00pm – Midnight
Friday 6:00pm – 2:00am
Saturday 6:00pm – 2:00am
Come see some of your favorite AMV’s, watch Anime, have some snacks or just hang out as Anime Twin Cities brings their room party back again for more tunes, games, dancing, sing-alongs and fun!

SECOND FLOOR

Cabana Party Name and Information
201 Assassins’ Guild
Thursday 8:00pm – Midnight
Friday 8:00pm – 1:00am
Saturday 8:00pm – 1:00am
Sunday To Be Determined
Come and join the Assassins’ Guild for mystery, mayhem, merriment & murder. Games? Foam sword boffing? OBVIOUSLY! And even some DOR. Come and join us for refreshment and only light twisted insanity.

202 X Marks the SPOT
Thursday 8:00pm – 2:00am
Friday 8:00pm – 2:00am
Saturday 8:00pm – 2:00am
A plague/curse/gift/whatever has fallen upon the crew! Visit the crew as Dr. Villainport attempts to cure the vampires and lycans with different concoctions each day.
**Minicon 50**

Thursday 9:00pm – 2:00am  
Friday 8:00pm – 2:00am  
Saturday 8:00pm – 2:00am  

Minicon will celebrate its 50th convention in 2015! Come by and get acquainted – or reacquainted – with Minnesota’s longest-running science-fiction convention, the guests we have coming and what we have planned for the future.

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**The End of Time**

Thursday 8:00pm – 1:00am  
Friday 8:00pm – 1:00am  
Saturday 8:00pm – 1:00am  

Warp into the End of Time from CHRONO TRIGGER. No game programmers here, just great drinks and atmosphere. A single lamppost looms over a cobblestone courtyard, the potted plants hold many secrets, and glowing portals give glimpses (and drinks) from Prehistory to Future. Includes playable Chrono Trigger with highlight reel!

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**The Lillith**

Thursday 8:00pm – 1:00am  
Friday 8:00pm – 1:00am  
Saturday 8:00pm – 1:00am  

The crew of the Lillith has, once again, found themselves shipwrecked! This time, outside of a popular punk rock venue. They’ve tried their best to blend in and entertain the scalawags and vagabonds who wander into their alley with hard grog, good games, and tall tales of adventures long past.

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**The Prancing Pony**

Thursday 8:00pm – 1:00am  
Friday 8:00pm – 1:00am  
Saturday 8:00pm – 1:00am  
Sunday 11:00am – 3:00pm  

Welcome to Middle Earth. Stop at your favorite pub to enjoy a nice cold pint of Root Beer or a refreshing Glass of EntWash (cucumber water).

---

**The Naturals**

Thursday 9:00pm – 1:00am  
Friday 9:00pm – 1:00am  
Saturday 9:00pm – 1:00am  

After a five year hiatus, the people who brought you the Dreaming classroom setting.

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**The Bitty Easy Party in the TARDIS**

Wednesday 9:00pm – Midnight  
Thursday 4:00pm – 7:00pm all ages  
Friday 9:00pm – 3:00am 21+  
Saturday 2:00pm – 4:00pm all ages  
Sunday 11:30am – 2:30pm all ages  

The Tardis Tea Society and the MN Drinking Team traveled through time and space, landing in New Orleans! Enjoy our signature hurricanes and hospitality of both British and American persuasions.

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**TARDIS Tea Room: Tea Duelling**

Tea Duelling is a sport for fun-loving people with steely nerves and steady hands. Two opponents face off, between them a tray of biscuits and two cups of tea. The Tea Mistress gives the order to dunk and the biscuits are submerged, withdrawn and held upright. The duel has commenced, but won’t last long. As the tea works its way from the top of the biscuit to the competitor’s fingers, structural integrity fades with amazing speed. Only the steadiest hand can keep it aloft. The last competitor to successfully consume the biscuit without the aid of anything other than the forefinger and thumb wins the bout. The sport is amazingly amusing and addictive. Now we wish to share the joys with you! Sign up in CoF2E2 and be one of our 32 competitors! Win great prizes, be the first CoF2E2 Tea Duelling Champion!

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**The Party Without Fear**

Thursday 7:00pm – 1:00am  
Friday 7:00pm – 1:00am  
Saturday 7:00pm – 2:00am  

Fearless Comedy presents a room party where fear goes to die! Do you have the courage to party with comedians who were forged in the crucible of Vilification Tennis? We’ll test your courage all weekend in new and creative ways. We also have a photo booth. Yay!

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**Arkham State Hospital**

Thursday 5:00pm – Midnight  
Friday 5:00pm – Midnight  
Saturday 5:00pm – Midnight  

CoreCon and Anime Fargo have joined forces to combat the massive waves of insanity that have engulfed CONvergence. Come join us as we valiantly attempt to party our way out of madness. Live DJ, trivia, Papercraft, and drinks in the evening and more.

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**Class-E**

Thursday 7:00pm – 1:00am  
Friday 7:00pm – 2:00am  
Saturday 7:00pm – 3:00am  
Sunday Noon – 4:00pm  

Stop and see what all the hype is about. At Class-E, it doesn’t matter if you’re a Shakespearean sprite or sailor scrouge, here you’ll always be Class-E. Each night we will be serving hors-d’oeuvres and a special featured beverage. Be our guest in this one-of-a-kind sophisticated classroom setting.
<table>
<thead>
<tr>
<th>Floor</th>
<th>Room</th>
<th>Party Name and Information</th>
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<tbody>
<tr>
<td>227</td>
<td>44</td>
<td>Skepchick Space Lab</td>
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<tr>
<td></td>
<td>227</td>
<td>Thursday       Noon – Midnight</td>
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<td>227</td>
<td>Friday         Noon – Midnight</td>
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<td></td>
<td>227</td>
<td>Saturday       Noon – Midnight</td>
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<td></td>
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<td>The Skepchick Space Lab is open during the day this year, with science and art activities and salons with scientists and other experts. By night, join us under the stars for drinks and conversation with the Skepchicks and our special guests.</td>
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<td>228</td>
<td>228</td>
<td>The Deep</td>
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<td>228</td>
<td>Thursday       8:00pm – 1:00am</td>
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<td>228</td>
<td>Saturday       8:00pm – 1:00am</td>
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<td>Freethoughtblogs is hosting a party to celebrate the mysteries of the ocean: fierce sharks, grasping tentacles, an alien world right beneath us. Enjoy cool drinks, talk with deep thinkers, get eaten by a squid... oh, wait, no! No one will be eaten. Probably. We’ll just have fun.</td>
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<td>229</td>
<td>229</td>
<td>Midsummers Night on Sphinx</td>
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<td>229</td>
<td>Thursday       7:00pm – Midnight</td>
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<td></td>
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<td>The Royal Manticoran Navy, Marines, and Army are on Shore Leave! Explore a enchanting night in the Copperwall Mountains on the planet Sphinx, home to the remarkable Treecats. Share Midsummer stories with the members of the Grand Alliance! Try Old Tilman Ale and Delacourt ‘27, But, beware of Hexapumas!</td>
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<td>231</td>
<td>231</td>
<td>Mos Icee Cantina</td>
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<td>231</td>
<td>Thursday       8:00pm – Midnight</td>
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<td>When the twin suns of Tatooine have got you down, stop in for the tastiest frozen treats from a galaxy far, far away. The Mos Icee Cantina has proven so popular that Jabba the Hutt has taken over its operation and moved it to his palace. Expect the same sno-cones, gruff bartenders, and twi’lek, and maybe an appearance by the Mighty Jabba himself.</td>
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<td>THE FLOOR IS LAVA!</td>
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<td>Thursday       8:00pm – Midnight</td>
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**PARTIES AND CABANAS**
What is urban fantasy anyway? If a cow in your barn has wings, is that urban fantasy? What if your suburban neighbor is casting spells at you? What if you are in the real world but someone else is in your mind? Or how about if you are not in the real world but someone in the real world is writing about you? What about angels?! What about devils?!

Rex really taxed his acorn-sized brain this year trying to figure it all out and the results are quite a hot mess! One thing is for sure . . . he didn’t take the easy way out.

Rex has several special events in store this year. Returning once again, is the Best of the Midwest Film Festival as well as the ever-popular Trailer Park. Writer and Guest of Honor, C. Robert Cargill will host two screenings of his film Sinister. Rex also has blackmailed Bill Stiteler, Jeremy Stomberg, and Duck Washington into riffing up the much misunderstood (as it should be) film: Xanadu.

For those of you who are new to CONvergence, Cinema Rex is all about comfort, atmosphere, and great movies. Rex turns his film room into one big, cozy living room filled with free concessions and puts the movies on a big screen with a great sound.

**THURSDAY**

3:00pm  **ParaNorman** - PG - 2012 - 92 min.

dir. Chris Butler, Sam Fell  w/Kodi Smit-McPhee, Tucker Albrizzi, Anna Kendrick, Casey Affleck

Fables about mob mentality and misunderstanding are in no way a new concept, but this film offers a fresh, fun, and clever take on a classic subject and applies it seamlessly to a new generation. With zombies.

4:30pm  **The Picture of Dorian Gray** - NR - 1945 - 110 min.  
(Captioned)

dir. Albert Lewin w/George Sanders, Hurd Hatfield, Donna Reed, Angela Lansbury, Peter Lawford

A wish made in the presence of an Egyptian idol changes a young man’s life forever in Oscar Wilde’s classic tale about the corruption of innocence and the effects of cruelty on the human soul. (this showing is captioned)

6:30pm  **Vanilla Sky**  - R - 2001 - 136 min. (Captioned)

dir. Cameron Crowe w/Kurt Russell and some other people


9:00pm  **Trailer Park**

See what the future holds as Rex dishes out trailers for hot, upcoming releases, as well as some independent shorts and other fun stuff.

10:00pm  **Limitless** - PG-13 - 2011 - 105 min.
dir. Neil Burger  w/Bradley Cooper, Robert De Niro, Abbie Cornish

Sleek, hip, and fast paced, this film mirrors in its cinematography and direction the effects that a drug is having on the perception and abilities of the protagonist. Although the drug is technically science fiction, the film focuses on the fantastical display of senses. Don’t worry, this shouldn’t trigger any flashbacks.

**FRIDAY**

10:00am  **The Neverending Story** - PG - 1984 - 102 min.
dir. Wolfgang Peterson  w/Barret Oliver, Noah Hathaway

As we geeks know, the best way to escape the realities of the mundane world is to shut ourselves away with a great book, unless that book happens to suck us in to another dimension to face off in a high stakes adventure against "The Nothing" and risk just giving up and dying of SADNESS. Maybe you should have checked out "Twilight" instead.

Noon  **Ghostbusters**  - PG - 1984 - 105 min.
dir. Ivan Reitman w/Bill Murray, Dan Aykroyd, Sigourney Weaver, Harold Ramis, Rick Moranis, Ernie Hudson

2:00pm **Best of 2013 Midwest Sci-Fi Short Film Festival**
Filmmakers from around Minnesota and the upper Midwest submitted short films of various geeky genres and styles. Come see some of Rex’s favorites.

3:00pm **Trollhunter** - PG-13 - 2010 - 103 min. (Subtitled)
dir. Andre Øvredal w/Otto Jespersen and more Norwegian people you don’t know
Rex isn’t a huge fan of found footage films, but this is one of the best. We all know trolls aren’t real, of course, but in truth, have you ever been to Norway? (with English subtitles)

5:00pm **Big Fish** - PG-13 - 2003 - 125 min.
dir. Tim Burton w/Ewan McGregor, Albert Finney, Billy Crudup, Jessica Lange, Helena Bonham Carter
The least Burton-y of Tim Burton’s films, and ironically, hailed as his best. Based on a novella of the same name, this un/believable story explores the idea of perception, the dimensions of truth, and accepting that life is what you make of it. Bring tissues.

7:30pm **Eternal Sunshine of the Spotless Mind** - R - 2004 - 108 min.
dir. Michel Gondry w/Jim Carrey, Kate Winslet, Elijah Wood, Tom Wilkinson, Mark Rufalo, Kirsten Dunst
Based on his movie scripts, we can theorize that Charlie Kaufman may be a sad, strange, little man but his films are creative as all get out. When you add director Michel Gondry’s artistic bent and affinity for practical effects, this story about a crumbling relationship becomes magical.

9:30pm **The Game** - R - 1997 - 129 min.
dir. David Fincher w/Michael Douglas, Sean Penn, Deborah Kara Unger
Consumer Recreation Services will bring your fantasies to life and make your dreams come true, whether you want them to or not! David Fincher brings us a dose of urban fantasy, not with spells and dragons, but with creepy manipulation, smoke and mirrors, and a whole lot of money.

Midnight **Q** - R - 1982 - 93 min.
dir. Larry Cohen w/David Carradine, Michael Moriarty, Candy Clark, Richard Roundtree
A flying serpent terrorizes New York City from a hidden nest in the top of a skyscraper, and it’s up to Kwai Chang Caine and Shaft, John Shaft to figure it out! Could it really be the Aztec god Quetzalcoatl come to life or just a plain ole monster?

2:00am **Underworld** - R - 2003 - 121 min.
dir. Len Wiseman w/Kate Beckinsale, Scott Speedman, Michael Sheen, Bill Nighy
Vampires, werewolves, and tight black leather -- oh my! It doesn’t get more urban fantasy than the two master species of the night duking it out against the backdrop of a sprawling metropolis with a fantastic soundtrack.

SATURDAY

10:00am **Hocus Pocus** - PG - 1993 - 96 min.
dir. Kenny Ortega w/Bette Midler, Sarah Jessica Parker, Kathy Najimy
What’s the matter? It’s just a bunch of Hocus Pocus! When the new kid in town lights the black flame candle and accidentally brings back three witch sisters from beyond the grave, he finds himself scrambling to send them back, as they try to navigate modern Massachusetts. This cult classic has survived the test of time for obvious reasons. Aside from an absolutely phenomenal cast (in what many of them claim to be their favorite roles), nothing about this film feels dated. The laughs come fast and sharp and are absolutely sure to “put a spell on you.”

Noon **Xanadu** - PG - 1980 - 93 min. - with live commentary by Bill Stiteler, Jeremy Stomberg, and Duck Washington
dir. Robert Greenwald w/Olivia Newton-John, Gene Kelly, and amazing cast of wood blocks
What IS this? We can’t quite figure it out. All of the 1980s couldn’t figure it out, but it produced a hugely successful soundtrack (the 5th most popular album in 1981!). Is it Gene Kelly having a bad acid trip? Is it a sales scheme for leg warmers? Nobody knows. Maybe our guest commentators can figure it out.

2:00pm **Portrait of Jennie** - NR - 1948 - 86 min.
dir. William Dieterle w/Jennifer Jones, Joseph Cotten, Ethel Barrymore, Lilian Gish
Stylish and haunting, this rare and classic film tells a tale of an obscure, real-life, down-and-out painter, Eben Adams, whose inspiration for his Portrait of Jennie might have been brought about from a brush with the supernatural. A film like no other, it is a must see!

3:30pm **Stranger Than Fiction** - PG-13 - 2006 - 113 min. (Captioned)
dir. Marc Forster w/Will Ferrell, Emma Thompson, Maggie Gyllenhaal, Queen Latifah, Dustin Hoffman
A man wakes up one morning to find a voice in his head that’s narrating everything he does. Could he exist in the real world and be a fictional character at the same time? This one flew largely under the radar when it came out almost a decade ago, which is why Rex is making sure you have a chance to see it now. And unlike most of his movies, this film won’t make you want to punch Will Ferrell in the face. (this showing is captioned)

5:30pm **The Imaginarium of Dr. Parnassus** - PG-13 - 2009 - 123 min.
dir. Terry Gilliam w/Heath Ledger, Johnny Depp, Christopher Plummer, Lily Cole
Everybody who is anybody from the genre world shows up to spin this tale of eternal life at the cost of a deal with the devil, if the devil was Tom Waits in a bowler hat ... which is probably accurate.

7:30pm **Stardust** - PG-13 - 2007 - 127 min. (Captioned)
dir. Matthew Vaughn w/Charlie Cox, Claire Danes, Ian McKellen, Peter O’Toole
What would happen if you could catch a falling star? If your guess involved witches, royalty, and a hopeless romantic all fighting to possess its power, congratulations, you’re better at guessing than Rex! With a “star-studded” cast (and Robert DeNiro in drag), this film adaption of Neil Gaiman’s Stardust is filled with magic, romance, and plenty of killing – as all good love stories should be. (this showing is captioned)
The Festival is now in its 6th year, and CONvergence is pleased to host the premiere showcase of the best of genre short filmmaking produced by filmmakers from around the Midwest.

FRIDAY

2:00pm – 3:00pm  Cinema Rex Presents: The Best of the 2013 Midwest Sci-Fi Short Film Festival
Plaza 4
Did you miss last year’s festival? Lucky for you, the staff of Cinema Rex has hand picked the most awesome films JUST for you! See Cinema Rex schedule for show times.

8:30pm – 11:30pm  2014 Midwest Sci-Fi Short Film Festival
Atrium 6
Two hours of this year’s selections for your entertainment.

10:00pm  The Adjustment Bureau - PG-13 - 2011 - 106 min.
dir. George Nolfi  w/Matt Damon, Emily Blunt
Politicians may twist the world to their needs, but in this film, a politician discovers there are beings manipulating events in ways he can’t comprehend. From this movie, and the TV show “Fringe,” you can also learn that if such beings existed in the real world, they would obviously wear dapper ‘50s suits and hats. Inspired by a Philip K. Dick story, this supernatural thriller has a surprisingly philosophical undertone.

Midnight  The Cell - R - 2000 - 107 min.
dir. Tarsem Singh  w/Jennifer Lopez, Vince Vaughn, Vincent D’Onofrio
You are a film connoisseur. You have refined, worldly tastes. You did not see “The Cell” because of Jennifer Lopez. We understand. So we watched it for you – and it’s great.
A disturbed serial killer slips into a coma before he is able to reveal the location of his last victim. A clinical psychologist must enter the twisted domain of his mind before time runs out. You’ll enjoy the film and walk out with your dignity intact. Promise.

SUNDAY

2:00am  The Crow - R - 1994 - 102 min.
dir. Alex Proyas  w/Brandon Lee, Rochelle Davis, Ernie Hudson, Michael Wincott
It can’t rain all the time, unless the love of your life has been brutally murdered. And oh yeah, you’re dead too. But that’s okay, because you get to come back from beyond to set things right. Then it can rain all the time: the rain of vengeance!

10:00am  ParaNorman - PG - 2012 - 92 min. (Captioned)
dir. Chris Butler, Sam Fell  w/Kodi Smit-McPhee, Tucker Albrizzi, Anna Kendrick, Casey Affleck
Fables about mob mentality and misunderstanding are in no way a new concept, but this film offers a fresh, fun, and clever take on a classic subject and applies it seamlessly to a new generation. With zombies. (this showing is captioned)

11:30am  Drop Dead Fred - PG-13 - 1991 - 103 min.
dir. Ate De Jong  w/Phoebe Cates, Rik Mayall, Tim Matheson, Carrie Fisher
A cult classic shot here in our own Minneapolis! A lonely little girl finds solace in an “imaginary” friend who often hurts more than helps. A unique twist on the classic coming of age story, this film is funny, poignant, and a bit raunchy.

1:30pm  Sinister - R - 2012 - 110 min.
Guest of Honor C. Robert Cargill (Captioned)
dir. Scott Derrickson  w/Ethan Hawke, Juliet Rylance
When you find a box of film reels in the creepy, dusty attic of your new house, you watch them, right? Wrong. Do not watch them. Your family will thank you. Ethan Hawke suffers a dark fate in this deeply disturbing, delightfully horrifying movie written by GoH C. Robert Cargill who will be in Rex to discuss the film. Once you’ve seen it, it’s too late. (this showing is captioned)

4:00pm  The Picture of Dorian Gray - NR - 1945 - 110 min.
dir. Albert Lewin w/George Sanders, Hurd Hatfield, Donna Reed, Angela Lansbury, Peter Lawford
A wish made in the presence of an Egyptian idol changes a young man’s life forever in Oscar Wilde’s classic tale about the corruption of innocence and the effects of cruelty on the human soul.
Are You Fearless?

Check out any of our hilarious “Fearless” Productions:

Fearless Lab
Young and Fearless
Fully Believable
Big Fun Radio Funtime
Double-Blind Improv

Coming October 2014,
“The Secret of Gravethwait Manor”
Fearless Comedy Production’s first full-length theatrical production

www.fearlesscomedyproductions.com

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ANIME FUSION

Missing the good old days? Looking for something new? From new releases to the classics, there’s love for every era at

Anime Fusion 2014: Otaku Takeover!

Featuring Special Guests:

- Robert Axelrod - Actor
  Power Rangers, Robotech, and more

- Tia Ballard - Voice Actor
  Rosario + Vampire, Sekirei, and more

- James Hatton - Comic Artist
  In His Likeness

- Ryan Reynolds - Voice Actor
  Hetalia, Spice and Wolf, and more

- Lisle Wilkerson - Actor, Producer
  Virtua Fighter, Shenmue II, and more

- Samurai Dan and Jillian
  Martial Arts Demonstrations

October 17th-19th
www.animefusion.net

Bloomington, MN
Ramada Mall of America
Connie's Space Lounge
Verandas 3, 5, 6, 8 (2nd Floor, South Tower)
Thursday 9:00pm – 2:00am
Friday Noon – 5:00pm & 9:00pm – 2:00am
Saturday 1:00pm – 4:00pm & 10:00pm – 2:00am
(Smoothies only available when available)

TRENDING NOW IN THE SPACE LOUNGE:

Nothing Could Prepare Me For All Those Glow Sticks
This Blow Up Furniture Will Literally Blow Up In 2014
10 Reasons Neon Is An EPIC Game-Changer
The Most Important, High-Stakes Video Game Tournament Ever To Be Played
26 Smoothies That Shouldn't Exist
No One Should Go To Space Without This Playlist
You Won't Believe Where Zhe Put Those LEDs
At 11:45pm You'll Be Amazed
If You Think X Is Insane, You Should See Y: 3 Scientific Reasons Math Is Better In Splounge
This One Weird Trick Will Change Your Con Forever
7 Things Splounge Doesn't Want You To Know About Life In Space

SCHEDULE OF SPECIAL EVENTS:
The Space Lounge Village
Thursday 9:00pm – 2:00 a.m.
International espionage taking its toll again? It’s always a lovely day in The Space Lounge Village. Resign in style; have a smoothie. Take a number, and stay a while to chat with your friendly neighbors. (Local service only!) Rest assured we have lots of fun games and surprises for you. We’d provide more details, but that would be telling. We are certain that once you come around to our way of thinking, you’ll never want to leave. Be seeing you!

Hack Factory Episode VII: The Makening
Friday Noon – 5:00pm
A mini-maker workshop where you can learn the basics of soldering, play with LEDs, and more! Presented by Twin Cities Maker and the Hack Factory maker space in Minneapolis. (Space Limited)

Classic Video Game Tournament
Saturday 2:00pm
Sign ups begin Saturday 1:00pm
Elimination-style competition on a 2-player, glass table-top arcade machine featuring games ranging from the classic to the bizarre. (Space Limited)
Connie’s Quantum Sandbox is the CONvergence Art, Craft, and Science activity room. With an emphasis on interactive, hands-on activities, Connie’s Quantum Sandbox is the CONvergence destination for all those wanting to get their hands dirty doing some art, science, or a little of both! The Sandbox seeks to engage CON-goers of all ages in exciting experiences that will enrich CONvergence (and hopefully be a little fun, and maybe just a little bit dangerous, too). If you’re curious, stop on by! We can be found in Plaza 3 throughout CONvergence.

The Sandbox will open at Noon on Thursday for hands-on fun aimed at all different age groups. Mornings tend toward the younger crowd (we try to have something caffeinated on hand for parents); evenings require more manual dexterity. If you’re looking for some adult activities (no, not that kind of adult activities...), come to the Sandbox after 9 PM on Friday and Saturday for adult-themed activities. Some Sandbox After Dark activities will be badged. Please bring photo ID.

Sandbox Rules (Yes, It Does)
At Connie’s Quantum Sandbox, we do have a few rules; please follow them to avoid sadness and loss. If you choose not to follow the rules we have laid out, one of the Sandbox Co-Heads or Sub-Heads can and will ask you to leave and not return (at least for the rest of that day). If you lose anything (your dignity, a body part) it may not be returned, depending on its resale value.

Here are the Rules for Connie’s Quantum Sandbox:
1. Do not leave your young (under 10) children unattended. If you do, you may find they have been sold as zombie chow or processed for component materials.
2. If you are attending a science activity, NEVER put any of the activity materials into your mouth. This applies even if you think you know exactly what it is in it.
3. Follow any and all instructions given by Sandbox staff and activity leaders. Some of our activities are legitimately dangerous and/or involve the use of dangerous implements. Your safety is foremost in our minds - we don't want you to get injured.
4. Do not abuse the Sandbox staff - we think very highly of and appreciate our volunteers (and we need them for the Sandbox to run effectively).
5. Please wait your turn. Lines may be long, especially during the more popular activities. You will get a turn - and it may go faster if you want do a little “short term volunteering” to help out - we love our volunteers.
6. Respect others and their property. This includes the property of the Sandbox staff - many of them bring their own materials to run their panels, and we do not appreciate people destroying them. Moreover, horseplay during some of the activities has a serious potential to injure someone.

Allergy Warning:
Some of the events in the Sandbox (namely those that involve costuming and face- or body-painting) will likely involve the use of latex. Latex can cause allergic reactions in some individuals - please know your own sensitivity to latex and be prepared to take action should you come in contact with latex while in the Sandbox. The Sandbox staff will make every effort to keep the latex isolated while it is not in use, but we encourage our patrons to be safe and as cautious as necessary. If you have questions on latex use, feel free to ask one of the Sandbox staff members.

We also feature activities that have food products as part of the activity. Some of these food products may contain peanuts or other tree nut products, gluten, dairy, or other ingredients that can trigger allergic reactions. As with all of our supplies, we make every effort to keep our food inventory isolated while it is not in use, but we encourage our patrons to be safe and as cautious as necessary. If you have questions about these activities, or the ingredients we use, feel free to ask one of the Sandbox staff members.

Thursday
12:30pm – 1:30pm Making Lanyards
   Need something to dangle your badge from? Come investigate different techniques for lanyard-making.
   Carol Strand, Rain Patterson, Sarah Vandenberg

2:00pm – 3:00pm Bones
   Discover what an owl had for dinner! Dissect an owl pellet to solve the mystery and reveal clues about the owl’s diet and predator/prey relationships. What types of bones will you find in your pellet? Mary Myers, PZ Myers, Skatje Myers

3:30pm – 4:30pm Art-Go-Round
   Collaborate with artists to create masterpieces. Even if you can only create a stick figure, you can join the fun with professional artists in seeing the art come to life.
   John Garner, Ruth Thompson

5:00pm – 6:00pm Kitty Blankets for Shelter Cats
   Learn to make no-sew fleece blankets! The products will go to kitties in need.
   Carmen Renner, Jana Worrall, Leah Weaver, Rain Patterson, Sarah Vandenberg
The Science and Art of Bioluminescence
Draw your masterpiece in glowing bacteria! Participants will have the opportunity to create artwork using glowing bacteria on a petri dish. We will then take a photograph of the resulting artwork for participants to download from Flickr. Siouxsie Wiles

Fairy Garden
Make a tiny garden in a drinking receptacle. Danielle Swartz, Dierdre Schultz, Jana Worrall, Renee Petersen, Sue Bloyer

Shoulde Dragon - Make a Pet
Advanced practice crafting! For those who want a more in-depth activity; come early, no new dragons will be started after 11:30. Ruth Thompson

FRIDAY
9:30am – 10:30am
Kids’ Science Play
Make a mess, have some fun, and learn about the world around you. Amy Murphy, Angie Anderson, Dierdre Schultz, Jana Worrall

11:00am – Noon
Zombify Your Plushie
The Zombie Apocalypse is upon us!! However, they are so cute that no one really minds. Julie Bowman will show you how to turn a cute and adorable Plush Creature into an even cuter and more adorable Plush Zombie. Julie Bowman

12:30pm – 1:30pm
Edible Astronomy
Astronomy is the study of things far away, but you can explore moons, planets, and spaceships with materials you have in your own kitchen! Nicole Gugliucci

2:00pm – 3:00pm
Iron Pen
Stretch your creative muscles by writing a 100-word story based on a surprise prompt item. Entries will be judged during the weekend and the winners announced at the end of the convention. Heather Bufkin

3:30pm – 4:30pm
Costume Sketching
A chance to draw your favorite characters in real life. Drawing ability optional. Christine Mitzuk, Sarah Clemens

5:00pm – 6:00pm
Make Your Own Spellbook
Come learn a binding spell... wait, no, learn how to bind your spells! Jana Worrall

7:00pm – 9:00pm
Zombie Mob
Come join our zombie assembly line! Makeup and open wounds supplied; wear clothes you don't mind staining. (You may also want to take a look at this video, in case you want to join the post-panel dancing: http://www.youtube.com/watch?v=O3LTEjy3U7Q) Carla Mantel, Jana Worrall, Jim Shields, John Garner, Nikita Dragonrose

10:00pm – 12:30am
Sandbox After Dark: Art is Skin Deep
You’re beautiful. You know it. We all know it. Just imagine how beautiful you’d be with neon tiger stripes! Sandbox After Dark presents: Body Painting! You paint, we paint, it’s fun for everybody. 18+ Bring ID. Jim Shields, John Garner

SATURDAY
9:30am – 10:30am
Fairy Wings and Rocket Packs
Come fly with us! Bring your imagination and your sleepy parents. Angie Anderson, Carla Mantel, Renee Petersen

11:00am – Noon
Pipecleaner Creatures
Amazing Soft Sculpture Artist Julie Bowman will be teaching all ages how to make wonderful creatures from the Flexible Master of Craft Materials... the Pipecleaner. Mosifications are also shown and it can get crazy from there. Julie Bowman

12:30pm – 1:30pm
Fluffball Puppets
Good enough to accompany any Gelfling on their adventure. Brad Baerg, Kimberly Baerg

2:00pm – 3:00pm
SCA Barony of Nordskogen Artisan Demos
Come try out some olde tyme crafting techniques courtesy of The Society for Creative Anachronism. SCA Barony of Nordskogen - Kay Mead President.

3:30pm – 4:30pm
Create a Real DNA Necklace
How do you extract DNA out of living things? What does your DNA look like? Find out and make a special necklace using your unique DNA! Mary Myers, PZ Myers, Skatje Myers

5:00pm – 6:00pm
Molecular Gastronomy: Play with your Food!
Foams, spheres, airs, and powders--molecular gastronomy is all the rage in fancy restaurants these days. Come learn the science behind these preparations, try your hand at a few of them, and delight your tastebuds with familiar foods in unfamiliar form. Anne Sauer

8:30pm – 9:30pm
Draw Phineas & Ferb with Greg Guler
Get firsthand instruction on drawing some of our favorite characters, straight from the horse’s mouth... or the designer’s fingers. Greg Guler

10:00pm – 11:00pm
Gargoyles out of Polymer Clay
Make your own so-ugly-it’s-cute evil deterrent out of polymer clay. Nikita Dragonrose

SUNDAY
9:30am – 10:30am
Crayon’s Corner
KIDS!! Bring your parents to this Exciting Story and Activity Hour. Crayon (Caryn Lengeek) leads this wonderful CONvergence staple. Caryn Lengeek

11:00am – Noon
Steampunk Craft Hour
The Red Ribbon Society hosts another hour of steampunk-themed crafts. Create a mechanical collage, color your own vintage paper dolls, assemble beads, or build a helium airship! Kevin Borchers

12:30pm – 1:30pm
Secret Agent 101: Invisible Ink
Chemist Dr. Burks will guide you through two different invisible ink experiments, and you decide which method is more spy-tastic! Dr. Rubidium

2:00pm – 3:00pm
Catapults
Come fling small, squashy things at each other right after you’ve constructed a simple catapult! Please leave your own missiles at home. Renee Petersen

3:30pm – 4:30pm
Fairy Wing Jewelry
Our traditional Sunday jewelry panel with a fairy wing theme. Carol Strand, Tristine
**Tabletop 22nd Floor**
Rooms 2202, 2204, 2205, 2207
Thursday 12:30pm – 12:30am
Friday 9:30am – 12:30am
Saturday 9:30am – 12:30am
Sunday 9:30am – 3:30pm

2202 goes all night long as open gaming; adults (18+) only after 9:30pm.

2204 will be used for fireworks viewing from 9:30 pm – 11:00 pm on Friday night.

**LAN/Computer Gaming**
Room 2208
Thursday 12:30pm – 12:30am
Friday 11:00am – 12:30am
Saturday 11:00am – 12:30am
Sunday 11:00am – 3:30pm

Adults (18+) only after 9:30pm.

**Artemis: Starship Bridge Simulator**
Room 2203
Thursday 12:30pm – 12:30am
Friday 11:00am – 9:30pm & 11:00pm – 12:30am
Saturday 11:00am – 12:30am
Sunday 11:00am – 3:30pm

2203 will be used for fireworks viewing from 9:30 pm – 11:00 pm on Friday night.

**The Source Presents...**
Room 2206
Join Burl Zorn and his friends from the Source, Comics and Games, as they return to present you some of the best RPGs and gaming found in the Midwest! The Lost City of Barakus and a collection of great games is awaiting you in Room 2206 all weekend long! Drop by for the hours and sign up to join in the fun!

**ConSuite Gaming**
Rooms 216 and 217
ConSuite Gaming opens at 3:00 pm on Thursday (along with the rest of ConSuite) and continues until 5:00 pm on Sunday. This year, we also are welcoming Fantasy Flight Games to ConSuite Gaming to share their incredible library of amazing tabletop games! Stop by and see what they have going on!

**Deluxe Gaming Suite**
Room 2201
All-ages, overnight gaming! After our scheduled events in 2201, this room will remain open for gamers of all ages, overnight, until 7am. Enjoy your time in our swank, refined gaming space.

2201 will be used for fireworks viewing from 9:30 pm – 11:00 pm on Friday night.

**Friday Fourth-of-July Fireworks!**
Room 2201, 2203, 2204
Come on up to 2201, 2203, and 2204 for fireworks viewing from the 22nd floor! We have maximum occupancy numbers to observe so you may want to arrive around 9:30pm. Fireworks usually start around 9:45pm when it gets dark. On Friday night, from 9:30 pm – 11:00 pm, no gaming will take place in these rooms.

**Thursday**
11:00am – 3:30pm

Pathfinder Society: Perils of the Pirate Pact
Pathfinder RPG 2204a
When the Black Marquis lost all of the men he could trust on a failed treasure hunt, he did the only thing he could: turned to the Pathfinder Society for help. Offering an ancient lost text in return for assistance, the Black Marquis of Deadbridge sends you deep into the spider-haunted Echo Wood of the River Kingdoms to track down his missing pirates and recover an ancient treasure for the Society. You’ll face brigands, pirates, spiders, and more—but will you survive the perils of the Pirate Pact? GM: Pathfinder Society (6 players, ages 13+)

Pathfinder Society: Glass River Rescue
Pathfinder Society (6 players, ages 13+)

**Open LAN Gaming**
Computer (PC) LAN Gaming 2208
Come check out our LAN gaming space — all are welcome, but we only have so many computers, so please play well with others and share! GM: CONvergence LAN Gaming, all players welcome
**THURSDAY CONTINUED**

2:00pm – 6:30pm  **Pathfinder Society: Emerald Spire (Super Dungeon)**, Pathfinder RPG
2204c
Discover the ancient secrets of the Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! The Emerald Spire takes players on a deadly dive into the depths of this mysterious dungeon, its ancient levels each impaled by a mysterious green crystal. The nearby settlement of Fort Inevitable and the history of the Spire and the surrounding territory feature prominently in the upcoming Pathfinder Online MMO. **GM: Pathfinder Society; 6 players, ages 13+**

2:00pm – 3:30pm  **Team Fortress 2 (TF2)**, Computer (PC) LAN Gaming
2208
Come play something we all thought was vaporware… until it finally materialized and Valve blew us all away! **GM: CONvergence LAN Gaming; all players welcome**

3:00pm  **ConSuite Gaming Space Opens**
Gaming space in the ConSuite area is now open for impromptu card and board games – check back often for special events throughout the weekend!

3:30pm – 8:00pm  **Pathfinder Society: You Have What You Hold**, Pathfinder RPG
2204a
As an act of retribution, an enemy of the society begins hiring river pirates to waylay Pathfinder boats bound for the crusader nation of Mendev. Unless the Pathfinders can track down the party responsible and put an end to their piracy, the raids may spell the doom of the crusader nation of Mendev. **GM: Pathfinder Society (Pathfinder RPG; 6 players, ages 13+)**

3:30pm – 6:30pm  **LAN Gaming: Natural Selection 2**, Computer (PC) LAN Gaming
2208
Come check out a hybrid FPS / RTS game – in fact, Natural Selection was the first FPS game to incorporate the use of the “Commander” role, which actually sees the battlefield from the top down. Play as Space Marines or Kharaa (Aliens) and get ready to kick some assets in this crazy Half-Life mod that became its own game! **GM: CONvergence LAN Gaming; all players welcome**

5:00pm – 9:30pm  **Pathfinder Society: Thornkeep, the Accursed Halls**, Pathfinder RPG
2204b
Buried beneath the castle of Thornkeep lie strange passages and chambers that once belonged to a cruel Adanti wizard of eons past. Goblins have begun excavating the so-called Accursed Halls in hopes of finding a lost goblin artifact, though their constant battles with the undead that haunt these corridors has left them blind to the dungeon's other myriad wonders. **GM: Pathfinder Society; 6 players, ages 13+**

5:00pm – 9:30pm  **Magic: The Gathering - Standard Constructed Tournament**, Collectible Card Game (CCG)
2207a
Standard Constructed Tournament. Bring your standard-legal deck and get matched up against other players for a few hours of Magic fun to kick off the Convention! Pack prizes supplied by Level Up Games. **GM: Matt McMillan; 8 players**

5:00pm – 9:30pm  **Magic: The Gathering – Limited: Theros Block Draft**, Collectible Card Game (CCG)
2207b
In order to have a chance to play in the draft, each player must bring one (UNOPENED) pack from each of the following sets: Theros, Born of the Gods, Journey into Nyx. Players arriving without their packs will not be allowed to play. Please purchase your packs in the Dealers’ Room at any of the game store merchants selling Magic. Pack prizes supplied by Level Up Games. **GM: Matt McMillan; 8 players**

6:30pm – 8:00pm  **LAN Gaming: WarCraft III**, Computer (PC) LAN Gaming
2208
All the PC’s in LAN gaming go WarCraft III at 6:30pm in preparation for the tournament starting at 8:00pm! **GM: LAN Gaming; all players welcome**

7:00pm – 11:30pm  **ConSuite Gaming: Family Game Night**
Join our ConSuite Gaming staff for family-friendly games! Thursday night’s offerings include Family Fluxx (5 players) and Dungeon! (8 players)

7:00pm – 11:30pm  **Pathfinder Society: Emerald Spire (Super Dungeon) Part II**, Pathfinder RPG
2204c
Discover the ancient secrets of the Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! The Emerald Spire takes players on a deadly dive into the depths of this mysterious dungeon, its ancient levels each impaled by a mysterious green crystal. The nearby settlement of Fort Inevitable, and the history of the Spire and the surrounding territory, feature prominently in the upcoming Pathfinder Online MMO. **GM: Pathfinder Society; 6 players, ages 13+**

8:00pm – 9:30pm  **LAN Gaming: WarCraft III Tournament**, Computer (PC) LAN Gaming
2208
This game takes place prior to World of Warcraft (WOW) – the enemy plans to launch their assault, and you must stop them! Registration for this event begins Thursday at 12:30pm in LAN Gaming (2208). Tournament run by Rand Phillips. **GM: LAN Gaming (Computer (PC) Gaming; SIGN UP IN LAN GAMING ONLY)**

8:30pm – 1:00am  **Pathfinder Society: We Be Goblins!**, Pathfinder RPG
2204a
The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads’ leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads’ bravest goblins, the PCs must complete a series of dangerous dares; from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself! Yet, even once they’ve proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors! **GM: Pathfinder Society; 6 players, ages 13+**
### Thursday Continued

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| 9:30pm – 12:30am | **Magic: The Gathering – Casual Multiplayer:** Emperor, Collectible Card Game (CCG) 2207b  
Legacy legal decks are permitted. Two teams of 1 Emperor and 2 Generals face off against each other in this age-old casual format. Pack prizes supplied by Level Up Games. **GM: Matt McMillan; 6 players** |
| 9:30pm – 12:30am | **Magic: The Gathering – Casual Multiplayer:** Quantum Leap, Collectible Card Game (CCG) 2207b  
Quantum Leap is a casual format created by Matt McMillan that uses primarily Planechase and Vanguard cards – bring your Legacy-legal deck and come play! Pack prizes supplied by Level Up Games. **GM: Matt McMillan; 6 players** |
| 9:30pm       | **Big Daddy’s Revenge, RPG**  
“Ladies and gentlemen, I want you to find my little girl, bring her home and, if she’s been hurt, cut the balls off those responsible. Am I understood?” Suzette Mathers, daughter of porn king Edgar Mathers has gone missing. Evidence points to a human trafficking cartel. The meta-human mercenaries of Creative Security Innovations have been hired to do the job. The bad guys are screwed. Play as a Ranger sniper with super strength and an Ivy League law degree, a drug-addicted were-jaguar or a pyro-kinetic former(ish) street thug among others in CONvergence’s first ever adults-only RPG event. 6 players ages 18+ with PHOTO ID only. Strong adult themes. Materials provided; pencils and dice recommended. **GM: Bob Wagner / Shamrock Games; All Flesh Must Be Eaten - 6 players; 18+ ONLY w/PHOTO ID & ADULT CON BADGE!** |
| 9:30pm       | **A Midsummer Nightmare, RPG**  
Bright green walls surround the Doubletree and runic circles of the same green begin to form on the floor of the Garden Court. A man starts chanting from the balcony of one the party rooms. Then your cosplay starts changing before your eyes, peace bonds vanish, things get heavy, and you know things you never knew before. Humanoid figures start coming out of the runs and attack other CONvergence members. This year CONvergence has gone from A Midsummer Night’s Dream to a Nightmare. Is your will strong enough to wake CONvergence? This is an 18+ Adult game. Pre-generated characters are available, but player creations are also accepted. Pathfinder RPG experience recommended. **GM: Art Hencke; 4-6 players!**  
Character personalities will be that of the player, it is only the power, look, and knowledge of how to use that power (and related lore) that comes from the cosplay. The key to this game being adult is that you are roleplaying yourself in a very dark “real life” setting that is surrounding the group. “Cosplay” creation rules: Use a cosplay idea for a character built with Pathfinder RPG rules (example World of Warcraft Holy Paladin as a healer or Green Arrow a Zen Archer). 20th level 10th tier with: 25 point buy and 880,000gp worth of gear (no more than half on one item): Using Mythic Pathfinder, Core, Advanced, Ultimate, and Player Companion: races (no race builder), racial traits, racial favored classes, classes, archetypes, traits, feats, equipment, spells, magic items, prestige classes, and no playtest material. Must have ether a print or watermarked PDF copy of the books used for cosplay creation. All cosplay descriptions must follow CONvergence policies for weapons, props, and costumes http://www.convergence-con.org/at-the-con/policies/#weapons |

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| 9:30pm – 12:30am | **Open LAN Gaming: ADULTS ONLY**, Computer (PC) LAN Gaming 2208  
Open LAN gaming … for grownups. Anyone in the LAN Gaming area after 9:30pm must be 18+ and have an ADULT CONvergence badge. **GM: LAN Gaming; 18+ ONLY w/PHOTO ID & ADULT CON BADGE** |
| 9:30pm       | **Pathfinder Society: The Brinewall Legacy, Pathfinder RPG 2204**  
When a trove of fireworks falls into the hands of the goblins of Brinestump Marsh, the people of Sandpoint fear an explosive invasion. But there’s more afoot in the soggy wilderness than goblin hijinks and dangerous pyrotechnics. An investigation reveals mysteries and menaces aplenty, but also a treasure holding the answer to not just one of Varisia’s greatest mysteries, but a conspiracy spanning continents and empires. Can the adventuriers piece together a puzzle that links the owner of a sleepy village tavern to the unsolved destruction of a fortress-settlement? And can they withstand the ancient forces and secret destiny that have waited for them for decades? The adventure is divided into three parts (Level 1 – Morning; Level 2 – Afternoon; Level 3 – Evening) and players may enter / leave the adventure as they wish. **GM: Pathfinder Society; 6 players, ages 13+** |
| 9:30pm – 11:00am | **ConSuite Gaming: Family Game Time, Card and Board Games**  
Join our ConSuite Gaming Staff for family-friendly games! Friday Afternoon’s games include Feed the Kitty (5 players, ages 3+), Left-Right-Center (5 players, ages 3+), Flash Point: Fire Rescue – Basic Rules (5 players, ages 8+), and Roadkill Rally. Card Game 2202a  
Gentlemen, start your engines! Pedestrians, watch your @$$es! If you’ve ever seen either Death Race movie you’ve got the idea of what Roadkill Rally is about. Race across the country in your weaponized roadster, lighting up your opponents and scoring points by killing pedestrians. It’s all about the size of your gun and the speed of your ride - what’s more American than that? 2-5 players, all materials provided, prizes awarded to 1st, 2nd and 3rd place. **GM: Jason Dean** |
| 11:00am – 12:30pm | **Magic: The Gathering – Limited: Chaos Draft, Collectible Card Game (CCG) 2207a**  
Magic: The Gathering has a long and varied history … and in a Chaos Draft, you're going to be able to play with a lot of it! Players should bring 3 UNOPENED 15-card booster packs from ANY set of Magic that was released in 15-card booster-pack format. This could mean 3 of the same set or three completely different sets, so bring it to the 22nd floor and get ready to rumble! Packs may be purchased at any of the Dealers’ Room game store merchants selling Magic: the Gathering product. Pack prizes supplied by Level Up Games. **GM: Matt McMillan; 8 players** |
GAMING

FRIDAY CONTINUED

11:00am – 3:00pm Magic: The Gathering – Legacy Constructed, Collectible Card Game (CCG) 2207b Bring your Legacy (legal, of course) deck up to the 22nd floor and play in one of the most classic and competitive formats around! Pack prizes supplied by Level Up Games. GM: Matt McMillan; 6 players

Noon Ballot Pickup - Steam Century Scavenger Hunt, LARP 22nd Floor Present yourself at the desk on the 22nd floor to claim your ballots for the Steam Century Scavenger Hunt, then fill them with indicators of approbation during the evening hours at participating festivities (room parties) throughout our fair venue! There are awards to be had for competitors and participation in both nights is certainly encouraged! Ballots and instructions will be available on the 22nd floor and can be returned there when completed to claim your prize! GM: Red Ribbon Society (scavenger hunt through the evening room parties)

12:30pm – 5:00pm Raiding the Dragon Graveyard, Pathfinder RPG 2202c You have made a name for yourself as an expert on dealing with dragons. Because of that name, you are called before an old man along with others handpicked for this raid. You will be given the location, the means to get there, and the power to deal with challenges of the graveyard all for just adding one cut of the loot. This all seems too good to be true, but the only way to really find out is to take the offer! Will you take the offer? GM: Art Hencke; 6 players, ages 13+

Character creation rules: 20th level 10th tier with 25 point buy and 880,000gp worth of gear (no more than half on one item). Using Mythic Pathfinder, Core, Advanced, Ultimate, and Player Companion: races (no race builder), racial traits, racial favored classes, classes, archetypes, traits, feats, equipment, spells, magic items, prestige classes, and no playtest material. Must have either a print or water marked PDF copy of the books used for character creation.

12:30pm – 9:30pm Artemis Bridge Simulator 2203 The Artemis Bridge Simulator is a cooperative game in which up to 6 players assume the role of different crew members (or “Spacers”) on the bridge of a star ship. Positions available in the simulator are: Engineering, Gunner, Helmsman, Sensor Tech, and Communications Tech. Each has their specialized station to go along with their role. The Captain directs the crew to succeed in their missions. Hosted by The Royal Manticoran Navy (2 crews, 6 players each)

12:30pm – 2:00pm Open LAN Gaming, Computer (PC) LAN Gaming 2208 Come check out our LAN gaming space – all are welcome, but we only have so many computers, so please play well with others and share! GM: CONvergence LAN Gaming; all players welcome

2:00pm – 4:00pm High Noon Saloon, Card Game (CG) 2202a Reach for the sky, varmint! What better way to celebrate America’s birthday than a good old-fashioned Wild West gunfight? High Noon Saloon is the fast-paced card game of quick draws and hot lead. Ages 13+, all materials provided. GM: Bob Wagner / Shamrock Games; 3-6 players

2:00pm – 3:30pm LAN Gaming: Natural Selection 2, Computer (PC) LAN Gaming 2208 Come check out a hybrid FPS / RTS game – in fact, Natural Selection was the first FPS game to incorporate the use of the “Commander” role, which actually sees the battlefield from the top down. Play as Space Marines or Kharaa (Aliens) and get ready to kick some assets in this crazy Half-Life mod that became its own game! GM: CONvergence LAN Gaming; all players welcome

3:00pm – 7:00pm Magic: The Gathering – Modern Constructed Tournament, Collectible Card Game (CCG) 2207a If you picked up any of the new cards from Modern Masters, this is a great chance to get some use from them! Bring your Modern Constructed (legal, of course) deck up to the Magic: The Gathering room on the 22nd floor and get your game on! Pack prizes supplied by Level Up Games. GM: Matt McMillan; 8 players

3:00pm – 7:00pm Magic: The Gathering – Casual: Commander, Collectible Card Game (CCG) 2207b Commander ban list in effect (check with Wizards of the Coast website or your local judge on-site to confirm legal cards). Pack prizes supplied by Level Up Games. GM: Matt McMillan; 2 pods of 4 players each

3:30pm – 5:00pm ConSuite Gaming: Firefly: the Board Game, Board Game Hire a crew, find a job, and keep flying. Travel the ‘verse fending off Reavers and dodging the Alliance in your quest for glory and credits . . . or just credits. GM: Zack Podany; 4 players

3:30pm – 5:00pm LAN Gaming: Counter-Strike, Computer (PC) LAN Gaming 2208 All the machines in LAN gaming go CS so folks can warm up for the Counter-Strike Tournament at 5:00pm! GM: CONvergence LAN Gaming; all players welcome

5:00pm – 6:30pm LAN Gaming: Counter-Strike Tournament, Computer (PC) LAN Gaming 2208 This is a Team Tournament with 4-person squads taking the roles of Terrorist and Counter-Terrorist. Registration for this event begins Friday at 11:00 in LAN Gaming (2208). “Are you scared of me NOW?” (Jeff Dunham) GM: CONvergence LAN Gaming; SIGN UP IN LAN GAMING ONLY

6:30pm – 8:00pm LAN Gaming: League of Legends, Computer (PC) LAN Gaming 2208 NEW THIS YEAR!! Come get your Legend on in this PVP classic from Riot Games. A Multiple Online Battle Arena much like our other new game this year (Defense of the Ancients 2), League of Legends is contemporary with the original DOTA, and is one of the most-played games in North America and Europe. Choose your Champion and level them up by collecting gold and buffs, killing the other team’s champions, minions, and towers, and generally creating massive havoc in your part of the map! GM: CONvergence LAN Gaming; all players welcome
FRIDAY CONTINUED

7:00pm – 11:00pm  Magic: The Gathering – Limited: Theros Block Draft, Collectible Card Game (CCG)
2207a
In order to have a chance to play in the draft, each player must purchase and bring one (UNOPENED) pack from each of the following sets: Theros, Born of the Gods, and Journey into Nyx. Players arriving without their packs will not be allowed to play. Please purchase packs in the Dealers’ Room at any of the game store merchants selling Magic. Pack prizes supplied by Level Up Games. GM: Matt McMillian; 8 players

7:00pm – 11:00pm  Magic: The Gathering – Legacy Constructed: Archenemy – Beat Matt!, Collectible Card Game (CCG)
2207b
Bring your Legacy-format legal deck and come beat Matt (our CCG Subhead) at one of his all-time favorite formats! Pack prizes supplied by Level Up Games. GM: Matt McMillian; 3 players

8:00pm  Steam Century Scavenger Hunt, LARP
Participating Room Parties
Have fun at the festivities Friday and Saturday evenings, and be rewarded for it!! Yes, the scavenger hunt returns for BOTH nights (for participating parties, of course). Awards for each night, so double up! Ballots and instructions available on the 22nd floor and can be returned, when completed, to the 22nd floor (Gaming). Badging Station to claim your prize! GM: Red Ribbon Society (scavenger hunt through the room parties)

8:00pm – 9:30pm  LAN Gaming: Open LAN Gaming, Computer (PC)
LAN Gaming
2208
Come check out our LAN gaming space – all are welcome, but we only have so many computers, so please play well with others and share! - GM: CONvergence LAN Gaming; SIGN UP IN LAN GAMING ONLY

9:00pm  Cartel’s Comeback, RPG
2202a
Revenge is a dish best served by setting people on fire with your brain! One year ago, the experts at Creative Security Innovations rescued Suzette Mathers, daughter of porn king, Edgar Mathers, from a human trafficking ring and broke the organizations back. Unfortunately, even a broke-back viper can still bite. The cartel has spent the past year licking its wounds, marshaling its resources and planning its revenge against the do-gooder scum who interfered in its business. Come and play with a super genius with a Doctor Who obsession, a pyrokinetic, self-described, semi-reformed street thug, a former Ranger who looks like a librarian but can bench press a tank or one of the other characters from 2013’s Big Daddy’s Revenge! GM: Bob Wagner / Shamrock Games (RPG – All Flesh Must Be Eaten, 6 players; 18+ ONLY w/PHOTO ID & ADULT CON BADGE)

This is the first ever sequel RPG event hosted by CONvergence institution, Bob “Munchkin Guy” Wagner. Players need not have played in the original event last year or this year’s encore presentation to play. ADULTS ONLY: ADULT THEMES AND EXTREME VIOLENCE. GM RESERVES THE RIGHT TO TURN AWAY ANYONE HE DEEMS TOO YOUNG FOR THE GAME. All experience levels welcome, all materials provided.

9:30pm – 11:00pm  Open LAN Gaming: ADULT ONLY, Computer (PC)
LAN Gaming
2208
Open LAN gaming . . . for Grownups. Anyone in the LAN Gaming area after 9:30pm must be 18+ and have an ADULT CONvergence badge. GM: LAN Gaming (Computer (PC) Gaming; 18+ ONLY w/PHOTO ID & ADULT CON BADGE)

SATURDAY

11:00am – 1:30pm  ConSuite Gaming: Illuminati: DELUXE EDITION, Card Game
Control a secret society as you attempt to take control of the world by exercising hidden and obscure power!! GM: Jason Dean (Card Game, 2-6 players)

11:00am – 3:30pm  Pathfinder Society: Day of the Demon,
Pathfinder RPG
2204a
The Blakros family, long an ally of the Pathfinder Society, has come into possession of a manor house in the Imperial nation of Cheliax, where a once prominent noble family was known to practice diabolism before the Age of Lost Omens. The Pathfinders’ task is simple: clear the abandoned manor of any remaining threats before the Blakroses move in. Unfortunately, the estate hasn’t sat empty for as long as the Blakroses think it has, and its recent inhabitants were anything but the devil-worshipers who originally built the manor. GM: Pathfinder Society; 6 players, ages 13+

11:00am – 12:30pm  Kung Fu Fighting, Card Game
2204a
The geeks of the East and the West must unite and fight, to see whose Kung Fu is better! Come play Kung Fu Fighting, the game of cinematic martial arts mayhem. Six will do battle! One will prevail! 2-5 players ages 13+ all materials provided GM: Bob Wagner / Shamrock Games; 2-5 players

11:00am – 3:00pm  Magic: The Gathering – Commander, Collectible Card Game (CCG)
2207b
Commander ban list in effect (check with Wizards of the Coast website or your local judge on-site to confirm legal cards). Pack prizes supplied by Level Up Games. GM: Matt McMillan; 8 players

11:00am – 3:00pm  Magic: The Gathering – Legacy Constructed, Collectible Card Game (CCG)
2202b
Bring your Legacy (legal, of course) deck up to the 22nd floor and get in some of that Good Ol’ Time Magic! Pack prizes supplied by Level Up Games. GM: Matt McMillan; 8 players

11:00am – 3:00pm  Magic: The Gathering – Commander, Collectible Card Game (CCG)
2207b
Commander ban list in effect (check with Wizards of the Coast website or your local judge on-site to confirm legal cards). Pack prizes supplied by Level Up Games. GM: Matt McMillan; 2 groups of 4 players each

12:30pm – 5:00pm  A Plague’s Last Breath, Pathfinder RPG
2202c
For over 150,000 years, an island continent nation known as The Plague Nation has existed in obscurity, cut off from the rest of the world. During this time, the only constants were death and the gradual cessation of single births, except for the ones that will save this nation. The Single Born Champions have ended the plague, which was discovered to be magical, but a new evil has risen to strip the land of all life and remake it in his image. The Champions must return to the Plague Source and stop it from being retransmitted, in a form even worse than the original. GM: Art Hencke; 6 players, ages 13+
Character creation rules: 20th level 10th tier with: 25 point buy and 88,000gp worth of gear (no more than half on one item). Use Mythic Pathfinder, Core, Advanced, Ultimate, and Player Companion: races (no race builder), racial traits, racial favored classes, classes, archetypes, traits, feats, equipment, spells, magic items, prestige classes, and no playtest material. Must have either a print or water marked PDF copy of the books used for character creation.

12:30pm – 5:00pm **Pathfinder Society: Prince of Augustana.**

**Pathfinder RPG**

2204b

When an old beggar shows up filthy and injured on the doorstep of the Augustana Pathfinder Lodge in Andoran and demands to be recognized as Andoran’s one true Emperor, Venture-Captain Wallace is inclined to chase him off. But when the old beggar reveals a wayfinder and tells a tale of demons and portals to another world beneath the streets of Augustana, Wallace summons you from Absalom to investigate. Will you make it through sewers, swarms, and sanctuaries to uncover the truth or will the dangers of the Augustana underworld consume you forever? **GM: Pathfinder Society; 6 players, ages 13+**

12:30pm – 12:30am **Artemis Bridge Simulator**

2203

The Artemis Bridge Simulator is a cooperative game in which up to 6 players assume the role of different crew members (or “Spacers”) on the bridge of a star ship. Positions available in the simulator are: Engineering, Gunner, Helmsman, Sensor Tech, and Communications Tech. Each has their specialized station to go along with their role. The Captain directs the crew to succeed in their missions. **Hosted by The Royal Manticoran Navy (2 crews, 6 players each)**

12:30pm – 2:00pm **Open LAN Gaming.**

Computer (PC) LAN Gaming

2208

Come check out our LAN gaming space – all are welcome, but we only have so many computers, so please play well with others and share! **GM: CONvergence LAN Gaming; all players welcome**

1:00pm – 6:30pm **Steam Century LARP, LARP**

2205

Can you unravel a mystery when the people around you might be insane? The Red Ribbon Society presents a NEW Steam Century mystery, set in an asylum where things are not entirely what they seem. Players must start by 3:30, answers are due by 5:00, and the finale is at 5:45. This is a multifaceted game that combines elements of live-action role-playing and crime dramas. Players follow a trail of clues around the convention and interact with costumed characters. Players are able to come and go as they wish during the time period and enjoy the convention as they play detective. Donations are appreciated. **Sponsor: The Red Ribbon Society (House Rules, all players welcome)**

2:00pm – 6:30pm **Pathfinder Society: Decline of Glory.**

Pathfinder RPG

2204c

When the son of a famous Pathfinder gains control of his father’s holdings in Talador, the Pathfinder Society decides to build a new lodge there as a base to explore the many ruins of that crumbling empire. Unfortunately, the Taldan Phalanx has its eye on the holdings and an ancient curse has turned many of the residents into the walking dead. Can you survive the tangled web of Talador’s politics and fight off the echoes of the past or will you, too, see your glory decline? **GM: Pathfinder Society; 6 players, ages 13+**

2:00pm – 3:30pm **LAN Gaming: Natural Selection 2.**

Computer (PC) LAN Gaming

2208

Come check out a hybrid FPS / RTS game – in fact, NS was the first FPS game to incorporate the use of the “Commander” role, which actually sees the battlefield from the top down. Play as Space Marines or Kharaa (Aliens) and get ready to kick some assets in this crazy Half-Life mod that became its own game! **GM: CONvergence LAN Gaming; all players welcome**

3:30pm – 7:30pm **Magic: The Gathering – Modern Constructed.**

Collectible Card Game (CCG)

2207a

If you picked up any of the new cards from Modern Masters, this is a great chance to get some use from them! Bring your Modern Constructed (legal, of course) deck up to the Magic. The Gathering room on the 22nd floor and get your game on! Pack prizes supplied by Level Up Games. **GM: Matt McMillan; 8 players**

3:30pm – 7:30pm **Magic: The Gathering – Casual Multiplayer: Quantum Leap.**

Collectible Card Game (CCG)

2207b

Quantum Leap is a Legacy format created by Matt McMillan that uses primarily Planechase and Vanguard cards – bring your Legacy-legal deck and come play! Pack prizes supplied by Level Up Games. **GM: Matt McMillan; 6 players**

3:30pm – 5:00pm **ConSuite Gaming: Firefly: the Board Game.**

Board Game

2208

Hire a crew, find a job, and keep flying. Travel the ‘verse fending off Reavers and dodging the Alliance in you quest for glory and credits… or just credits. **GM: Zack Podany; 4 players**

3:30pm – 8:00pm **Pathfinder Society: Hellknight’s Feast.**

Pathfinder RPG

2204a

War between demons and the civilized peoples of the Inner Sea region has broken out in the Worldwound far to the north of Absalom, but despite the regional implications of an Abyssal victory, many nations are ambivalent toward the cause. The Pathfinder Society, at the urging of Silver Crusade leader Olysta Zadrian, arranges a formal banquet to be hosted by newlyweds Michella and Damian Blakros, at which the Society’s agents can attempt to sway the political opinions of Absalom’s movers and shakers. Will the Pathfinders succeed in securing the much-needed military support of Absalom and other nations bordering the Inner Sea, or will the crusaders and Pathfinders fighting on the front lines in Mendev find themselves standing alone before the demonic hordes? **GM: Pathfinder Society; 6 players, ages 13+**

3:30pm – 5:00pm **LAN Gaming: Defense of the Ancients (DOTA) 2.**

Computer (PC) LAN Gaming

2208

NEW THIS YEAR!! Welcome to the MOBA (Multiplayer Online Battle Arena)! Choose your team (Radiant or Dire) and get ready to knock down the enemy team’s Ancient while your Hero levels, collects gold, gets items, and kills enemies to achieve victory! There’s a bit of a learning curve, so be prepared for a little frustration if you’re new to the second generation of this Valve offering. **GM: CONvergence LAN Gaming; all players welcome**
**Saturday Continued**

5:00pm – 6:30pm  
**ConSuite Gaming: Epic Spell Wars of the Battle Wizards: Duel on Mount Skullfyre**, Board Game  
Take part in an epic magical battle to become the last wizard standing and become the Ultimate Battle Wizard!  
**GM: Jason Dean; 6 players**

5:00pm – 9:30pm  
**Pathfinder Society: Palid Plague**, Pathfinder RPG  
2204b  
Reports from Andoran's Darkmoon Vale indicate that a new plague is causing the deaths of untold Fey.  
The Pathfinder Society sends you there to aid the nymph queen in stopping the plague and finding and destroying its source. When the plague spreads to the human population of Falcon's Hollow, the need to find a cure grows more frantic. Can you save the many denizens of Darkmoon Vale from certain death?  
**GM: Pathfinder Society; 6 players, ages 13+**

5:00pm – 6:30pm  
**LAN Gaming: Team Fortress 2 (TF2)**, Computer (PC) LAN Gaming  
2208  
All the machines in LAN Gaming go TF2 to get ready for tonight's main event! The TF2 tourney is coming, so loosen up your mouse hand, grab your config, and come warm up before the event!  
**GM: CONvergence LAN Gaming; all players welcome**

6:30pm – Midnight  
**Pathfinder Society: Infernal Vault**, Pathfinder RPG  
2204c  
A decade ago, the Decklands family, a house of Chelish nobles, were exiled from Absalom for treason. Their fate made for an interesting story and when a Pathfinder agent in Cheliax studying the family's long history and exile from the City at the Center of the World ends up murdered, the Society sends you to the recently discovered Deckland Vaults in Absalom to see what connection their old home might have to your murdered colleague.  
**GM: Pathfinder Society; 6 players, ages 13+**

6:30pm – 8:00pm  
**LAN Gaming: Team Fortress 2 (TF2) Tournament**, Computer (PC) LAN Gaming  
2208  
CONvergence's main LAN Gaming Event! This will be a team game, with 4 person teams playing their favorite game roles. Potential bonus prizes for full team cosplay in the tournament!  
**GM: CONvergence LAN Gaming; SIGN UP IN LAN GAMING ONLY**

7:00pm – 11:00pm  
2207a  
Magic: The Gathering has a long and varied history… and in a Chaos Draft, you're going to play with a lot of it!  
Players should bring 3 UNOPENED 15-card booster packs from ANY set of Magic that was released in 15-card booster-pack format. This could mean 3 of the same set or three completely different sets, so bring it to the 22nd floor and get ready to rumble! Packs may be purchased at any of the Dealers' Room game store merchants selling Magic: the gathering product. Pack Prizes supplied by Level Up Games.  
**GM: Matt McMillan; 8 players**

7:00pm – 11:00pm  
2207b  
Double Emperor Quantum Leap Archenemy (D.E.Q.L.A) is a format developed here at CONvergence – if you've got a Legacy Constructed deck and have never tried it, come see what you've been missing! Pack prizes supplied by Level Up Games.  
**GM: Matt McMillan; 7 players**

8:00pm  
**Steamp Century Scavenger Hunt**, LARP  
Participating Room Parties  
Have fun at the festivities Friday and Saturday evenings, AND be rewarded for it! Yes, the scavenger hunt returns for BOTH nights (for participating parties, of course). Awards for each night, so double up! Ballots and instructions available on the 22nd floor and can be returned, when completed, to the 22nd floor (Gaming) Badging Station to claim your prize!  
**GM: Red Ribbon Society (scavenger hunt through the room parties)**

8:00pm – 9:30pm  
**LAN Gaming: Open LAN Gaming**, Computer (PC) LAN Gaming  
2208  
Come chill after a busy day with some casual Starcraft up in the LAN gaming space.  
**GM: CONvergence LAN Gaming; all players welcome**

8:30pm – 1:00am  
**Pathfinder Society: Stolen Heir**, Pathfinder RPG  
2204a  
The Mendevian Crusade draws heavily on the Pathfinder Society's resources, and unless the Decemvirate can secure the assistance of generous patrons, the society may not have sufficient capital to both fight off the demonic invasion and to prepare its expedition to a lost historical site within the Worldwound. Upon hearing that the daughter of an eminent and wealthy citizen of Sauertons has gone missing, the Pathfinders rush to her aid in the hope of earning her father's goodwill and support in upcoming endeavors.  
**GM: Pathfinder Society; 6 players, ages 13+**

9:30pm  
**Cards Against Humanity**, Card Game  
2202a  
And I would have gotten away with it if it hadn't been for a sweaty panting leather daddy! Cards Against Humanity is BACK, BABY! Last year's event was such a hit (and offended so many people), we just had to bring it back.  
Come play the game directly responsible for the creation of an 18+ gaming track at CONvergence. All materials provided.  
**NOTE: This game is for ADULTS (18+) ONLY, with ADULT CONvergence BADGE & PHOTO ID!**  
**GM: Bob Wagner (Card Game, 2-10 players; 18+ ONLY w/PHOTO ID & ADULT CON BADGE)**

9:30pm – 11:00pm  
**Open LAN Gaming: ADULT ONLY**, Computer (PC) LAN Gaming  
2208  
Open LAN gaming … for grownups. Anyone in the LAN Gaming area after 9:30pm must be 18+ and have an ADULT CONvergence badge.  
**GM: LAN Gaming; 18+ ONLY w/PHOTO ID & ADULT CON BADGE**

**Sunday**

11:00am – 12:10pm  
**Roadkill Rally**, Card Game  
2202a  
Gentlemen, start your engines! Pedestrians, watch your @$$es! If you've ever seen either Death Race movie you've got the idea of what Roadkill Rally is about.  
Race across the country in your weaponized roadster, lightening up your opponents and scoring points by killing pedestrians. It's all about the size of your gun and the speed of your ride - what's more American than that?  
5-5 players, all materials provided, prizes awarded to 1st, 2nd and 3rd place.  
**GM: Bob Wagner / Shamrock Games; 2-5 players**
11:00am – 3:30pm  **Pathfinder Society: Veteran’s Vault**, Pathfinder RPG
2204a
While many Pathfinders meet unfortunate fates in their ongoing explorations of the dangerous world of Golarion, some retire with decades’ worth of treasure in their coffers and their lives still intact. When one such Pathfinder approaches the Grand Lodge with the hidden location of her treasure vault, it falls upon a new generation of Pathfinders to retrieve from within a valuable keepsake. That they can keep anything other than the ex-Pathfinder’s locket makes the assignment all the sweeter. *GM: Pathfinder Society; 6 players, ages 13+*

11:00am – 3:30pm  **Pathfinder Society: Dawn of the Scarlet Sun**, Pathfinder RPG
2204c
The coastal city of Magnimar is no stranger to crime, yet recently, a series of murders has sent a chill through the early morning streets. Someone—or something—is stalking and killing worshipers of Sarenrae, the goddess of the sun. The city guard is prepared to ambush the murderer, but they need help—help of the kind that adventurers are so good at providing. What is the sinister truth behind these violent acts? *GM: Pathfinder Society; 6 players, ages 13+*

Please note: This adventure is *unusually* dangerous—slightly stronger pre-generated characters will be available. Please choose your character and play style accordingly!!

11:00am – 3:00pm  **Magic: The Gathering – Limited: Chaos Draft**, Collectible Card Game
2207a
Magic: The Gathering has a long and varied history… and in a Chaos Draft, you’re going to be able to play with a lot of it! Players should bring 3 UNOPENED 15-card booster packs from ANY set of Magic that was released in 15-card booster-pack format. This could mean 3 of the same set or three completely different sets, so bring it to the 22nd floor and get ready to rumble! Packs may be purchased at any of the Dealers’ Room game store merchants selling Magic: the Gathering product. Pack prizes supplied by Level Up Games. *GM: Matt McMillan; 8 players*

12:30pm – 5:00pm  **Kung Fu Fighting**, Card Game
2202a
The geeks of the East and the West must unite and fight, to see whose Kung Fu is better! Come play Kung Fu Fighting the game of cinematic martial arts mayhem. Six will do battle! One will prevail! 2-5 players ages 13+ all materials provided. *GM: Bob Wagner / Shamrock Games; 2-5 players, ages 13+*

12:30pm – 5:00pm  **Pathfinder Society: Risen from the Sand**, Pathfinder RPG
2204b
The deserts of Osirion—land of pharaohs and ancient tombs—hide not just untold wonders, but also unspeakable dangers. When the vast sand dunes part to reveal the ancient pyramid of the legendary Pharaoh of Sphinxes, glory seekers from across many nations race toward it, each fighting to be the first to claim its wonders. But the storied pharaoh doesn’t rest quietly within this monument, and his tomb was designed to slaughter any who would dare trespass. *GM: Pathfinder Society; 6 players, ages 13+*

12:30pm – 5:00pm  **Artemis Bridge Simulator**
2203
The Artemis Bridge Simulator is a cooperative game in which up to 6 players assume the role of different crew members (or “Spacers”) on the bridge of a star ship. Positions available in the simulator are: Engineering, Gunner, Helmsman, Sensor Tech, and Communications Tech. Each has their specialized station to go along with their role. The Captain directs the crew to succeed in their missions. *Hosted by The Royal Manticoran Navy (2 crews, 6 players each)*

12:30pm – 5:00pm  **Open LAN Gaming**, Computer (PC) LAN Gaming
2208
Come wrap up the con with some fun in our LAN gaming space – all are welcome, but we only have so many computers, so please play well with others and share! *GM: CONvergence LAN Gaming; all players welcome*
Thursday

6:00pm – 7:00pm  Mark Time Radio Show
"Cyber Bob and the Digital Nymph"- Original comic radio. Bob, the old-school punch-card hacker, is hired to go on a quest in the digital realm, and there is whirring and buzzing, double-crosses and hanging chads, inflatables notwithstanding. Featuring David Osman, Tim Wick, Windy Bowlsby, Gordon Smuder, and the usual high-class voiceover crowd.

7:00pm – 8:00pm  CONvergence Opening Ceremony
Even if it's not exactly a magical invocation; it is, nonetheless, our official kick-off for the convention! Join Connie as we welcome our Guests of Honor, give out some awards (including the Mark Time and Ogle winners), and get this party started.

8:30pm – 10:00pm  Smackdown
Bring your wand and cloak to this year's Smackdown for some Magical Mayhem! Wizards, witches, warlocks, and sorceresses will be judged as our panel of "experts" decides who lives and who dies in our mystical iron cage match!

11:00pm – 4:00am  Faerie Bandit's Ball
An evening of retro dance music, brit-pop, electro swing, mashups, and more!

Friday

2:00pm – 3:00pm  One on One with Marina Sirtis
A moderated interview with Guest of Honor Marina Sirtis. There will be time for audience questions. Marina Sirtis, Tanya Brody (moderator)

5:00pm – 6:00pm  Art of the Dress Costume and Couture Show
Looking for an opportunity to prance for a crowd in your amazing recreation or cosplay but don't want to compete in Masquerade? Here's a chance to show your stuff on stage for all to see and admire.

7:00pm – 8:00pm  Future Hole
Comedian Joseph Scrimshaw's stand-up comedy show about the current state of the geek world and wild, inaccurate predictions of the future! Topics include, but are not limited to: auto correct, gender equality, time travel, and probably Batman. Fall into the future hole!

8:30pm – 9:30pm  Gargoyles Q & A
Join the cast and creators of "Gargoyles" to talk about the show. Greg Weisman, Christopher Jones, Marina Sirtis, Frank Paur, Karine Charlebois, Greg Guler

10:00pm – 11:00pm  Vilification Tennis
CONvergence salutes Wimbledon championship weekend by presenting a show that is nowhere near as classy as the All England Club. Performers will be lobbing insults at each other in an attempt to curry favor with the audience. Beware, this show is not for those with delicate sensibilities. These performers work pretty blue!

Saturday

7:00pm – 10:00pm  CONvergence Masquerade
CONvergence Masquerade is one of the premiere events of the convention, showcasing the talents of costumers spanning all skill levels, from beginners to masters. Awards are given by the judges for both workmanship in the construction of the costumes and performance in the presentation.

11:00pm – Midnight  Matthew Ebel
Sometimes called a piano rocker, but really just kind of a goofball, Matthew Ebel has been playing piano since age 5. Matthew plays some funny and geeky stuff, and brings his show this year to Mainstage.

Midnight – 6:00am  The Enchanted Forest
We'll begin with our traditional strobe-free sci-fi music hour, featuring dance music influenced by geek and nerd themes, then party with you all night with electro, darkwave, goa, and futurepop mixes from Nitrogen, dv8, noise, and more.

Sunday

2:00pm – 3:00pm  Harisen Daiko Drum Group
Harisen Daiko returns for its second year on the CONvergence Mainstage. If you missed last year's performance you likely had left the hotel altogether or were perhaps dead - because their beat carried all the way to the Plaza Tower and into many a panel. If you heard them without actually seeing the performance, you won't want to miss this year's new and returning pieces and a new sci-fi medley.

3:00pm – 4:40pm  Young Justice Fan Panel
Many of the creative minds behind the Young Justice TV and comic book series will talk about this fan favorite. Marina Sirtis, Christopher Jones, Greg Weisman (moderator)

5:00pm  CONvergence Closing Ceremony
It's not over 'til the gynoid sings - or something like that. Join Connie and our Guests of Honor as we say farewell to another convention. Shenanigans may ensue.
Martin “LittleKuriboh” Billany
Anime Parody Video Creator

Christopher Jones
Comic Book Artist

Joseph Scrimshaw
Geek-Flavored Comedian

John Kovalic
Game Designer/Artist
“TableTop” Champion

Tia Ballard

Marianne Miller
Anime Voice Actors

Chris Cason

Matt Forbeck
Author/Game Designer

Huge Video Game & Tabletop Rooms
Charity Masked Ball
Interactive Kon.Quest
AMV, Vid & Fanfiction Contests
Boffer Fighting
Friday Rock Concert & Saturday Dance

Register Online For $35 Until 7/31!

Follow us on Facebook and Twitter @Geekkon for updates throughout the year!
## Thursday

<table>
<thead>
<tr>
<th>Time</th>
<th>Movie</th>
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<tbody>
<tr>
<td>3:00pm</td>
<td><strong>Tenchi Muyo! (Ages 13+, Dubbed)</strong></td>
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<tr>
<td>6:00pm</td>
<td><strong>Puella Magi Madoka Magica (Ages 13+, Subtitled)</strong></td>
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<tr>
<td>8:00pm</td>
<td><strong>Project A-Ko (Ages 13+, Subtitled)</strong></td>
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<tr>
<td>9:30pm</td>
<td><strong>Psycho-Pass (Ages 17+, Subtitled)</strong></td>
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<tr>
<td>11:30pm</td>
<td><strong>Nescaflowné (Ages 17+, Parody)</strong></td>
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**Tenchi Muyo! (Ages 13+, Dubbed)**

Tenchi is an average guy with terrible luck, but he’s accidentally freed a ravishing space pirate after 700 years of captivity. Now, attractive aliens from across the galaxy are about to make his life more outrageous than he ever imagined. Can he survive the romantic entanglements and unlock the secrets of his mysterious ancestry?

**Puella Magi Madoka Magica (Ages 13+, Subtitled)**

14-year-old Madoka Kaname is offered the opportunity to gain magical powers if she agrees to make a contract with a strange creature called Kyube, but in exchange, she must risk her life to fight witches. For some reason, another magical girl named Homura Akemi is determined to prevent Madoka from accepting the deal.

**Project A-Ko (Ages 13+, Subtitled)**

In a city once leveled by a mysterious crashed space ship, a superhuman high school student named A-Ko Magami dukes it out with the diabolical genius B-Ko Daitokuji, who will stop at nothing to win the friendship of A-Ko’s buddy, C-Ko Kotobuki. Meanwhile, another alien ship is on course towards Earth to find its planet’s lost princess.

**Psycho-Pass (Ages 17+, Subtitled)**

In the future, even just thinking about a crime is enough to make you guilty, and justice is dispensed from the barrel of a gun. One deranged genius has mastered the art of justifying his own heinous deeds, and the system is powerless to stop him.

**Nescaflowné (Ages 17+, Parody)**

Meet Hitmi, an average Japanese high school girl who finds herself whisked away to the magical world of Java, where conflict is brewing between the kingdom of Folgeria and the Starbach Empire. Could it be that Hitmi has the power to save the day? If you don’t know the answer to that, you probably haven’t seen much anime.

## Friday

<table>
<thead>
<tr>
<th>Time</th>
<th>Movie</th>
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<tbody>
<tr>
<td>12:30am</td>
<td><strong>Berserk: The Golden Age: The Egg of the King (Ages 17+, Subtitled)</strong></td>
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</tbody>
</table>

**Berserk: The Golden Age: The Egg of the King (Ages 17+, Subtitled)**

Guts is a young and highly skilled mercenary living in a medieval era of the Midland monarchy. During the siege of a castle, he catches the attention of Griffith, leader of a mercenary army called Band of the Hawk. As the two meet again, Guts ends up joining the notorious group.

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**Saint Seiya: Evil Goddess Eris (Ages 13+, Subtitled)**

Eris, the Goddess of Chaos, attempts to resurrect herself into the body of a young girl by draining Athena’s life energy with the golden apple. But to be able to stop Eris, Seiya and his friends must first defeat the Ghost Knights.

**Space Pirate Captain Harlock (Ages 13+, Subtitled)**

In the year 2977, humanity has become complacent and stagnant, and all work is done by machines. When a mysterious invader from the stars catches Earth unawares, only the legendary space pirate Captain Harlock and the crew of the Arcadia have the will to stand against them.

**Inuyasha (Ages 13+, Dubbed)**

After falling down a well into feudal Japan, Kagome Higurashi is attacked by a demon and a powerful jewel hidden inside her body shatters. Kagome must join forces with the half-demon Inu Yasha, who also wants the jewel, to stop the shards from falling into the wrong hands.

**Bleach (Ages 13+, Subtitled)**

Ichigo Kurosaki has always been able to see ghosts, but his life changes when he meets a soul reaper. After he accidentally steals her powers while being attacked by a soul-eating spirit called a hollow, Ichigo must defend the living from monsters as a substitute soul reaper.

**xxxHolic (Ages 16+, Subtitled)**

Kimihito Watanuki is unusually appealing to malevolent spirits. He meets the mysterious Yuuko who claims to have the means to stop the spirits, but her help always comes at a price. Working in her shop, Kimihito soon learns that nothing is as it seems.

**Mushishi (Ages 14+, Subtitled)**

Mushi are a primeval form of life unknown to most humans. Ginko is a Mushi-who travels broadly in order to study them. In the process, he helps people with supernatural problems that may be related to the Mushi.

**Steins;Gate (Ages 17+, Dubbed)**

Self-proclaimed mad scientist Rintaro Okabe runs the Future Gadgets Lab with his childhood friend Mayuri and computer genius Daru. Although Okabe fears pursuit by the Organization, everything is fine until he stumbles onto a case of apparently divergent timelines. There might be more to this time travel business than transporting a few bananas.

**Darker Than Black (Ages 17+, Dubbed)**

Ten years ago, an impenetrable field known as Hell’s Gate appeared in Tokyo. At the same time, conscienceless psychics emerged wielding dangerous power. Psychic Hei and his blind associate Yin work for one of the many rival agencies vying to unlock the mystery of Hell’s Gate.

**Summer Wars (Ages 13+, Subtitled)**

While acting as a fake date for his secret crush Natsuki’s clan matriarch’s 90th birthday party, math genius Kenji Koiso receives a strange math problem on his cell phone. The solution hijacks the social networking site that manages most of the world’s social and business traffic.
Fanboy Bebop (Ages 17+, Parody)
All Keanu and Ash wanted was to have a good time at ASUX (the largest anime convention in the known universe). If they knew the fate of the con would end up in their hands, they probably would’ve stayed home.

Ninja Scroll (Ages 17+, Dubbed)
Jubei Kibagami is embroiled in the bloody affairs of the Devils of Kimon after assisting ninja Kagero when she is molested by an overwhelmingly powerful foe. Jubei eventually discovers that the Devils’ plot involves a nasty incident from his past and a person he killed five years ago.

Princess Knight (Ages 7+, Dubbed)
Princess Sapphire was born with both a boy’s and a girl’s heart, but a girl cannot take the throne, so she was raised as a boy. Now she must fight as a Knight of Ribbon to keep her true identity from being revealed.

DNAngel (Ages 10+, Subtitled)
Otherwise average teenager Niwa Daisuke turns into the phantom thief Dark Mousy whenever he thinks about the girl of his dreams, ever since he failed to declare his love to her. Now his mother makes him turn into Dark to steal valuable art pieces for an unknown purpose.

Fairy Tail (Ages 13+, Dubbed)
In the Fiore kingdom, magic is a fact of life, and nowhere is that magic more powerful than among the wizards of the Fairy Tail guild. So powerful, in fact, that they have serious consequences.

Tiger & Bunny (Ages 13+, Dubbed)
In Sternbild City, mutants called Next act as superheroes for the glory of their sponsors, and points on Hero TV. Veteran hero Wild Tiger has always worked alone, but now he’s been partnered with rookie Barnaby Brooks Jr., who has a different perspective on being a superhero.

Sword Art Online (Ages 13+, Subtitled)
In 2022, the fully immersive MMORPG Sword Art Online debuts, and Kirito is one of the first players. The trouble is, there is no option to log out. Kirito and the other players will have to defeat all 100 floors to leave, but death in the game has serious consequences.

Ergo Proxy (Ages 17+, Subtitled)
In a domed city on an inhospitable future Earth, Inspector Re-l Mayer leads an investigation concerning AutoReiv androids that have gone mad after infection with a virus. In the process, she comes in contact with a strange monster called Proxy.

Baccano (Ages 17+, Dubbed)
In 1711, alchemists acquire an elixir of immortality, then later attempt to recreate the formula in New York City and accidentally involve robbers, made men, Mafia bosses, cultists, psychopaths, and a female homunculus. The plot follows multiple threads in several timelines.

Thermae Romae (Ages 17+, Subtitled)
In AD 128, bathhouse architect Lucius Modestus loses his job because his designs are stale. While drowning his sorrows in a bath, he is sucked into the drain and comes out in a modern Japanese bathhouse. He is amazed by their modern bathing innovations.

Evangelion Redeath (Ages 17+, Parody)
It doesn’t bother Shinji that his father (who might be a pimp) thinks giant robots are babe magnets. It doesn’t bother him that he shares an apartment with a strangely masculine German girl. It doesn’t even bother him that the world may be coming to an end thanks to a long forgotten Prince song. The only thing on Shinji’s mind is the nookie, whatever that is.

Jin-Roh - The Wolf Brigade (Ages 17+, Dubbed)
After a terrorist girl’s suicide bombing, Constable Kazuki Fuse is haunted by her image, and must undergo retraining for the Capital Police’s Special Unit. In a dispute between Capital and Local Police, he becomes involved with the sister of the girl he saw die.

Little Nemo - Adventures in Slumberland (Ages 7+, Dubbed)
Nemo wakes one night to an invitation to visit the wondrous world of Slumberland. There, he is dubbed a prince, but soon finds that his new position involves the responsibility of protecting Slumberland from the evil Nightmare King.

Dallos (Ages 13+, Subtitled)
In the 21st century, the third generation of moon colonists becomes increasingly dissatisfied, beholden to an Earth they do not know. Conflict brews between rebels and the forces of Earth. Meanwhile, Dallos sleeps, a massive metal face in a crater whose origin no one remembers.

Pet Shop of Horrors (Ages 16+, Subtitled)
Count D owns a pet shop in Chinatown specializing in rare pets for people who are looking for something special, but with each rare pet comes a contract. If the contract is broken, the pet shop cannot be held responsible for anything unfortunate that might happen.

Legend of the Legendary Heroes (Ages 13+, Dubbed)
Ryner Lute is a lazy student of the Roland Empire Magician’s Academy. After he loses his classmates in a war against neighboring Estabul, Ryner sets out to find the relics of a “Legendary Hero” at the King’s command and finds that a curse is spreading across the land.

Royal Space Force: The Wings of Honnêamise (Ages 13+, Subtitled)
The Royal Space Force is considered a joke and waste of resources. After a passionate young woman re-inspires Shio Lhadatt to become the first man in space, the RSF cadets and a team of aging scientists rush to complete their epic launch in a race against time.
Anime Detour Emergency Guide

Detouritis

There is no cure

Know the signs!
- Something!
- Shocking!
- Here!
- OMG!

www.animedetour.com
Audience participation is an important part of most CONvergence panels. Please feel free to respectfully ask questions.

You are welcome to bring food and drink into the programming rooms and to re-arrange the chairs (assuming the room isn’t too full). But please put chairs back the way you found them and dispose of your trash. There are trash receptacles located in each room (usually by the doors). There are no magic fairies to clean up the rooms. There are just CONvergence volunteers.

If you want to send us comments about a panel, a form is available at http://www.convergence-con.org/panel-evaluation. You can also use the following QR code to get there:

If you have a panel suggestion for CONvergence 2015, a form is available at http://www.convergence-con.org/panel-suggestion. You can also use the following QR code to get there:

Schedule Changes
CONvergence Publications has worked with all the different parts of the convention 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 for updates, as well as the online CONvergence schedule at http://schedule.CONvergence-con.org.

Note for Audience Members
We expect most programming rooms to be full. So, please do not leave empty seats around you. If the room isn’t full by the scheduled start time, it’s ok to spread out again.

Panels that we expect to have more mature content are scheduled starting 10pm or later. Panels of special interest to those 12 and under are marked “children” and those of special interest to teens are marked “teen.” For all other panels, panelists and audience members should be aware of the age of the youngest member of the audience and adjust remarks accordingly.

Note for Panelists
If you are on a panel, please stop by Programming Operations in DoubleTree Atrium 5 to pick up your schedule (previously, schedule pick up was with registration).”

THURSDAY
12:30pm – 1:30pm  Rise of 3D Printing
DoubleTree Atrium 2
How is 3D printing shaping up for everyday and even fantastical uses? We’ll discuss the present tech, such as museums creating 3-D masterpieces for the visually impaired to experience the art, as well as what the future may hold for 3D printing. Kenneth Konkol, Regan Wolfrom, Tish Cassidy

12:30pm – 1:30pm  Food Allergies at CONvergence: How to Cope
DoubleTree Atrium 3
You have a food allergy, yet are trying to survive from the limited opportunities at CONvergence: how do you cope? What can you safely bring, keep, and prepare in a hotel room? Brianne Bilyeu, Karl Tinglestad, Marie Porter, Renee Petersen, Richard Wielgosz

12:30pm – 1:30pm  Mainstreaming of Geekdom
DoubleTree Atrium 6
Lots of popular movies are based on geek stuff. How do you handle being a geek hipster - or feeling like you don't fit in? Many people were geeks before it was cool. Let’s stop feeling bad. Let’s celebrate that geeks are cool! Hal Bichel, Holley McLellan, Jaqueline Stoner, Kara Redding, Michael R. Underwood

12:30pm – 1:30pm  Magic Realism a la China Mieville
DoubleTree Atrium 7

12:30pm – 1:30pm  Godzilla vs. Kaiju
DoubleTree Edina
Is the new Godzilla movie a true Godzilla movie? How does it relate to the past movies and to the genre as a whole? Dave Margosian, David Annandale, Melissa Kaercher, Shaun Duke

12:30pm – 1:30pm  CONvergence for the Extreme Introvert
DoubleTree Plaza 1
Suggestions on how to survive and thrive (room parties, anyone?) CONvergence when you’re not a fan of huge crowds. Ben Ellis, Jenn Baye, Olivia James

12:30pm – 1:30pm  Harry Potter is Alive and Well in Our Hearts
DoubleTree Plaza 2
There have been several new developments in the world of Harry Potter lately. What’s happening with the Fantastic Beasts movie? What about fan-made creations? Kat Brown, Linda White, Madeleine Rowe

2:00pm – 3:00pm  Reading - MP Johnson
DoubleTree 2201

2:00pm – 3:00pm  Fan Art and Social Media
DoubleTree Atrium 2
Discuss how the latest social media platforms and visual blogging sites (such as Tumblr and Pinterest) are enabling more exposure for artists—fan and otherwise. Christopher Jones, Fes Works, Hal Bichel, Jennifer Lundstrom, Shawn van Briesen
THURSDAY CONTINUED

2:00pm – 3:00pm  Kickstarter Evolution  
DoubleTree Atrium 3  
It has rocketed from obscurity to being everywhere and is used for funding great ideas to the mundane. What is it? Where is it taking us?  Blake Hausladen, Joan Marie Verba, Michael Damian Thomas, Tania Richter, Tish Cassidy

2:00pm – 3:00pm  Walking Dead: Comics or TV?  
DoubleTree Atrium 6  
Which do you like better? What elements from the comics do you miss or think they should have left out of the TV adaptation?  Kris Halseth, Neil Anderson, Scott Pearson, Stephan Stomberg, Walter Sullivan

2:00pm – 3:00pm  Gargoyles Radio Play Auditions  
DoubleTree Atrium 7  
Ever wanted to be in a radio play? Now is your chance! We are holding auditions for a live performance at CONvergence! You don’t even have to be a fan of Gargoyles to enter. You just have to know how to read!  Greg Weisman, Jennifer Anderson

2:00pm – 3:00pm  Archery in Fact and Fiction  
DoubleTree Bloomington  
What do Green Arrow, Merida, Hawkeye, Katniss, Legolas, and Robin Hood all have in common (other than tights)?  Edward Eastman, Elizabeth Bear, Regan Wolfrom

2:00pm – 3:00pm  Skiffy & Fanty Show - Live at CONvergence!  
DoubleTree Edina  
A live episode of the Skiffy & Fanty Show (skiffyandfanty.com) with guest authors CL Patel and Martha Wells. We'll discuss influences on SF/F lit from gaming, comics, etc. with authors who write SF/F fiction but have experience writing for other formats.  Carrie Patel, David Annandale, Martha Wells, Michael R. Underwood (mod), Paul Weimer, Shaun Duke

2:00pm – 3:00pm  All-Ages Comics  
DoubleTree Plaza 1  
There are comics just for kids and comics just for adults. Are there any comics out there that are genuinely "all-ages"?  Cynthia Booth, Ray T Cook, Ty Blauersouth

2:00pm – 3:00pm  You're a Detective, Harry!  
DoubleTree Plaza 2  
Dresden, then Bob Howard, now Peter Grant--what makes the two genres of fantasy and cop drama taste so great together?  Cetius d’Raven, Emma Bull, Melissa Olson, Ryan Alexander, Samma Johnson

3:30pm – 4:30pm  Reading - Emmy Jackson  
DoubleTree 2201  
Emmy Jackson will read from her work.  Emmy Jackson

3:30pm – 4:30pm  GPS Writing Contest Winners  
DoubleTree Atrium 2  
Past winners of the annual GPS Writing Contests read from their winning work. This year’s winners are announced.  George Richard

3:30pm – 4:30pm  CONvergence 101  
DoubleTree Atrium 3  
For first timers or veterans who are pretty sure they don’t know everything, this panel will try to teach you everything you need to know!  Brian Etcheson, Charmaine Parnell, Jen Manna, Tabitha Anderson, Tish Cassidy

3:30pm – 4:30pm  It’s Okay to Not Like Things  
DoubleTree Atrium 4  
You love Firefly, but your friend hates it. You think the Renfest is stupid, but they dress up and go every weekend. How do you go about relationships with people whose likes are diametrically opposed to your own?  Bill Sitelner, Jeremy Stomberg, Molly Glover, Nick Glover

3:30pm – 4:30pm  Good, Fast, or Cheap  
DoubleTree Atrium 6  
When does it make sense to work for exposure and when does that become exploitative? At what point do you need to insist on charging? What are the trade-offs when choosing between free and paid art?  Elizabeth Bear, Kameron Hurley, Michael Damian Thomas, Sharon Stiteler

3:30pm – 4:30pm  ASL 101  
DoubleTree Atrium 7  
Come learn about ASL. Bring your questions.  Kris Halseth, Neil Anderson, Zach Nyhus

3:30pm – 4:30pm  Buffyverse 10 Year Anniversary  
DoubleTree Edina  
The Buffy/Angel universe has been off the air for ten years. Let’s reminisce and talk about the impact these shows have had on TV fantasy since their cancellation.  Cetius d’Raven, Greg Weisman, Madeleine Rowe, Sarah Schmitt, Tim Lieder

3:30pm – 4:30pm  Parallel Man  
DoubleTree Plaza 1  
Take a look at the new sci-fi adventure coming to you later this year as a comic, a computer game, and in development as an animated TV series, feature film, and toy line. With local creators Jeffrey Morris, Rob Callahan, and Christopher Jones.  Christopher Jones, Jeffrey Morris, Rob Callahan

3:30pm – 4:30pm  Fritz Leiber’s Urban Fantasy  
DoubleTree Plaza 2  
During the 1940s, Fritz Leiber was one of authors who took the supernatural story out of its traditional settings of Gothic mansions and castles and placed it in subway stations, colleges, and other urban settings. A discussion of his urban dark fantasy.  David Schwartz, Scott Lynch

3:30pm – 4:30pm  Reading - Martha Wells  
DoubleTree 2201  
Martha Wells will be reading from her work.  Martha Wells

3:30pm – 4:30pm  Victorian is Not Steampunk  
DoubleTree Atrium 2  
These two fashion styles are similar in many ways, but they are not the same. What the similarities and - more important - their differences?  Kath Dimmich, Sarah Barnness, Ty Blauersouth

3:30pm – 4:30pm  Art as Therapy  
DoubleTree Atrium 3  
Many people find creating and performing art and music to be therapeutic in personal ways. Art and Music Therapy are also formal programs with multiple uses. What is the basis for these various kinds of therapy and how useful are they?  Ashley Hamer, Kris Halseth, Olivia James, Shawn van Briesen
THURSDAY CONTINUED

5:00pm – 6:00pm  
Sci-Fi Mirror  
DoubleTree Atrium 4  
How does the sci-fi of an era reflect society’s concerns, hopes, dreams, and politics? Elizabeth Bear, Haddayr Copley-Woods, Kenneth Konkol, Naomi Kritzer, Ozgur K. Sahin

5:00pm – 6:00pm  
Many Faces of Dracula  
DoubleTree Atrium 6  
From Bela Lugosi to Christopher Lee, Gary Oldman to Thomas Kretschmann, many have portrayed Dracula on the silver screen. Join us to discuss the movie depictions of Dracula over the years. Brian Salisbury, David Annandale, Jenny Milos, Joel Arnold, John Heimbuch

5:00pm – 6:00pm  
Shakespeare and Fantasy  
DoubleTree Atrium 7  
From mythical kings like Lear and Cymbeline to the mage Prospero and his monsters in The Tempest to the fairies of Midsummer Night’s Dream, and ghosts all over the place. Why are these plays still speaking to us 400+ years later? Catherine Lundoff, Mark Goldberg, Paul Weimer, Ruth Berman, Tim Lieder

5:00pm – 6:00pm  
The Importance of the Storyboard  
DoubleTree Bloomington  
Storyboarding is an essential step in production. Our panel will talk about effective storyboard techniques and why it is so important to success. Frank Paur, Karine Charlebois

5:00pm – 6:00pm  
Dystopian Young Adult Literature  
DoubleTree Edina  
The huge new thing - and they’re all becoming movies now! Discuss the Hunger Games, Divergent, Matched, Legend, Maze Runner, and more. Christine Norris, Hilary Moon Murphy, Kethry Burke-Scovill, Lyda Morehouse, Sarah Schmitt

5:00pm – 6:00pm  
N00b Gala: A Chance to Meet and Geek  
DoubleTree Garden Court SW  

5:00pm – 6:00pm  
Geek Etiquette  
DoubleTree Plaza 1  
Don’thref thefquee. Just because you don’t like something, doesn’t mean other people don’t. What to do to avoid being a jerk at cons and beyond, as well as how to handle jerkdom you encounter. Dorianne McCreary, Hal Bichel, Holley McLellan, Michelle Farley, Rob Callahan

5:00pm – 6:00pm  
Thriving With Asperger Syndrome  
DoubleTree Plaza 2  
Autism and Asperger Syndrome appear to be more common among males than females, but some experts suggest that women adapt better. We’ll discuss this, other theories about the differences, and ways to live your life to the fullest. Marie Porter, Meghan Williams MA LMFT, Richard Wielgosz, Robert Wagner

7:00pm – 8:00pm  
Neil Gaiman’s Blurred Lines  
DoubleTree Atrium 4  
Gaiman deftly blends reality and fantasy, mythical and everyday. We’ll discuss the urban fantasy in his works and how it gives us new perspectives on religion, culture, and our own willingness to blur the lines between fact and fiction. Garrick Dietze, Jaqueline Stoner, Kat Brown, Mark Goldberg, Roy T Cook

7:00pm – 8:00pm  
Sherlock Fan Panel  
DoubleTree Atrium 6  
Join us to discuss the latest season of Sherlock. Were you satisfied with the resolution of Season 2? s cliffhanger? What does the future hold? Jenny Milos, Melissa McConnell, Scott Pearson, Thomas Mahle, William Dewey

7:00pm – 8:00pm  
Not Men or Women: Everyone Else in Fiction  
DoubleTree Atrium 7  
Not all characters need to be male or female! Explore the gender binary and how it can be, and has been, subverted in fictional universes and in reality. We will discuss common tropes and ways gender could be explored better in all fictional media. Benny S, Elizabeth Bear, Haddayr Copley-Woods, Kameron Hurley, Kimberley Long-Eving

Main Stage Overflow  
DoubleTree Bloomington  
Can’t get in to main stage performances? Come watch them on our giant projection screen!

Female Superhero Movies - Why Can’t We Have One?  
DoubleTree Edina  
Where are the Black Widow / Wonder Woman / etc. movies? Danielle Indovino, Joan Sullivan, Jonathan Palmer, Kelly Pesola, Shawn van Briesen

Worst Pseudoscience of All-Time: A Skepchick Debate  
DoubleTree Plaza 1  
Homeopathy or Reiki? ESP or Intelligent Design? Each Skepchick will choose a different pseudoscience to argue as the stupidest of all time, and the audience will choose the winner by applause. Amy Roth, Dr. Rubidium, Jamie Bernstein, Nicole Gugliucci, Rebecca Watson (mod)

Iron Druid Chronicles  
DoubleTree Plaza 2  
Kevin Hearne is the author of these urban fantasy novels set in present day Tempe, Arizona. The series follows Atticus O’Sullivan, the last of the Druids, as he deals with angry gods from multiple pantheons, vengeful witches, werewolves, and vampires. Meghan Williams MA LMFT, Robert Wagner, Vetnita Anderson

Warp Factor 9 Speed Dating (GLBTQ)  
Crowne Plaza A-E-I-O  
Warp Factor 9 Speed Dating: Fire up the warp engines and set a course for love! Limited space available. Line opens at 8:15pm, Participants must be 18 or over. 90 minutes. Andrew Davies, Beth Rogers, Erin Frandrup, Kari Keene

Hobby Electronics: From Prototype to Product  
DoubleTree Atrium 2  
Makers and others interested in Arduino, low-cost electronics, and turning an idea into reality: Whether you’re new to the hobby, want to polish or multiply your costume or electronics, bring your questions and ideas and let’s flip Frankenstein’s switch. Christopher Baye, Doug Thorpe, Jerry Belich, Michelle Cadieux, Todd Murray
THURSDAY CONTINUED

8:30pm – 9:30pm  Script to Stage: How to Produce a Theater Show  DoubleTree Atrium 3  Lots of people want to do a show; very few know how. Where do you go? Finding talent? What about marketing? How do you pay for it? Here is a chance to hear from some local pros on how to make a show happen - and what pitfalls to avoid.  Betty Palmer, Jeffrey Gardner, John Heimbuch, Phillip Andrew Bennett Low, Roy C. Booth

8:30pm – 9:30pm  Fractured Fairy Tales  DoubleTree Atrium 4  Let's put fairy tales and dystopia in a blender and see what we get. When do things get too fractured - when do you jump the mermaid?  Adam Stemple, Amanda Lonsdorf, Holly Day, Joan Sullivan, Sean M. Murphy

8:30pm – 9:30pm  Game of Thrones Fan Panel  DoubleTree Atrium 6  What's new in Westeros? Attended any weddings lately? Maybe a funeral or two? Come discuss the latest developments on the TV show and how they relate to the books.  Caroline Symcox, Daren Johnson, Kirsten Wade

8:30pm – 9:30pm  Can You Do That Anymore?  DoubleTree Atrium 7  Many of the great geeky works from before the '70s have social attitudes that just don't fly anymore (e.g., Lone Ranger). If you rewrite them, the fans get upset. If you don't, they'll bomb. Are these remakes doomed to fail?  Derek Mahr, Gordon Smuder, Jen Manna, Mark McPherson, Sarah Prentice

8:30pm – 9:30pm  DC vs. Marvel  DoubleTree Bloomington  Marvel is putting out 3-5 awesome movies a year. Will DC ever catch up? Or will it just stick with developing good animated TV series?  Adam Lueck, Bryon Stump, Kevin Eldridge, Michael Lee, Stephan Stomberg

8:30pm – 9:30pm  Green Is Not Diversity  DoubleTree Edina  Why is it always aliens vs. white guys? Diversity is coming, but why is it taking so long? Why do some characters get rewritten to be Caucasian?  Aimee Kuizenski, Benny S, Dr. Rubidium, Laura Zats, Shaun Duke

8:30pm – 11:00pm  Matrix Tag  DoubleTree Garden Court NW  Players choose the roles of Agent Smith, Neo, Morpheus, Trinity, or play an Agent or Zionist. Any number of people can play, joining in and leaving at anytime.  Shannon Green

8:30pm – 9:30pm  When Science Isn't? Your Friend  DoubleTree Plaza 1  When has science hurt people in reality and what has that taught us about how science should be practiced? We'll discuss everything from the Tuskegee experiments and Henrietta Lacks to continuing issues like surgery on intersex babies.  Caleph Wilson, Debbie Goddard, Mary Brock, PZ Myers, Stephanie Zvan (mod)

8:30pm – 9:30pm  Introduction to Anime  DoubleTree Plaza 2  Intrigued by anime, but don't know where to start? This is the panel for you. Come learn the lingo, the classics for a strong anime foundation, and how to avoid accidentally showing your children hentai.  Damarr Atkins, Heather Deakman, Jessi Silver, Lyda Morehouse

8:30pm – 9:30pm  Art Show Meetup  DoubleTree Plaza 6  Join us for a meet and greet at the Art Show. Tour the Art Show as we put faces to the art. Stick around afterwards for some refreshments and conversation. All are welcome. Meet in front of Plaza 6.  Christine Mitzuk, Cynn Anthony, Karine Charlebois, Shawn van Briesen

10:00pm – 11:00pm  Masquerade 101  DoubleTree Atrium 2  Whether you are an old pro or a newcomer, this panel will help you learn the basics of participation in the CONvergence masquerade.  Deborah Mullens

10:00pm – 11:00pm  Saberhagen’s Dracula  DoubleTree Atrium 3  Fred Saberhagen wrote a series of books from Dracula's point of view, including The Dracula Tape, Old Friend of the Family, and more. We'll discuss his work, particularly the more complicated moral portrayal of vampires.  Paul Weimer, Stephanie Zvan

10:00pm – 11:00pm  Bad September Performance  DoubleTree Atrium 4

10:00pm – 11:00pm  Ultimate Evil Overlord 101  DoubleTree Atrium 6  An interactive guide to becoming the ultimate evil overlord - with audience participation.  Brian Salisbury, Christoforo Pasquarette, Craig Cormick, Laura Thurston, Naomi Kritzer

10:00pm – 11:00pm  Are Zombies Dead (Yet)?  DoubleTree Atrium 7  No, really, haven't we done it all? Let's wrack our brains (heh...) and see if there's a single original Zombie concept left.  David Annandale, Eric Staggs, Rae Anderson (mod), Regan Wolfarm, Ryan Alexander

10:00pm – 11:00pm  Just a Minute  DoubleTree Bloomington  Paul Cornell will once again host his favorite game of talking and thinking at the same time. The combination is something most of us aren't particularly used to.  Paul Cornell

10:00pm – 11:00pm  Sci-Fail: The Skepchick Movie Review  DoubleTree Edina  A panel of experts reviews some of the best but mostly the worst moments in science found in recent cinematic offerings.  Dr. Rubidium, Nicole Gugliucci, Rebecca Watson, Ryan Consell (mod), Siouxsie Wiles

10:00pm – 11:00pm  Geek Flirt 101  DoubleTree Plaza 1  There's a cute other person, and he or she seems to be checking you out. Conventions can encourage people to lose their inhibitions, which can create some awkward moments. Learn how to figure out true interest, or just like your costume.  Cat Wagner, Holley McLellan, Jenn Baye, Sean Eberle, Sigrid Ellis
**THURSDAY CONTINUED**

11:30pm – 12:30am | **Non-monogamous Relationship Structures**
DoubleTree Plaza 1
Polyamorous relationships are portrayed in multiple ways, from Sister Wives to the works of Robert Heinlein. We’ll discuss the similarities and differences between fictional depictions and real life non-monogamy.
*Benny S, Daisy F, Heina Dadabhoy, Lyndzi Miller, Samantha Bitner*

11:30pm – 12:30am | **Minnesota Fringe Fandom**
DoubleTree Plaza 2
The MN Fringe Festival is an annual unjuried theater fest with every conceivable genre and style. Let’s talk about why it’s awesome, why people should go, and the many things it has in common with fandom and an enormous spread-out con.
*Claire Alexander, Phillip Andrew Bennett Low, Rob Callahan, Windy Bowlsby*

**FRIDAY**

9:30am – 10:30am | **Disabled Persons in Fiction**
DoubleTree Atrium 2
Professor X and Daredevil are possibly twice as heroic as any other superhero. Is their disability written well?
*Haddayr Copley-Woods, Meghan Williams MA LMFT, Vetnita Anderson*

9:30am – 10:30am | **Can Sci-Fi Keep Up?**
DoubleTree Atrium 3
Is sci-fi able to keep up with technology? Snow Crash and Necromancer are already outdated, to give just a few examples. Does technology move faster than our imaginations?
*Craig Cormick, Eric Staggs, Lee Harris, Pete Hutmanson, Tyler Tork*

9:30am – 10:30am | **Artist Egos**
DoubleTree Atrium 4
Artists tie their identity to art in ways those in many other fields do not. We’ll discuss impostor syndrome, dealing with thinking we’re the best until someone better comes along, and how to overcome psychological obstacles to flourish as artists.
*Amy Roth, Ashley Hamer, Beth Voigt, Mona Montague*

9:30am – 10:30am | **Adventure Time Fan Panel**
DoubleTree Atrium 6
This Cartoon Network show continues to grow in popularity. What about Finn and Jake’s adventures in the Land of Ooo make it so appealing?
*Boris Smelov, Lori Fischer*

9:30am – 10:30am | **Historical Costuming**
DoubleTree Atrium 7
Come learn about and discuss historical and semi-historical costuming. We’ll discuss tips and resources, timelines, silhouettes, structuring, and more.
*Brandy Danaki, Kath Dinnmich, Mary McKinley, Rae DreamStitcher, Sarah Barsness*

9:30am – 10:30am | **Doctor Who for Kids**
DoubleTree Bloomington
How many of us grew up watching the Doctor explore the universe with his companions? Have you shown any of the new series (or old series) to your kids?
*Holley McLellan (mod), Jules Mohr, Karine Charlebois, Michael Damian Thomas, Shawn van Briesen*
FRIDAY CONTINUED

9:30am – 10:30am  
**Real Monsters**  
*DoubleTree Edina*  
Reality is stranger than fiction. The deep seas and uncharted lands hold unimaginably bizarre creatures. This panel explores some of the strangest, ugliest, and most unlikely creatures known to live. *Brianne Blyeu, Matt Kuchta, PZ Myers, Ryan Consell, Siouxsie Wiles*

9:30am – Noon  
**14th Annual IKV WarHammer Invitational Batt’ leth Tournament**  
*DoubleTree Garden Court SW*  
Worthy warriors are invited to join the Klingons Friday morning 9:30 poolside as they fight for a cure against diabetes. Certifications are at 9:30 with the tourney beginning at 10:00. Entry fee is $10.00 and all proceeds go to the American Diabetes Assoc. *George Richard*

9:30am – 10:30am  
**Where’s the Creature from the Black Lagoon?**  
*DoubleTree Plaza 1*  
By now every other Universal Monster is basically a genre unto itself, with movies in the dozens. Where’s the Creature from the Black Lagoon gonna get some love? *David Annandale, Joel Arnold, Lathan Murrell*

9:30am – 10:30am  
**Hard SF Movies are Back!**  
*DoubleTree Plaza 2*  
With the recent releases of “Gravity” and “Ender’s Game,” hard SF movies are back. Will this trend last? *Carrie Patel, Christopher Jones, Dave Margosian, Mark McPherson, Romeo Azar*

11:00am – Noon  
**Reading - Lee Harris**  
*DoubleTree 2201*  
Lee Harris will be reading from his work. Lee Harris

11:00am – Noon  
**Good Tech, Evil Tech**  
*DoubleTree Atrium 2*  
When in our stories did technology shift from being the answer to being the problem? Is it cyclical? We’ll discuss examples and trends in books, TV, and movies. *Christofer Pasquarette, Craig Cormick, Emmy Jackson, Ozgur K. Sahin, Regan Wolfson*

11:00am – Noon  
**Mark Time Show Retrospective and Playback**  
*DoubleTree Atrium 3*  
Jerry Stearns and Brian Price will play and discuss highlights of a 16 year run of live main stage shows that included Mark Time (David Ossman, Phil Proctor), Wally Wingert, Michael Sheard, and the usual cast of nuts like Tim and Windy. *Brian Price, Jerry Stearns*

11:00am – Noon  
**Geek Fitness - How to Outrun the Zombies**  
*DoubleTree Atrium 4*  
Rule 1 - cardio. Then what? *Caitlin Ericson, Elizabeth Bear, Emma Bull, Erica Schaub*

11:00am – Noon  
**Women in STEM**  
*DoubleTree Atrium 6*  
Women in STEM discuss women’s current work and achievements in these fields as well as the future. How do we get more women in STEM and why does it matter? What are the challenges and opportunities girls and women face and how is this changing? *Mary Myers, Michelle Cadieux, Nicole Gugliucci, Siouxsie Wiles, Skatje Myers*

11:00am – Noon  
**Gargoyles Radio Play Auditions**  
*DoubleTree Atrium 7*  
Ever wanted to be in a radio play? Now is your chance! We are holding auditions for a live performance at CONvergence! You don’t even have to be a fan of Gargoyles to enter. You just have to know how to read! *Greg Weisman, Jennifer Anderson*

11:00am – Noon  
**What’s Opera, Doc?**  
*DoubleTree Bloomington*  
Opera and other musical theater often contain fantastical elements, from Valkyries to phantoms to magic flutes. Let’s dig into these musical tales of wonder. *Holly Day, Melissa Kaercher (mod), Ruth Berman, Tim Lieder*

11:00am – Noon  
**Suspension of Disbelief in Urban Fantasy**  
*DoubleTree Edina*  
Are there specific challenges to getting readers to accept fantastical elements in a real-world setting? Is it a harder sell to get people to accept vampires in NY and fairies running around Minnehaha than similar elements within a purely fantastic world? *Haddayr Copley-Woods, JD Horn, Laura Zats, Roy C. Booth*

11:00am – Noon  
**Tea Duelling**  
*DoubleTree Garden Court NW*  
See description under CoF2E2. *Caroline Symcox, Paul Cornell*

11:00am – Noon  
**Ask a Librarian**  
*DoubleTree Plaza 1*  
Are you interested in the profession? Do you want to know how to organize your library? How should you take care of your old photos? What does it take and mean to be a professional in the digital era? *Jenni Klumpp, Kathryn Sullivan, Lynne M. Thomas, Sarah Barsness, Sarah Schmitt*

11:00am – Noon  
**Rise of the Web Series**  
*DoubleTree Plaza 2*  
The way in which we get our media is constantly changing and the web series represents one of the most dramatic shifts in content distribution. Let’s talk about this rapidly growing platform. *Amy Berg, Gordon Smude, Kyle Dekker*

12:30pm – 1:30pm  
**Reading - David Annandale**  
*DoubleTree 2201*  
David Annandale reads from his new work. *David Annandale*

12:30pm – 1:30pm  
**So You Want To Be a Panelist?**  
*DoubleTree Atrium 2*  
Veteran panelists and moderators will share what works and what doesn’t. It will also cover the CONvergence panel process. *Craig A. Finseth, Elise Matthesen, Melissa Kaercher, Michael Lee, Rachel Kronick*

12:30pm – 1:30pm  
**Dresden Files**  
*DoubleTree Atrium 3*  
Skin Game has been out for a month and tells the tale of Harry’s team-up with Nicodemus to steal the Holy Grail from Hades. How has Book 15 expanded the Dresden universe we knew? Spoilers will abound—you have been warned. *Cetus d’Raven, Robert Wagner, Samma Johnson*
FRIDAY CONTINUED

12:30pm – 1:30pm
Steampunk in the Details
DoubleTree Atrium 4
Join Steam Century in a venue showcasing the technical skills that we don't have the time or space to appreciate in the hallways! Show off your favorite steampunk gear and speak about the details of your costume. Vote for your favorites! Cassandra Fabian

12:30pm – 1:30pm
Marvel Film Roundup
DoubleTree Atrium 6
Thor: The Dark World and Captain America: The Winter Soldier have been out, and Agents of SHIELD, Guardians of the Galaxy, The Defenders, and Ant Man are on the horizon. How do they all compare? What do you want to see next? Alyson Cygan, John Seavoy, Lyda Morehouse, Neil Anderson, Shaun Duke

12:30pm – 1:30pm
Storytelling 101
DoubleTree Atrium 7
Three powerhouses of writing come together to hash out, once and for all, the best way to write a story. (Panel preview: just do what works!) C. Robert Cargill, Elizabeth Bear, Scott Lynch

12:30pm – 1:30pm
Signing - Adam Whithatch / Tim Lieder
DoubleTree Autograph Table
Adam Whithatch, Tim Lieder

12:30pm – 1:30pm
Fear and Trembling
DoubleTree Bloomington
A one-man storytelling show showcasing urban fantasy. Phillip Andrew Bennett Low

12:30pm – 1:30pm
Ask a Scientist
DoubleTree Edina
A general Q & A with expert scientists from a variety of fields. Bug Girl, Dr. Rubidium, Lathan Murrell, Matt Kuchta, PZ Myers

12:30pm – 1:30pm
Yoga Quest
DoubleTree Garden Court SW
YogaQuest is back for its third year! Join Justini Yogiini and the YoGeeks for A Very Supernatural narrated yoga adventure with Sam, Dean, and Castiel. Never done yoga? No problem! Come prepared to move! Jenny Milos, Justine Mastin, Kris Regeth

12:30pm – 1:30pm
Northstar Rollergirls Training Camp
DoubleTree Outdoors
Come watch, learn, and even assist the North Star Roller Girls in some usual training drills and some very unusual ones as well! We'll be looking for volunteers to help the girls out and even win prizes! We promise that we only hurt the ones we love. Windy Bowlsby

12:30pm – 1:30pm
Show Us Your Ugly Things
DoubleTree Plaza 1
Do you make art that nobody's ever seen? Do you play music only in the safety of your bedroom? A team of artists from Mad Art Lab will discuss ways to get over your fear of failure and show you why you should be proud of your ugliest creations. Amy Roth, Anne Sauer, Ashley Hamer, Emily Finke, Ryan Consell

12:30pm – 1:30pm
From TV to Comics
DoubleTree Plaza 2
We'll discuss the TV shows that expanded into the comiciverse, such as Buffy, Smallville, and Gargoyles. Did they succeed? Were any of the comics improvements on the shows? How did canon change during the transition? Christopher Jones, Greg Guler, Greg Weisman, Jonathan Palmer, Karine Charlebois, Shawn van Briesen

2:00pm – 3:00pm
10 Must-See Anime Movies
DoubleTree Atrium 7
Panelists will talk about their top ten anime movies. Bring your favorites and join the discussion. Anna Waltz, Frank Paur, Heather Deakman, Mark McPherson, Samma Johnson

2:00pm – 3:00pm
Home Audio Recording Studio
DoubleTree Atrium 7
How to set up a high-quality home recording studio...on a budget. Bruce Miller, Matthew Ebel, Richard Wielgosz

2:00pm – 3:00pm
Signing - Emma Bull / Will Shetterly
DoubleTree Autograph Table
Emma Bull, Will Shetterly

2:00pm – 3:00pm
War for the Oaks' Influence on Urban Fantasy
DoubleTree Bloomington
How has Emma Bull's War for the Oaks influenced the Urban Fantasy genre? Dana Baird, David Lenander, Elizabeth Bear, Scott Lynch

2:00pm – 3:00pm
Powerpoint Karaoke
DoubleTree Atrium 6
Four people take on a PowerPoint presentation they’ve never seen before, and which makes no sense! Barb Abney, Bill Steiter, C. Robert Cargill, Derek ‘Duck’ Washington, Joseph Scrimshaw, Melissa Kaercher, Molly Glover, Paul Cornell, Sharon Steiter, Tim Wick

2:00pm – 3:00pm
Creating Convincing Magic Systems in Urban Fantasy
DoubleTree Edina
How do you incorporate technology into your magic, and vice-versa. Adam Stemple, Ozgur K. Sahin, Roy C. Booth, Ryan Consell, Tyler Tork

2:00pm – 3:00pm
X-Files Retrospective
DoubleTree Atrium 3
Mulder and Scully continue to be pop-culture touchstones, and X-Files remains one of the best examples of Urban Sci-Fi ever televised. What made this show so successful? Alyson Cygan, Cetius d’Raven (mod), Daniella Indovina, Daren Johnson, Nicole Gugliucci

2:00pm – 3:00pm
You Against the Game
DoubleTree Atrium 2
Not all of us like competing against each other. What are good games that have the players work against the game? Lord of the Rings and Pandemic are two examples: there must be more. Carrie Patel, Craig A. Finseth, Dave Benhart, Michael Black, Walter Sullivan

2:00pm – 3:00pm
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Three powerhouses of writing come together to hash out, once and for all, the best way to write a story. (Panel preview: just do what works!) C. Robert Cargill, Elizabeth Bear, Scott Lynch

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2:00pm – 3:00pm
Reading - Kelly McCullough
DoubleTree 2201
Kelly McCullough will read from his works. Kelly McCullough

2:00pm – 3:00pm
For the Oaks’ Influence on Urban Fantasy
DoubleTree Bloomington
How has Emma Bull’s War for the Oaks influenced the Urban Fantasy genre? Dana Baird, David Lenander, Elizabeth Bear, Scott Lynch

2:00pm – 3:00pm
Signing - Christopher Jones / Greg Weisman
DoubleTree CONvergence Central
Christopher Jones, Greg Weisman

2:00pm – 3:00pm
Creating Convincing Magic Systems in Urban Fantasy
DoubleTree Edina
How do you incorporate technology into your magic, and vice-versa. Adam Stemple, Ozgur K. Sahin, Roy C. Booth, Ryan Consell, Tyler Tork

2:00pm – 3:00pm
Human Combat Chess
DoubleTree Garden Court SW
Two teams assume the positions of pieces on a life-sized chess board and play a game of chess. When a square is contested, the board is cleared, and the two pieces fight a duel with a variety of weapons from throughout history. Skot Rieffer
FRIDAY CONTINUED

2:00pm – 3:00pm  Grounded Parenting
DoubleTree Plaza 1
How do busy parents sort through the mounds of parenting information and advice available today? We'll debunk myths and discuss how we cope with the realities and societal expectations parents and children face every day. *Daisy F, Katie Anderson, Mary Brock, Melanie Mallon, Tammy Anderson*

3:30pm – 4:30pm  Meet Sarah Clemens and Her Work
DoubleTree Plaza 2
Guest of Honor Sarah Clemens will present a multi-media overview of her work. *Sarah Clemens*

3:30pm – 4:30pm  Reading - Dana Baird
DoubleTree 2201
Dana Baird will read from her own work. *Dana Baird*

3:30pm – 4:30pm  Convergence Events Open Meeting
DoubleTree Atrium 2
Get an update on the latest with the organization that runs CONvergence with members of the Convergence Events Board of Directors. *Michael Lee*

3:30pm – 4:30pm  Making Urban Fantasy More Urban
DoubleTree Atrium 3
Large cities around the world have diverse populations and urban-specific problems: transportation, economic inequity, getting food, etc. Let’s talk about urban fantasy that reflects cities as we know and love/loathe them. *Aimee Kuwenki, Catherine Lundofo, Christoforo Pasquarette, Kara Redding*

3:30pm – 4:30pm  One on One with Amy Berg
DoubleTree Atrium 4
*Amy Berg, Joseph Scrimshaw (mod)*

3:30pm – 4:30pm  Creating Gargoyles
DoubleTree Atrium 6
The creators of Gargoyles show clips and tell stories of how the show came to be. *Frank Paor, Greg Guler, Greg Weisman*

3:30pm – 4:30pm  Making Space Sound Interesting
DoubleTree Atrium 7
How to write and produce science fiction audio theater that doesn’t sound like it is stuck inside a tin can. *Brian Price, Clayton Faits, Jeffrey Gardner, Jerry Stearns*

3:30pm – 4:30pm  Signing - Rob Callahan / Kathy Sullivan
DoubleTree Autograph Table
Kathryn Sullivan, Rob Callahan

3:30pm – 4:30pm  Junkfood Cinema Live!
DoubleTree Bloomington
C. Robert Carogl and Brian Salisbury present a live recording of their world famous podcast - Junkfood Cinema! *Brian Salisbury, C. Robert Carogl*

3:30pm – 4:30pm  Signing - Marina Sirtis 1
DoubleTree CONvergence Central
*Marina Sirtis*

3:30pm – 4:30pm  Things I Wish I’d Known Before I Started Writing
DoubleTree Edina
There are easy ways to write and there are mind-bogglingly difficult ways to write. Wouldn’t it be nice if someone told you which is which? *Adam Stemple, Kelly McCullough, Lynne M. Thomas, Scott Lynch, Will Shetterly*

3:30pm – 6:00pm  Assassins Guild Boffing
DoubleTree Garden Court SW
Join the Assassins Guild for boffer weapon training and practice in preparation for Saturday’s big event, The Assassins Guild Grand Boffing Tournament. To participate you must be 18 yrs or older, 14 yrs old with parental consent.

3:30pm – 4:30pm  Paul Cornell’s Advanced Cricket for Americans
DoubleTree Outdoors
Paul Cornell continues to educate Americans on the intricacies of a game that none of us really understand. There will be actual cricket involved. *Paul Cornell*

3:30pm – 4:30pm  Wolf & Hart: A Legal Firm (Not an Ethical Firm)
DoubleTree Plaza 1
In the TV series Angel, the law firm of Wolfram & Hart defended clients with moral turpitude and used every force at its disposal to win. What is real in how the firm conducted its business? And do the Senior Partners really need to have passed the Bar? *Ann Laabs, Cetius d’Raven, Tim Lieder*

3:30pm – 4:30pm  You Can’t Cosplay That!
DoubleTree Plaza 2
Want to cosplay a certain character but you differ from the original in body-type, race, gender or age? Do these matter? Should they? Come and discuss these issues with others who have been there, or wish to be. *Camille McAloney, Cynn Anthony, Hal Bichel, Kat Brown, Samantha Bitterer*

3:30pm – 4:30pm  Reading - Doug Hulick
DoubleTree 2201
Doug Hulick will read from his work. *Doug Hulick*

3:30pm – 4:30pm  Crafting While You’re Fanning
DoubleTree Atrium 2
Using crafts to explore your fandom. How do you express your fannish nature through your crafts? *Brandy Danaki, Julie Bowman, Lyndzi Miller, Michael Zecca, Ryan Consell*

3:30pm – 4:30pm  Gaming When You Have a Life
DoubleTree Atrium 3
Mods and DMs, how do you handle being adequately prepared to give your players the best possible experience when you’re balancing family, a full-time job, etc. We’ll discuss Pathfinder Adventure Paths and other timesaving options. *Beth Kinderman, Laura Thurston, Mark DiPasquale, Paul Weimer, Rachel Kronick*

3:30pm – 4:30pm  Best Urban Fantasy Books
DoubleTree Atrium 4
The genre is broad and contains a lot of different storytelling styles. What are some of your favorites? *David Lenander, Lee Harris, Linda White, Renate Fiora (mod), Robert Wagner*

3:30pm – 4:30pm  Alien Conspiracy Theories
DoubleTree Atrium 6
The truth is out there, and we'll help you find it! We'll cover a wide range of alien-centric conspiracy theories and discuss the implications these have on individuals and society at large. *JD Horn, Jason Thibeault, Nicole Gugliucci, PZ Myers, Scott Lynch*
FRIDAY CONTINUED

5:00pm – 6:00pm  
Cyberpunk 101  
DoubleTree Atrium 7  
Discuss the cyberpunk genre in books, film, and games; from Neuromancer and Snow Crash to Deus Ex and The Matrix. Christoforo Pasquaretto, Elizabeth Bear, Eric Stagg, Lydia Morehouse, Spencer Kennedy

5:00pm – 6:00pm  
Paranormal Romance vs. Urban Fantasy  
DoubleTree Bloomington  
With the popularity of paranormal romance, has romance become a fixture in most urban fantasy to a degree? What about the combo of romance, action, and magic keeps drawing readers? What’s out there for readers who want less kissing and more butt-kicking? Ashley F. Miller, Cetius d’Raven (mod), Emma Bull, Melissa Olson, Rory Ni Colleain

5:00pm – 6:00pm  
Doctor Who at 50  
DoubleTree Edina  
We only got two episodes of Doctor Who this year, but they were some big ones. Come discuss the anniversary celebration, the first multi-Doctor special of the new era, and the departure of Matt Smith! Kathryn Sullivan, Lynne M. Thomas, Rob Callahan, Shawn van Briesen, Tim Lieder

5:00pm – 6:00pm  
Judging a Book by Its Cover  
DoubleTree Plaza 1  
Our team of experts will determine the plot of a book based entirely upon what they see in its cover art. Dawn Krosnowski, Jerry Belich, Melissa Kaercher, Molly Glover, Nick Glover, Tim Wick (mod)

5:00pm – 6:00pm  
Campaign CONvergence  
DoubleTree Plaza 2  
THE PRESIDENTIAL DEBATE IS BACK! Come listen, laugh, and heckle this year’s candidates: Cookie Monster, Dr. Sheldon Cooper, and Harley Quinn as they debate each other and attempt to woo you for your vote which can be cast in party room 123. Cookie Monster, Harley Quinn, Sheldon Cooper, The Moderator

5:00pm – 6:00pm  
Where’s the Magic?  
DoubleTree Atrium 6  
Increasingly, writers feel the need to include a scientific (or pseudoscientific) explanation for strange events and objects, rather than simply having a fantastical or magical explanation. Why is this the case? Does it work? Doug Hulick, Kameron Hurley, Kelly McCullough, Martha Wells, Sean M. Murphy

7:00pm – 8:00pm  
Being a Supernatural in Today’s World  
DoubleTree Atrium 7  
Discussing the trials and tribulations of being a vampire, werewolf, or other supernatural in today’s world of cameras, biometrics, passports, and identity verification. Craig A. Finseth, Emma Bull, Kenneth Konkol, Kris Halseth, Melissa Olson

7:00pm – 8:00pm  
Coming Out Atheist  
DoubleTree Bloomington  
Join us to discuss what it’s like to come out as an atheist in various parts of the country, with different religious backgrounds, and the intersection for many of us with coming out in other ways, such as in sexual orientation and gender identity. Ashley F. Miller, Briannne Bilyeu, Debbie Goddard, Heina Dadabhoy, PZ Myers

7:00pm – 8:00pm  
Teens Ask a Scientist  
DoubleTree Plaza 1  
Our panel of scientists will answer questions, with the answers geared for the teen crowd. Caleph Wilson, Dan Berliner, Jenn Baye, Matt Lowry, Steven Theiss

7:00pm – 8:00pm  
Superheroes in Our Modern-Day Pantheons  
DoubleTree Plaza 2  
Nobody really worships Hercules or Thor as Greek and Norse gods anymore, but don’t despair, because now they’re both members of The Avengers. This panel will explore the commonalities and differences between our ancient and modern pantheons. David Schwartz, Jason Thibeault, Jonathan Palmer, Roy T Cook, Ryan Consell

7:00pm – 8:00pm  
Warp Factor 9 Speed Dating (GLBTQ)  
Crowne Plaza A-E-I-O  
Warp Factor 9 Speed Dating: Fire up the warp engines and set a course for love! Limited space available. Line opens at 8:15pm. Participants must be 18 or over. 90 minutes. Andrew Davies, Beth Rogers, Erin Frandrup, Kari Keene

7:00pm – 8:00pm  
Good Food, Bad Food  
DoubleTree Atrium 2  
What are the ethical dimensions of our food choices? Is buying local really better than buying imported? What’s up with veganism? How do things like socioeconomic status, mental health, and disability intersect with the ethics of food consumption? Chrispy Komjathy, Courtney Caldwell, Julia Burke, Sari Hagen, Will Robertson

7:00pm – 8:00pm  
Author Websites  
DoubleTree Atrium 3  
Creating and maintaining an interesting and useful author website is no easy task. What are some handy hints? Haddayr Copley-Woods, Regan Wolfrom, Tania Richter, Tyler Tork

7:00pm – 8:00pm  
Cartoons - Why Can’t We Make Them in the US?  
DoubleTree Atrium 4  
Exploring the wide variety of Japanese Anime vs. limited number of American cartoons. How are the audiences different, and what is it about Japanese culture that makes it so voluminous? Do we just like our films better than our TV? Dave Margosian, Mark McPherson, Shawn van Briesen
FRIDAY CONTINUED

8:30pm – 11:00pm 2014 Midwest Sci-Fi Short Film Festival
DoubleTree Atrium 6
Once again we present a showcase of local filmmaking talent. Come enjoy our sixth year of fantastic locally produced short films. Troy LaFaye (mod)

8:30pm – 9:30pm Tell Me That Again! Classic Stories Retold
DoubleTree Atrium 7
Most stories have been told before! What folktales, myths, and legends did Shakespeare tell in his plays? What classic stories are being retold in episodes of Star Trek, the Avengers, or the Big Bang Theory? Aimee Kuzenski, Joseph Erickson, Naomi Kritzer, Sarah Prentice, Tex Thompson

8:30pm – 9:30pm Signing - Martha Wells / David Annandale
DoubleTree Autograph Table
David Annandale, Martha Wells

8:30pm – 11:00pm Main Stage Overflow
DoubleTree Bloomington
Can't get in to main stage performances? Come watch them on our giant projection screen!

8:30pm – 9:30pm Breaking Bad Science
DoubleTree Edina
We'll discuss the science behind the murder, meth, and mayhem of the show, from chemistry to forensics, as well as the social science of the anti-hero—how ?normal? people can end up doing terrible things, yet the audience still roots for them. Amanda Leinbaugh, Amanda Marcotte, Dr. Rubidium, Rebecca Watson (mod)

8:30pm – 9:30pm Welcome to Night Vale Fan Panel
DoubleTree Plaza 1
Earth is a hallucination, podcasts are dreams. Let's talk about the eerie, spooky elements of "Welcome to Night Vale." What happens when you cross Prairie Home Companion and HP Lovecraft? Beth Kinderman, David Schwartz, Jo Thomsen, Molly Glover, Ryan Alexander

8:30pm – 9:30pm iOS vs. Android
DoubleTree Plaza 2
Can't we all just get along? Users share their favorite traits of the system they *DON'T* use. (Where do we put the Windows user?) Dave Benhart, Doug Yoder (mod), Jerry Belich, Michael Zecca, Michele Webber

10:00pm – 11:00pm Shadowrun: 25 years of Urban Fantasy Gaming
DoubleTree Atrium 2
Shadowrun, our favorite cyberpunk urban fantasy RPG, is now in its 5th edition and boasts a book series, CCG, computer games and even an upcoming MMO. Let's discuss what we love about this setting and what keeps us running the shadows! Hertzey Hertz, Kevin Horner (mod), Matt Midwinter, Michael Carus, Pedro Rodriguez

10:00pm – 11:00pm Jane Austen Mashups
DoubleTree Atrium 3
It's the 200th anniversary of Jane Austen's works. Let's discuss the various takeoffs, mashups, and homages, from vampire and zombies to Twitter accounts. Catherine Lundoff, Hilary Moon Murphy, Joan Sullivan, Samma Johnson (mod), Sarah Barsness

10:00pm – 11:00pm Sexual Quandaries
DoubleTree Atrium 4
Come discuss and learn about fetishes, sexual alternatives, and interests in an open, Geek-friendly forum where you are more than welcome to ask questions, define limitations, and find out just what the heck that even means. Benny S, Caitlin Ericson, Chrissy Komjathy, Damara A, Jenn Baye, Ken Akin, Kethy Burke-Scovill, Lathan Murrell, Samantha Bitter, Sean Eberle, Sigrid Ellis

10:00pm – 11:00pm Evolution of Fan Fiction
DoubleTree Atrium 7
Fan fiction is not just for 13-year-olds. How has fan fiction evolved, who reads and writes it, and where is it going? Come discuss your favorite fan-made creations.
Jo Thomsen, Katie Tremaine, Lee Blauersouth, Michelle Farley

10:00pm – 11:00pm Things I Licked for Science
DoubleTree Edina
Bugs, rocks, bones, and more—licking is a common methodology in more scientific fields than you've ever imagined. Come hear the stories and get a taste (literally and figuratively) of the what and the why from scientists across multiple disciplines. Anne Sauer, Bug Girl, Desiree Schell (mod), Emily Finke, Matt Kuchta

10:00pm – 11:00pm Xanadu Cinema Pleasure Dome Live Podcast
DoubleTree Plaza 1
The ladies of the XCPD podcast will be recording live, geeking out about geeky movies. C. Robert Cargill, Melissa Kaercher, Windy Bowlsby

10:00pm – 11:00pm Screw It! Nerds Tasting Nerdy Wines
DoubleTree Plaza 2
Not-wine/nerd-experts sample the following geeky imbibements: Downton Abbey Bordeaux Claret 2012, Middle-Earth Pinot Noir, and Fangria Tall Spanish... all vampire? This will be recorded for wine.xtlpodcast.com. Bill Stiteler, Dawn Krosnowski, Lana Rosario, Sharon Stiteler

10:30pm – Midnight Warp Factor 9 Speed Dating
Crowne Plaza A-E-I-O
Warp Factor 9 Speed Dating: Fire up the warp engines and set a course for love! Limited space available. Line opens at 10:15pm. Participants must be 18 or over. 90 minutes.
Andrew Davies, Beth Rogers, Erin Frandrup, Kari Keene

11:30pm – 12:30am Tech Sex
DoubleTree Atrium 2
New technology is often used to explore sexuality and sexual identity; its more sexually charged uses often determine the course for technological innovations. We will explore the complex intersections of sexuality, gender, identity, and technology. Catherine Lundoff, Heina Dadabhoy, Lyndzi Miller, Miki Mogilevsky, Samantha Bitter

11:30pm – 12:30am Why Do All My Heroes Have Diagnoses?
DoubleTree Atrium 3
From high-functioning sociopaths to physicists with strong Asperger's tendencies, it seems all our heroes have something going on these days. This panel will explore examples of modern fandoms with heroes who are living with disabilities. Anna Waltz, Derek Hanisch, Justine Mastin, Lathan Murrell, Vetnita Anderson
**FRIDAY CONTINUED**

11:30pm – 12:30am  
**The Zombie Environment**  
DoubleTree Atrium 4  
Since Romero, zombies have become a universal archetype for the decay of society. However, they’re usually just an environment for your characters to exist in. Adam Steemple, Adam Whirlatch, Dr. Rubidium, Eric Staggs, Regan Wolfrom

11:30pm – 12:30am  
**Killer B’s Improv Movie Show**  
DoubleTree Atrium 6  
Our team of expert improvisers will create brand new dialogue, commentary, and Theremin score to some of the most deliciously odd film clips you will ever see... and they will do it without ever having seen the films beforehand! Aric McKeown, Chad Dutton, Jerry Belich, Joseph Scrimshaw, Kelvin Hatle, Melissa Kaercher, Molly Glover, Tim Uren, Tony Brewer

11:30pm – 12:30am  
**Slash Fanfic Review**  
DoubleTree Atrium 7  
Tropes, shifts, and recs from the last year in slash fandom.  
Jo Thomsen, Kamuran Paradis, Lee Blauersouth, Mara Kopp

11:30pm – 12:30am  
**Superstimuli: My, What a Big [__] You Have!**  
DoubleTree Bloomington  
Doing stupid things to attract mates isn’t limited only to humans. From the peacock’s tail to the bird of paradise mating game, evolution itself makes animals go to ridiculous lengths for the sake of reproduction. Bug Girl, Emily Finke, Matt Kuchta, PZ Myers, Sharon Stiteler

11:30pm – 12:30am  
**Late Night Music Circle**  
DoubleTree Edina  
A late night gathering of musicians where you can sing, play or just listen.

11:30pm – 12:30am  
**It’s (Not) Written in the Stars**  
DoubleTree Plaza 1  
We’ll explore the myths and beliefs of astrology and why some people still find it convincing in the modern age of science. Brianne Bilyeu, Dan Berliner, Jason Thibeault, Matt Lowry, Nicole Gugliucci

11:30pm – 12:30am  
**Pun-el**  
DoubleTree Plaza 2  
Lowest form of humor? We don’t know about that. What we do know is that if you hate puns and you come to this panel anyway, it’s a form of self-punishment. Bob Alberti, Brian Salisbury, Edward Eastman, Maggie Schultz

**SATURDAY**

9:30am – 10:30am  
**Masquerade Orientation**  
DoubleTree Atrium 2  
All entries in the masquerade need to attend in preparation for the show and rehearsals on Saturday. Deborah Mullen

9:30am – 10:30am  
**Cartoons You Can Watch With Your Kids**  
DoubleTree Atrium 6  
Phineas and Ferb and the Pixar movies have great stories that adults can get into as well. What are some others and why do you like them? Greg Guler, Karine Charlebois, Mark McPherson, Samma Johnson, Scott Pearson

9:30am – 10:30am  
**Your Grampa’s Gods - Why Should You Care?**  
DoubleTree Bloomington  
Revisiting fantasy ideas in Young Adult urban fantasy. How are Rick Riordan (Percy Jackson) and Eoin Colfer (Artemis Fowl) shaping the field? Christine Norris, Jody Wurl, Venitia Anderson

9:30am – 10:30am  
**Haidong Gumdo Real Sword Training Demo**  
DoubleTree Garden Court SW  
Haidong Gumdo, The Way of the Sword, is an ancient and noble martial art from Korea. This demo will include cutting drills and forms and give you an insight and info on this ancient martial art. George Richard

9:30am – 10:30am  
**Female Moral Development in Young Adult Fiction**  
DoubleTree Plaza 2  
Exploring the empire of girl’s moral development, what is of value to a growing girl, a look at authors such as Nnedi Okorofor, David Lenander, Joan Sullivan, Michael Levy, Sandra Lindow, Sarah Schmitt

9:30am – 10:30am  
**Reading - Wesley Chu**  
DoubleTree 2201  
Wesley Chu will read from his work.

9:30am – 10:30am  
**Meet GPS**  
DoubleTree Atrium 2  
Learn about the latest workings of the Geek Partnership Society. News and updates about our clubs, events and work in the Geek community. Ann Roubik, Charles Rehl, Danielle McKay, George Richard, Seth Cmikel, Ty Blauersouth
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<td><strong>Writing by Ear</strong>&lt;br&gt;DoubleTree Atrium 3&lt;br&gt;With the popularity of podcasts, audio drama is in the midst of a renaissance. Learn how writing for this medium differs from film or the stage, and discuss how to craft a compelling story using nothing but sound. We'll also cover equipment &amp; marketing. <strong>Aimee Kuzenski, Brian Price, Clayton Fails, Dave Walbridge, David Rheinstrom</strong></td>
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<td><strong>Business of Art</strong>&lt;br&gt;DoubleTree Atrium 4&lt;br&gt;Join successful artists to discuss the business of art. How do you make a living with your art? What business skills do artists need to develop? <strong>Amy Roth, Bob Alberti, Marie Porter, Matthew Ebel, Shawn van Briesen</strong></td>
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**SPECIAL EVENTS**

- **Reading - C Robert Cargill**<br>DoubleTree 2201<br>Guest of honor C. Robert Cargill will read from his novel “Dreams and Shadows” and the sequel “Queen of the Dark Things.” **C. Robert Cargill**

- **Grimm Fan Panel**<br>DoubleTree Atrium 2<br>DoubleTree Atrium 2<br>Zombie-Nick, Krampus, and a royal assassination—things were busy in the NBC series' third season. How is Grimm's world shaping up and where to do you think it's heading? **Alice Leber Cook, Ann Laabs, Cetus d'Raven, Kris Halseth, Linda White**

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DoubleTree Plaza 2  
A yearly showcase of the past year’s best anime series, presented by a group of anime fans who’ve watched and enjoyed them. Those looking to enter the anime fandom as well as those who’ve been otaku for years are welcome to attend. Boris Smelkov, Heather Deakman, Jessi Silver, Jo Thomsen, Lyda Morehouse

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5:00pm – 6:00pm  
SF Writing Groups: The 2014 Scene  
DoubleTree Atrium 2  
This annual (since 1986) get together of the Minnesota Imaginative Fiction Writers’ Association helps science fiction/fantasy writing groups link with writers who are looking for a critique group. Eric M. Heideman (mod), Katie Tremaine, Lyda Morehouse, Tyler Tork

5:00pm – 6:00pm  
One on One with Frank Paur  
DoubleTree Plaza 2  
Frank Paur, Tim Uren (mod)

5:00pm – 6:00pm  
Our Fair City  
DoubleTree Plaza 1  
Join the cast of award-winning Chicago-based audio drama Our Fair City for a unique live performance! Live music and Foley sound effects accompany this subversive, dynamic, and exciting original production. Betsy Palmer, Clayton Faits, David Rheinstrom, Jeffrey Gardner

5:00pm – 6:00pm  
Worst of Harry Potter  
DoubleTree Edina  
Following last year’s “Worst of Bond” panel, we return with an all-out assault on another beloved franchise: Harry Potter, both the books and the films! Bill Stiteler, Jeremy Stomberg, Joseph Scrimshaw, Sara Scrimshaw, Sharon Stiteler (mod)

5:00pm – 6:00pm  
Is There Life After “Dark and Gritty”?  
DoubleTree Edina  
How did we get from Adam West to the Dark Knight? Can we reboot a series and make it more optimistic? Michael Damian Thomas, Michael R. Underwood, Sarah Prentice, Scott Lynch, Tabitha Anderson

5:00pm – 6:00pm  
Mission to the Unknown: Doctor Who’s Missing Episodes  
DoubleTree Plaza 1  
The last year has had the biggest recovery of missing Doctor Who episodes from the 1960s in decades. Discuss what has been found, and what might still be out there. Ben Ellis, Michael Shappe, Rob Callahan, Shawn van Briesen, Steven Manfred

5:00pm – 6:00pm  
How to Structure a Novel  
DoubleTree Atrium 6  
What are the required elements? How do you use your geeky experiences to fashion your characters, plot, and themes? David Annandale, Elizabeth Bear, Kelly McCullough, Lee Harris, Will Shetterly

5:00pm – 6:00pm  
Sleepy Hollow Fan Panel  
DoubleTree Atrium 7  
Headless horsemen, apocalypses, witches, and prophecies, all in the little town of Sleepy Hollow! Fox TV’s new show is the latest incarnation of the Sleepy Hollow story; let’s talk about the good, the bad and all the in between. Cetius d’Raven, David Schwartz, Kiah Nelson, Linda White, Sigrid Ellis

5:00pm – 6:00pm  
Cover Art for Your eBook  
DoubleTree Atrium 7  
How to avoid the common mistakes of ebook cover art. Why it’s important and how to get free or low cost cover art that will help sell your ebook. Important points about art contracts and negotiating. Talk to professional writers, artists, and publishers. Adam Whitlatch, Blake Hausladen, J Steven Young, John Garner, Lee Harris

5:00pm – 6:00pm  
Main Stage Overflow  
DoubleTree Bloomington  
Can’t get in to main stage performances? Come watch them on our giant projection screen!

5:00pm – 6:00pm  
The Mighty Mahers  
DoubleTree Plaza 2  
Derek Mahr, Jeremy Stomberg, Melissa Kaercher, Romeo Azar
Sábado Continuado

7:00pm – 8:00pm  
Bellydance Variety Show  
DoubleTree Garden Court SW  
A showcase de performances de belly dance, bem como outros estilos de dança e performance artística, como acrobacias e juggling! *Lindsay Brewster*

8:30pm – 9:30pm  
Physics of the Whedonverse  
DoubleTree Plaza 1  
How much of the physics in Whedon’s work has parallels in reality? Scientists will discuss the physics behind everything from terraforming, stellar formation, space travel and alternate realities to magic, superpowers, and Buffy’s fighting ability. *Cetus d’Raven (mod), Matt Lowry, Nicole Gugliucci, Ryan Consell*

7:00pm – 8:00pm  
One on One with Greg Weisman  
DoubleTree Plaza 2  
*Greg Weisman, Hal Bichel (mod)*

8:30pm – 9:30pm  
What’s New In Science Fiction and Fantasy Audio Theater  
DoubleTree Atrium 2  
More and more big audiobook publishers are producing multi-cast theatrical renditions of favorite books. Ender’s Game is a good example. So, the question is: have the big boys learned something from us little guys? *Brian Price, Clayton Faits, Jeffrey Gardner, Jerry Stearns*

8:30pm – 9:30pm  
What Next for Fan-Run Conventions?  
DoubleTree Atrium 3  
With commercial and professionally run conventions expanding and with more options than ever, how should fan-run events adapt and change? What place is there for these events in the geek landscape? *Kenneth Konkol, Michael Lee, Rob Callahan, Ryan Alexander, Tish Cassidy*

8:30pm – 9:30pm  
Urban Space in Urban Fantasy  
DoubleTree Atrium 6  
How do different cities influence the stories told within them? Does having a story set in London make a story impossible to tell in New Orleans? What makes some locations more popular than others? Which cities are overlooked and why? *Adam Stemple, Emma Bull, Emmy Jackson, JD Horn*

8:30pm – 9:30pm  
Getting Away with Murder  
DoubleTree Atrium 7  
How accurate is the forensic science in TV shows, movies, and books? How do criminal databases actually work? What is the Prosecutor’s Fallacy? Can you get DNA evidence from crab lice? Scientists discuss the real science behind forensic investigations. *Amanda Leinhaug, Bug Girl, Desiree Schell (mod), Dr. Rubidium, Emily Finke*

8:30pm – 9:30pm  
Signing - Greg Weisman 2  
DoubleTree CONvergence Central  
*Greg Weisman*

8:30pm – 9:30pm  
Organizing Online to Make a Better World: Do We Need to Tear the Old One Down?  
DoubleTree Edina  
Criticism and even rage blazing across social media has proven remarkably effective in getting complaints heard, but what are the downsides? How do we maintain communities when anger and volume get things done? *Beth Voigt, Debbie Goddard, Jason Thibeault, Miri Mogilevsky, Stephanie Zvan*

8:30pm – 11:00pm  
Matrix Tag Continued  
DoubleTree Garden Court NW  
Players choose the roles of Agent Smith, Neo, Morpheus, Trinity, or play an Agent or Zionist. Any number of people can play, joining in and leaving at any time. *Shannon Green*

8:30pm – 9:30pm  
Obsessed Comedy Podcast: Cats Edition  
DoubleTree Plaza 1  
Comedian/writer Joseph Scrimshaw’s podcast about liking things A LOT. Join Scrimshaw and guests Rebecca Watson and Tim Wick for a lively discussion of a very important geek obsession: CATS. *Joseph Scrimshaw, Rebecca Watson, Tim Wick*

8:30pm – 9:30pm  
Why Do We Believe in Ghosts?  
DoubleTree Plaza 2  
We’ll discuss the psychological and sociocultural reasons and differences in ghost beliefs. *Joel Arnold, Matt Lowry, Renate Fiora, Ruth Berman, Shawn van Briesen*

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Loki Can Rule Me Any Day  
DoubleTree Atrium 6  
Loki is very popular, even though he wasn’t the main character (or even necessarily a “good guy”). An exploration of side characters who have become fan favorites: Wolverine, Agent Coulson, Jayne, Connie Mk II - What makes us like them so much? *Anne Lyle, Damara Atkins, Kamuran Paradis, Lyda Morehouse, Todd Murray*

8:30pm – 9:30pm  
Pub That Never Closes  
DoubleTree Atrium 7  
The World’s End. Callahan’s. Munden’s. These stories eventually wind up in a bar. Comedy, tragedy, action, skulduggery, and just what IS this I’m drinking? The daily grind of a bar back when literally ANYTHING can walk through the door. *Beth Voigt, Dave Walbridge, Garrick Dietze, Rory Ni Colteain, William Donohue*

8:30pm – 9:30pm  
Psuper Psorious Pseudoscience CONspiracy!  
DoubleTree Bloomington  
Last year, we told you the truth about what THEY didn’t want you to know. This year, your favorite experts are back to share with you our deep and powerful secrets of healing. This is the 100% improvised panel that Big Pharma doesn’t want you to see! *Jeremy Stemberg, Molly Glover, Nick Glover, Tim Wick*
**SUNDAY**

**9:30am – 10:30am**

*Skepchick and FreethoughtBlogs Author Reading*

DoubleTree 2201

Join the bloggers of Skepchick and Freethought Blogs as they share their favorite original writings. Topics may include science, social justice, atheism, skepticism, art, online community, blogging and random geekery.

*Brienne Bilyeu (mod)*

**9:30am – 10:30am**

*If We’re So Smart, Why Can’t We Recite the Bible Word for Word?*

DoubleTree Atrium 2

Reflections on abilities throughout history. *Anna Waltz, Regan Wolfson, Sarah Prentice*

**9:30am – 10:30am**

*Cities of the Future*

DoubleTree Atrium 4

What is the ultimate urban fantasy when we envision the cities of the future? What would an ideal city look like to accommodate the demographic, economic, and environment of the future, particularly the effects of climate change? *Desiree Schell (mod), Jamie Bernstein, Ryan Consell, Shawn Otto, William Donohue*

**9:30am – 10:30am**

*Pacific Rim Fan Panel*

DoubleTree Atrium 6

Guillermo Del Toro’s movie about giant robots fighting giant monsters made big waves in sci-fi circles, and a sequel is being written. Come talk about what made this film great, what didn’t work, and why there should be more films like Pacific Rim. *Dave Margosian, Jo Thomsen, Lyda Morehouse, Mara Kapp, Mark McPherson*

**9:30am – 10:30am**

*Art of the Snapshot*

DoubleTree Atrium 7

More pictures are being taken by more devices than ever before. We will present some examples of good candid snapshots, why we took that particular shot, and how we edited the photos (if at all). Learn by example. *Bob Alberti, Jerry Reohen, Kenneth Konkol, Matt Kuchta*

**9:30am – 10:30am**

*Batman 101*

DoubleTree Bloomington

You’ve seen the movies. You’ve watched the cartoons. Now find out how to get into reading the Caped Crusader in his original form: comics! *Adam Luck, Jonathan Palmer, Kevin Eldridge, Peter Blenski, Shawn van Briesen*

**9:30am – 10:30am**

*Geek Stereotypes*

DoubleTree Edina

Which ones do people put on you - which ones do you put on yourself? Come out of the geek closet and let your geek flag fly! *Ben Ellis, Elise Matthesen, Holley McLellan, Kiah Nelson, Liz Reynolds*

**9:30am – 10:30am**

*Oregon Trail...WITH ZOMBIES!*

DoubleTree Plaza 1

Bloods, brains, and dysentery! Come join us as we cross the zombie wasteland of Organ Trail, the zombie-based parody of Oregon Trail. *Carrie Patel, Karl Tingelstad, Michael Black, Sam Wroge*
11:00am – Noon

**SUNDAY CONTINUED**

9:30am – 10:30am  
**Your Child & Geekery**  
DoubleTree Plaza 2  

11:00am – Noon  
**Reading - Roy C. Booth**  
DoubleTree 2201  
Roy C. Booth will read from his work. Roy C. Booth

11:00am – Noon  
**Neverwhere**  
DoubleTree Atrium 2  
Neil Gaiman's story of a hidden magical London co-existing with the city we know has been a TV-serial, novel, comic, radio play, and an attempted movie. What about this tale captivates us and merits so many mediums? Cetius d'Raven (mod), Garrick Dietze, Hilary Moon Murphy, Jaqueline Stoner, Ty Blauersouth

11:00am – Noon  
**Obama Era Space Program: Year Six**  
DoubleTree Atrium 3  
This is our annual look at how space exploration, robotic and human, is faring under the cash-strapped Obama administration. Eric M. Heideman (mod), G. David Nordley, Kenneth Konkol

11:00am – Noon  
**Writing Fanfic**  
DoubleTree Atrium 4  
What fanfiction do you write? From posting platforms to fandoms to writing styles and more, let’s discuss fanfiction and what we love (and don’t love) about writing it. EP Beaumont, Kiah Nelson, Lee Blauersouth, Lyda Morehouse, Sari Hagen

11:00am – Noon  
**GPS Charity Auction**  
DoubleTree Atrium 7  
All silent auction items that went to voice auction will be sold at this charity auction benefiting the Geek Partnershhip Society.

11:00am – Noon  
**Signing - Tim Lieder / Christopher Jones**  
DoubleTree Autograph Table  
Christopher Jones, Tim Lieder

11:00am – Noon  
**Bullying and the Bystander**  
DoubleTree Bloomington  
What can you do to support people who are targets of online bullying and harassment? We’ll discuss what works, what doesn’t, and why, as well as how much of a difference a bystander can make. Amanda Marcotte, Amy Roth, Miri Mogilevsky, Will Robertson

11:00am – Noon  
**Signing - Marina Sirtis 3**  
DoubleTree CONvergence Central  
Marina Sirtis

11:00am – Noon  
**Protomenfalls in Shakespeare**  
DoubleTree Edina  
Shakespeare portrayed several intelligent, independent, and self-aware women—Juliet, Lady Macbeth, Katharine, Beatrice, Viola, Rosalind. We’ll discuss the problematic and the remarkably (for the era) fleshed-out aspects of their representation. Alexandra Howes, Ashley F. Miller, Elizabeth Bear, Greg Weisman, Joseph Erickson

11:00am – Noon  
**Giant Chess Day 2**  
DoubleTree Garden Court SW  
See what it's like to play with three foot wood. Appropriate for all ages, and any number of players per team is permitted. We’ll coach on all levels of skill, so come wrestle some pieces against your friends. Lisa DiGioia

11:00am – Noon  
**Evaluating Scientific Claims**  
DoubleTree Plaza 1  
You’ve just heard or read about an amazing scientific claim. Where do you go to start vetting the claim or the study, especially if you’re not a scientist? What are the signs that it might be hyped, misleading, or false? Caleb Wilson (mod), Heina Dadabhoy, Shawn Otto, Siouxsie Wiles, Stephanie Zvan

12:30pm – 1:30pm  
**ADHD and ADD: What Are They Really?**  
DoubleTree Plaza 2  
Why are they so prevalent in gamers, and do they really need to be treated? If so, what is the best treatment? What happens if you do not treat it? How can you treat ADHD without drugs? Bruce Miller

12:30pm – 1:30pm  
**Reading - Rob Callahan**  
DoubleTree 2201  
Rob Callahan will be reading from his work. Rob Callahan

12:30pm – 1:30pm  
**Prepare to Jump! Advanced Tactics for BSG: The Board Game**  
DoubleTree Atrium 2  
Let us provide you with strategies to maximize your game of Battlestar Galactica: the Board Game. Use our in-depth analysis of the base game and its expansions to give your humans a better shot at survival (or to make your Cylon that much deadlier)! Carin Bratlie, Clarence Wethern, Laurie Richardson, Tim Uren, Zach Tewalthis

12:30pm – 1:30pm  
**Gardening With Geeks**  
DoubleTree Atrium 3  
Do you have a hosta variety named Captain Kirk or an iris named Millenium Falcon? Spreadsheets of data for each garden bed, a Darwinian garden where it is survival of the fittest, or are you a mad scientist cross pollinating plants? Come and chat. Alicia LaMunion, Anna Waltz, Kathye Coyle, Mandy Little, Matt Kuchta, Sarah Clemens

12:30pm – 1:30pm  
**Masquerade Winners**  
DoubleTree Atrium 4  
Come see the costumes up close. See what the judges saw in workmanship judging. Chat with the winners and learn new techniques. Show and tell. Deborah Mullen

12:30pm – 1:30pm  
**Gargoyles Fan Panel**  
DoubleTree Atrium 6  
It’s the 20th Anniversary of Gargoyles. Come share your favorite moments from the show. Daniel Mohr (mod), Greg Weisman, Jennifer Anderson, Karine Charlebois, Maggie Schultz, Robert Wagner, Ryan Alexander

12:30pm – 1:30pm  
**Once Upon a Time Fan Panel**  
DoubleTree Atrium 7  
A spin-off, Peter Pan, Ariel, another curse reverse, and fantasy family dysfunction—what’s happening in ABC’s fairy kingdoms. Does “…In Wonderland” hold up as well as its parent has? Alee Ellingsberg, Alice Leber Cook, Hilary Moon Murphy, Olivia James, Sigrid Ellis

12:30pm – 1:30pm  
**Signing - Joseph Scrimshaw**  
DoubleTree Autograph Table  
Joseph Scrimshaw, author of “Comedy of Doom” will be available to sign his work. Joseph Scrimshaw
SUNDAY CONTINUED

12:30pm – 3:00pm  Art: Impossible
DoubleTree Bloomington
The artists return to the Thunderdome with new challenges to challenge their brain and their artistic integrity. Join us to find out how artists can achieve the IMPOSSIBLE!  Christopher Jones, Dawn Krosnowski, Jerry Belich, Louis Frank, Melissa Kaercher, Ruth Thompson, Tim Wick (mod)

12:30pm – 1:30pm  Writing Sequels: Deja vu or Level 2?
DoubleTree Edina
Sequels are usually considered the toughest books to tackle. Some series (Hunger Games) retreat similar themes to give fans more of what made them love the first book. Others take the reader in new directions. What are the advantages and risks?  C. Robert Cargill, David Annandale, Kelly McCullough, Scott Lynch, Wesley Chu

12:30pm – 1:30pm  Studio Ghibli & Anime After Miyazaki
DoubleTree Plaza 1
Anime fans know Studio Ghibli and their films like “My Neighbor Totoro,” “Princess Mononoke,” and “Spirited Away.” Why does this company produce such good work? How will Hayao Miyazaki’s retirement affect things?  Amanda Lonsdorf, Ann Laabs, Dorianne McCreary, Frank Paur, Tex Thompson

12:30pm – 1:30pm  Loving Problematic Media
DoubleTree Plaza 2
Social justice doesn’t have to ruin your fun! We’ll discuss ways to be a literate fan of problematic media, from reality TV to video games, recognizing (rather than rationalizing) its problems, and still finding ways to enjoy it without getting defensive.  Amanda Marcotte, Ashley F. Miller, Courtney Caldwell, Emily Finke, Rebecca Watson

2:00pm – 3:00pm  Reading - Adam Whitlatch
DoubleTree 2201
Adam Whitlatch will be reading from his work  Adam Whitlatch

2:00pm – 3:00pm  Dragon Age Past and Future
DoubleTree Atrium 2
Come talk about the past two games and what you hope to see in the Fall 2014 release of Dragon Age 3.  Alee Ellingsberg, Beth Kinderman, Dave Benhart, Katie Tremaine, Sam Hagen

2:00pm – 3:00pm  When Does Turning Off a Computer Become Murder?
DoubleTree Atrium 3
We all know they’re coming: computers intelligent enough to be considered people. When will it happen and how can we tell that it happened?  Craig A. Finseth, Kenneth Konkol

2:00pm – 3:00pm  Fantasy Art of Pre-Raphaelites
DoubleTree Atrium 4
Artist Guest of Honor Sarah Clemens shares her research into classic art. How many fantastical elements were incorporated then compared to modern fantasy art?  Sarah Clemens

2:00pm – 3:00pm  Science of Group Differences
DoubleTree Atrium 6
Men are from Sirius; women are from the Pleiades. Aminte? Let’s talk about all that research on sex and racial differences and what it means in day-to-day life. Is there any significance beyond the statistical?  Betsy Lundsten, Desiree Schell (mod), Stephanie Zvan, Will Robertson

2:00pm – 3:00pm  From Gaming to Writing
DoubleTree Atrium 7
Many novels started life as roleplaying games. Are you a GM using a game to figure out the world for your novel? Or have you had such a great time running or playing in a game that you’re working on making it into a book? What are the perils and pitfalls?  David Annandale, Elizabeth Bear, Emmy Jackson, Michael R. Underwood, Ozgur K. Sahin

2:00pm – 3:00pm  Signing - Melissa Olson / Roy C. Booth
DoubleTree Autograph Table
Melissa Olson, Roy C. Booth

2:00pm – 3:00pm  Women in Genre Not Talking about Women in Genre
DoubleTree Edina
Panelists talk about everything EXCEPT what it’s like to be a woman working in genre! Which is better, Star Wars or Star Trek? What YA series will be made into a TV show next? Audience questions will be drawn randomly and answered by the panelists.  Danielle Indovino, Lynne M. Thomas, Martha Wells, Naomi Kritzer

2:00pm – 3:00pm  A Timey-Wimey Tea Party
DoubleTree Garden Court SW
The Victorian Lady Doctors invite you to join us for Tea. Come dressed as your favorite Doctor, Companion, Villain, or Dedicated Fan. Various teas and dainties will be on offer. Photography encouraged. Tomfoolery highly encouraged.  Natasha Jo Krentz

2:00pm – 3:00pm  One on One with Scott Lynch
DoubleTree Plaza 1
Kelly McCullough (mod), Scott Lynch

2:00pm – 3:00pm  “Brainstorm” - When Sentient Weather Attacks!
DoubleTree Plaza 2
Jeffrey’s sons came up with the idea of sentient weather and helped him write the Twilight Zone-esque story of “Brainstorm”, a comic book mini series that hits shelves mid-July. Learn all about their process from imagination to published page!  Ira Livingston, Jeffrey Morris, Kieran Morris, Rob Callahan (mod)

2:00pm – 3:00pm  Reading - Melissa F. Olson
DoubleTree 2201
Melissa Olson

2:00pm – 3:00pm  Cetaceans in Fact, Folklore, Fiction, and Film
DoubleTree Atrium 2
Our 12th annual bio-horror panel on the scary side of nature. (Past entries have included apes, pathogens, and canines.) This time we look at order Cetacean, including whales, dolphins, and porpoises.  Eric M. Heideman (mod), Eric Staggs, Matt Kessen, Melissa Kaercher, Michael Kingsley, Roy C. Booth
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3:30pm – 4:30pm  Teen Experiences at CONvergence
DoubleTree Atrium 3
Whether you are a young person at the convention, are not sure what boundaries exist when interacting with a young person or have similar concerns, we can all take steps to keep CONvergence a safe and fun space for all ages. Teen panelists only. Kethry Burke-Scovill, Tabitha Anderson

3:30pm – 4:30pm  Avoiding Biased Creators
DoubleTree Atrium 4
Many creators have biases, yet they don’t always show in their work. How can we separate the creator’s views from their works? Is it “OK” to like a book or film even though we don’t agree with the social or political views of its creator? Betsy Lundsten, Dave Margosian, Jennifer Paulus, Regan Wolfrom, Sarah Prentice

3:30pm – 4:30pm  Urban Legends: Myths, Facts, and Half-Truths
DoubleTree Atrium 6
From alligators in the sewer to clowns in the attic, urban legends walk the line between total absurdity and being just so outrageous that they might be true. Where do these stories come from, and why do they capture our imaginations so effectively? Anne Sauer, Bug Girl, Jason Thibeault, Naomi Kritzer, Shawn van Briesen

3:30pm – 4:30pm  Superheroes as Urban Fantasy
DoubleTree Atrium 7
What’s the difference between a mutant and a magician, when their effects are mostly the same? Emma Bull, Jon Dorman, Jonathan Palmer, Roy T Cook, Will Shetterly

3:30pm – 4:30pm  Signing - Dana Baird
DoubleTree Autograph Table
Dana Baird

3:30pm – 4:30pm  Works of Neil Gaiman
DoubleTree Bloomington
Have you read something from this literary genius and thought to yourself “What the hell?” Sit down with other fans and discuss what you think he truly meant in a certain story. Figure out, collectively, what references he was making in his works. David Lenander, Garrick Dietze, Kat Brown, Mark Goldberg, Ty Blauersouth

3:30pm – 4:30pm  Can Steampunk Achieve TV and Movie Success?
DoubleTree Edina
Steampunk has a broad base of literature, both written and graphic, but has not achieved success onscreen. Can special effects and mainstream awareness bring about more opportunities? Christine Norris, Cynthia Booth, Emmy Jackson, Gordon Smuder, John Heimbuch

3:30pm – 4:30pm  Science “Fiction” Journalism
DoubleTree Plaza 1
When more and more news outlets are dropping their dedicated science staff, what happens to the quality of the news coverage? How much of what we read is just plain wrong, and what can we do about it? Debbie Goddard, Rob Callahan, Shawn Otto, Stephanie Zvan

3:30pm – 4:30pm  One on One with Matthew Ebel
DoubleTree Plaza 2
Matthew Ebel
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Best Western—Bandana Square, 1010 Bandana Blvd W, St Paul MN, 651-647-1637

Guest of Honor: Carolyn Ives Gilman
Carolyn Ives Gilman has been publishing science fiction and fantasy short stories and novelettes since 1986, in such publications as The Magazine of Fantasy and Science Fiction, The Best from Fantasy and Science Fiction, Bending the Landscape, Realms of Fantasy, Interzone, Universe, Full Spectrum, and Tales of the Unanticipated. Her novels are Halfway Human (set on a world with female, male, and neuter genders), Isles of the Forsaken, and Ison of the Isles. Her novellas include Candle in a Bottle, Arkfall, and The Ice Owl. She has received Best Novella Nebula and Hugo nominations. Several of her works, including the collection Aliens of the Heart, have been published by Aqueduct Press. She is also a professional museologist and historian, specializing in North American history, particularly frontier and American Indian history. Her nonfiction books—as Carolyn Gilman—include Where Two Worlds Meet: The Great Lakes Fur Trade, The Way to Independence: Memories of a Hidatsa Indian Family, 1840-1920 (with Mary Jane Schneider), and Lewis and Clark: Across the Divide. She served as exhibition curator for the Missouri Historical Society’s Lewis and Clark exhibition. She currently serves as senior exhibits developer at the National Museum of the American Indian in Washington, D.C.

Special Guest: Terry A. Garey
Terry A. Garey is a writer and editor who has been published in many journals and anthologies including Tales of the Unanticipated. She edited two poetry anthologies, Time Gum (with Eleanor Arnason) and Time Frames, and is the author of The Joy of Home Winemaking. Terry is a member of the Lady Poetesses from Hell performance group. She lives in Minneapolis with a librarian and three cats. In Vegetology her vegetable is pumpkin and her condiments garlic and soy sauce.

Posthumous Guests:
Sacagawea (1788-1812): Guide/interpreter to the Lewis and Clark expedition.
Rod Serling (1924-1975): Creator of The Twilight Zone.


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2015 REGISTRATION

REGISTRATION:
Registration is located in the DoubleTree on the ground floor, just to the right of the DoubleTree's front desk.

Registration Hours:
Wednesday 9:00am - 6:00pm & 9:00pm - 11:00pm
Thursday 9:00am - 2:00am
Friday 9:00am - 2:00am
Saturday 9:00am - 2:00am
Sunday Noon - 5:00pm
Registration will accept cash and credit cards until 11:00 pm. After 11:00 pm, only credit cards will be accepted.

AFTER HOURS SERVICE:
Located on the Bridge, after hours registration service is available for pre-registered membership badge pick up and credit card transactions only.

TRANSFERRING MEMBERSHIPS:
Come to Registration and the transfer fee is $20.

LOST MEMBERSHIP BADGES:
First, check with the Bridge as they get a lot of lost membership badges turned in. If you need a replacement, come to Registration.

The fee is $20 for the replacement of Adult or Teen membership badges. Ages 0-12 years will be replaced for free.

REGISTER FOR CONVERGENCE 2015
http://www.convergence-con.org/

RATES AND DATES FOR 2015:

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<tr>
<th></th>
<th>Adult 18+</th>
<th>Ages 6 – 12</th>
<th>Ages 5 and Under</th>
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<tbody>
<tr>
<td>Until Jan 15th, 2015</td>
<td>$60</td>
<td>$40</td>
<td>Free</td>
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<tr>
<td>Until May 15, 2015</td>
<td>$75</td>
<td>$40</td>
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<tr>
<td>At The Door</td>
<td>$120</td>
<td>$60</td>
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You may register for 2015 beginning on Sunday, July 6, 2014.

If paying by credit card, log in to your existing account or create an account at the registration link on the web page at: http://www.convergence-con.org/

If you are paying with cash or in need of assistance, stop by Registration on Sunday, July 6 from Noon to 5:00 pm and we’ll sign you up.

Please refer to our web site at http://www.convergence-con.org/ for more information.

2015 HOTEL REQUESTS

THE HOTEL RESERVATIONS SYSTEM IS CHANGING!
The Hotel Request system is changing! For 2015, the Convergence Hotel Department will be using a Lottery System for room requests. The opportunity to enter the room lottery will be available as a part of the Registration system when you register for CONvergence 2015. Hotel and room choices will be ranked according to preferences selected and allocations will be made based on this.

If you have any questions please email hotel@convergence-con.org
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