

LITTLE SISTER IS WATCHING YOU

SOUVENIR PROGRAM BOOK

# CONVERGENCE

2 0 1 5

DOUBLE PLUS GOOD



*CHRISTOPHER JONES*

# CONVERGENCE

JUNE 30 - JULY 3

## 2016

...AND HOW DO WE GET THERE? 



## JOIN US

AS WE CELEBRATE **GETTING THERE IN STYLE**  
at the **DOUBLE TREE BY HILTON HOTEL** in **BLOOMINGTON, MN**

**WITH OUR SCHEDULED GUESTS:**

**AMAL EL-MOHTAR**

Author, Poet & Critic

**JOSEPH SCRIMSHAW**

Comedian, Writer

**CHRISTOPHER JONES**

Comic Book Artist

**MARK OSHIRO**

Activist, Critic

With more to be announced!

[www.CONvergence-con.org](http://www.CONvergence-con.org)

# Greetings and Welcome to CONvergence 2015

**DoublePlusGood, a celebration of dystopian visions in science fiction and fantasy. *The Matrix, 1984, Planet of the Apes, Logan's Run, Fahrenheit 451, and The Hunger Games* are just a few examples of celebrated dystopian visions. We hope that you have fun with this theme as these visions can often bring forth thoughts, ideas, and new understandings of the human ability to adapt, to cope, to find strength, and to overcome. We hope you enjoy our interpretations of this theme throughout the convention in the décor, panels, and CONvergence merchandise.**

CONvergence is a volunteer-run convention. 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 help from our many volunteers. Whether they volunteer for an hour during the convention, or year round planning and organizing a department; every volunteer plays an important part in creating CONvergence. If you are interested in volunteering during the convention, please stop by the Volunteers' Station located in CVG Central. For year round opportunities, please visit the "Get involved" section of the CONvergence website: <http://www.convergence-con.org>.

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.

We always encourage feedback from all of our members. 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 use to help us 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.

Thank you for your support of CONvergence, our community, and our partners in our community. "Live long and prosper."

## BOARD OF DIRECTORS

Margaret Eastman

Liz Hernandez

Thomas Keeley

Amy Mills

Matt Resong

Ishmael Williams



Poster by Shaun Gleason

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is a presentation of



## Convergence Events

M/S #162

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Convention Website: [www.convergence-con.org](http://www.convergence-con.org)

Organization Website: [www.convergenceevents.org](http://www.convergenceevents.org)

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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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We always welcome feedback and suggestions, and ask that any comments be directed to [info@convergence-con.org](mailto:info@convergence-con.org).

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# CONVERGENCE EVENTS

Convergence Events, Inc. was founded in 2009 from the building blocks of the CONvergence directors and convention committee, with the premier activity being CONvergence.

## CONVERGENCE EVENTS, INC. MISSION AND VALUES

### Mission Statement

Convergence Events, Inc. is a non-profit, volunteer-run organization dedicated to creating exciting events that connect, enrich and expand our diverse community, and to inspiring each other through creativity, learning, and service.

### Core Values

- We believe in treating ourselves, each other, and the community with respect.
- We believe in being open-minded and inventive.
- We believe in accepting all diverse geek communities.
- We believe in nurturing and listening with compassion.
- We believe in always being willing to learn.
- We believe in providing a culture of openness and fun.
- We believe in taking risks, learning from mistakes, and taking personal responsibility.
- We believe in being patient and honest.
- We believe in encouraging innovation and empowered decision-making.
- We believe our actions should inspire volunteerism, confidence, and creativity.
- We believe personal and organizational balance is the key to sustainable success.
- We believe community service is delivered with professionalism, passion, and integrity.

Convergence Events also supports our community by providing partnership, sponsorship, and grant opportunities as well as sharing our knowledge with other organizations. Some of the groups and organizations to which we have recently provided our community support include Geek Partnership Society (GPS), Anime Detour, Fearless Comedy, and DIODES.

For more information on our partnership, sponsorship, and grant opportunities, please visit the "Our Community" section on our Convergence Events website <http://www.convergenceevents.org>.

## CONVERGENCE EVENTS CORPORATION OFFICERS

Ishmael Williams- President  
Amy Mills- Vice President  
Liz Hernandez- Secretary  
Thomas Keeley-Treasurer





The Geek Partnership Society (GPS) is a volunteer-run non-profit, and is dedicated to supporting the incredible diversity and energy of the Twin Cities geek community. We don't run any annual conventions, but we fill the rest of the year with fun and inspiring events, do public outreach with our partners through Twin Cities Pride (Geeks@Pride) and Art-A-Whirl, as well as help a bunch of the local conventions put on the best show possible by providing expertise, equipment, movie licenses, volunteers, and meeting and storage space.

Through our work for the geek community, we provide resources for like-minded geeks of many interests with clubs, events, and programs.

We encourage creativity and interest in science with Project Lighthouse, the Writing Contest, and our Space Camp scholarship (winners announced at Opening Ceremonies), and, new this year, the GPS Arts Initiative. Look for us at your favorite convention and stop in and say hi — we're probably there!

## EVENT HORIZON

Event Horizon is a center we run as a resource to provide a year-round physical presence for all of these other programs to happen and to support the local geek community. 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 [sitescheduling@geekpartnership.org](mailto:sitescheduling@geekpartnership.org).

## FUNDRAISING

How do we fund all this? We have our own fundraising efforts (check out the Charity Auction over in the North Tower, Atrium 8, and our GPS merchandise where you find CONvergence Merch), a Supporting Membership program, and generous donations from individuals throughout our community.

We're also 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.

## WHAT ELSE DO WE DO?

Check out one of our clubs; they're all free (or inexpensive), fun, and informal — you'll be glad you did: Crafty Geek/Make It Sew, Read the Book/See the Movie, United Geeks of Gaming, Black Hat Collective, Tsuinshi Anime Club, GPS Photography Club, Geeks Read, MinnSpec Writers Group, and Geek Physique.

We have events throughout the year that you are welcome to attend. We foster a sense of community and fun competition with the Team Trivia Challenge and the Scavenger Hunt, and provide general forums for nerdy goodness with the GPS Annual Picnic and Ice Cream Social. The GPS Movie Night is back with monthly themed showings. We'd be delighted to partner with your club or organization for one of those movie nights! The Haunted House continues to develop as an event (now with Sensory Friendly Sunday!) and fundraiser, and is looking for volunteers. Please stop by Cabana 110 to find out more or to sign up.

## Upcoming events for the year that you can still attend include:

- August 1 | Noon - 5pm | Ice Cream Social at Phalen Regional Park
- September 12 - 13 | Great Geek Garage Sale
- October 3 | Scavenger Hunt (psst... put a team together, it's fun!)
- October 23 - 25 | GPS Community Haunted House (psst... volunteer!)

If you've never checked out any of these, stop on by or get involved.

Want to talk to us at CON? Stop by Cabana 110 (or Atrium 8) to find out more and catch up on all the news going around in the Geekiest City in America. 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!

Visit our website at <http://www.geekpartnership.org>, or email us at [info@geekpartnership.org](mailto:info@geekpartnership.org).

"We are a society celebrating imagination, inspiring creativity, and building our community all through service and education."

# GPS AT CONVERGENCE

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

**DoubleTree Cabana 110**

**Thursday 3:30pm – Midnight**

Project Lighthouse — 3:30pm - 5:00pm

Crafty Geek — 5:00pm - 7:00pm

PARTY HOURS — 8:00pm - Midnight

SPECIAL GUESTS — GAYLAXICON 2016

**Friday 12:30pm – Midnight**

Project Lighthouse — 12:30pm - 2:00pm

Make It Sew — 2:00pm - 4:00pm

PARTY HOURS — 8:00pm - Midnight

**Saturday 2:00pm – Midnight**

Geeks Read — 2:00pm - 4:30pm

United Geeks of Gaming — 5:00pm - 7:00pm

SPECIAL EVENT: CVG-Invited Pro-Panelists Reception — 7:00pm - 9:00pm

PARTY HOURS — 9:00pm - Midnight

**Sunday 11:00am - 4:00pm**

Project Lighthouse — 11:00am - 1:00pm

Read the Book/ See the Movie — 2:00pm - 4:00pm

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 there can be late changes and we have things outside of convention party hours as well.

## GPS CHARITY AUCTION

**DoubleTree Atrium 8 (Silent Auction)**

Thursday 5:00pm – 8:00pm (preview night only)

Friday 11:00am – 8:00pm (bidding open)

Saturday 11:00am – 8:00pm (bidding closes at 8pm)

Sunday 11:00am – 2:00pm - FOR PICK UP ONLY

**DoubleTree Atrium 7**

**GPS Live Auction (for items that hit 5 bids)**

Sunday 11:00am - ?

The GPS Charity Auction is a fundraising event that takes place every year at CONvergence for our 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. Thursday is preview night, bidding on Friday and Saturday. Items that go to live auction can be bid on Sunday morning. Only CONvergence members get to bid on the cool geeky things donated.

## GPS WRITING CONTEST WINNERS

**DoubleTree Plaza 3, Thursday 3:30pm**

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

## IRON PEN

**DoubleTree Plaza 2, Friday 11:00am**

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

**DoubleTree Plaza 3, Saturday 11:00am**

Convergence Events is a primary supporter for what we do. Come and learn about what that support enables and 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

**DoubleTree Atrium 4, Saturday 2:00pm**

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



# STAY CONNECTED

There are many ways to stay connected with CONvergence both during the convention and all year round! Follow CONvergence on Facebook, Twitter, and more!

## OFFICIAL HASHTAG

The official hashtag for CONvergence 2015 is #CVG2015

Use #CVG2015 for all your CONvergence 2015 tweets, Facebook updates, tumblr posts and elsewhere so other CONvergence members can find you!

## FACEBOOK

**CONvergence Facebook Page:** Get official news updates and CONvergence-related content - [facebook.com/CONvergenceConMN](https://www.facebook.com/CONvergenceConMN)

**CONvergence Discussion Group:** Talk about CONvergence with the community - [facebook.com/groups/CONvergenceCon/](https://www.facebook.com/groups/CONvergenceCon/)

**CONvergence Connections Group:** Find CONvergence roommates, car pools, badge transfers and more - [facebook.com/groups/convergenceconnections/](https://www.facebook.com/groups/convergenceconnections/)

## TWITTER

**@CONvergenceCon:** Get official news updates and CONvergence-related content

**@CONvergenceLive:** Live tweets of panels, events, and other fun stuff during the convention from CONvergence social media staff

**@CVG\_Reminders:** Helpful reminders tweeted during the convention so you can make the most of your CONvergence weekend

## YOUTUBE

**CONvergenceTube Youtube Channel:** Videos of panels and events at CONvergence - [youtube.com/user/CONvergenceTube](https://www.youtube.com/user/CONvergenceTube)

**CVG-TV YouTube Channel:** Videos produced for CONvergence & CVG-TV [youtube.com/user/CVGTelevision](https://www.youtube.com/user/CVGTelevision)

**Masquerade YouTube Channel:** Videos of individual Masquerade Entries [youtube.com/user/CVGmasquerade](https://www.youtube.com/user/CVGmasquerade)

## MORE NETWORKS

**Tumblr:** [convergencecon.tumblr.com](https://convergencecon.tumblr.com)

**Pinterest:** [pinterest.com/conniecvg/](https://www.pinterest.com/conniecvg/)

**LinkedIn:** [linkedin.com/company/convergence-convention](https://www.linkedin.com/company/convergence-convention)

**Google+:** [plus.google.com/109277814088613941523/](https://plus.google.com/109277814088613941523/)

**Flickr:** [flickr.com/photos/convergence-con/](https://www.flickr.com/photos/convergence-con/)

## WEBSITE

The **CONvergence Website** is full of lots of helpful information, and is the first place to go for up-to-the date information and news about the convention! <http://www.CONvergence-con.org>

## EMAIL & RSS

We know social media isn't everybody's style. Don't worry; we've got your back! Subscribe to CONvergence news by Email or RSS through FeedBurner! <http://feeds.feedburner.com/CONvergenceConvention>

# CVG-TV

CVG-TV is the video production branch of CONvergence Events. We manage the cablecast and internet presentation of Main Stage events and provide videographers to document key panels. As we develop, we also plan on creating a year round video presence for CONvergence via social media.



# OPERATIONS (OPS)/ THE BRIDGE

Located between the DoubleTree Front Desk and the Main Hotel entrance, the Operations Department directs communications and manages services for the convention. The Bridge is the command center for CONvergence Operations and is the headquarters for the convention while it is in progress. Come to The Bridge to:

- have questions answered
- receive "The Talk" and have props peace-bound
- seek lost items
- deliver found items

Away from the bridge, you can flag down Operations Wandering Hosts for assistance or to radio a message to The Bridge. Wandering Hosts can be identified by their purple vests.

Open Wednesday Noon – 6:00pm  
Then open continuously from Thursday 8:00am to Sunday 7:00pm

## "THE TALK"

If you are going to be carrying any prop weapons at the convention you must first:

1. Come to The Bridge
2. Have "The Talk"
3. Submit your prop for examination and peace-bonding
4. Collect your 2015 CONvergence Operations Swag!

Further questions? See the CONvergence Prop Policy for clarifying details

## LOSE SOMETHING? FIND SOMETHING?

CONvergence maintains a Lost & Found on The Bridge, the central operations center for the convention located between the DoubleTree Front Desk and the Main Hotel entrance.

### At the Convention

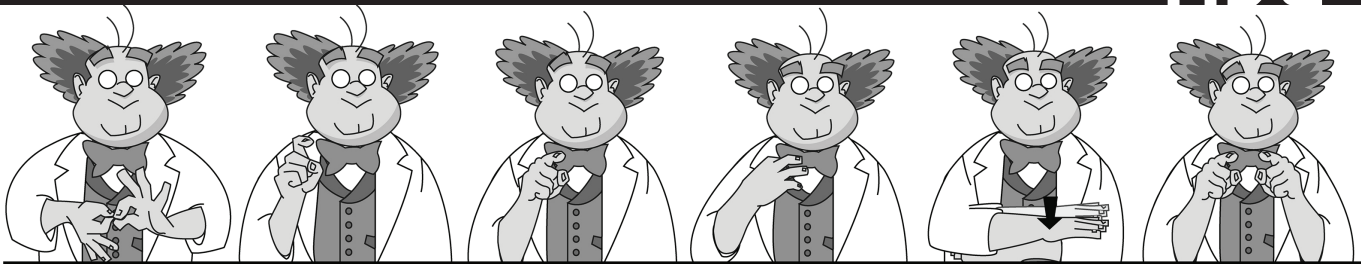
If you have lost something during the convention, check with The Bridge. If they do not have the item, they will take your information and contact you if it is found. If you find something likely misplaced by another member, please bring it to The Bridge and Operations will attempt to reunite the item with its owner. You will receive a karmic boost in return.

### After the Convention

If you do not realize that you have lost something until after the convention, you can contact [Operations@convergence-con.org](mailto:Operations@convergence-con.org) to see if the object was brought to Lost & Found. Items can be picked up at GPS Event Horizon space, 1121 Jackson Street NE during the following dates and times, or alternative pickup times can be arranged

Saturday July 11	4:00pm – 6:00pm
Thursday July 16	7:00pm – 9:00pm
Sunday July 26	1:00pm – 3:00pm

# ASL



## INTERPRETER NEED YOU, VOLUNTEER TABLE GO.

Do you need American Sign Language Interpretation?

Do you need American Sign Language Interpretation? ASL interpreters are available by request at the Volunteers Table during their operation hours, or after hours at the Operations Bridge. The Operations Bridge is open 24 hours a day.

# POLICIES & PROCEDURES

## CITY, COUNTY, STATE & FEDERAL LAWS

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

## HARASSMENT

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 ask to be left alone, your business with them is done, leave them alone. Do not follow or attempt to disrupt their convention experience in any way. If you continue, against their wishes, to attempt to have contact with people who have said no or have asked to be left alone, you may be removed from the premises.

CONvergence is not responsible for solving any interpersonal problems that may pre-exist or 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 contact with that individual.

## MEMBERSHIP BADGES

Your convention membership badge is necessary for participation in the convention. It allows you access to the convention and indicates you are a member in good standing. However, CONvergence reserves the right to revoke the membership of any member for any reason, including but not limited to breaking our rules or behaving in such a manner as is deemed unsafe or unacceptable.

## SMOKING / VAPING

The DoubleTree by Hilton Bloomington is a non-smoking establishment, in accordance with 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 electronic cigarettes within the building. Use of e-cigarettes is restricted in the same manner as traditional cigarettes.**

## TAPE

You may post non-adhesive signs with low-tack tape. The DoubleTree by Hilton Bloomington specifies and requires use of Low-Tack Blue Painter's Tape so that surfaces that will not be damaged by tape removal. There are no longer specific brand or model requirements. Any low tack blue tape is allowable. If you do not have acceptable blue tape, come to The Bridge. We have plenty and are happy to share. Neither the convention hotel nor CONvergence will tolerate the application of stickers or high-tack tape to hotel surfaces. Removal of these adhesive substances is damaging to the hotel, and is therefore considered to be unacceptable. Incidents of this kind will be treated as vandalism. Don't break the Hotel.

## WEAPONS

We want everyone to have a safe and enjoyable time while at CONvergence, so please adhere to the following policy or risk being uninvited without refund from the convention and/or hotel. We really don't want to do that, so please take notice.

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.

## PROHIBITED WEAPONS

Firearms of any nature, disabled or otherwise, are not allowed. Period. **MN Permit to Carry** – Although Minnesota is and has been a Carry state, CONvergence is a private party. This means we can and do ban firearms from convention space, **even if the owner has a valid Carry permit.**

The following are also not allowed:

- Explosive devices of any kind
- Tasers/stun guns
- Pepper spray
- Lasers (even low power 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 that is delicate, 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 Operations on The 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/nerfguns/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 (and other sharp and/or pointy)**  
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 & OFFICIAL CONVERGENCE PHOTO OPS:

Weapons, particularly firearms (disabled or otherwise) are still not allowed, ever, 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.

Being stopped in the hallway and asked for a photo does not qualify as an Official CONvergence scheduled 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 nudity and public decency laws of the city of Bloomington, MN.

## ANIMAL POLICY

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. While the DoubleTree policies do ordinarily allow pets, during the convention they have agreed to follow our convention policy.

### Additionally, Service Animals

All service animals must be verified and then issued a service animal badge at The Bridge before attending the convention. Service animals must meet the requirements as defined in the revision to the ADA below. If they do not meet these requirements we cannot allow them in the convention.

Effective March 15 2011, the Federal definition of "service animal" under the ADA was revised. CONvergence follows this final ruling and its clarifications. For the final rule please consult Nondiscrimination on the Basis of Disability by Public Accommodations and in Commercial Facilities 76 Fed. Reg. 13286 (March 11, 2011); [http://www.ada.gov/regs2010/titleIII\\_2010/titleIII\\_techedits\\_fr.pdf](http://www.ada.gov/regs2010/titleIII_2010/titleIII_techedits_fr.pdf).

Key changes and clarifications include the following:

Only dogs will be recognized as service animals. Though not considered service animals, businesses are generally required to accommodate the use of miniature horses under specific conditions.

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.

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

Dogs whose sole function is the provision of emotional support, well-being, comfort, or companionship are not considered service dogs under the Americans with Disabilities Act.

The use of service dogs for psychiatric and neurological disabilities is explicitly protected under the ADA. Service animal for psychiatric and neurological disorders must be trained to do work and perform tasks as defined under §35.104 of the ADA.

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

## LITTER

Please pick up after yourself. There are trash containers around the hotel. It makes a big difference if we try to keep things clean. CONvergence has no house elves.



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612-702-5517

# HOURS OF OPERATIONS

## REGISTRATION

DoubleTree Verandas 2, 3 & 4 (NEW LOCATION!!)

Wednesday	9:00am - 6:00pm & 9:00pm - Midnight
Thursday	9:00am - 10:00pm
Friday	9:00am - 10:00pm
Saturday	9:00am - 10:00pm
Sunday	Noon - 3:00pm

## OPERATIONS (OPS) /THE BRIDGE

Located between the DoubleTree Front Desk and the Main Hotel entrance

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

Come directly to The Bridge

Wandering Hosts: flag down staff wearing purple vests for assistance, or to radio a message to The Bridge

Hotel Phone: dial "0" for the hotel operator and ask to be directed to The Bridge

### Bridge Hours

Open Wednesday Noon - 6:00pm

Then open continuously from Thursday 8:00am to Sunday 7:00pm

## ART SHOW

DoubleTree Plaza 6

Thursday	2:00pm - 7:00pm
Friday	10:00am - 7:00pm
Saturday	10:00am - 6:00pm
Sunday	10:00am - 2:00pm (Check Out)

## CINEMA REX MOVIE ROOM

DoubleTree Plaza 4

Thursday	3:00pm—4:00am
Friday	10:00am—4:00am
Saturday	10:00am—4:00am
Sunday	10:00am—6:00pm

## COFFEE FREE COFFEE SHOP

DoubleTree Cabanas 114—116

Open from Thursday at 3:00pm until Sunday at 5:00pm

## CONNIE'S SPACE LOUNGE

DoubleTree Verandas 5, 6, 8

Thursday	9:00pm - 2:00am
Friday	7:00pm - 9:00pm (teens only) & 9:00pm - 2:00am
Saturday	1:00pm - 4:00pm & 10:00pm - 2:00am

## CONNIE'S QUANTUM SANDBOX

DoubleTree Plaza 2

Thursday	Noon—1:00am
Friday	9:00am—1:00am
Saturday	9:00am—1:00am
Sunday	9:00am—4:30pm

## CONSUIE

DoubleTree Cabanas 214—219

Open 24 Hours: Thursday 3:00pm through Sunday 5:00pm

## CONVERGENCE MERCHANDISE

CONvergence Central Coat Check

(DoubleTree South Tower, 2nd Floor)

Thursday	Noon - 6:00pm
Friday	10:00am - 6:00pm
Saturday	10:00am - 6:00pm
Sunday	10:00am - 4:00pm

## CUG TEEN ROOM

DoubleTree Lobby Conference Room (North Tower, 1st Floor)

Thursday	10:00am - 1:00am
Friday	10:00am - 1:00am
Saturday	10:00am - 1:00am
Sunday	10:00am - End of Ceremonies

## DEALERS ROOM

DoubleTree Grand Ballroom West & Front Center

Thursday	2:00pm - 7:00pm
Friday	10:00am - 6:00pm
Saturday	10:00am - 6:00pm
Sunday	10:00am - 4:00pm

## GAMING

Role-Playing Games - The Gygax-Arneson Suite (DoubleTree 2202) - Adults only after 10:00pm

Thursday	12:30pm - overnight
Friday	all day
Saturday	all day
Sunday	until 3:30pm

The Pathfinder Society Suite (DoubleTree 2203)

Thursday	12:30pm - 12:30am
Friday	9:30am - 12:30am
Saturday	9:30am - 12:30am
Sunday	9:30am - 3:30pm

Artemis Bridge Simulator (DoubleTree 2204)

Thursday	12:30pm - 12:30am
Friday	9:30am - 12:30am
Saturday	9:30am - 12:30am
Sunday	9:30am - 3:30pm

### The Source Room (DoubleTree 2205)

#### Card Gaming Suite (DoubleTree 2206)

Thursday	12:30pm - 12:30am
Friday	9:30am - 12:30am
Saturday	9:30am - 12:30am
Sunday	9:30am - 3:30pm

#### Special Events & Open Gaming (DoubleTree 2207)

Thursday	12:30pm - overnight
Friday	all day
Saturday	all day
Sunday	until 3:30pm

#### Computer/LAN Gaming Suite (DoubleTree 2208) - Adults only after 10:00pm

Thursday	11:00 am - 12:30am
Friday	11:00am - 12:30am
Saturday	11:00am - 12:30am
Sunday	11:00am - 3:30pm

#### ConSuite Gaming Hours

Thursday	opening at 3:00pm
Friday	all day
Saturday	all day
Sunday	closing at 3:30pm

## GPS CHARITY AUCTION

#### DoubleTree Atrium 8 (Silent Auction)

Thursday	5:00pm – 8:00pm (preview night only)
Friday	11:00am – 8:00pm (bidding open)
Saturday	11:00am – 8:00pm (bidding closes at 8pm)
Sunday	11:00am – 2:00pm - FOR PICK UP ONLY
Sunday	11:00am - ? - GPS Live Auction Atrium 7 (for items that hit 5 bids)

## MAINSTAGE

#### DoubleTree Grand Ballroom East (South Tower, 2nd Floor)

See details outside the Mainstage door.

## MASQUERADE

#### Participant Sign-up/Registration (in CONvergence Central, outside DoubleTree Grand Ballrooms)

Thursday	3:00pm – 6:30pm
Friday	10:00am – Noon
	1:00pm – 5:00pm

#### Saturday Schedule for Participants

9:00am – 10:00am	<b>Performer Orientation</b> (DoubleTree MainStage - Mandatory for performers)
11:00am – 4:00pm	<b>Technical Rehearsal</b> (DoubleTree MainStage - Performers will be assigned a 15 minute slot during this time)
11:00am – 4:00pm	<b>Workmanship Judging</b> (DoubleTree Green Room - Performer judging times will be assigned)
6:00pm	<b>Show Call</b> (DoubleTree Green Room)

#### Masquerade Performance

#### DoubleTree MainStage / Grand Ballroom East (2nd Floor, South Tower)

6:30pm	<b>House Opens</b>
7:00pm	<b>Masquerade Show Begins</b>

## PROGRAMMING OPERATIONS

#### DoubleTree Atrium 5

Thursday	Noon – Midnight
Friday	9:00am – Midnight
Saturday	9:00am – Noon
Sunday	9:00am – 6:00pm

If you are on a panel, please stop by Programming Operations to pick up your badge schedule. **This is very important if you are on panels at the Crowne Plaza.**

Items for children 12 and under are tagged “kids”.

Items for teens ages 13 – 17 are tagged “teens”.

## SMOKERS PARADISE

#### DoubleTree East Entrance Outside (Between North and South Towers)

Opens: Thursday at Noon

Closes: Sunday at Noon

For the third 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

#### DoubleTree Atrium 1

Thursday	3:00pm — 3:00am
Friday	7:00am — 3:00am
Saturday	7:00am — 3:00am
Sunday	7:00am — 3:00am

## VOLUNTEERS & INFORMATION TABLE

#### CONvergence Central (DoubleTree South Tower, 2nd Floor)

Wednesday	9:00am – 6:00pm
Thursday	9:00am – 11:59pm
Friday	9:00am – 11:59pm
Saturday	9:00am – 11:59pm
Sunday	9:00am – 6:00pm

## VOLUNTEERS DEN

#### DoubleTree Cabana 117/118

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

# VOLUNTEERS DEPARTMENT

## 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. Many 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
- 

15 or more hours of volunteer time earns you 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 CONvergence Central 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

### CONvergence Central – across from the Grand Ballrooms (DoubleTree South Tower, 2nd Floor)

Wednesday	9:00am – 6:00pm
Thursday	9:00am – 11:59pm
Friday	9:00am – 11:59pm
Saturday	9:00am – 11:59pm
Sunday	9:00am – 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

### DoubleTree Cabana 117/118, (South Tower, 1st Floor next to F2E2)

Wednesday	Noon – done with setup
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 stickers 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 hours.. 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





# NERFHARDERS

## ELEVATORS AND LINES: HELP US HELP YOU

We are expecting over seven thousand attendees at CONvergence 2015 and we want to make sure people can get to the events and places that they want, be it their hotel room, a panel, or gaming on the 22nd floor. The Nerf Herder department exists to help people get around the DoubleTree hotel safely and a huge part of that is handling lines for events and elevators.

At some point during the weekend nearly every convention member rides an elevator, many of them multiple times. To help offset the near constant use, the hotel does maintenance on the elevators just before the convention. Even with that precaution, moving several thousand people all weekend can stress the decades-old system to the breaking point, and it's in all of our interests to keep them running. Not only does it stink to be stuck in an elevator while waiting for the hotel to call in a repair crew, it also stinks to be waiting that extra time in the line for that same elevator when an elevator car breaks down it results in much longer lines for everybody. To combat this, we employ a system of elevator monitors and helpers in the lobbies on the first, second, and twenty-second floors. 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. Based on years of experience, we've found that up to eight people per elevator car is a level they can handle all weekend long.

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. If there are bright yellow or bright pink tape lines on the floor, such as in CONvergence Central outside of MainStage, please line up on them. Whether there are tape lines or not, there also may be Nerf Herder volunteers, usually wearing bright green smocks. They are there to help organize and manage lines in order to keep the flow of people moving in the correct direction and not blocking traffic.

Accessibility requests can be directed at a Nerf Herder volunteer, who can try to help you out. Chairs can be made available for people who can't stand for prolonged periods of time, and MainStage events have early seating available for people with visual, auditory, or mobility impairment. Doors generally open 15 minutes before a MainStage event, so please make your needs known before then so we can arrange accommodations with the MainStage crew.

As always, we're looking for volunteers. If you'd like to help us manage lines or elevators - you get two hours of credit for every one spent monitoring inside an elevator - please stop by Nerf Central, near the hotel's front desk, or by our desk near the Garden Court.

## BADGING: MAKE IT PART OF YOUR COSTUME

You, as a paid member, get a badge that gives you access to CONvergence and the amenities it provides. Your badge gets you into the MainStage events, gets you free coffee and tea from CoF2E2, free snacks from ConSuite, and many more privileges. Only these things aren't really free - they're paid for by each of us, the members of this convention. Your badge marks you as a person who cares about CONvergence, who supports the non-profit organization that makes this weekend possible. So show us your badge! Wear it with pride. Make it a part of your costume, and make sure you show it to every Badger you pass.

It pains us to have to say this, but please don't try to be funny about where you place your badge. Sexual harassment of badging volunteers, i.e., people who dangle their badge on the front of their pelvis and thrust their hips suggestively at the badging volunteers, will be reported to Convention Operations.

We're always looking for people who are willing to help the convention by being a Badger (even one shift will entitle you to this year's special Badger patch!) If you're interested in being a Badger, please stop by Nerf Central by the hotel's front desk or our table near the Garden Court.

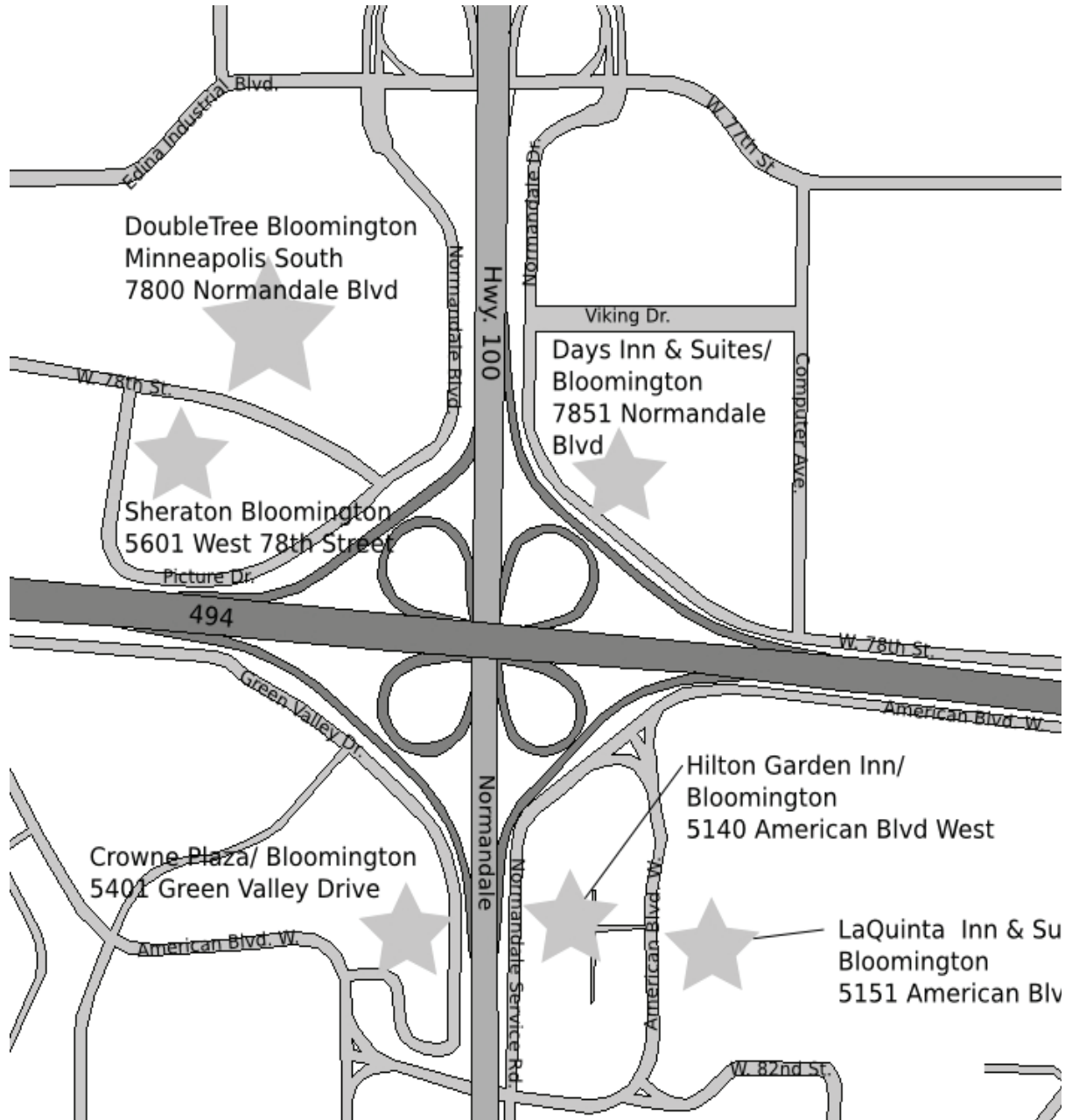
**Steampunk  
Minnesota**

**EVENTS CALENDAR  
LOCAL BUSINESSES  
FACEBOOK PAGE**

**SteampunkMN.com**

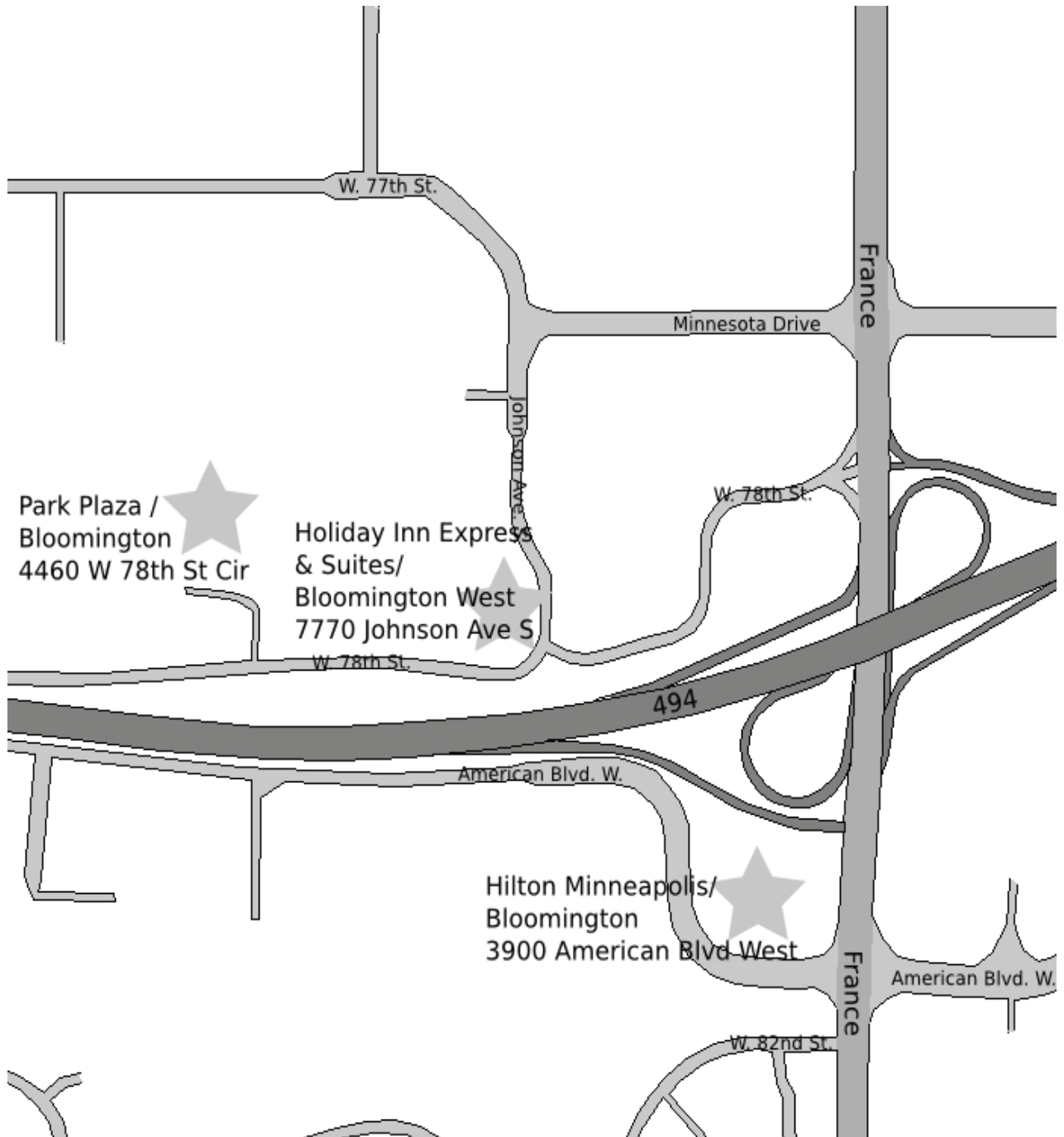
# SHUTTLES AND MAP OF AREA HOTELS

The CONvergence 2015 Shuttle Service is available from Thursday, July 2 at Noon to Sunday, July 5 at 5:00pm and is free for all CONvergence members. Detailed shuttle information between hotels can be found at <http://www.convergence-con.org/venue-hotel/shuttles/>.





# SHUTTLES AND MAP OF AREA HOTELS



# DOUBLETREE MAP

# CONVERGENCE 2015 MAPS (DOUBLETREE HOTEL)

## 1ST FLOOR PLAZA ROOMS

Lobby Conf Room    **Teen Room**  
 Plaza 1    **Programming**  
 Plaza 2    **Connie's Quantum Sandbox**  
 Plaza 3    **Programming**  
 Plaza 4    **Cinema Rex**  
 Plaza 5-6    **Art Show**  
 Plaza 7    **Photography**

## 1ST FLOOR CABANAS

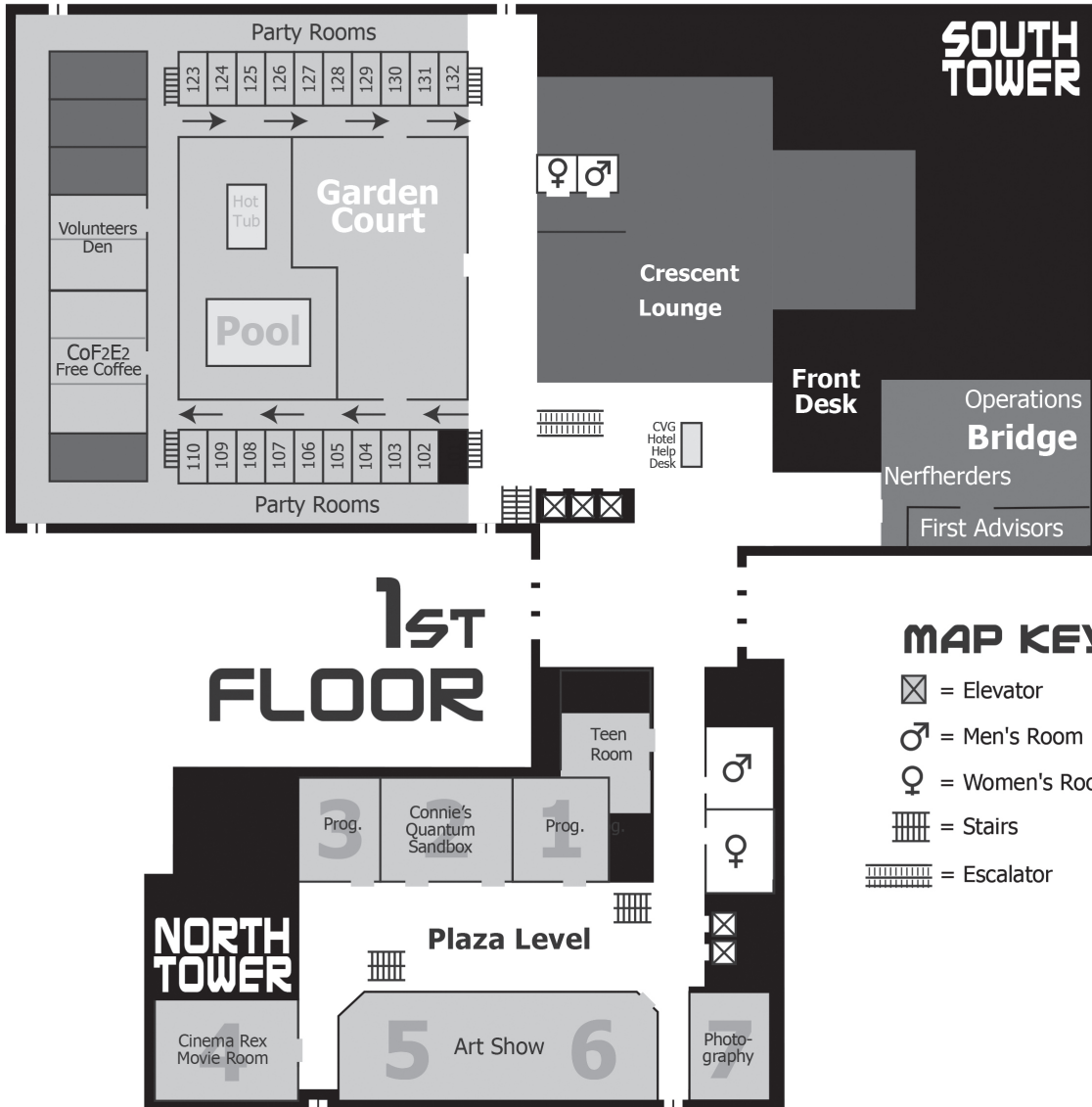
Cabana 114-115    **CoF2E2 Free Coffee Shop**  
 Cabana 117-118    **Volunteers Den**

## THE BRIDGE (OPERATIONS)

Main Room    **Operations Central**  
 Platform    **Nerfherders**  
 Sub Room 1    **First Advisors**

## 2ND FLOOR ATRIUM ROOMS

Atrium 1    **Theater Nippon**  
 Atrium 2    **Programming**  
 Atrium 3    **Programming**  
 Atrium 4    **Programming**  
 Atrium 5    **Programming Operations**  
 Atrium 6    **Programming**  
 Atrium 7    **Programming**  
 Atrium 8    **GPS Charity Auction**



# DOUBLETREE MAP

## CONVERGENCE CENTRAL

Volunteers Table/Information Services  
Merchandise Table (Grand Ballroom Coat Check)

## BETWEEN NORTH & SOUTH TOWERS

Edina Room      Programming  
Bloomington Rm.      Programming

## VERANDAS

Verandas 5,6,8      Connie's Space Lounge  
Verandas 2,3,4      CONvergence Registration

## 2ND FLOOR CABANAS

Cabanas 214-215 218 - 222      ConSuite  
Cabana 216-217      ConSuite Gaming

## GRAND BALLROOMS

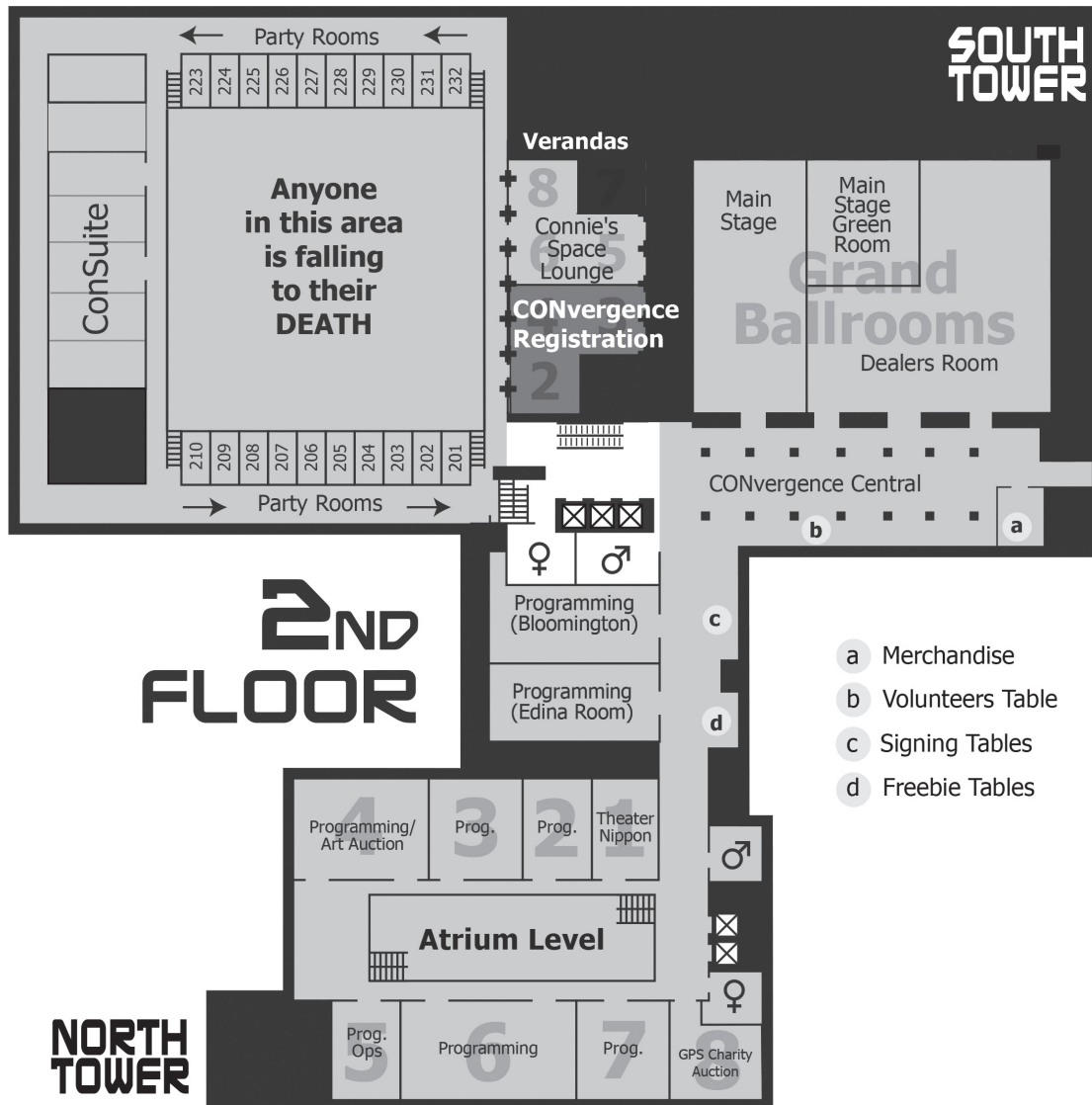
Ballroom West & Center Front      Dealers Room  
Rear Center      Green Room  
Ballroom East      Main Stage

## SOUTH TOWER UPPER FLOORS (NOT PICTURED)

4th Floor      Satellite Party Floor  
22nd Floor Vista Suites      Gaming Suites

## OUTSIDE (NOT PICTURED)

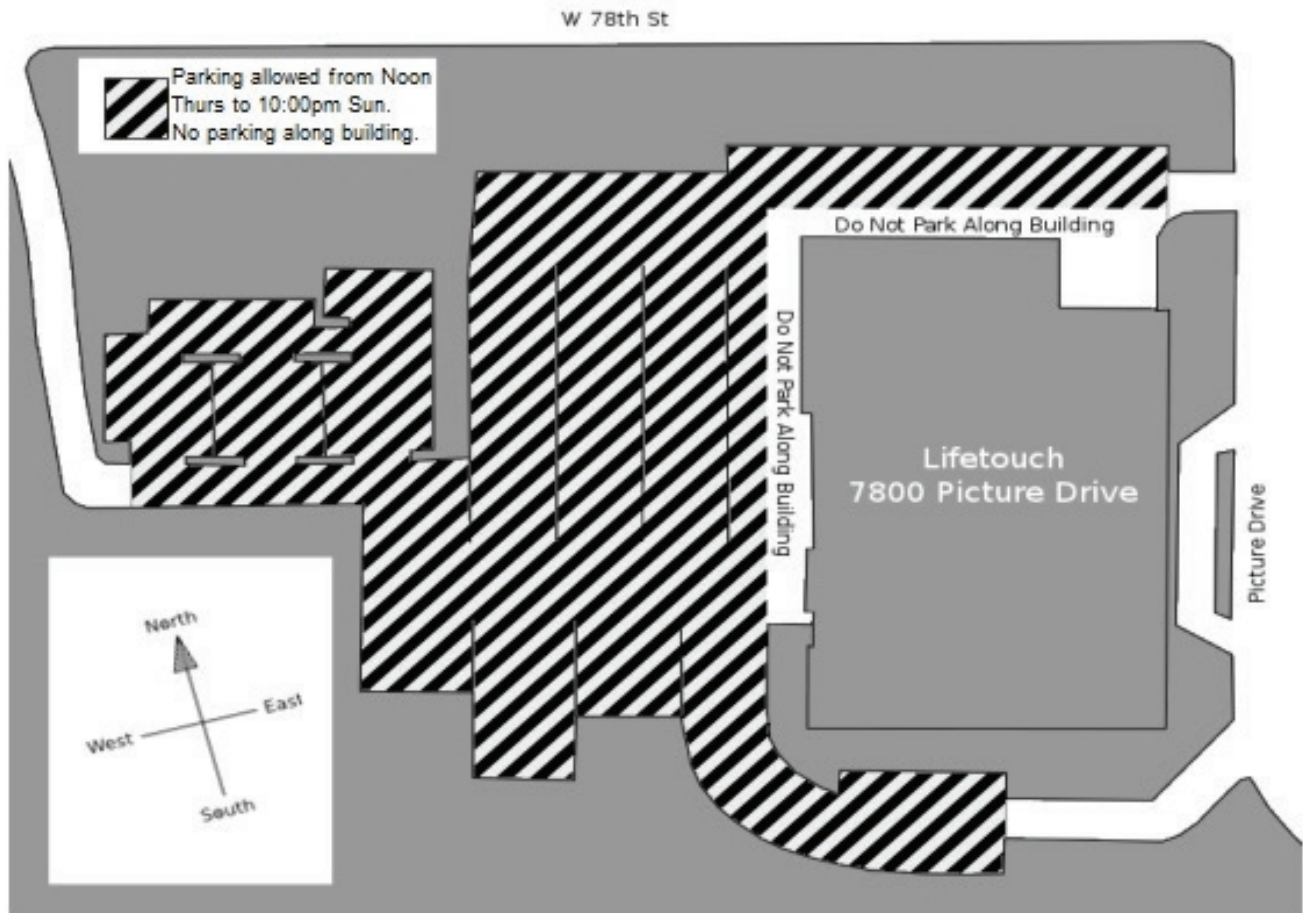
East Entrance Courtyard      Smoker's Paradise



# PARKING MAP - LIFE TOUCH

5160 W 76th Street, Edina (West of the Shereton)

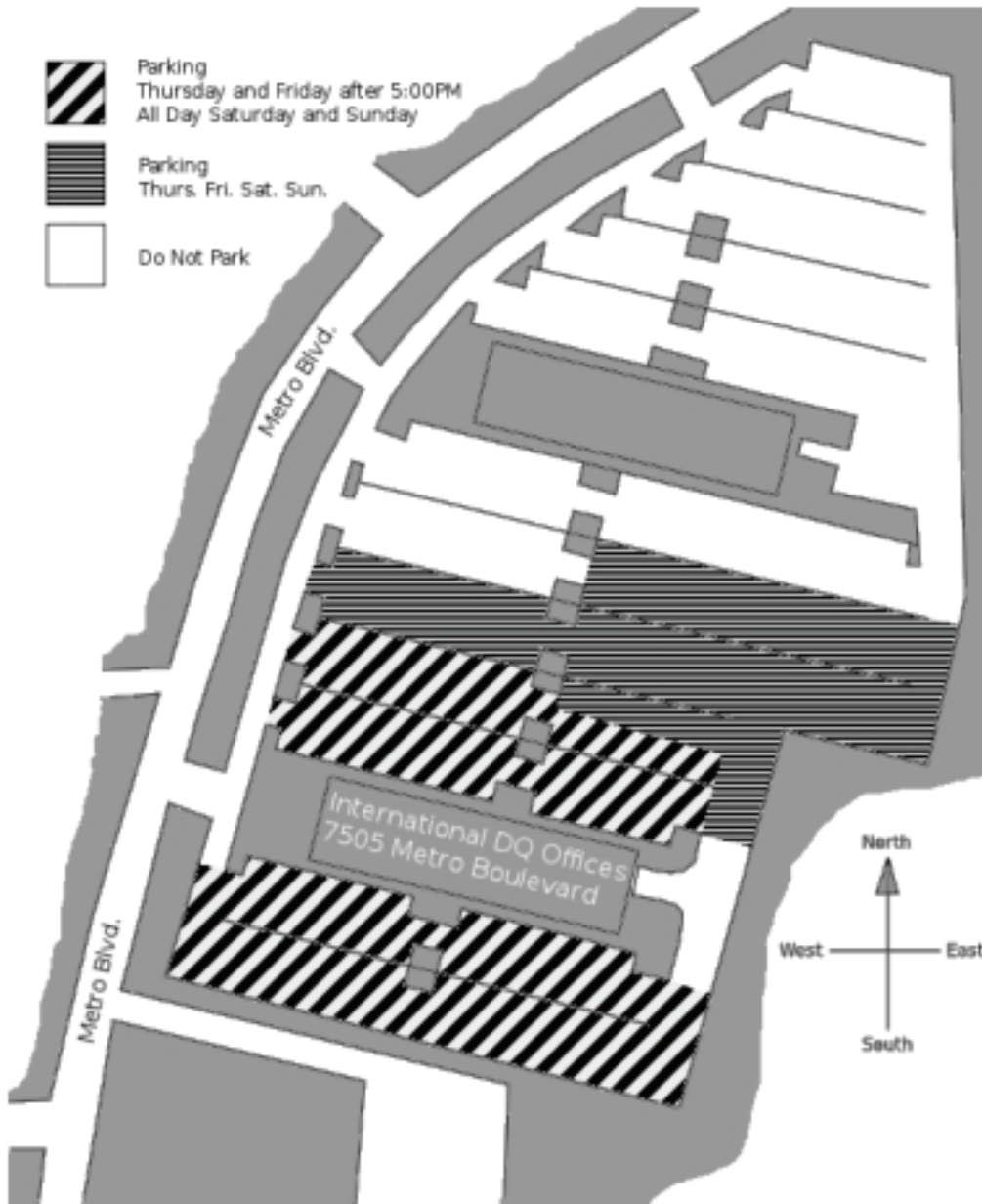
Hours: Thursday 5:00pm to Monday Noon (Except for reserved employee parking spots)



# PARKING MAP - DAIRY QUEEN

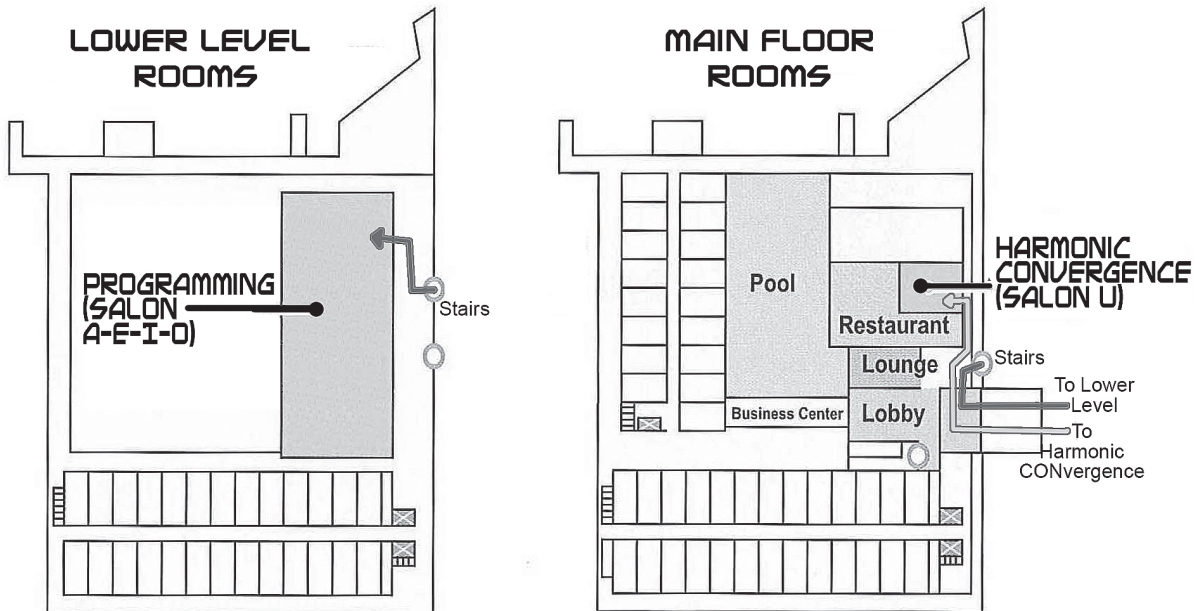
7505 Metro Blvd., Edina (North of the DoubleTree)

Hours: Thursday after 5:00pm. All Day Friday, Saturday, and Sunday



# CROWNE PLAZA MAP

## CROWNE PLAZA BLOOMINGTON



**TWIN CITIES  
HORROR FESTIVAL**

OCT. 22-NOV. 1, 2015 SOUTHERN THEATER [TCHORRORFESTIVAL.COM](http://TCHORRORFESTIVAL.COM)

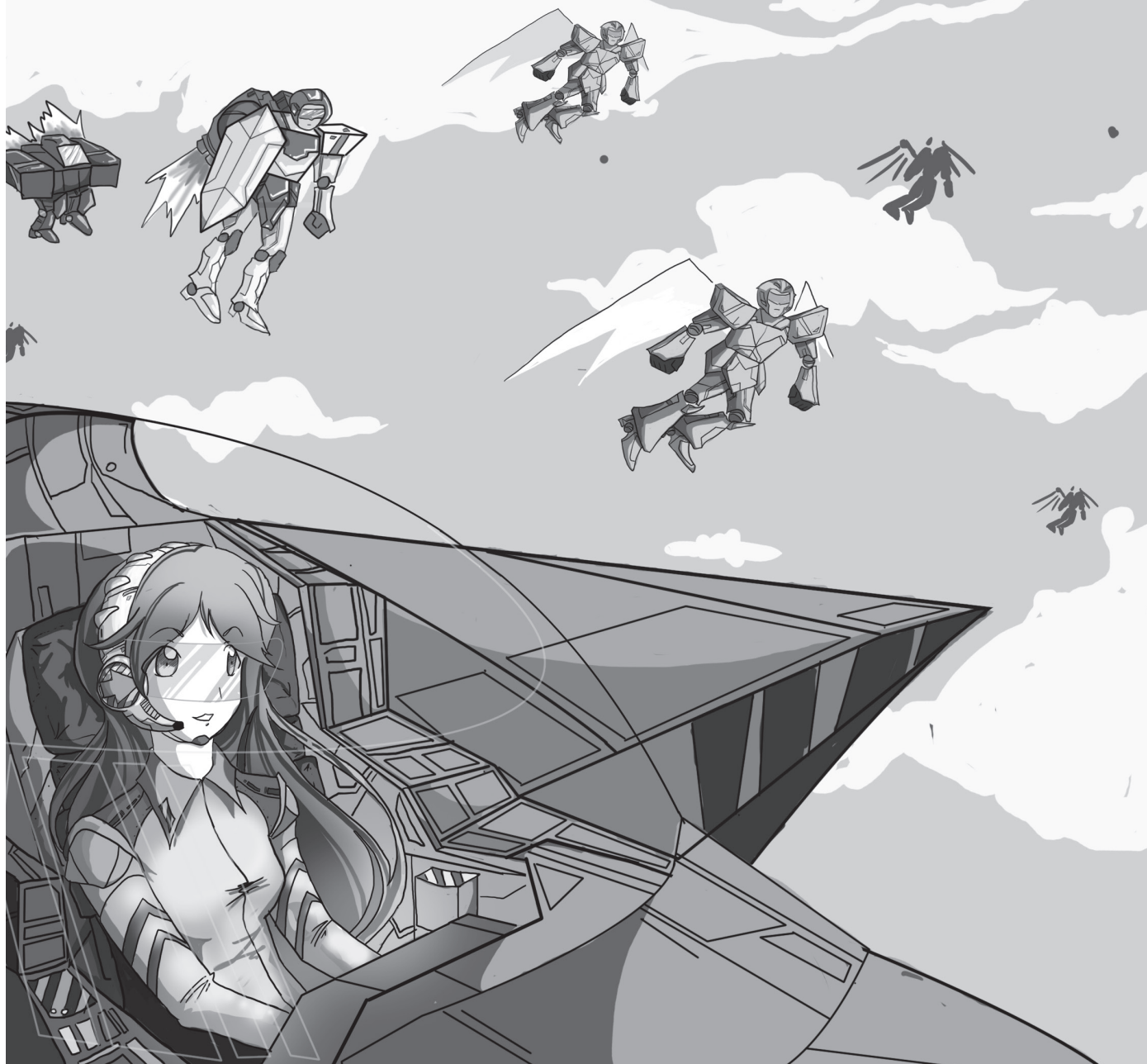
# Anime Detour™

**Rise of the Mecha**

**April 22-24, 2016**

**Doubletree by Hilton**

**Bloomington, Minnesota**



# GUESTS OF HONOR

## WESLEY CHU

By C. Robert Cargill

If you want to be a writer, don't start by learning how to write. People don't follow certain writers because they like where they place their commas or the fact that they'll say something is obfuscated rather than hidden. No, people follow certain writers because they find them interesting. Reading isn't the act of sifting through a writer's words; it is sifting through their very thoughts. And to be a writer worth reading you have to be interesting enough to think of – or have directly experienced – something worth writing about. Many of our greatest writers lived fascinating lives. Hemingway, O' Connor, Kerouac, Burroughs, Rowling, Gaiman, King, Atwood, Martin. They are interesting as people and they write interesting prose.

So let me introduce you to Wes Chu.

Easily one of the most interesting voices in the current SF/F scene, Chu has been, by his own admission, "a technology consultant, engineer, dot com burnout, actor, model, stuntman, novelist, and ice cream scooper."

In his first two years as a published novelist, Wes has been twice nominated for the Campbell award – the Hugo Award that isn't a Hugo Award but really is a Hugo Award (Ask Paul Cornell if you need clarification on that one) – was a finalist for Goodreads Best Science Fiction category and won the Alex Award for YA literature. His latest (and fourth) book *TIME SALVAGER*, out THIS VERY WEEKEND, is a gripping pulpy noir that unfolds masterfully into epic dystopian science fiction reinventing and spanning a number of sci-fi tropes while never for a minute forgetting to be fun. You know, the kind of book up the alley of almost everyone here at CONvergence. What's more, this gripping tale of time travel may be coming to us on film. So make sure you read the book now for comparison.



Wes isn't just talented as hell; he's also interesting as hell. And the compelling life he's lead thus far pervades every word of his excellent books. If sci-fi is your thing, sit in on a couple of his panels or pull him aside in the hallway. He really is one of the friendliest, most approachable and wonderful people on the SFF scene today, and we're very lucky to have him as a GoH.





# GUESTS OF HONOR



## NICOLE DUBUC

By Rob Callahan

That's because everybody knows that writers write from their own experiences, and actors create realistic characters by putting a part of themselves into the role. In essence, artists art what they know.

And, given Nicole Dubuc's artistic career, we can extrapolate the truth about what she really knows - about who she really is - based on all of the clues she's left us: Dubuc is an expert alien fighter. We know this because Brimley would've most certainly taught a young Dubuc everything he knew about fighting polymorphic aliens in the Antarctic and, even if he hadn't, she had first-hand experience with hostile extra terrestrials and the suburban families they take as their slaves. Their mindless, cat-culling slaves.

We can also deduce that Dubuc was actually raised by a high-ranking military official and that she spent her teens working as a secret super-spy whose knowledge of the martial arts knew no end. Possibly, she also had spider powers. Possibly also super speed. Definitely also magic.

Her Pooh-like grasp of the Tao - the intuitive knowing of "life" which cannot be grasped full heartedly as just a concept but known nonetheless as the present living experience of one's everyday being - likely serves her well when being a displaced resurrected time traveler starts to feel overwhelming. She may also be a robot in disguise, but we were unable to verify that before this went to press.

Now that we've told you the truth about Nicole Dubuc, we should also warn you to be careful what you do with it. Don't share this with just anyone. This is dangerous information, this is. In fact, they'll probably disappear you after you've finished reading it.

We probably should have told you that sooner, come to think of it. So, that's on us. Our bad.

Try to enjoy the con...

Officially, here's what we can say about Emmy-nominated writer and actress Nicole Dubuc: She cut her teeth acting alongside Wilford Brimley in *Our House*, and she had a one-off role on *ALF*. After that, she went on to star in *Major Dad*. She appeared in every episode as Robin, one of the titular dad's innumerable foils, until the show was honorably discharged in the spring of 1993.

After graduating from Yale, like you do, Dubuc later tried her hand at writing. To no one's surprise really, she turned out to be quite good at it. She did her early writing work on *Kim Possible*, then she went on to pen shows like *Jackie Chan Adventures*, *W.I.T.C.H.*, and *The Spectacular Spider-Man* to name a few. Throughout that time, Dubuc continued to level up until she eventually reached the rank of story editor, with a few levels in show creator as well. It was then that she created and story edited *Transformers: Rescue Bots*, one in a long list of animated shows about cars that transform into awesome robots who get into fights with other awesome robots.

She's also written *Flash* comics and *Winnie-the-Pooh* stories for Disney, and served as voice talent on the *Young Justice* animated series; in which she played Iris West Allen, the woman sent back in time from our future only to be killed by Professor Zoom, and then to come back from the dead because that's how comic book deaths work.

That's the official biography, though. Unofficially, Dubuc's life is even more interesting.

# GUESTS OF HONOR

## CHAD FREY

By Tanya Brody

Chad Frey has been a performer and artist since he was a kid. For those of you who attended the Minnesota Renaissance Festival in the mid eighties to early nineties, you might remember seeing him "riding his Granny" around or balancing precariously on the Jacob's Ladder in front of Bad Manor.

Descended from two ridiculously talented parents, (his mother is a sculptor, his father is a portrait artist) Chad inherited some impressive artistic talent. After majoring in theatrical design at the University of Kansas, Chad moved on to do design work for the Lyric Opera of Kansas City, Utah Festival Opera, Des Moines Metro Opera and many others. In the mid 90's Chad moved to Los Angeles, CA and began working on numerous well-known film and television series. Chad has served as the Vice President of the Art Directors Guild (IATSE 800) and taught Set Design at the American Film Institute.

His films include *Oz the Great and Powerful*, *Frost/Nixon*, *Cloverfield*, *Transformers*, *Mission Impossible III*, *Jurassic Park III*, *Memoirs of a Geisha*, *X-Men: The Last Stand*, *The Haunted Mansion*, *Runaway Jury*, *Starky & Hutch*, *The Patriot*, *Hulk*, *Mystery Men*, and *Blade* to name only a few. Most recently he has been working on Marvel's *Ant-Man*.

His television credits include *Glee*, *The Vampire Diaries*, *Hart of Dixie*, *Huff*, *Big Love*, *Rose Red*, and *Roswell*. Needless to say, Chad has done quite a bit of work over his 18 plus years in the film and television industry.

Chad has received or been nominated for numerous awards, including a Primetime Emmy Nomination (2002) for Outstanding Art Direction for a Miniseries for his work on *Rose Red* and (1999) for his work on the *70th Annual Academy Awards*. He also won an ADG Award (1998) for Excellence in Production Design for his work on the set for the *70th Annual Academy Awards*.

So basically, Chad has contributed to a lot of the cool movies and television shows that have come out in the last couple of decades. This is what he gets to do everyday. And they pay him for it.

Chad is also a ridiculously talented artist. His designs are a pleasure to look at. Make sure you attend one or two of his panels so you can see his work.



When he's not trotting the globe working on cool movies and TV shows, Chad can be found enjoying the company of his wife, Hannah, (who works in Bioscience and is a graduate of the U.S. Navy's Nuclear Power Program) and their two boys. Chad has traveled all over the U.S, Europe and Asia, for work and for pleasure. He enjoys hiking, mountain climbing, cycling, motorcycling, skiing and surfing.

Along with his incredible artistic talent, Chad has what he refers to as "a long list of useless skills that include juggling, tight-rope walking, unicycle riding, ukulele playing and (of course) the ability to climb a Jacob's Ladder." Chad loves telling stories, whether it's through his art or while following another passion of his, writing.

Chad is excited to share his experiences and skills with us here at CONvergence 2015. And you never know, perhaps he'll even pull Granny out of her suitcase and ride her through the halls.

# GUESTS OF HONOR



## CHARLOTTE FULLERTON

By Sigrid Ellis

Ms. Fullerton is also the widow of comics' industry hero, Dwayne McDuffie. I hesitate to mention this -- not out of any disrespect for McDuffie. He and his work both were sorely needed, deeply valued, and are now painfully missed. I hesitate because Ms. Fullerton's own accomplishments are vast enough -- involved in the writing of over 90 episodes in the various incarnations of the *Ben 10* property, for instance -- to stand entirely on their own merit. But it is worth noting, as Ms. Fullerton is one of the leaders in establishing the Dwayne McDuffie Award for Diversity in comics, the first of which was awarded in 2015.

I respect Charlotte Fullerton and her work. I also get the impression that she -- without knowing me, without meeting me -- respects me. She sees and understands people, all of us. Her friends' and her 1997 short film, "Troops," is, yes, a *Star Wars* riff on Cops. But it's also a humanization of the profoundly nameless and faceless Imperial Storm Troopers. *MLP:FIM's* "Suited for Success" is overtly a call to respect people's individuality and identity.

Charlotte Fullerton's values are meaningful. She makes the world a better place through her work. Respect. A place for everyone on the team. Acknowledgement of human foibles and human connection. Standing up for what's right. Speaking for those who cannot speak for themselves. These are the values that Charlotte Fullerton embodies, the arguments she makes. She presents these things as so normal, so unavoidable, that the worlds in which she writes go on to make us better people by osmosis. And we don't even know that we are being changed -- we are all too busy smiling, laughing, and nodding our heads in recognition. In characters written by Charlotte Fullerton, we see the selves we could try to be.

Charlotte Fullerton changes the future. By writing essentially decent characters with humor and understanding, Fullerton makes us all -- including our children -- better people. I am forty-two years old, an adult woman with a job, a spouse, and children. And I can sort myself and all of my friends by which of the Mane 6 we are. That's due in part to the craft, the sheer joyous talent, of Charlotte Fullerton.

It is my hope that you all at CONvergence are reading this short biographical essay in the first day of the convention. I hope to impress upon you, before it's too late, that you really, really, really want to go see Charlotte Fullerton before the weekend ends. Her credits are far too numerous to mention -- two-time Emmy-nominee, novelist, essayist, pop culture critic, songwriter, writer of videogames, producer, and, of course, writer for television and film. But that's not why you want to see her talk.

We all know of cultural media figures with those sorts of accolades, some of whom are boring or abrasive. Not so, Ms. Fullerton! The passion and heart she brings to her work shines through in countless interviews. (If you haven't already heard this story, ask her about meeting Jim Henson. It's charming.) Moreover, she is deeply funny. (Have you seen the "Baby Cakes" episode of *My Little Pony: Friendship is Magic*? My kids can't make it through that episode without laughing themselves sick. More to the point neither can I.) Whether writing critical essays about the *Gilmore Girls* or writing *Super Hero Squad* episodes, Ms. Fullerton is funny. And she calibrates that humor for precisely the audience of each specific work. This is probably best on display in a show like *My Little Pony*, where most jokes work on multiple levels for the complicated audience the series has collected.

# GUESTS OF HONOR

## LEE HARRIS

By Paul Cornell

Lee Harris began his career as an actor, comedian and entertainer, with a bit part in *Jeeves and Wooster* and seasons at a British holiday camp, where he met his wife. He also co-founded a theatre company, for which he directed *Eric*, the only professional Terry Pratchett stage adaptation. He first came to genre attention as the publisher of *Hub* magazine, then made his way up through Angry Robot books from Assistant Editor to Senior Editor. During that time he became well known for his energetic and funny coming attractions panels at conventions, and for both running and appearing on panel games. When Tor.com was looking for a Senior Editor for their upcoming line of novellas, he was the natural choice. Lee is the only British editor ever to be nominated for a Hugo Award. (*Amazingly*. I hope he doesn't mind me saying that.)

He's someone who enjoys meeting the reading public or slogging through a slush pile. (Do make sure to ask him about publishing your novel. No, go on, *do*.) He's also someone you want on your side, on a panel or in the pub. He's the sort of person who always has an entrepreneurial idea in the back of his head. He once saw, on the way out from a convention bar, that the hotel also had a casino, and popped in for five minutes to win at roulette, a game he'd never played before. He plays poker to a high level. He's used to living on his wits, and has prospered because of it.

He also has a keen moral sense, except when he doesn't. As organiser of Fantasycon, the British Fantasy Society convention, he put in place gender parity across the panels, with equal numbers of men and women appearing. He's also served as the Chair of said Society, presumably because he was very bad in a previous life. He's very skilled at finding and supporting new authors, bringing to public attention such later stars as Lauren Beukes, Kaaron Warren, Chuck Wendig, Ramez Naam, Adam Christopher, Emma Newman and fellow Guest of Honor, Wesley Chu. While he was at Angry Robot, the brand became well known for its publicity campaigns, for making the business of being an SFF writer seem fun again, for creating a sense of camaraderie between its authors.

He and I having found ourselves in a number of interesting and/or drunken situations over the years, I decided he'd be the ideal Godfather for my son, Tom. Lee is a parent himself, to two daughters, whose future he's clearly enormously invested in. He's so obviously a Dad that Tom was immediately happy to be picked up by him. The foam ABC for bath time and the squeaky giraffe have proved very popular. This is mostly why I feel we should give this man a Hugo.



Lee is in many ways the ideal CONvergence guest, in that when he first saw the nature and size of the CON audience, he reacted as if he'd found his long-wished-for army of readers. He's been finding and editing books for our sort of people from before he knew that sort of people existed. I very much look forward to playing *I'm Sorry I Haven't A Clue* for him again, and to another outing for his joke about the number 111. Lee Harris is a great idea for a Guest of Honour, and a great friend. I commend him unto you.



# GUESTS OF HONOR



## JENNIFER OUELLETTE

By Stephanie Zvan

Ouellette has continued that work for nearly a decade at *Cocktail Party Physics*. As the name implies, her blog discusses the physics “gossip” of the day in conversational tones. Need to understand why you were supposed to laugh at that line in *The Big Bang Theory*? Confused why anyone cares about the latest sports-equipment tampering scandal? Tune in to *Cocktail Party Physics* and find out.

Or maybe you’re a speculative fiction writer who’s terrified that the science that makes your plot work is just a bunch of hand-waving nonsense. You’re not alone, and I don’t just mean that good F&SF writers worry about this stuff. Ouellette was the first director of The Science and Entertainment Exchange. The Exchange is a project of the National Academy of Sciences to connect Hollywood writers with science experts who could help them make sure the only leaps into science fantasy in their work were the ones they intended.

If you’re one of those people who fidget at the idea of any self-examination, boy, are you in the right place. Ouellette’s latest book, *Me, Myself, and Why: Searching for the Science of Self* is all about the various routes we take to self-discovery. As an adoptee, she has an extra stake in the nature-nurture border skirmishes and examined both sets of influences. Then she explored how we go about defining ourselves, from the physical space we take up to how the unreality of hallucinogenic drugs can allow us to explore our own minds.

So settle in. What’s a little discomfort with a guide like Jennifer Ouellette? Some nervousness is perfectly normal, but we’re sure everything is going to work out just fine. We’ve hardly lost anyone.

(What’s that, sir? Oh, no. The shoulder harnesses are locked for the duration of the ride. Just sit back.)

CONvergence Tours hopes you’ll enjoy your ride.

Do you have your ticket, ma’am? Thank you. Have a seat right over here.

Welcome, everyone! Thank you for joining us today for the Tour of Places You’re Not Sure You Want to Go. I’ll turn you over to your guide, Jennifer Ouellette, in just a moment, but first, I want to reassure you all you’re in very capable hands. We bring you nothing but the best.

Do you have math anxiety? Have you internalized the idea that you just can’t do math? Relax. Ouellette was a former English major who hadn’t taken math since high school when she decided to write *The Calculus Diaries: How Math Can Help You Lose Weight, Win in Vegas, and Survive a Zombie Apocalypse*. The book chronicles not just her work to learn calculus but also her quest to understand how it applies in everyday life.

How about physics? Have people convinced you this “hard science” is just too hard to understand? No worries. Ouellette learned physics specifically so she could teach it to her readers. She used pop culture to make the subject accessible in her books *Black Bodies and Quantum Cats: Tales from the Annals of Physics* and *The Physics of the Buffyverse*. She’ll teach you about physics through instant whipped cream, Charlie and the Chocolate Factory, Mean Girls, and the mishaps of the Scoobies.

# GUESTS OF HONOR

## GORDON SMUDER

By Tim Wick

I've known Gordon for a long time and I can say with certainty that he has one of the best jobs ever.

While the rest of us slave over a computer keyboard, he is cutting up foam and felt and fur and ping pong balls. As the founder, owner and chief creative genius behind The Puppet Forge, Gordon makes puppets. For a living. Are you jealous? Because I'm jealous.

If you have attended opening or closing ceremony at CONvergence in the last few years, you've seen at least one of his creations. He built the puppet version of our mascot, Connie. I don't want to spoil anything but if you were at opening or closing ceremony this year, you saw another new puppet he created just for us.

Because he works with puppets, Gordon has ideas that are crazy and fun and you just can't help but wish all of them would be real. Well...real, but with puppets!

In the early days of CONvergence, we asked Gordon to help us by producing a "Star Trek" parody with puppets. It was part of a longer video production featuring "pitches" by various famous directors. The whole thing was funny. Gordon's "puppet Trek" was brilliant.

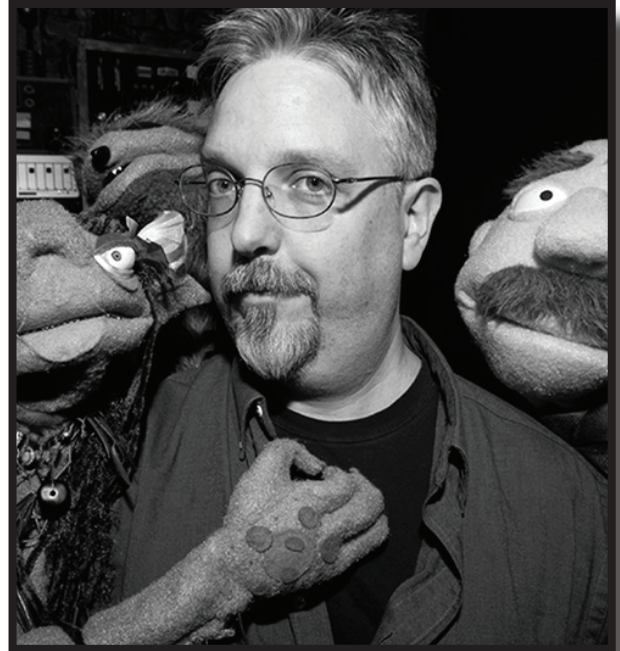
It may be hard to believe but puppet versions of Captain Kirk and Mister Spock are a lot better than the real thing.

Gordon also created and produced *Transylvania Television* (T VTV), an adult themed horror comedy show. Yes, you read that right.

T VTV was a silly series that revolved around the characters in a small, Transylvania-based Television station. Run by the evil count LeShoc, it wasn't a very good place for his minions to work but it was a great place for viewers to visit.

T VTV allowed Gordon to build a relationship with a lot of other amazing puppeteers in the Twin Cities and many of them have gone on to produce their own work and one has even opened a puppet shop. He's always willing to share his knowledge with others and his quest to create a larger pool of puppeteers is never ending.

Before founding The Puppet Forge, Gordon worked at MNFX making special effects for locally produced films. While there, he worked on such classics as *Feeling Minnesota* starring Dan Ackroyd, *Joe Somebody* starring Tim Allen, *The Naked Man* starring that guy from *Married With Children*, *Mighty Ducks 3* starring the Walt Disney Company and *MallRats* starring some guy in a bad coat.



He also provided miniature hats for the Ziplock Fingerman. And he built a miniature cannon for Gonzo the Great.

Yes. THAT Gonzo the Great.

At The Puppet Forge, he's worked with John Kovalic, the Minnesota State Lottery, and Tara Strong.

But mostly, he works with puppets. Big puppets. Small puppets. Puppets that climb on rocks.

Right now he's working on a new series called *Vermin*, a show about a bunch of lab rats featuring former CONvergence Guest of Honor Trace Beaulieu. And a whole lot of bagels. Trust me. It will make sense someday.

As if working with puppets (and Trace Beaulieu) wasn't cool enough, Gordon is also an old school geek with passions ranging from the original *Battlestar Galactica* to Sid & Marty Krofft. He builds steampunk gadgetry that you've probably drooled over in our art show. He has a lot of talents.

Fortunately for all of us, he'll be sharing those talents with the convention this weekend! I hope he bring lots of puppets!

# GUESTS OF HONOR



## TONI WEISSKOPF

By Jody Wurl

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Ms. Weiskopf started her publishing career at Baen as an editorial assistant in 1987 and rose through the ranks to the position of executive editor by 2006, when the world tragically lost Jim Baen, editor extraordinaire and founder of Baen Books. She smoothly took over running the company and continues to guide and support the jaw-dropping pool of talent that makes up the publishing house.

Ms. Weiskopf has been nominated for a Hugo Award for Best Editor, Long Form, for the past three years (2013-2015). She not only manages a complex business but also authors on deadline. I can only stand in awe of her talents and speculate on how she handles herding cats. If anyone can do it, it would be her.

She loves the business of books and you may find her online at Baen's Bar, a community on the Baen website, or in-person at the Baen Travelling Road Show, an interactive discussion of Baen books, covers, and artwork, appearing at conventions around the world since 1991.

Ms. Weiskopf continued and expanded Baen's innovative ePublishing program, founded in 1999, that shares titles without DRM and includes some titles outside of their own catalog. She has also begun legacy programs that highlight short stories, fantasy adventures, and military SF & adventures. Look to the Jim Baen Memorial Short Story Award (est. 2007), the Baen Fantasy Adventure Award (est. 2014), and the inaugural Baen Best Military SF & Adventure SF Reader's Choice Awards (to be presented at DragonCon in 2015) for some great reading suggestions.

As a fellow fan of folklore, though, I can see myself buying her a drink so we can discuss the definitive volume of subversive children's folklore, *Greasy Grimy Gopher Guts*, she compiled and annotated with Josepha Sherman. As a fan of anthropology, folklore, science, and science fiction, she must be one heck of a fun conversationalist.

The only thing I knew about Toni Weiskopf when I learned she was to be a Guest of Honor here was that she was the head of Baen Books, well known for its military science fiction and publisher for many great works of fantasy and science fiction. Baen publishes some of my favorite authors, including Lois McMaster Bujold, Mercedes Lackey and David Weber, so that was enough for me to grin widely and make me want to shake her hand. I want to do her work justice, so I went straight to the woman herself for some biographical information. Here's what Ms. Weiskopf shared with me about her background:

*Weiskopf is a graduate of Oberlin College with a degree in anthropology. She is the widow of Southern fan and sword master Hank Reinhardt and the mother of a delightful daughter. She lives in a hundred-year-old house in a balanced household of three dogs and three cats. Taking care of those consumes most of her spare time, but she is also interested in space science and is an active participant in the Tennessee Valley Interstellar Workshop.*

# GUESTS OF HONOR

## BRYAN THAO WORRA

By Hal Bichel

The most enduringly relevant speculative fiction has always, by its nature, been culturally transcendent. It's almost a prerequisite for building rich, lasting worlds and nurturing complex ideas beyond our narrow, day-to-day perceptions. It is no wonder, then, that the most felicitous speculative authors we find emerging in our modern, interconnected world themselves draw from a culturally transcendent world view, incorporating ideas, mythology, history, zeitgeists, politics, ideals, and realities from more than one culture into their works.

Bryan Thao Worra is the epitome of this phenomenon. A Laotian American writer and poet who has published several books of speculative poetry, including *On The Other Side Of The Eye*, *Touching Detonations*, *Winter Ink*, *Barrow*, and *DEMONSTRA*, Bryan's work has appeared in over 100 international publications. You can find him among the pages of *Tales of the Unanticipated*, *Innsmouth Free Press*, *Journal of the Asian American Renaissance*, *Dark Wisdom*, *G-Fan*, *Astropoetica*, *Expanded Horizons*, *Uncanny Magazine*, *Strange Horizons*, *Lakeside Circus*, and more.

In addition to his fellowship in literature from the National Endowment for the Arts, Bryan has accrued an impressive resume of awards and recognitions for his speculative works. His awards include the Elgin Award for Book of the Year from the Science Fiction Poetry Association, the Reader's Choice Award for Poetry from *Strange Horizons*, and the Asian Pacific Leadership Award from the State Council on Asian Pacific Minnesotans. Bryan is the first Lao American professional member of the Horror Writer Association, is an officer of the Science Fiction Poetry Association, and was elected to the Loft Literary Center board of directors for a three-year term in 2009.

Throughout his life, Bryan has maintained a significant focus on raising awareness of Lao culture and Lao contributions to the genre of speculative literature, as well as community service in the Asian American and Lao American communities. Early in his career, he was a pivotal member of the SatJaDham Lao Literary Project, which has been promoting the work of Laotian and Hmong artists and writers for 20 years. Bryan also organized many readings and exhibitions



of Laotian and Asian American artists in Minnesota, including *Emerging Voices* (2002), *The Five Senses Show* (2002), *Lao'd and Clear* (2004), and *Giant Lizard Theater* (2005), which is convening for a 10-year anniversary poetry open mic during CONvergence 2015. More recently, Bryan has been a consultant to the Minnesota State Arts Board, the Minnesota Historical Society, the Minnesota Humanities Commission, and Legacies of War, for which he organized the 2010 *Legacies of War: Refugee Nation* exhibit and multidisciplinary arts festival at Intermedia Arts in Minneapolis. He was also a key figure in convening the National Lao American Writers Summit in Minneapolis in 2010. In 2013, Bryan became the treasurer of the Science Fiction Poetry Association and in 2014 he joined Sahtu Press, a non-profit Lao American literary publisher.

Bryan Thao Worra has been heavily involved in fan and artist activities, initiatives, outreach, and conventions throughout his career, which makes his presence at CONvergence all the more delightful. In addition to coordinating the Giant Lizard Theater anniversary open mic, Bryan will be highlighting Lao mythology and dialogues around Lao speculative literature throughout CONvergence 2015. Be sure to ask him how Lao history dovetails with this year's Dystopia theme, not to mention about his ongoing *Laomaginationproject* and his controversial *Laopocalypse* series!



# GUEST OF HONOR APPEARANCES

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 2015 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.

## WESLEY CHU

Thursday 2:00pm	DoubleTree Atrium 4	Can You Ever Leave a Universe Behind?
Friday 11:00am	DoubleTree Atrium 4	Communication in Society
Friday 12:30pm	DoubleTree Plaza 1	Long and Short of Storytelling
Friday 2:00pm	DoubleTree Bloomington	Dealing with Difficult People in Publishing
Friday 3:30pm	DoubleTree Atrium 4	Diversity in Casting
Saturday 11:00am	DoubleTree Atrium 4	Adding Humor to Your Writing
Saturday 12:30pm	DoubleTree Bloomington	Psychological Survival for Writers
Saturday 2:00pm	DoubleTree Atrium 7	Creating a Dystopian Society in Your Writing
Saturday 3:30pm	DoubleTree Atrium 7	Art of the Plot Twist
Saturday 5:00pm	DoubleTree Autograph Table B	Signing – Wesley Chu
Sunday 11:00am	DoubleTree 2201	Reading – Wesley Chu
Sunday 2:00pm	DoubleTree Edina	Things I Wish I'd Known Before I Started Writing
Sunday 3:30pm	DoubleTree Plaza 1	One on One with Wesley Chu

## NICOLE DUBUC

Thursday 7:00pm	DoubleTree Mainstage	Opening Ceremony
Friday 2:00pm	DoubleTree Plaza 1	A Life in the Industry
Friday 5:00pm	DoubleTree Atrium 6	The Legend of Korra
Friday 7:00pm	Connie's Quantum Sandbox	Origami Griffons
Saturday 11:00am	DoubleTree Edina	Writing While Female
Saturday 12:30pm	DoubleTree Atrium 7	How Animation Works
Saturday 2:00pm	DoubleTree 2201	Reading – Lee Harris/Nicole Dubuc
Saturday 3:30pm	DoubleTree Autograph Table B	Signing – Nicole Dubuc
Sunday 2:00pm	DoubleTree Atrium 4	One on One with Nicole Dubuc
Sunday 5:00pm	DoubleTree Mainstage	Closing Ceremony

## CHAD FREY

Thursday 7:00pm	DoubleTree Mainstage	Opening Ceremony
Friday 9:30am	Connie's Quantum Sandbox	Kids, Science, Craft, and Play
Friday 2:00pm	Crowne Plaza A-E-I-O	Master Artist
Friday 5:00pm	DoubleTree Edina	Comics to Big Screen
Saturday 2:00pm	DoubleTree Bloomington	Chad Frey's Works
Saturday 5:00pm	DoubleTree Plaza 1	One on One with Chad Frey
Saturday 8:30pm	DoubleTree Atrium 7	CGI and the Artist
Sunday 11:00am	DoubleTree Bloomington	Behind the Scenes
Sunday 12:30pm	DoubleTree Atrium 6	Art: Impossible
Sunday 5:00pm	DoubleTree Mainstage	Closing Ceremony

## CHARLOTTE FULLERTON

Thursday 3:30pm	DoubleTree Atrium 4	Writing Established Universes
Thursday 7:00pm	DoubleTree Mainstage	Opening Ceremony
Friday 12:30pm	DoubleTree Atrium 7	Ben 10: A Media Omniverse
Friday 2:00pm	DoubleTree Atrium 4	Dialogue Box
Friday 3:30pm	DoubleTree Bloomington	My Little Pony: Writing is Magic
Friday 10:00pm	DoubleTree Plaza 1	Writing Media Tie-Ins
Saturday 12:30pm	DoubleTree Plaza 1	'90s Cartoons Retrospective
Saturday 7:00pm	DoubleTree Atrium 7	One on One with Charlotte Fullerton
Sunday 11:00am	DoubleTree Autograph Table A	Signing – Charlotte Fullerton
Sunday 5:00pm	DoubleTree Mainstage	Closing Ceremony

## LEE HARRIS

Thursday 2:00pm DoubleTree Atrium 4  
Thursday 3:30pm DoubleTree Atrium 7  
Thursday 7:00pm DoubleTree Mainstage  
Friday 2:00pm DoubleTree Bloomington  
Friday 5:00pm DoubleTree Edina  
Saturday 2:00pm DoubleTree 2201  
Saturday 3:30pm DoubleTree Plaza 1  
Saturday 5:00pm DoubleTree Atrium 4  
Saturday 7:00pm DoubleTree Plaza 1  
Saturday 10:00pm DoubleTree Edina  
Sunday 5:00pm DoubleTree Mainstage

Can You Ever Leave a Universe Behind?  
E-books and the Marketplace  
Opening Ceremony  
Dealing with Difficult People in Publishing  
Comics to Big Screen  
Reading – Lee Harris/Nicole Dubuc  
One on One with Lee Harris  
Ready, Steady, Flash!  
Storytime with CONvergence Authors  
I'm Sorry, I Haven't a Clue  
Closing Ceremony

## JENNIFER OUELLETTE

Thursday 7:00pm DoubleTree Mainstage  
Thursday 8:30pm DoubleTree Atrium 4  
Thursday 10:00pm DoubleTree Atrium 6  
Friday 11:00am DoubleTree Edina  
Friday 12:30pm DoubleTree Bloomington  
Friday 2:00pm DoubleTree Autograph Table A  
Saturday 12:30pm DoubleTree Atrium 6  
Saturday 2:00pm DoubleTree Atrium 2  
Saturday 3:30pm DoubleTree Bloomington  
Sunday 12:30pm DoubleTree Atrium 7  
Sunday 5:00pm DoubleTree Mainstage

Opening Ceremony  
How Good Science Can Make a Movie Better  
Monster Madness  
Using Science in Your Everyday Life  
How I Would Destroy the World with Science  
Signing – Jennifer Ouellette  
Science of the Marvel Universe  
Manhattan  
Geeks Without God Live Podcast  
One on One with Jennifer Ouellette  
Closing Ceremony

## GORDON SMUDER

Thursday 3:30pm Doubletree Plaza 1  
Thursday 6:00pm DoubleTree Mainstage  
Thursday 7:00pm DoubleTree Mainstage  
Friday 12:30pm DoubleTree Atrium 4  
Friday 2:00pm Connie's Quantum Sandbox  
Friday 8:30pm DoubleTree Atrium 4  
Saturday 11:00am DoubleTree Plaza 1  
Saturday 12:30pm DoubleTree Autograph Table A  
Saturday 2:00pm DoubleTree Plaza 1  
Saturday 10:00pm DoubleTree Atrium 7  
Sunday 11:00am DoubleTree Atrium 7  
Sunday 5:00pm DoubleTree Mainstage

The Krofft Disaster  
Big Fun Radio Funtime  
Opening Ceremony  
Developing Character for Puppetry  
Puppet Surprise  
Other Than Muppets  
Vermin  
Signing – Gordon Smuder  
Cartoons and Puppets: Separated at Birth?  
Secrets of Professional Puppet Building  
One on One with Gordon Smuder  
Closing Ceremony

## TONI WEISSKOPF

Thursday 5:00pm DoubleTree Bloomington  
Thursday 7:00pm DoubleTree Mainstage  
Friday 11:00am DoubleTree Plaza 1  
Friday 3:30pm DoubleTree Atrium 7  
Saturday 2:00pm DoubleTree Edina  
Saturday 3:30pm DoubleTree Atrium 2  
Saturday 5:00pm DoubleTree Edina  
Sunday 11:00am DoubleTree Plaza 1  
Sunday 12:30pm DoubleTree Edina  
Sunday 5:00pm DoubleTree Mainstage

Dystopian Societies in Heinlein's Worlds  
Opening Ceremony  
How Are Anthologies Made?  
Evolution of the Publishing Industry  
Colonizing Space  
Writing of Georgette Heyer  
The Baen Travelling Road Show (with Prizes!)  
One on One with Toni Weisskopf  
David Weber's Works  
Closing Ceremony

## BRYAN THAO WORRA

Thursday 3:30pm DoubleTree Bloomington  
Thursday 7:00pm DoubleTree Mainstage  
Friday 2:00pm DoubleTree Edina  
Friday 3:30pm DoubleTree Atrium 2  
Friday 8:30pm DoubleTree Plaza 1  
Saturday 12:30pm DoubleTree Atrium 4  
Sunday 2:00pm DoubleTree Atrium 7  
Sunday 5:00pm DoubleTree Mainstage

Language of Dystopia  
Opening Ceremony  
One on One with Bryan Thao Worra  
Laopocalypse Now: A Southeast Asia Perspective  
Giant Lizard Theater: 10 Years Later  
Legends of Laos  
Nagas and Nightmares: Southeast Asia in Role-Playing Games  
Closing Ceremony

# FORMER GUESTS OF HONOR

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 Honor. So great, so excessive, is the celebration of our Guests of Honor, that many of those formerly honoured guests return and we call them... Former Guests of Honor. Just as we have honored them, so they honor us with their return, to learn more about these most re-honored 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/>

**Eleanor Arnason**, author (former Guest of Honor)

**Crist Ballas**, special effects artist (former Guest of Honor)

**Trace Beaulieu**, puppeteer, writer and actor (former Guest of Honor)

**Paul Cornell**, author & comics creator (former Guest of Honor)

**Jim Kakalios**, scientist (former Guest of Honor)

**Kelly McCullough**, author (former Guest of Honor)

**Lyda Morehouse**, author (former Guest of Honor)

**Gordon Purcell**, comic book artist (former Guest of Honor)

**Lynne M. Thomas**, editor & archivist (former Guest of Honor)

**Ruth Thompson**, artist (former Guest of Honor)

**Anthony Tollin**, author & radio historian (former Guest of Honor)

**Emma Bull**, author (former Guest of Honor)

# VISITING AUTHORS

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 2015. 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!

**David Annandale**, author

**Eleanor Arnason**, author (former Guest of Honor)

**Joel Arnold**, author

**Dana M. Baird**, author and artist

**Elizabeth Bear**, author

**Emma Bull**, author (former Guest of Honor)

**Brianne Bilyeu**, science blogger

**Rob Callahan**, author and playwright

**Wesley Chu**, author

**Haddayr Copley-Woods**, author

**Paul Cornell**, author and comics creator (former Guest of Honor)

**Larry Correia**, author

**J. Boone Dryden**, author and editor

**Pete Hautman**, author

**Eric Heideman**, editor and author

**J.D. Horn**, author

**Doug Hulick**, author

**Kameron Hurley**, author

**Emmy Jackson**, author

**Melissa S. Kaercher**, artist and comics colorist

**Naomi Kritzer**, author

**Tim Lieder**, author and publisher

**Catherine Lundoff**, author

**Kelly McCullough**, author (former Guest of Honor)

**Lyda Morehouse**, author (former Guest of Honor)

**Sean M. Murphy**, author

**PZ Myers**, blogger and author

**Melissa F. Olson**, author

**Scott Pearson**, author

**David J. Schwartz**, author

**Will Shetterly**, author

**Adam Stemple**, author and musician

**Sharon Stiteler**, author and science blogger

**Kathryn Sullivan**, author

**Michael D. Thomas**, editor and author

**Anthony Tollin**, author and radio historian (former Guest of Honor)

**Tyler Tork**, author (aka Andre Guirard)

**Joan Marie Verba**, author

**Anna Waltz**, author

**Martha Wells**, author

**Adam J. Whitlatch**, author and editor

**Regan Wolfrom**, author and sci fi blogger

# ATTENDING PROFESSIONALS

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 <http://www.convergence-con.org/guests/also-appearing/>

John Joseph Adams, editor and anthologist  
David Annandale, author  
Eleanor Arnason, author (former Guest of Honor)  
Joel Arnold, author  
Dana M. Baird, author and artist  
Crist Ballas, special effects artist (former Guest of Honor)  
Elizabeth Bear, author  
Bruce Bethke, author  
Brianna Bilyeu, science blogger  
Cynthia Booth, playwright and costumer  
Roy C. Booth, playwright and author  
Julie Bowman, artist  
Steven Brust, author  
Emma Bull, author (former Guest of Honor)  
Rob Callahan, author and playwright  
C. Robert Cargill, screenwriter & author (former Guest of Honor)  
Haddayr Copley-Woods, author  
Craig Cormick, author & science communicator  
Paul Cornell, author & comics creator (former Guest of Honor)  
Heina Dadabhoy, science blogger  
William Dewey, Production Manager for TheMediaCows YouTube gaming channel  
J. Boone Dryden, author & editor  
Sigrid Ellis, blogger & editor  
Erika Ensign, editor & podcaster  
Jay Gallentine, space historian & science educator  
Grounded Parents: Cassandra Phoenix, Erich Bacher, Steph Montgomery, Topher Hunter  
Eric Heideman, editor and author  
J.D. Horn, author  
Doug Hulick, author  
Emmy Jackson, author  
Christopher Jones, comics artist  
Melissa S. Kaercher, artist and comics colorist  
Jim Kakalios, scientist (former Guest of Honor)  
Naomi Kritzer, author  
Michael Levy, editor & scholar  
Tim Lieder, author and publisher  
Sandra Lindow, poet  
Matt Lowry, the Skeptical Teacher  
Catherine Lundoff, author  
Anne Lyle, author  
Scott Lynch, author (former Guest of Honor)  
Mad Art Lab: Beth, Celia Yost, Ryan, Seelix aka Emily  
Tom Mahle, gaming YouTube blogger for TheMediaCows  
Amanda Marcotte, writer for Slate, Daily Beast, AlterNet, and USA Today  
Daniella Martin, author  
Neve Maslakovic, author

Elise Matthesen, artist and poet  
Kelly McCullough, author (former Guest of Honor)  
Michael Merriam, author  
Ashley F. Miller, science blogger  
Miri Mogilevsky, science blogger  
Lyda Morehouse, author (former Guest of Honor)  
Mary Myers, science blogger  
PZ Myers, blogger & author  
Skatje Myers, scientist  
Melissa F. Olson, author  
Carrie Patel, author and game designer  
Gwen Pearson (Bug Girl), columnist for Wired.com  
Scott Pearson, author  
Queereka: Benny Vimes  
Jack Reher, filmmaker  
Travis Richey, actor & producer  
Julia Rios, editor  
Will Robertson, scientist & editor  
Brian Salisbury, film critic & journalist  
Desiree Schell, podcaster  
David J. Schwartz, author  
Joseph Scrimshaw, Comedian and Writer  
Skepchicks: Surly Amy, Drrubidium, Jamie, Julia Burke, Kavan, Olivia, Rebecca Watson  
Melinda Snodgrass, screenwriter & author (former Guest of Honor)  
Sarah Soderlund, parapsychology researcher  
Abra Staffin-Wiebe, author  
Jerry Stearns, audio producer and performer  
Adam Stemple, author and musician  
Bill Stiteler, playwright and performer  
Sharon Stiteler, author & science blogger  
Kathryn Sullivan, author  
Jason Thibeault, science blogger  
Lynne M. Thomas, editor & archivist (former Guest of Honor)  
Michael D. Thomas, editor & author  
Tyler Tork, author (a/k/a Andre Guirard)  
Tim Uren, playwright & game designer  
Monica Valentinelli, author & game designer  
Shawn Van Briesen, comics creator & animator  
Joan Marie Verba, author  
Daniel Wallace, author  
Anna Waltz, author  
Paul Weimer, blogger & book reviewer  
Martha Wells, author  
Adam J. Whitlatch, author & editor  
Tim Wick, performer & producer  
Siouxsie Wiles, scientist  
Caleph Wilson, scientist  
Regan Wolfrom, author & sci fi blogger  
Jamie Wyman, author  
Christie Yant, author & editor  
Stephanie Zvan, science blogger



# TUNE IN AT CONVERGENCE!

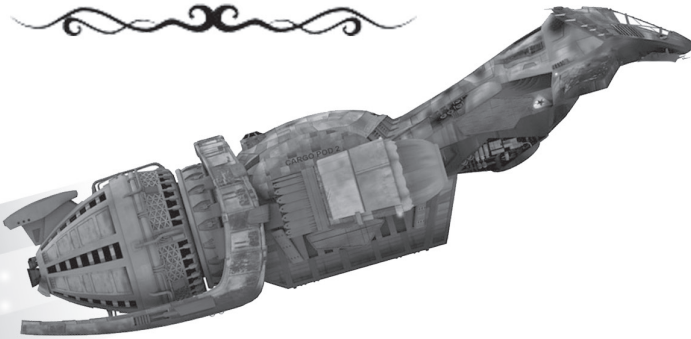
MINNESOTA BROWNCOATS PRESENT:

## DR. HORRIBLE'S SING-ALONG BLOG

THURSDAY JULY 2, 2015  
11:30PM ~ ATRIUM 6



NOT MANDATORY



AND DON'T FORGET TO JOIN US FOR:

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**AUGUST 6, 7 & 8, 2015**  
AT THE RIVERVIEW THEATER  
MINNEAPOLIS, MN



[CANTSTOPTHESERENITY.COM](http://CANTSTOPTHESERENITY.COM) | [CSTS-MN.ORG](http://CSTS-MN.ORG) | [EQUALITYNOW.ORG](http://EQUALITYNOW.ORG)

CAN'T STOP THE SERENITY

# ART SHOW

## DoubleTree Plaza 6

Wednesday	Noon – 5:00pm (Artist Setup)
Thursday	10:00am – 2:00pm (Artist Setup)
Thursday	2:00pm – 7:00pm
Friday	10:00am – 7:00pm (Quick Sales Available)
Saturday	10:00am – 6:00pm
Saturday	9:00pm – 11:00pm (Live Auction in Atrium 4)
Sunday	10:00am – 2:00pm

The CONvergence Art Show features artwork of all kinds from across the country for you to browse and bid on in a silent auction format, as well as a print shop with art available for retail purchase. Come visit the gallery and see what the artists have brought to us this year. There are always unique offerings for a wide variety of artistic tastes!

Saturday evening of the convention features a live Art Auction. Artwork that has received sufficient bids in the Art Show's silent auction is offered for sale in a live auction format. Part of the fun is watching the antics of our auctioneers as they sell some spectacular artwork!

**Please note:** The Art Show does not censor artwork. Parental guidance is advised.

# ARTISTS ALLEY

Due to logistics, Artist Alley will be on hiatus for CONvergence 2015. We will be assessing the space and needs of the convention, and will discuss Artist Alley's possible return in the future.

# DEALERS ROOM

## DoubleTree Grand Ballroom West & Front Center

The fabulous Dealers Room is located in CONvergence Central near the Mainstage.

Thursday	2:00pm – 7:00pm
Friday	10:00am – 6:00pm
Saturday	10:00am – 6:00pm
Sunday	10:00am – 4:00pm

The Dealer's Room holds many new and returning vendors selling costumes, gadgets, collectibles, sparklies, books, and many other goodies! You may even spot a Guest of Honor wandering about the aisles. If you don't see what you want, ask for it - I'm sure we can help you find a wonderful keepsake!

# CONVERGENCE MERCHANDISE

## DoubleTree CONvergence Central Coat Check (South Tower, 2nd Floor)

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

# CONSUIITE

DoubleTree Cabanas 214—219

Open 24 Hours: Thursday 3:00pm through Sunday 5:00pm

Located in Cabanas 214-219 on the second floor overlooking the swimming pool, ConSuite is the oasis where you can bask in the glory of Connie Mark II, Supreme Overlord, Benign and Blessed Ruler of everything in the DoublePlusGood Omniverse.

Additionally, meat babies have been allowed to indulge in some between-meal snacks and soda, free with your convention membership. ConSuite has been allowed to serve rice and various soups throughout most of the day, and keeps candies, veggies, fruits, and chips around the clock to feed our hungry members. Coke products and Culligan water are available to slake a variety of thirsts.

## WELCOME TO CONSUIITE

Connie Mark II Supreme Overlord, Benign and Blessed Ruler of everything in the DoublePlusGood Omniverse, has graciously allowed ConSuite to keep all meat babies entertained by having plenty of space to play board games or to just hang out. ConSuite is a great place to spend your time in during CONvergence!

**ConSuite Hours will open Thursday 3:00pm and remain open until Sunday 5:00pm.**

Connie Mark II, Supreme Overlord, Benign and Blessed Ruler of everything in the DoublePlusGood Omniverse, has decreed that meat babies shall help us keep ConSuite stocked and clean during your visit. If you see something broken, spilled, empty, or otherwise needing attention, please notify a volunteer in the room. If no one is available, go to Cabana 212 (ConSuite staff headquarters) and let someone know, or leave a message with the Badger outside the door if no one answers.

**Unattended children are not allowed in ConSuite and staff will track down parents as quickly as possible.**

### Want to volunteer for this convention hub?

Have questions or comments about ConSuite? Contact ConSuite!

### Food in ConSuite

The following foods are just part of the cornucopia available most of the time in ConSuite:

- Rice (with assorted sauces/toppings)
- Hot Soup (vegetarian options, sometimes available)
- PB&J Sandwiches
- Cookies
- Fruits and vegetables
- Chips and dip
- Sweet candies
- Milk (2% and chocolate)
- Soda (Coke products)
- Breakfast cereal, OJ, and pastries (mornings only)

### Dead Dog Party

After CONvergence is done on Sunday, the truly dedicated (and the insane) continue to work to make the hotel normal again for Monday. These faithful few are rewarded with a Dead Dog party Sunday night, after ConSuite and the other departments packed and cleaned up. We intentionally start it well after the Closing Ceremony has ended, so help a CONvergence department get things organized for tear down and then join the rest of us at ConSuite to relax and enjoy more free food as a reward for all of your hard work!

# COF2E2 FREE COFFEE SHOP

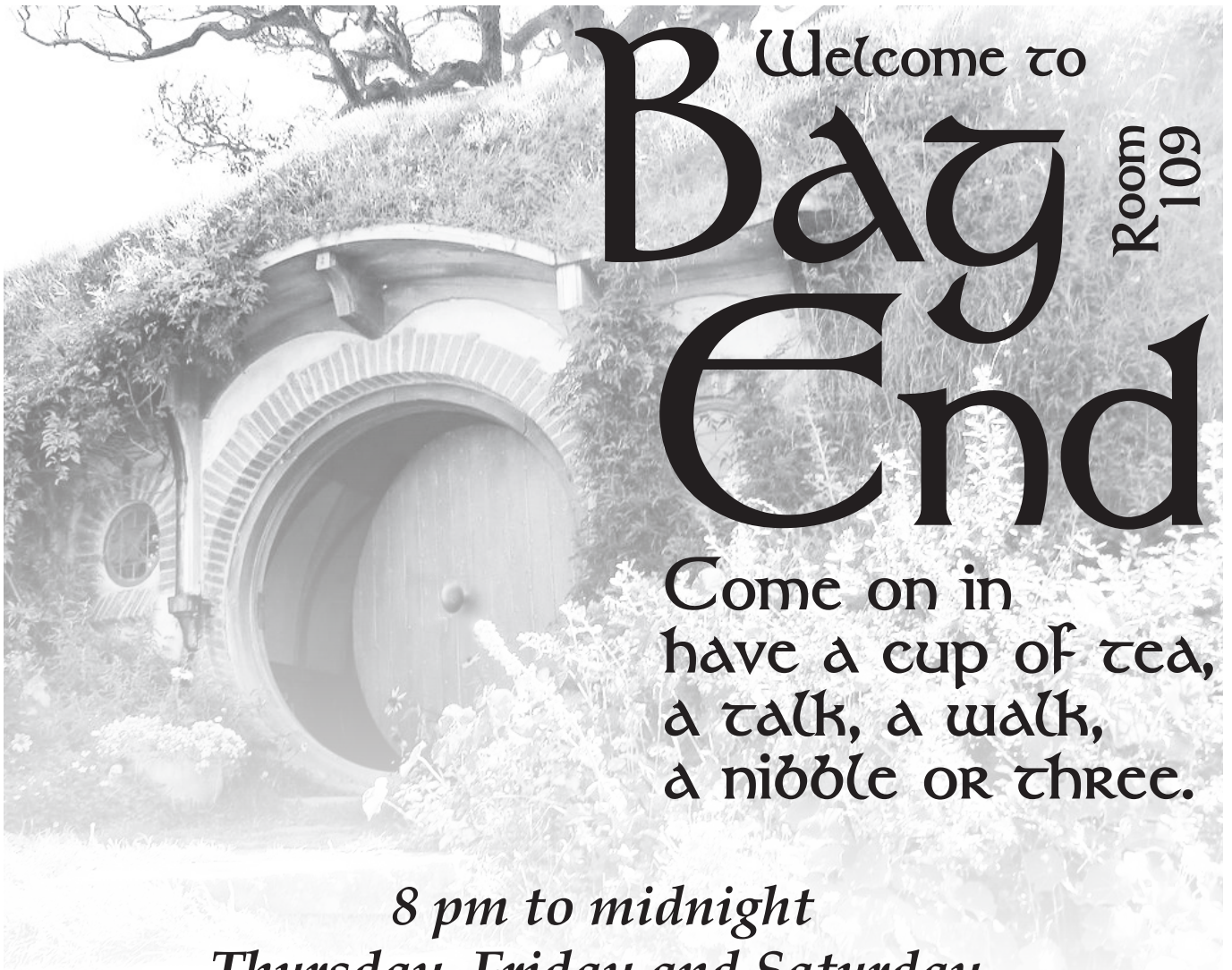
DoubleTree Cabanas 114—116

Open from Thursday at 3:00pm until Sunday at 5:00pm

Your favorite, around-the-clock, geeky java joint is back again for CONvergence 2015! Since we know your four-day convention will fly by, CoF2E2 is available to help you stay awake all CON long.

This year, you can again expect all the free coffee and tea-related beverages your heart desires (with your paid CONvergence membership, 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 enjoy our specialty blend of CoF2E2 teas, check out this year's mug, or just take advantage of the coffee shop atmosphere to hang out with friends, play some games, and get off your feet for awhile. CoF2E2 is here to provide the liquid fuel for you to get the most out of your convention weekend!



Welcome to  
**Bag End** Room 109

Come on in  
have a cup of tea,  
a talk, a walk,  
a nibble or three.

*8 pm to midnight  
Thursday, Friday and Saturday.*

*☛ No alcohol ☙ Kid friendly ☛*

**Kids' Birthday Party for Bilbo**

Children's' activity on Friday

*1<sup>st</sup> session from 2:00–2:45 ☙ 2<sup>nd</sup> session from 3:00–3:45*

*Limit 10 children per session, 3–10 years old*

*Sign up in advance at room 109*



**Mars Con  
Minnesota**  
[marscon.org/2016/register.php](http://marscon.org/2016/register.php)

**Bag End** is sponsored by:

and

**"New Zealand in 2020"  
World Con bid**  
[nzin2020.org](http://nzin2020.org)



*Preregistration info and forms available.*

*Photo by: W. L. Tarbert, Wikimedia Commons*



# MAINSTAGE

## THURSDAY

- 6:00pm - 6:45pm **Big Fun Radio Funtime**  
Old-tyme radio comedy for a new-tyme audience. Big Fun Radio Funtime features original comedy plays, commercials, music, and a live sound effects technician. Don't call him a Foley artist- that just makes him mad.  
*Christopher Jones, Dawn Krosnowski, Gordon Smuder, Salsa Sterling, Tim Wick, Windy Bowlsby*
- 7:00pm - 8:00pm **Opening Ceremony**  
Welcome, minions! The CONvergence Opening Ceremony is our official kick-off for the convention. Here we'll further educate our enlightened masses with an indoctrination (ahem)... introduction to our Guests of as well as some carefully scripted and approved messages from our partners before getting this sanctioned celebration started!  
*Alee Ellingsberg, Bryan Thao Worra, Chad Frey, Charlotte Fullerton, Christopher Jones, Dawn Krosnowski, Gordon Smuder, Jennifer Ouellette, Lee Harris, Nicole Dubuc, Toni Weisskopf*
- 8:30pm - 10:00pm **Evil Overlord Smackdown**  
Panelists will debate and vote who would reign victorious in a series of one-on-one battles until only one evil overlord remains- so we all know who to pledge allegiance to.  
*Alee Ellingsberg, Christopher Jones, Joseph Scrimshaw, Kelvin Hatle, Melissa Kaercher, Molly Glover, Tim Uren, Tim Wick*
- 10:30pm - Midnight **The Rocky Horror Picture Show with Transvestite Soup!**  
Join Minnesota's own live Rocky Horror shadow cast, Transvestite Soup, for thrills, chills, sexy cross-dressing aliens, and do the Time Warp again! Bring your best Rocky Horror callbacks! (Sorry, no throwing props during this performance.)

## FRIDAY

- Midnight - 5:00am **Mark 2's March**  
Join the drone army as we exercise conformist dancing rituals until the wee hours. A variety of our specially-trained djs provide a continuous barrage of electro-swing, retro, mashups, and more for your rigorously synchronized movement.
- 4:00pm - 4:55pm **Cirque du Divergent - a Dystopian Celebration of Performance Artists!**  
Witness the Amnity bellydancers, the Dauntless acrobats, the Candor singers and so much more! Hosted by the lovely Pepper Sunshine and produced by Luna Rouge.
- 5:00pm - 6:00pm **Art of the Dress Costume and Couture Show**  
Looking for an opportunity for mass group acceptance in the new order? Come show off your amazing recreation or cosplay without all the chaos associated with the rebel Masquerade entrants. We will also elevate the winners of the 11th Hour and Guerrilla Costume Wars on to their appropriate pedestals.
- 7:00pm - 8:00pm **Joseph Scrimshaw's Attack of the Comedy**  
Comedian Joseph Scrimshaw's stand up show about Star Wars, social justice, and all things geek! WARNING: Contains strong opinions about lightsabers and equality.  
*Joseph Scrimshaw*

- 8:30pm - 9:30pm **Skepchick Debate: Worst Pseudoscience of All Time, Round 2**  
*Amy Roth, Jamie Bernstein, Julia Burke, Kavin Senapathy, Olivia James, Raychelle Burks, Rebecca Watson (mod)*
- 10:00pm - 11:00pm **Vilification Tennis**  
While the drones are busy in individual entertainment cubicles playing on provided Pong machines, Mainstage takes the game to the next level. Contestants will lob insults at each other in an attempt to curry favor with the audience. Beware- this show is not for those with delicate sensibilities.  
*Tim Wick*
- 11:30pm - 5:30am **Big Sister is Watching You (groove)**  
Mark 2 is concerned about your nightly exercise regime and thus has eagerly enlisted a trained squadron of beat engineers to carefully dole out a state-sponsored ration of industrial, hardstyle, hard electro, and electro house aural morsels. Non-dancers may be subject to random inspection and interrogation.

## SATURDAY

- 7:00pm - 10:00pm **Masquerade**  
CONvergence Masquerade is one of the premiere events and attendance is mandatory under Section XVIII clauses 8-112 of the acceptable behavior manual. Showcasing the talents of costumers spanning all skill levels from beginners to masters, awards are given by judges for both workmanship and presentation. And conformity.
- 10:30pm - 6:30am **Our Harmonious and Perfect Present**  
Come celebrate our shared joy under the reign of Mark 2 as we continue our festivities with our traditional tribute to sci-fi music (this time for two hours!), featuring dance music influenced by geek and nerd themes. Later, help us quash the rebellion with enchanting electro, psy trance, retro remixes, and gritty beats that glorify our wondrous Mark 2 society.

## SUNDAY

- 2:00pm - 3:00pm **Harisen Daiko Drum Group**  
We have carefully been keeping track of who has attended Harisen Daiko performances in the past. Those few of you who have not yet seen this amazing performance will be closely monitored to ensure you catch this unique interpretation of science-fiction themes through traditional Japanese drumming.
- 4:00pm - 4:45pm **Our Fair City Audio Drama**  
*The Archibald Funnypants Variety Show* is a viciously satirical take on corporate culture, consumerism, and the surveillance state. Dark, thought-provoking, and riotously funny, this show also impresses with live sound effects and music.  
*Clayton Fails*
- 5:00pm - 6:00pm **Closing Ceremony**  
Before departing to our individual pods, join us in a unified farewell to our Guests of Honor and another convention year.  
*Bryan Thao Worra, Chad Frey, Charlotte Fullerton, Christopher Jones, Dawn Krosnowski, Gordon Smuder, Jennifer Ouellette, Lee Harris, Nicole Dubuc, Toni Weisskopf*

# PARTIES AND CABANAS

## FIRST FLOOR

### Cabana Party Name and Information

102 **Krushenko's Annex**

Friday 8:30pm - 2:00am  
 Saturday 8:30pm - 2:00am  
 Sunday 7:00pm - Midnight

Since 1983, Krushenko's and its sometime partner, Krushenko's Annex, have offered an intimate, conversational, and safe 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!"

103 **Xenaversity of MN**

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

The Xenaversity of Minnesota is a fan club that has been "battling on" since 1998 and we've done parties here at CONvergence since year one! We celebrate everything Xena, and often include many other different sci-fi genres as well! The theme of our party this year is a surprise, but you can count on the fact that the WARRIOR PRINCESS will be the foundation of that party! In a time of leather clad heroines, special effects, and syndication, a warrior princess in turmoil cried out for a fan club. It would be called the Xenaversity, a mighty band of friends forged in the cold of Minnesota. The friendships... the costumes... the subtext. Her TV show has INSPIRED the world!

104 **Cow Asylum**

Thursday 7:00pm - 11:00pm  
 Friday 9:00pm -3:00am  
 Saturday 9:00pm - 3:00am

Party 'till the cows come home.

105 **Vice City**

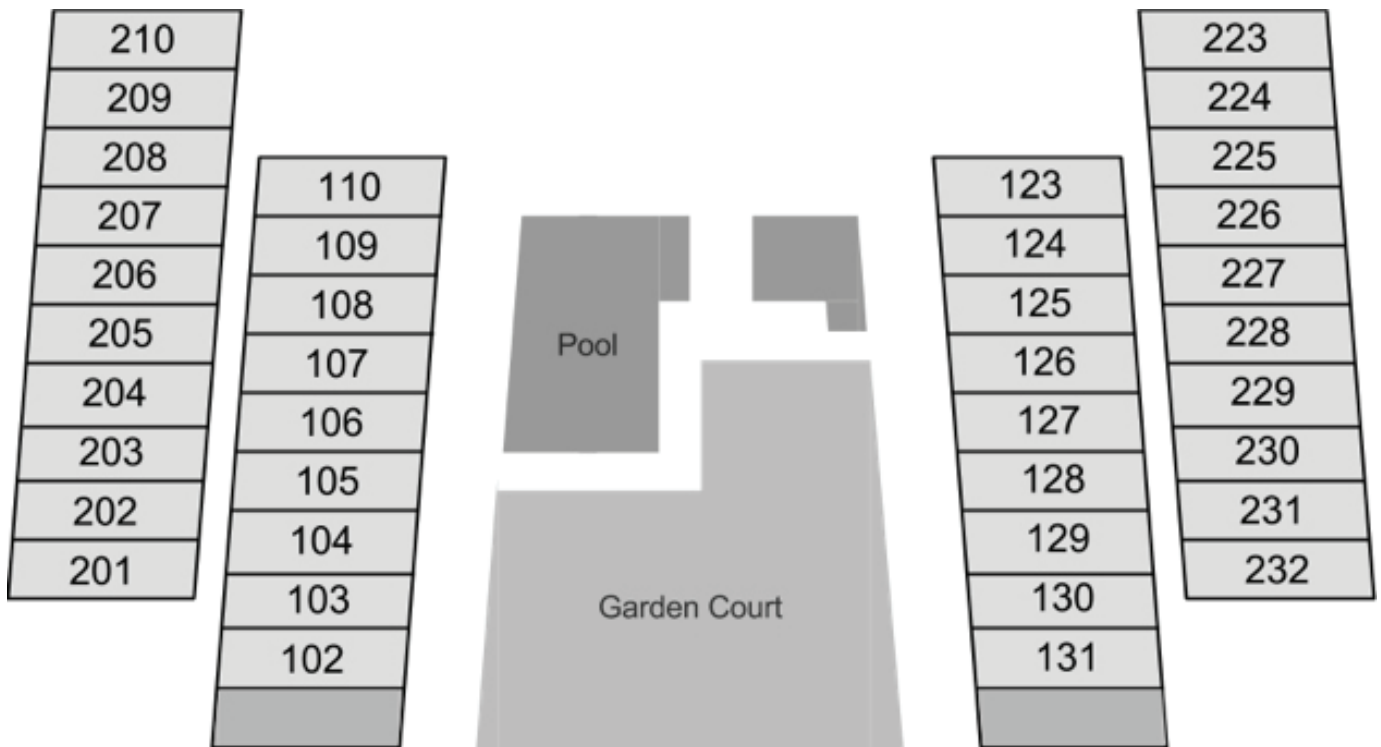
Thursday 6:30pm - 1:00am  
 Friday 6:30pm -1:00am  
 Saturday 7:00pm - 2:00am  
 Sunday 6:30pm - Midnight

Vice City is a celebration of what will really create a dystopia – old style arcade and console games! This is a relaxed, social, and non-elitist atmosphere for gamers of all skills and persuasions. Come play anything from Muscle March to Puzzle Fighter, head down memory lane, and just have fun.

106 **Rocky Horror Party Room** presented by Transvestite Soup

Thursday 8:00pm - Midnight  
 Friday 8:00pm -Midnight  
 Saturday 8:00pm - Midnight  
 Sunday 11:00am - 2:00pm

Unconventional Conventionists! You're invited to witness a breakthrough in party-chemical research! And paradise is to be ours! Join the Twin Cities Rocky Horror cast Transvestite Soup for games, libations, and do the Time Warp (again)!



- 107 **Electric Insomnia Body Shop**  
 Thursday 6:00pm - 3:00am  
 Friday 6:00pm - 3:00am  
 Saturday 6:00pm - 3:00am  
 Sunday 6:00pm - Midnight  
 Nothing makes a party DoublePlusGood like a brand new body and some next level upgrades. Get your cybernetic parts or a whole new body in a one stop shopping spree as Electric Insomnia brings you their first official CONvergence room party! Come in and enjoy our custom body works shop, where your cybernetic dreams are made a reality by our specially trained body artists. It will be like they painted the parts right onto your skin! While you are in "recovery," be sure to take advantage of our music/gaming/lounge area. Defrag from all your nonstop partying and take some time to center your Chi. Enjoy some smart drinks and our special synthales. Stay up all night with our entertainers and dance DJs as we give you a view of the future that you will not soon forget!
- 108 **Starship Enterprise**  
 Thursday 8:00pm - Midnight  
 Friday 7:00pm - Midnight  
 Saturday 7:00pm - Midnight  
 Join the crew of the USS Nokomis and explore some square-round food, delicious drinks, and great company. You never know who you'll meet!
- 109 **Bag End**  
 Thursday 8:00pm - Midnight  
 Friday 8:00pm - Midnight  
 Saturday 8:00pm - Midnight  
 Need a visit to Middle Earth? Welcome to Bag End! We have a cozy 'hobbit sized' party room where you can partake seed cake (Bilbo's favorite) and relax in the patio garden. 'Bag End' is a no-alcohol, kid friendly room where you can have a quiet conversation, linger over a mug of apple cider, and talk with the denizens of Middle Earth. You might even encounter a wizard or two. (Just make sure to duck your head, as this IS a hobbit hole.) On Friday afternoon, there will be a special children's event, where they will create birthday cards for Bilbo and snack on cake while listening to Belladonna Took read out loud from the Red Book of Westmarch. We might even sing! Space is limited at the event, so children (12 years old and under with 1 parent) are asked to sign up in advance. Look for the signup sheet on the green round door.
- 110 **GPS Clubhouse**  
 Thursday 8:00pm - Midnight  
 Friday 8:00pm - Midnight  
 Saturday 8:00pm - Midnight  
 Help! HELP! Lord Farquaad has invaded the GPS Party Room and is running amok! This time, all characters, not just Fairy Tales, are imperiled. Come join the Fandom Underground (FU), or join Lord Farquaad's Legion, and pledge allegiance to the newest head of HYDRA!...So. Yay! Geek Partnership Society!
- 123 **The Lagoon**  
 Thursday 8:00pm - 11:00pm  
 Friday 1:00pm - 3:00pm and 7:00pm - Midnight  
 Saturday 1:00pm - 3:00pm and 7:00pm - Midnight  
 Mermaids, mermen and mer-tenders invite you to The Lagoon. Our party will include family friendly activities. As the evening progresses, we will continue partying by adding adult mermaid libations for our guests, age 21 years and older.
- 124 **The Lillith**  
 Thursday 8:00pm - 2:00am  
 Friday 8:00pm - 2:00am  
 Saturday 8:00pm - 2:00am  
 Once more, The Lillith sails into the treacherous seas of CONvergence, laden with booze and entertainment for all scallywags who dare to board her. Come join our crew in song, display the booty that you've plundered, or load your cannons and destroy your opponents in Pirate Beer Pong!
- 125 **Big-Time Biomechanical Bash**  
 Thursday 7:00pm - Midnight  
 Friday 7:00pm - Midnight  
 Saturday 7:00pm - Midnight  
 Party with real-life, recreational cyborgs! Enjoy an energizing smart drink and learn all about human augmentation, chemical neurotransmitter modulation, biohacking, emerging tech, DIY prosthetics, life extension, grinding, and more! It's not science fiction anymore.
- 126 **Campaign Convergence**  
 Thursday 8:00pm - Midnight  
 Friday 7:00pm - Midnight  
 Saturday 8:00pm - Midnight  
 Come cast your vote, play games for prizes, and ask the candidates your questions as villains bully, bluster, and bribe their way to the presidency. We toast the winner on Saturday night. Vote early, vote often!
- 127 **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 fourth year!
- 128 **Anime Lounge**  
 Thursday 7:00pm - Midnight  
 Friday 6:00pm - 2:00am  
 Saturday 6:00pm - 2:00am  
 Come grab a bag of popcorn and enjoy your favorite anime and AMVs of yesteryear! We will also have plenty of Girl Scout Cookies on hand for you to enjoy as you learn about our community fund and other events that we host in the area..
- 129 **Pokémon 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 Pokémon Universe is used to relax, regroup, and heal your Pokémon. This party will be the same for CONvergence attendees! Music, karaoke, lounge area, games, Pokémon-themed decor, and the Professor's Laboratory, where you will receive your starter Pokédinks. Gotta catch 'em all!
- 130 **DysToastia**  
 Thursday 8:00pm - Midnight  
 Friday 8:00pm - Midnight  
 Saturday 9:00pm - 1:00am  
 DysToastia: In a world ravaged by fire and gluten, House of Toast is your last, best chance for sustenance. TheSnack Food Glory Hole nearby is your penultimate, somewhat more questionable chance for sustenance.

- 131 **Fall Out**  
 Thursday 8:00pm - 1:00am  
 Friday 8:00pm - 1:00am  
 Saturday 8:00pm - 1:00am
- In the spirit of dystopia, we will be working with several people to recreate one of the vaults from Fallout. We will have live period-style music, slushy machines, and drinks/snacks that center around the carnage of Fallout's post-apocalyptic themes.

## SECOND FLOOR

### Cabana Party Name and Information

- 201 **Assassin's Guild**  
 Thursday 8:00pm - Midnight  
 Friday 8:00pm - 1:00am  
 Saturday 8:00pm - 1:00am
- Come and join the Assassins' Guild for mystery, mayhem, merriment and murder. Games? Foam sword boffing? Maybe even some DDR? OBVIOUSLY! Meet us at the party for refreshment and only lightly twisted insanity.
- 202 **X Marks the S.P.O.T.**  
 Thursday 8:00pm - 2:00am  
 Friday 8:00pm - 2:00am  
 Saturday 8:00pm - 2:00am
- The pirates of the AirshipX have found themselves on a desolate planet. Kick back and enjoy a dose of S.P.O.T., photograph a frenemy in the pillory, sample Doctor Villainport's potable S.L.A.G. (it's better than the raw stuff), or grab a glass of refreshing limey water! P.S.: There will be shirtless bartenders of the male variety.
- 203 **Tifa's 7th Heaven**  
 Thursday 8:00pm - Midnight  
 Friday 8:00pm - 1:00am  
 Saturday 7:00pm - 1:00am  
 Sunday 7:00pm - 11:00pm
- Home destroyed in Meteorfall? Kid dying of geostigma? Come on down to 7th Heaven, where the food is all right, the music is adequate, and the drinks are strong enough to dull the pain. If you're looking for an extra boost, we also have a limited number of Materia available for the right price. 7th Heaven is now hiring for various odd jobs! Stop in to ask how you can make some quick Gil.
- 204 **The 70s Rock**  
 Friday 9:00pm - 1:00am  
 Saturday 9:00pm - 1:00am
- A loving tribute to 70s Sci Fi, music, and pop culture.
- 205 **Wonderland Tea Party**  
 Friday 10:00pm - 2:00am  
 Saturday 10:00pm - 2:00am
- Come down the rabbit hole with us once again, and don't forget to try your luck at our Plinko board.
- 206 **Fandom Scouts!**  
 Friday 7:00pm - Midnight  
 Saturday 8:00pm - 1:00am
- The fandom scouts are back to make some forts, earn some merit badges and make S'mores. Come on up to talk fandom and transformative works while relaxing in our blanket fort.

- 207 **The Naturals**  
 Thursday 9:00pm - 1:00am  
 Friday 9:00pm - 1:00am  
 Saturday 9:00pm - 1:00am
- The Naturals return for their second year, and this time, they are taking you deep into the mysterious world of El Dorado in the Colombian landscape. Hidden in the watery depths of Lake Guatavita, are the rituals and treasures of the golden gods. Visit the glittering party filled with homemade hard cider, beer, and wine, as well as treats for the kids and giveaways unique to the Connective.
- 208 **The CoreCon Rapsallion**  
 Thursday 5:00pm - Midnight  
 Friday 5:00pm - Midnight  
 Saturday 5:00pm - Midnight
- Avast! Come set sail with CoreCon and its first mate Anime Fargo, as we embark upon the high seas of CONvergence. We will make the voyage worth your while with music, drinks, merriment, handicrafts, and more.
- 209 **Captain Kirk's House of Ill Repute!**  
 Friday 7:00pm - Midnight  
 Saturday 7:00pm - Midnight
- The Captain returns after a bout with the Gorn and those brats from "And the Children Shall Lead." Enjoy some ill repute with the partying-est Captain in the universe!
- 210 **Deadly Delights**  
 Thursday 7:00pm - Midnight  
 Friday 7:00pm - Midnight  
 Saturday 8:00pm - 12:30am
- Three nights, two themes, one room. On Thursday and Friday, come and enjoy food, beverages, and live music. Sign up to try to earn your pipes at The Eolian. (Sign-up sheets will be outside the door before the room opens.) Then, on Saturday night, return to break pots and find masks as we celebrate the Legend of Zelda.
- 226 **Class E**  
 Thursday 7:00pm - 1:00am  
 Friday 7:00pm - 2:00am  
 Saturday 7:00pm - 3:00am
- Class E is back! See what everyone's all worked up over, even in a new world order. At Class E, it doesn't matter if you're an Alpha, Epsilon, or Humanoid-Typhoon; here you'll always be Class E. Try our famous hors d'oeuvres and specialty beverages in this one-of-a-kind, sophisticated classroom setting.
- 227 **Skepchick's Evil Space Lab**  
 Thursday Noon - Midnight  
 Friday Noon - Midnight  
 Saturday Noon - Midnight
- Join the Skepchicks and our special guests for unspeakable evil in our dystopian space lab. We're open ALL DAY with interactive science activities for mad scientists of all ages, followed by an evening of test tube drinks and science extravaganza, including an ongoing Periodic Table Bingo game with prizes! Check out skepchickcon.com for our daytime activity and salon schedule, or stop by Cabana 227 at the con for a flyer detailing all of our events.

228 **The Deep**  
Thursday 8:00pm - 1:00am  
Friday 8:00pm - 1:00am  
Saturday 8:00pm - 1:00am

Freethoughtblogs is hosting a party to celebrate the mysteries of the ocean: fierce sharks, grasping tentacles, and an alien world right beneath the waves. 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.

229 **The Royal Manticorian Navy - At Peace**  
Thursday 7:00pm - Midnight  
Friday 7:00pm - Midnight  
Saturday 7:00pm - Midnight

2000 years after leaving Earth to settle new stars, humankind isn't that much different. Or are we? Come and look at David Weber's universe of Honor Harrington and what we have come to. Enjoy a snack, some beer, and wine — you might even be hit by a Missile Pod.

230 **Live Fearless: Die Laughing**  
Thursday 8:00pm - 1:00am  
Friday 8:00pm - 1:00am  
Saturday 8:00pm - 1:00am

Our room party may kill you, but you will have a smile on your face. Enjoy our photo booth, our Fearless Bar, and you can tell us a joke to get your own badge ribbon.

231 **Mos ICEE Cantina**  
Thursday 8:00pm - Midnight  
Friday 8:00pm - Midnight  
Saturday 8:00pm - 1:00am

Mos ICEE Cantina...you will never find a more tasty source of ICEE and flavoring. For a little pick-me-up, come try the deliciousness on tap at our ICEE bar, or just take in some out-of-this-world decorations from a galaxy far, far, away.

232 **Fan-Service**  
Thursday 8:00pm - Midnight  
Friday 8:00pm - Midnight  
Saturday 10am - Noon and 8:00pm - 10:00pm

Fan Service (Noun) – (1) Referring to any situation placed in a work specifically to please fans, regardless of plot, character, or storyline. A trivial reference only the most ardent fans of a work would understand. (2) A room too full of fans to serve in cooling off convention members.





# COSTUME-CON34<sup>®</sup>

## THE WONDER OF NATURE

MAY 6 - 9, 2016 @ MADISON MARRIOTT WEST

<b>PROGRAMMING</b> FRIDAY NIGHT SOCIAL COSTUME PANELS WORKSHOPS EXHIBITS DEALERS CONSULTE	<b>CONTESTS</b> SCI FI MASQUERADE HISTORICAL MASQUERADE SINGLE PATTEN CONTEST FUTURE FASHION FOLIO DOLL CONTEST DESIGN A TOTE	<b>FOLLOW US @</b>  COSTUMECON34  COSTUME CON 34  CC MADISON
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**REGISTER EARLY FOR BEST RATES**

# WWW.COSTUMECON34.COM

# CINEMA REX



## DoubleTree Plaza 4 / First Floor, North Tower

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 amazing sound. Hope to see you there!

As a dinosaur, Rex knows the difference between post-apocalyptic and dystopia, after all, there were no dystopias where he came from, but boy was there a lot of apocalypse!

Although that was a long time ago for Rex, some memories never fade. So you aren't going to see post-apocalyptic films this year in Cinema Rex (that is soooo 2012 anyway.) But you ARE going to see a bunch of dystopias that you'll be glad you don't live in, and maybe even a few that you actually do!

As usual, Rex has some fun filled events this year to take your mind off the government, and your thoughts, and your problems, and all your despair and anyway! Rex will be bringing you the ever-popular Best of the Midwest Film Festival. He has also queued up an extended Trailer Park this year with hot new trailers and some dystopian short films mixed in there as well. Don't miss the late night dystopian musical double feature with Pink Floyd's: The Wall, and Repo! The Genetic Opera; there might even be lasers! Finally, returning after their glorious riffing of last year's Xanadu, Bill Stiteler, Jeremy Stomberg, and Duck Washington will lighten the sober thematic mood by taking on Demolition Man!

## THURSDAY

3:00pm

### The Lego Movie

PG - 2014 - 100 min.

Yes, this is a movie based on the tool of boundless creativity and wonder (or for parents, tools of bloody midnight barefoot massacres) and, well, its a good movie. ....Okay, okay. It's awesome.

dir. Phil Lord, Christopher Miller w/Chris Pratt, Elizabeth Banks, Will Ferrell

5:00pm

### Surrogates

PG-13 - 2009 - 89 min. (Captioned)

Hey you, you go ahead and stay in your zubaz and slippers. Just send a robot-clone of yourself out to do all the lame stuff, like work, and social interaction. Just be prepared to be forced out into the real world to investigate a murder if you're robo-cop-clone is Bruce Willis. (this showing is captioned)

dir. Jonathan Mostow w/Bruce Willis, Radha Mitchell, James Cromwell, Ving Rhames

6:30pm

### Escape From New York

R - 1981 - 99 min. (Captioned)

A one-eyed warrior named "Snake" (no, not THAT kind of warrior, an actual warrior, geez) is sent to rescue the president. Kurt Russell. Dystopia. Pizza. Now it all makes sense. (this showing is captioned)

dir. John Carpenter w/Kurt Russell and some other people

8:30pm

### 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

### Gattaca

PG-13 - 1997 - 106 min.

With what should we measure potential success? A row of check marks down a list of static traits? Or the drive, emotion and passion, from the things that make us human? If a common ground can't be found, which should be favored? Someone physically conditioned but emotionally lacking? Or someone who falls short of physical requirements but makes up for it in passion? And what, for either, is the cost? Gattaca isn't a very old film, but it is certainly a classic for its thoughtful and striking portrayal of what is valued most—and by whom.

dir. Andrew Niccol w/Ethan Hawke, Uma Thurman, Jude Law, Gore Vidal

Midnight

### Equilibrium

R - 2002 - 107 min.

All forms of emotion are illegal in this society that seeks to prevent war by preventing the feelings that conceive it. Prozac (oops, "Proziem") for all!

dir. Kurt Wimmer w/Christian Bale, Taye Diggs, Sean Bean, Emily Watson

2:00 am

### X-Men: Days of Future Past

PG-13 - 2014 - 131 min.

Mutants. Sentinels. Fighting. Oppression. Justice. EVAN PETERS. EVAN PETERS EVAN PETERS EVAN PETERS!\*

\*The views expressed here are the author's own and do not reflect the views of Rex. Rex does not condone excessive fan-girling/fan-boying and takes no responsibility for obnoxious, irrational behavior.

dir. Bryan Singer w/Hugh Jackman, James McAvoy, Michael Fassbender, Jennifer Lawrence

## FRIDAY

10:00am

### Wall-E

G - 2008 - 98 min. - CC

Garbage collecting. Falling in love. It's all the same. Good thing the robotic protagonist of this charming all-ages film is not nearly as nihilistic -- the world depends on it. (this showing is captioned)

dir. Andrew Stanton w/Ben Burtt, Elissa Knight

Noon

### Logan's Run

PG - 1976 - 119 min.

What would you do for the ability to pursue limitless pleasure? Would you trade a long life of mundane necessities for a short one free to do as you wish? What if you change your mind?

dir. Michael Anderson w/Michael York, Jenny Agutter, Richard Jordan

2:00pm **Best of 2014 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 **The Congress**  
*NR - 2013 - 122 min.*  
In "The Congress," Robin Wright plays the role of a lifetime as Robin Wright. While raising her children and trying to keep a struggling acting career alive, an industry mogul presents an opportunity to Robin that will change her career, life, and our entire society as we know it. This little known recent film twists and turns down a self-referential path that will take you to strange unanticipated places.  
*dir. Ari Folman w/Robin Wright, Harvey Keitel, Paul Giamatti*

5:30pm **The Maze Runner**  
*PG-13 - 2014 - 113 min. - CC*  
What would you do if you woke up in a seemingly unsolvable maze surrounded by teenage boys who have been there for years? P.S. Three are really scary monsters. If your answer was "run," you understand the title of this high-octane adventure film. Ta-dah!  
*dir. Wes Ball w/Dylan O'Brien, Ami Ameen, Ki Hong Lee, Blake Cooper*

7:30pm **Titus**  
*R - 1999 - 162 min.*  
Gentle Shakespearean puritans, doth not despair! This film based on the universally panned stage-play is such a phenomenal adaption that it will make you grumble in admittance that yes, Shakespeare himself was truly the hand behind the source material. Anthony Hopkins and Jessica Lange (she's been in other things than American Horror Story) scorch in this gruesome saga of two families extracting revenge upon another, each act more foul than the last. Make sure you stay for supper. \*Intense adult content  
*dir. Julie Taymor w/Anthony Hopkins, Jessica Lange, Jonathan Rhys Meyers, Alan Cumming*

10:30pm **Idiocracy**  
*R - 2006 - 84 min.*  
Know that feeling where you are convinced that you are surrounded by an endless array of idiots? That the only person in the entire world who seems to "get it" is you? That everyone else is a mindless, blind sheep, a cog in the system? Good news! You aren't just the equivalent of an angsty teenager reading a Palahniuk novel for the first time— you're the protagonist of this movie! Yay!  
*dir. Mike Judge w/Luke Wilson, Maya Rudolph, Dax Shepard, Terry Crews*

Midnight **Pink Floyd The Wall**  
*R - 1982 - 95 min.*  
How can you have any pudding if you don't eat your meat? We don't need no education . . . we got LASERS instead!  
Rex is delivering a true BLAST from the past with a late night laser show. You won't want to miss this.  
*dir. Alan Parker w/Bob Geldof, Eleanor David, Bob Hoskins*

2:00am **Repo! The Genetic Opera**  
*R - 2008 - 98 min.*  
Lungs failing? Heart on the fritz? Need a transplant? Live long after your parts give out— as long as you can pay for them, that is. Miss a payment on that kidney, and they'll be having it back thank-you-very-much. We can forgive the challenged lyrics and forced music in this cult-favorite rock opera for it's slick storyline and gritty visuals. Hold on to your faces, this one is a wild ride.  
*dir. Darren Lynn Bousman w/Alexa PenaVega, Paul Sorvino, Anthony Head, Sarah Brightman, Paris Hilton*

## SATURDAY

10:00am **The Lorax**  
*PG - 2012 - 86 min.*  
I am the Lorax, and I'll yell and I'll shout for the fine things on earth that are on their way out! Unless someone like you cares a whole awful lot, nothing is going to get better, it's not. Come help the Lorax save the trees, since you'll be lounging Rex it will be a breeze!  
*dir. Chris Renaud, Kyle Balda w/Danny DeVito, Ed Helms, Zac Efron, Taylor Swift, Betty White*

11:30am **City of Ember**  
*PG - 2008 - 90 min. - CC*  
An underground city has flourished for almost 200 years on a powerful generator that is beginning to fail. Good news-- there are instructions in a lock box about how to return to the surface! Bad news-- they can't find it. Oops. (this showing is captioned)  
*dir. Gil Kenan w/Tim Robbins, Bill Murray*

1:30pm **Demolition Man w/commentary**  
*R - 1993 - 115 min.*  
A movie with Sylvester Stallone, Wesley Snipes, Sandra Bullock, Jack Black, and Jesse Ventura could either be an amazing Paul Thomas Anderson production, getting performances out of actors that would make you weep. Or it could be this film. Don't worry, though, because Bill, Duck, and Jeremy are suffering through it with you. And they brought jokes.  
*dir. Marco Brambilla w/Sylvester Stallone, Wesley Snipes, Sandra Bullock - with commentary by Bill Stiteler, Jeremy Stomberg, and Duck Washington*

3:30pm **Soylent Green**  
*PG - 1973 - 97 min.*  
You know that Soylent Green is people— but do you know anything else about Soylent Green? Join Rex (who is also green and may-or-may-not-be people) to learn the origins of this classic quote. Impress your friends, dates and co-workers and fellow inmates by quoting the quote that comes next. Brownie points! Soylent points!  
*dir. Richard Fleischer w/Charlton Heston, Chuck Connors, Joseph Cotten, Edward G. Robinson*

5:30pm **The Trial**  
*NR - 1962 - 118 min.*  
You are under arrest. You will be put on trial. Never mind why, you don't need to know. It's up to you to dig into the cracks of a surreal judicial system to find answers. Maybe.  
*dir. Orson Welles w/Anthony Perkins, Orson Welles*

## SATURDAY CONTINUED

- 7:30pm **Children Of Men**  
*R - 2006 - 109 min. - CC*  
A world exclusively 18+ may sound more like a utopia than a dystopia to some. No screaming babies in restaurants, no more tantruming toddlers in line at grocery stores. Except for the whole "going extinct" thing. All of women of the world are sterile in this gritty, dark exploration of the value of life. (this showing is captioned)  
*dir. Alfonso Cuarón w/Clive Owen, Michael Caine, Chiwetel Ejiofor, Julianne Moore*
- 9:30pm **In Time**  
*PG-13 - 2011 - 109 min.*  
Time is money here in our reality. But in this dystopian society, time becomes literal currency. If you have it, you live. If not, well, you do what it takes to get more. Even murder.  
*dir. Andrew Niccol w/Justin Timberlake, Olivia Wilde, Amanda Seyfried, Cillian Murphy, Johnny Galecki*
- 11:30pm **God Bless America**  
*R - 2011 - 105 min.*  
\* Why can't anyone be nice anymore?" This biting sharp, smart dark comedy lifts the veil of complacency to reveal that dystopian societies are not just the stuff of sci-fi — we're currently in one. \*graphic, comedic violence.  
*dir. Bobcat Goldthwait w/Joel Murray, Tara Lynne Barr*
- 1:30am **The Hunger Games**  
*PG-13 - 2012 - 142 min.*  
Wealthy people with crazy hair watch poor people fight to the death for their entertainment. So, basically WWE except much more realistic.  
*dir. Gary Ross w/Jennifer Lawrence, Liam Hemsworth, Josh Hutcherson, Stanley Tucci, Elizabeth Banks*

## SUNDAY

- 10:00am **The Lego Movie**  
*PG - 2014 - 100 min.*  
Yes, this is a movie based on the tool of boundless creativity and wonder (or for parents, tools of bloody midnight barefoot massacres) and, well, its a good movie. ....Okay, okay. It's awesome. (this showing is captioned)  
*dir. Phil Lord, Christopher Miller w/Chris Pratt, Elizabeth Banks, Will Ferrell*
- Noon **X-Men: Days of Future Past**  
*PG-13 - 2014 - 131 min.*  
Mutants. Sentinels. Fighting. Oppression. Justice. EVAN PETERS. EVAN PETERS EVAN PETERS EVAN PETERS!\*  
**\*The views expressed here are the author's own and do not reflect the views of Rex. Rex does not condone excessive fan-girling/fan-boying and takes no responsibility for obnoxious, irrational behavior.**  
*dir. Bryan Singer w/Hugh Jackman, James McAvoy, Michael Fassbender, Jennifer Lawrence*
- 2:30pm **Surrogates**  
*PG-13 - 2009 - 89 min. (Captioned)*  
Hey you, you go ahead and stay in your zubaz and slippers. Just send a robot-clone of yourself out to do all the lame stuff, like work, and social interaction. Just be prepared to be forced out into the real world to investigate a murder if you're robo-cop-clone is Bruce Willis. (this showing is captioned)  
*dir. Jonathan Mostow w/Bruce Willis, Radha Mitchell, James Cromwell, Ving Rhames*
- 4:00pm **The Maze Runner**  
*PG-13 - 2014 - 113 min. - CC*  
What would you do if you woke up in a seemingly unsolvable maze surrounded by teenage boys who have been there for years? P.S. Three are really scary monsters. If your answer was "run," you understand the title of this high-octane adventure film. Ta-dah!  
*dir. Wes Ball w/Dylan O'Brien, Ami Ameen, Ki Hong Lee, Blake Cooper*

# 2015 MIDWEST SCI-FI SHORT FILM FESTIVAL

### DoubleTree Atrium 6

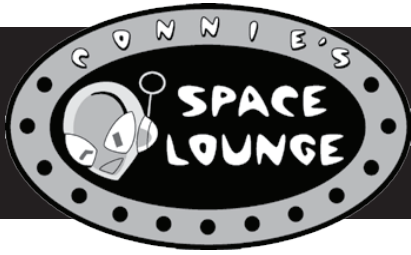
CONvergence is once again pleased to host the premiere showcase of the best of genre short filmmaking produced by independent filmmakers from around the Midwestern U.S. and Canada.

For the first time this year, audiences will be able to chose their favorite films, so come watch the festival Friday Night at 8:30pm in Atrium 6 and put in a vote for the film you love most!

Did you miss last year's festival? No worries, the staff of Cinema Rex has picked the most awesome films just for you! See The Cinema Rex Friday schedule for show times.

The Audience Choice Awards will be announced during the Closing Ceremonies on Sunday July 5.





# CONNIE'S SPACE LOUNGE

Verandas 5, 6, 8

### Hours of Operation

Thursday 9:00pm - 2:00am  
 Friday 7:00pm - 9:00pm (teens only) & 9:00pm - 2:00am  
 Saturday 1:00pm - 4:00pm & 10:00pm - 2:00am  
 (Smoothies only available when available)

### SAFETY. SECURITY. SURETY.

We know you've come to expect the best from the Space Lounge, and we deliver. We exist to know everything we can about our customers, and make sure you're taken care of. Make sure you're safe.

We've researched.

We've watched.

We're watching right now.

We might even know you better than you know yourself!

Don't waste one more minute thinking. We've got everything under control.

The soothing music is exactly what you want. The smoothies are exactly what you need. It's a chaotic universe out there, but don't worry.

Space Lounge is looking out for you.

### SCHEDULE OF SPECIAL EVENTS:

Friday: Teens Only 7:00pm - 9:00pm

Saturday: Classic Video Game Tournament 1:00pm signup, 2:00pm start

### Friday 7:00 - 9:00 p.m. TEENS ONLY

The Space Lounge is excited to partner with the Convergence Teen Room to create a Teens-Only (ages 13 - 20) event in Space Lounge on Friday evening from 7:00 - 9:00 p.m. Make smoothies, DJ, meet Space Lounge staff, or just have all the awesomeness of Space Lounge for your teen-self and friends during this two-hour inaugural Teen/Space-Lounge cooperative event! Space Lounge never serves alcohol, but during the Teens-Only timeframe, no alcohol will be allowed into the room. Also, non-teens other than Space Lounge staff will not be allowed into the room.



## WHAT GOES GEEK IN THE NIGHT...

AUGUST 21-23, 2015  
MADISON MARRIOTT WEST

Featuring Greg Weisman,  
Producer of "Young Justice"  
and Co-Creator of "Gargoyles"  
plus voice actress Tiffany Grant,  
comic artist Christopher Jones,  
B-Movie Hosts Ned the Dead,  
and novelist Emma Bull!

- Featured Events:
- Dance
  - Huge Video Game Room - Rock Concert
  - 24-Hour Tabletop Room - Boffer Fighting
  - Charity Masked Ball - Fanfiction Contest

Register for \$35 online at [www.geekkon.net!](http://www.geekkon.net!)

## WISCONSIN'S CONVENTION FOR ALL THINGS GEEK!

# ConnieMK 2's QUANTUM SANDBOX

(DoubleTree Plaza 2, North Tower, 1st Floor)

## HOURS OF OPERATION

Thursday	Noon—1:00am
Friday	9:00am—1:00am
Saturday	9:00am—1:00am
Sunday	9:00am—4:30pm

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, some science, or a little of both! The Sandbox seeks to engage con-goers of all ages in fun and exciting experiences that will enrich CONvergence (and hopefully be a little fun, and maybe just a little dangerous, too). If you're curious, stop on by! We can be found in Plaza 2 throughout CONvergence.

### New room - bigger, with more stuff!

The Sandbox is now in Plaza 2 this year - right next door to our old space. Plaza 2 is bigger, so we can have more guests for our Activities, and we will be bringing back some of the fun stuff that everybody enjoyed in previous years, like special activity tables for our younger guests, and mini-activities that can be enjoyed any time of the day. We're all very excited about Plaza 2.

The Sandbox opens 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 9:00pm 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)

Here at the Sandbox, we have a few rules, follow them to avoid sadness and loss. If you choose not to follow the rules we have laid out here, 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 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. The safety of our patrons 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. We will get to you - and it may go faster if you want to 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 us bring our own materials to run our 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 probably 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, lactose, or other ingredients that can trigger food allergies. As with all 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 **Crafting For a New Day**

A new day for Connie's Quantum Sandbox! Connie's Quantum Sandbox has a new home in Plaza 2, right next door from our old space in Plaza 3! Join us for a Crafting Party to break in our new space! All Crafts, All Ages, All fun! *Angie Anderson, Carla Mantel, Dierdre Schultz, Sue Bloyer, Tristine Miller*

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 **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*

5:00pm - 6:00pm **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*

7:00pm - 8:00pm **Massive Mindmap of Dystopia**

Mindmaps are a way of drawing out concepts in non-linear fashion with doodles. Come add to our gigantic piece of paper that will branch out from the center word "dystopia". Join Reesha for this collaborative project. *Reesha Rugroden*

8:30pm - 10:30pm **My Little Pony: Friendship Is Irrelevant**

Everypony is aflutter with excitement with the arrival of a large dark cube hovering in the bright skies of Equestria. After all, Friendship is... Irrelevant. Join Sandbox in modifying Pony figurines into the scariest oppressors in the universe. *Jim Shields*

11:00pm - 1:00am **Sandbox After Dark: How Are We Gonna Get Through This?**  
In an easy to imagine future, we face constant Fandom Conventions. We wander endless hotels with nary a shower in sight, continually crafting accessories and costumes. Be prepared. Make your own Convention Crafting Survival bag and Mini Survival kit. *Philip Cordes, Angie Anderson*

## FRIDAY

9:30am - 10:30am **Kids, Science, Craft, and Play**  
Hey Kids! Wake up your parents and drag them down to Connie's Quantum Sandbox for some morningtime fun with the Sandbox Staff and GOH Chad Frey! We will have coffee to keep the parents occupied while you play and learn. *Angie Anderson, Carla Mantel, Chad Frey, Dierdre Schultz*

11:00am - Noon **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*

12:30pm - 1:30pm **DNA Necklace**  
How do you extract DNA out of living things? What does DNA look like? Find out and make a special necklace using strawberry DNA! *Mary Myers, PZ Myers, Skatje Myers*

2:00pm - 3:00pm **Puppet Surprise**  
Our Mandatory Puppet Activity. CONvergence just wouldn't be the same without it. Kimberly Baerg of Joy Filled Puppets will lead this activity, assisted by her husband Brad and 2015 GOH Gordon Smuder. *Brad Baerg, Gordon Smuder, Kimberly Baerg*

3:30pm - 4:30pm **Post-Apocalyptic Sounds**  
Society might have collapsed, but people will always find a way to make music. Build and design your own instruments from trash and household items while you learn about the physics that makes them work, then play in our ragtag ensemble. *Erich Bacher, Jamie Bernstein*

5:00pm - 6:00pm **Maggot Art**  
Create your own works of art with the help of live maggots! Maggots get an unfair rap. Learn how fascinating they really are while working with them to create unique paintings. *Gwen "Bug Girl" Pearson*

7:00pm - 8:00pm **Chainmaille 101**  
A basic European 4 in 1 chainmaille lesson for those who have always been curious. We will use links that can be worked without tools, so ages 11+ should be able to enjoy themselves. *Carla Mantel*

8:30pm - 9:30pm **Glitterfying Your Make-Up (And Body!)**  
Add sparkle to your look through this glitter make-up 101 tutorial! Focusing on lips and eyes, this class will also teach about different glitter adhesives that allow you to put long-lasting glitter shapes and images on your skin. *Corrie Dubay, Mona Montague*

10:00pm - 1:30am **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. *Angie Anderson, Jim Shields, John Garner*

## SATURDAY

9:30am - 10:30am **Bug Houses**  
Many insects are beneficial to our environment. In this All Ages activity, you will make insect homes to help the beneficial insects in your garden. *Dierdre Schultz, Sue Bloyer*

11:00am - Noon **Science Paper Art Hour**  
Join Mad Art Lab and Bug Girl to learn about everything from insects to physics while making art--insect hat, butterfly bracelet, scientist paper dolls, and a paper rocket that flies! *Beth Voigt, Gwen "Bug Girl" Pearson, Ryan Consell*

12:30pm - 1:30pm **Berry Easy DNA Lab**  
You probably know about DNA, but have you ever seen it? Using household stuff, you'll be able to extract and observe DNA from strawberries in minutes! *Raychelle Burks*

2:00pm - 3:00pm **Dystopia...Datopia**  
...the utter topia. Create your own perfect world! It will just be very small. Styrofoam Ornaments, Acrylic paint, glue. *Angie Anderson*

3:30pm - 4:30pm **Bug Blind Taste Test**  
Many bugs are not only edible but quite delicious. Find out with this blind taste test of various prepared bugs and learn how edible bugs can benefit the environment, our health, and our future. *Daniella Martin*

5:00pm - 6:00pm **Creature Committees**  
Divide into teams, rip off their heads, their arms, legs, wings, and whatever else they have, and recombine them into something new and fantastic. Under the guidance of Julie Bowman, our creature expert. *Julie Bowman*

7:00pm - 8:00pm **Origami Griffons**  
Join Nicole Dubuc as she shows you how to fold ordinary scrap (like say, left overs from the last seven drafts of a script) into fabulous beasts. Should our chimeras tank, we'll have a lot of fun creating new ones --like headless griffins and dragon-dogs. *Nicole Dubuc*

8:30pm - 10:30pm **Sandbox After Dark: Mysteriously Dystopian**  
In a Dystopian World, you might be completely unaware of what your future may hold. This activity is just like that. Please check the online schedule to find clarity.

11:00pm - 1:00am **Fabulous Fascinator Fun**  
Design your own fabulous hair fascinator and learn the simple process to build a fascinator, as well as tips and tricks for more complicated pieces! *Mona Montague*

## SUNDAY

9:30am - 10:30am **Crayon's Corner**  
KIDS!! Bring your parents to this Exciting Story and Activity Hour. Crayon (Caryn Lengkeek) leads this wonderful CONvergence staple. *Caryn Lengkeek*

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 **Introduction to Chasing and Repousse**  
Cosplayers fake it all the time, but the actual techniques of raising patterns into sheet metal go back thousands of years, and the basics can be learned in an afternoon. Learn how to swing a hammer without hurting yourself, and then make a lot of noise. *Ryan Consell*

2:00pm - 3:00pm **Beady Dragons**  
Make a tiny wire-beaded dragon! He can guard your coin purse hoard. Requires significant fine motor skills, so make sure you have an adult helper for each tiny person who wants to make their own. *Carla Mantel*

3:30pm - 4:30pm **Calligraphy Experience**  
Learn some basic calligraphy skills with the help of members of the Barony of Nordskog. We will demonstrate a few basic calligraphy styles and help you learn the proper strokes. Bring your pens and nibs if you have your own. *Kay Mead*



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# HARMONIC CONVERGENCE

## NEW SPACE! NEW SPACE!

Harmonic CONvergence is back! After a one year absence, we are pleased to present our intimate performance venue in a new home. Come see our new digs at the Crowne Plaza Hotel, in Salon U, located to the right of the hotel's entrance on the main floor, and enjoy the great entertainment that we have gathered for you! Regular shuttles run from the DoubleTree to the Crowne Plaza, so ride on over and enjoy our fantastic music, comedy and performances all weekend long. We can assure you it will be worth the trip to watch and listen to these tremendous artists.

For a complete description of the artists performing, check out the online schedule.

Please note that Harmonic CONvergence will be dark on Sunday and the first performance time on Thursday is after the Opening Ceremony.

**Performers: Please stop by Programming Operations in DoubleTree Atrium 5 to pick up your badge schedule.**

## THURSDAY

8:30pm - 9:30pm Damian Sheridan Performance  
 10:00pm Thursday Night Comedy Club (2 hours) - comedy

## FRIDAY

12:30pm - 1:00pm Ugly Cry Improv - comedy  
 1:00pm - 1:30pm With the Fur Improv - comedy  
 2:00pm - 3:00pm Double Blind Improv - comedy  
 3:30pm - 4:30pm The Faithful Sidekicks - music  
 5:00pm - 6:00pm Tanya Brody - music  
 7:00pm - 8:00pm Rockstar Storytellers - performance  
 10:00pm - 11:00pm The Dirty Curls - comedy, music  
 11:30pm - 12:30am Falcon Arrow - music

## SATURDAY

11:00am - Noon Ionosphere Casting Shadows - music  
 12:30pm - 1:30pm O.FSHO - music  
 2:00pm - 3:00pm Scott Keever - music  
 3:30pm - 4:30pm The Mighty Morphin' Improv Rangers - comedy  
 5:00pm - 5:30pm God Takes a Holiday - comedy  
 5:30pm - 6:00pm Last Action Movie - comedy  
 7:00pm - 8:00pm Feng Shui Ninjas - music  
 8:30pm - 9:30pm Beth Kinderman and the Player Characters - music  
 10:00pm - 11:00pm Bad September - music, steampunk  
 11:30pm - 12:30am The Dregs - comedy, music





# *Roll* for Damage



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CONvergence has 'round the clock gaming in its 22nd floor suites, board and strategy games in the ConSuite, and con-wide events! Not a gamer? Everyone's a gamer! If you have ever played Apples to Apples (or its darker grown-up cousin, Cards Against Humanity) and enjoyed it enough to want to play again, you're a gamer. Played Dungeons & Dragons? So have we! World of Darkness, Traveller, or Call of Cthulhu? We have the role-playing games you love, both old and new! Classic geek games like Settlers of Catan, Eurorails, Kill Doctor Lucky, FLUXX, and Tsugo are part of our DNA. All manner of games from Magic: the Gathering and Munchkin to Half-Life II and Starcraft are here, waiting for your participation. Join your fellow gamers in the Gaming Suites on the 22nd floor, or grab a snack and join a game in ConSuite Gaming! Roll some dice, shoot virtual critters, draw maps, flip cards, and meet new friends at CONvergence Gaming!

## GAMING SCHEDULE

There are many gaming events during the CONvergence weekend! The gaming schedule can be found on the CONvergence Schedule (<http://www.convergence-con.org/at-the-con/schedule/>). Additional events will be added, and if necessary, events may be moved around depending on space needs throughout the months running up to the Convention, so once the schedule is posted, please check it frequently.

**Gaming Suites & Hours** The CONvergence Gaming suites are located on the 22nd floor of the DoubleTree by Hilton Hotel.

**Overnight Gaming (2201)** Gaming will be taking over at 7:00pm and running games until 7am. So drop on by, relax with friends, and have some fun!

### Role-Playing Games - The Gygax-Arneson Suite (DoubleTree 2202) - Adults only after 10:00pm

For all your tabletop RPG needs...

Thursday	12:30pm - overnight
Friday	all day
Saturday	all day
Sunday	until 3:30pm

### The Pathfinder Society Suite (DoubleTree 2203)

The tabletop RPG that's been conquering hearts across fandom, the Pathfinder Society will be running official events all weekend long in their very own suite. Bring or create your very own Pathfinder Society-Legal character! This room remains all-ages throughout the convention.

Thursday	12:30pm - 12:30am
Friday	9:30am - 12:30am
Saturday	9:30am - 12:30am
Sunday	9:30am - 3:30pm

### Artemis Bridge Simulator (DoubleTree 2204)

Artemis is back, and they've moved to a bigger room for 2015! Join in a starship bridge crew, battle pirates, dock with space stations, and team up with other ships in your fleet as you push your ship to its limits in the Final Frontier. There will be two bridges running, one on the hour and one on the half-hour. Sign-up begins noon on Thursday.

Thursday	12:30pm - 12:30am
Friday	9:30am - 12:30am
Saturday	9:30am - 12:30am
Sunday	9:30am - 3:30pm

### The Source Room (DoubleTree 2205)

The Source Comics and Games present The Source Room for all manner of tabletop games ranging from the famous RPG, The Lost City of Barakus to a host of the best board games in their impressive library. Drop by 22nd floor for the at-con schedule of events!

### Card Gaming Suite (DoubleTree 2206)

Magic the Gathering is being played here. If no events are scheduled, casual play is encouraged! This room remains all-ages throughout the convention.

Thursday	12:30pm - 12:30am
Friday	9:30am - 12:30am
Saturday	9:30am - 12:30am
Sunday	9:30am - 3:30pm

### Special Events & Open Gaming (DoubleTree 2207)

Come see our special gaming guests as they present one-shot games as well as the Steam Century Mystery to accent your convention experience with a little something extra. After hours, overnight, open gaming will be in full swing. This room remains all-ages throughout the convention.

Thursday	12:30pm - overnight
Friday	all day
Saturday	all day
Sunday	until 3:30pm

### Computer/LAN Gaming Suite (DoubleTree 2208) - Adults only after 10:00pm

We've come a long way from Pong and Space Invaders. Drop by and see the latest First-Person Shooters and other community-based computer games.

Thursday	11:00 am - 12:30am
Friday	11:00am - 12:30am
Saturday	11:00am - 12:30am
Sunday	11:00am - 3:30pm

## CONSUIE GAMING

ConSuite gaming is located in the cabana rooms between the CONvergence ConSuite. (<http://www.convergence-con.org/at-the-con/services/consuite/>)

### ConSuite Gaming Hours

Thursday	opening at 3:00PM
Friday	all day
Saturday	all day
Sunday	closing at 3:30PM

Host a Game CONvergence Gaming is always looking for enthusiastic and knowledgeable volunteers to host gaming events! Please see our Host a Game (<http://www.convergence-con.org/get-involved/host-a-game/>) page for more information!

## QUESTIONS & COMMENTS

Have questions or comments about CONvergence Gaming facilities or events? Contact CONvergence Gaming (<http://www.convergence-con.org/about/contact-us/>).



# THURSDAY

11:00am - 12:30pm	<b>LAN Gaming: Diablo III</b> <b>DoubleTree Room 2208</b> The latest installment in the genre defining dungeon-crawler. An action role-playing video game that you can play solo, or with a group.	2:00pm - 5:00pm	<b>Kitsune Tournament: Round 1</b> <b>DoubleTree 2207 Table C</b> First qualifier round for the Kitsune: of Foxes and Fools Tournament. Additional qualifier rounds to be held Friday and Saturday, with a possible Semi-Final on Saturday and Finals on Sunday. Entry is free.
Noon - 4:00pm	<b>Dead Reign</b> <b>DoubleTree 2202 Table D</b> Introduction and character creation for Friday's Dead Reign: Haven game - please plan to attend BOTH this session and the game event on Friday.	2:00pm - 3:30pm	<b>LAN Gaming: Defense of the Ancients (DOTA) II</b> <b>DoubleTree 2208</b> The much acclaimed sequel to the classic MOBA (Multiplayer Online Battle Arena) with updated everything released by Valve.
Noon - 4:00pm	<b>Steve Jackson Games: Open Demos</b> <b>DoubleTree 2207 Table D</b> Come check out Munchkin, Chez Geek (and any of the other SJG titles) in a relaxed, demo environment! Andy Mullin, one of SJG's own Men in Black, will be here to demo and teach new games from Steve Jackson Games	2:30pm - 3:30pm	<b>Bridge 1: HMS Artemis</b> <b>DoubleTree 2204 Table A</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
12:30pm - 1:30pm	<b>Bridge 1: HMS Artemis</b> <b>DoubleTree 2204 Table A</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!	3:00pm - 4:00pm	<b>Bridge 2: HMS Valkyrie</b> <b>DoubleTree 2204 Table B</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
12:30pm - 2:00pm	<b>LAN Gaming: League of Legends</b> <b>DoubleTree 2208</b> The largest MOBA on the market, with multiple game modes. Come with a team, or play an ARAM match.	3:30pm - 4:30pm	<b>Bridge 1: HMS Artemis</b> <b>DoubleTree 2204 Table A</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
1:00pm - 3:00pm	<b>Roadkill Rally</b> <b>DoubleTree 2202 Table A</b> Gentlemen, start your engines! Pedestrians, watch out! Death Race fans, this one's for you! Race across the country in your weaponized roadster, lighting up your opponents and scoring points as you go!	3:30pm - 5:00pm	<b>LAN Gaming: Counter-Strike: Source</b> <b>DoubleTree 2208</b> THE classic team-based objective-oriented first-person shooter game by Valve. Round based team gameplay.
1:00pm - 2:30pm	<b>Nuns on the Run</b> <b>DoubleTree 2202 Table B</b> Life in an abbey is never dull. Novices sneak out of their rooms at night looking to get their secret wish granted, while the abbesses catch them to send them back. Novices tiptoe when an abbess is close since abbesses will follow the tiniest noise.	4:00pm - 5:00pm	<b>Bridge 2: HMS Valkyrie</b> <b>DoubleTree 2204 Table B</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
1:00pm - 2:00pm	<b>Bridge 2: HMS Valkyrie</b> <b>DoubleTree 2204 Table B</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!	4:30pm - 9:30pm	<b>My Dinner with Ellie</b> <b>DoubleTree 2202 Table A</b> A meteor explodes in the upper atmosphere. As dawn races across the globe the hungry dead arise and attack the living. 6 survivors hole up in an isolated mansion and try to survive and find a way to reverse the apocalypse before it's too late.
1:30pm - 2:30pm	<b>Bridge 1: HMS Artemis</b> <b>DoubleTree 2204 Table A</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!	4:30pm - 5:30pm	<b>Bridge 1: HMS Artemis</b> <b>DoubleTree 2204 Table A</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
2:00pm - 3:00pm	<b>Bridge 2: HMS Valkyrie</b> <b>DoubleTree 2204 Table B</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!	5:00pm - 6:00pm	<b>Bridge 2: HMS Valkyrie</b> <b>DoubleTree 2204 Table B</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

## THURSDAY CONTINUED

5:00pm - 9:30pm

**MTG: Standard**

**DoubleTree 2206 Table A**

Standard Constructed Tournament. Bring your standard-legal Magic: the Gathering 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.

5:00pm - 9:30pm

**MTG: Chaos Draft**

**DoubleTree 2206 Table B**

Bring 3 UNOPENED 15-card booster packs from ANY set of Magic that was released in 15-card booster-pack format. Packs may be purchased at any Dealer's Room merchant selling Magic: the Gathering product. Players will not be admitted without packs.

5:00pm - 7:00pm

**LAN Gaming: Open LAN Gaming**

**DoubleTree 2208**

Come up for 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!

5:30pm - 9:30pm

**Numenara: Fallen City**

**DoubleTree 2202 Table C**

As your team exited the Nanolight after celebrating your latest find, there was a small quake. That was six hours ago. The morning sun is now rising as you and your team crest the last hill and look down into the valley to see...

5:30pm - 9:30pm

**Numenara: Renegade's Run**

**DoubleTree 2202 Table D**

Locked in the brig of a pirate ship, you count the hours, as you have done every day within recent memory. Suddenly, cannonballs split the hull around you, exposing your cell to the light of day. The life boat below you will get you to the island...

5:30pm - 6:30pm

**Bridge 1: HMS Artemis**

**DoubleTree 2204 Table A**

A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

6:00pm - 7:30pm

**Munchkin Tourney: Round 1**

**DoubleTree 2201**

Steve Jackson Games' MUNCHKIN card game, played tournament-style; this is round 1 of 4. Please be on time, as tournament rules and such will be covered prior to play commencing.

6:00pm - 7:00pm

**Bridge 2: HMS Valkyrie**

**DoubleTree 2204 Table B**

A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

6:30pm - 7:30pm

**Bridge 1: HMS Artemis**

**DoubleTree 2204 Table A**

A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

7:00pm - 8:00pm

**Bridge 2: HMS Valkyrie**

**DoubleTree 2204 Table B**

A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!



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7:00pm - 9:30pm	<p><b>Simplicity</b>  <b>DoubleTree 2207 Table C</b>            Returning for its third year, Simplicity is a bridge system from dice-based RPG games to a storytelling game where the participants control the outcomes in the game through interaction rather than dice rolls. Rules taught, imagination required!</p>	10:00pm - 1:00am	<p><b>Cards Against Humanity</b>  <b>DoubleTree 2201</b>            Card's 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.</p>
7:00pm - 8:30pm	<p><b>LAN Gaming: Team Fortress II</b>  <b>DoubleTree 2208</b>            The much acclaimed class-based team FPS with many different game modes, including capture the flag, payload, control point, king of the hill, and Mann vs Machine modes.</p>	10:00pm - 1:30am	<p><b>Fiasco!</b>  <b>DoubleTree 2202 Table D</b>            Fiasco is an awesome game of people with strong desires and poor impulse control! HINT: If you love Quentin Tarantino movies, this may be the game for you! Experience not required - wit and imagination a must!</p>
7:30pm - 8:30pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	10:00pm - 11:00pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
8:00pm - 9:00pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	10:00pm - 11:30pm	<p><b>LAN Gaming: Five Nights at Freddy's</b>  <b>DoubleTree 2208</b>            All three of the cult hit indie horror games - not for the faint of heart! Ribbons awarded for surviving! 18+ only with Adult CONvergence badge.</p>
8:30pm - 9:30pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	10:30pm - 11:30pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
8:30pm - 10:00pm	<p><b>LAN Gaming: Left 4 Dead 2</b>  <b>DoubleTree 2208</b>            The award winning zombie co-op action horror FPS takes you and your friends through the cities, swamps and cemeteries of the Deep South, from Savannah to New Orleans across five expansive campaigns.</p>	11:00pm - Midnight	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
9:00pm - 10:00pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	11:30pm - 12:30am	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
9:30pm - 10:30pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>		
9:30pm - Midnight	<p><b>MTG: Cube Draft</b>  <b>DoubleTree 2206 Table A</b>            The Cube is the best cards in Magic, stuffed together, to create incredibly fun experiences. How you create or mold those experiences is up to you.</p>		
9:30pm - Midnight	<p><b>MTG: Quantum Leap</b>  <b>DoubleTree 2206 Table B</b>            Quantum Leap is a casual Legacy format that uses primarily Planechase and Vanguard cards - bring your Legacy-legal deck and come play! Pack prizes supplied by Level Up Games.</p>		

## FRIDAY

9:30am - 12:30pm	<p><b>Krosmasters Arena</b>  <b>DoubleTree 2202 Table D</b>            PVP-oriented miniatures game that uses several different methods (points, draft, or manual) to determine win. Standard tournament rules apply; copy of rules may be available at Front Desk on 22.</p>
10:00am - Noon	<p><b>Kung Fu Fighting</b>  <b>DoubleTree 2202 Table A</b>            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!</p>
10:00am - 12:30pm	<p><b>The Last Day in Desert Bluffs</b>  <b>DoubleTree 2202 Table B</b>            You are the impressionable young interns at the local desert bluffs radio station, the premiere source of code words, secret messages and pie recipes for miles around! It starts as a normal day, but something evil this way comes. Something UNPATRIOTIC!</p>

## FRIDAY CONTINUED

10:30am - Noon	<p><b>Nuns on the Run</b>  <b>DoubleTree 2202 Table C</b>                      Life in an abbey is never dull. Novices sneak out of their rooms at night looking to get their secret wish granted, while the abbesses catch them to send them back. Novices tiptoe when an abbess is close since abbesses will follow the tiniest noise.</p>	12:30pm - 1:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
11:00am - Noon	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	12:30pm - 2:00pm	<p><b>LAN Gaming: League of Legends</b>  <b>DoubleTree 2208</b>                      The largest MOBA on the market, with multiple game modes. Come with a team, or play an ARAM match.</p>
11:00am - 3:30pm	<p><b>MTG: Chaos Draft</b>  <b>DoubleTree 2206 Table A</b>                      Bring 3 UNOPENED 15-card booster packs from ANY set of Magic that was released in 15-card booster-pack format. Packs may be purchased at any Dealer's Room merchant selling Magic: the Gathering product. Players will not be admitted without packs.</p>	1:00pm - 2:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
11:00am - 3:30pm	<p><b>MTG: Legacy Constructed</b>  <b>DoubleTree 2206 Table B</b>                      Bring your Legacy (legal, of course) deck up to 22nd floor and get in some of that Good Ol' Time Magic! Pack prizes supplied by Level Up Games.</p>	1:30pm - 2:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
11:00am - 12:30pm	<p><b>LAN Gaming: Diablo III</b>  <b>DoubleTree 2208</b>                      The latest installment in the genre defining dungeon-crawler. An action role-playing video game that you can play solo, or with a group.</p>	2:00pm - 4:00pm	<p><b>High Noon Saloon</b>  <b>DoubleTree 2202 Table A</b>                      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!</p>
11:30am - 12:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	2:00pm - 3:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
Noon - 1:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	2:00pm - 3:30pm	<p><b>LAN Gaming: Natural Selection II</b>  <b>DoubleTree 2208</b>                      A multi-player, team oriented game combining first-person shooter and real-time strategy rules. Set in a science fiction universe in which a human team fights an alien team for control of resources and territory in large and elaborate indoor facilities.</p>
12:30pm - 3:30pm	<p><b>Dead Reign: Haven</b>  <b>DoubleTree 2202 Table B</b>                      Zombie apocalypse RPG of survival, rescue, and revenge!! If you plan to attend this game, please ALSO sign up for Thursday's Character Creation session and intro to Dead Reign.</p>	2:30pm - 3:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
12:30pm - 2:30pm	<p><b>Munchkin Tourney: Round 2</b>  <b>DoubleTree 2202 Table C</b>                      Steve Jackson Games' MUNCHKIN card game, played tournament-style; this is round 2 of 4. Please be on time, as tournament rules and such will be covered prior to play commencing.</p>	3:00pm - 4:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>                      A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
12:30pm - 2:30pm	<p><b>Munchkin Tourney: Round 2</b>  <b>DoubleTree 2202 Table D</b>                      Steve Jackson Games' MUNCHKIN card game, played tournament-style; this is round 2 of 4. Please be on time, as tournament rules and such will be covered prior to play commencing.</p>	3:30pm - 6:30pm	<p><b>Kitsune Tournament: Round 2</b>  <b>DoubleTree 2202 Table D</b>                      Second qualifier round for the Kitsune: of Foxes and Fools Tournament. Additional qualifier rounds to be held Friday and Saturday, with a possible Semi-Final on Saturday and Finals on Sunday. Entry is free.</p>

3:30pm - 4:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	6:30pm - 8:30pm	<p><b>Munchkin Tourney: Round 3</b>  <b>DoubleTree 2202 Table B</b>            Steve Jackson Games' MUNCHKIN card game, played tournament-style; this is round 3 of 4. Please be on time, as tournament rules and such will be covered prior to play commencing.</p>
3:30pm - 8:00pm	<p><b>MTG: Modern Constructed</b>  <b>DoubleTree 2206 Table A</b>            If you picked up Modern Masters 2 in May, this is a great chance to get some use from those cards! Bring your Modern Constructed (legal, of course) deck and get your game on! Pack prizes supplied by Level Up Games.</p>	6:30pm - 8:30pm	<p><b>Munchkin Tourney: Round 3</b>  <b>DoubleTree 2202 Table C</b>            Steve Jackson Games' MUNCHKIN card game, played tournament-style; this is round 3 of 4. Please be on time, as tournament rules and such will be covered prior to play commencing.</p>
3:30pm - 8:00pm	<p><b>MTG: Commander</b>  <b>DoubleTree 2206 Table B</b>            Commander ban list in effect (check with Wizards of the Coast website or your local judge onsite to confirm legal cards). Pack prizes supplied by Level Up Games. 2 pods of 4 players each.</p>	6:30pm - 7:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
3:30pm - 5:00pm	<p><b>LAN Gaming: Counter-Strike: Source</b>  <b>DoubleTree 2208</b>            THE classic team-based objective-oriented first-person shooter game by Valve. Round based team gameplay.</p>	7:00pm - 10:30pm	<p><b>Conspiracy X</b>  <b>DoubleTree 2201</b>            You work for a mercenary organization run by an immortal metahuman who is being held in a parallel dimension where metahumans are kill-on-sight. Failure is not an option, but orbital bombardment is a near-certainty. 18+ ONLY for language and violence.</p>
4:00pm - 5:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	7:00pm - 8:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
4:30pm - 5:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	7:00pm - 9:30pm	<p><b>Simplicity</b>  <b>DoubleTree 2207 Table C</b>            Returning for its third year, Simplicity is a bridge system from dice-based RPG games to a storytelling game where the participants control the outcomes in the game through interaction rather than dice rolls. Rules taught, imagination required!</p>
5:00pm - 6:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	7:30pm - 8:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
5:00pm - 8:30pm	<p><b>LAN Gaming: Team Fortress II Tournament</b>  <b>DoubleTree 2208</b>            The acclaimed class-based team FPS with many different game modes, including capture the flag, payload, control point, king of the hill, and Mann vs Machine modes. Prize ribbons will be awarded to the winners!</p>	8:00pm - 9:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
5:30pm - 6:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	8:00pm - 12:30am	<p><b>MTG: Chaos Draft</b>  <b>DoubleTree 2206 Table A</b>            Bring 3 UNOPENED 15-card booster packs from ANY set of Magic that was released in 15-card booster-pack format. Packs may be purchased at any Dealer's Room merchant selling Magic: the Gathering product. Players will not be admitted without packs.</p>
6:00pm - 7:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	8:00pm - 12:30am	<p><b>MTG: Archenemy</b>  <b>DoubleTree 2207 Table B</b>            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.</p>

## FRIDAY CONTINUED

- 8:30pm - 9:30pm **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
- 8:30pm - 10:00pm **LAN Gaming: Left 4 Dead 2**  
**DoubleTree 2208**  
The award winning zombie co-op action horror FPS takes you and your friends through the cities, swamps and cemeteries of the Deep South, from Savannah to New Orleans across five expansive campaigns.
- 9:00pm - 10:00pm **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
- 9:30pm - 10:30pm **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
- 10:00pm - Midnight **Quest for Woman**  
**DoubleTree 2202 Table B**  
Man need get woman. Down hill bad woman. Up hill good woman. Man get No woman? Man want know? Man play OG! (Woman want know? Woman play OG too!) 18+ only, picture ID required.
- 10:00pm - 1:30am **Fiasco!**  
**DoubleTree 2202 Table D**  
Fiasco is an awesome game of people with strong desires and poor impulse control! HINT: If you love Quentin Tarantino movies, this may be the game for you! Experience not required - wit and imagination a must!
- 10:00pm - 11:00pm **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
- 10:00pm - 11:30pm **LAN Gaming: Five Nights at Freddy's 2**  
**DoubleTree 2208**  
All three of the cult hit indie horror games - not for the faint of heart! Ribbons awarded for surviving! 18+ only with Adult CONvergence badge.
- 10:30pm - 11:30pm **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
- 11:00pm - Midnight **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

- 11:30pm - 12:30am **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

## SATURDAY

- Midnight - 3:30am **Simplicity**  
**DoubleTree 2202 Table C**  
Simplicity is a bridge system from dice-based RPG games to a storytelling game where the participants control the outcomes in the game through interaction rather than dice rolls. This session is ADULT ONLY (18+ with ID) and runs slightly longer.
- 10:00am - Noon **Grave Robbers from Outer Space**  
**DoubleTree 2202 Table A**  
A fast-paced, humorous look at B-rated science-fiction movies. Players create bad horror and sci-fi films using cards that represent characters, props, locations, creatures and special effects. The strongest characters in play when the credits roll win!!
- 10:00am - 1:00pm **Krosmasters Arena**  
**DoubleTree 2202 Table C**  
PVP-oriented miniatures game that uses several different methods (points, draft, or manual) to determine win. Standard tournament rules apply; copy of rules may be available at Front Desk on 22.
- 10:00am - 1:00pm **Kitsune Tournament: Round 3**  
**DoubleTree 2202 Table D**  
Third qualifier round for the Kitsune: of Foxes and Fools Tournament. Additional qualifier rounds to be held Friday and Saturday, with a possible Semi-Final on Saturday and Finals on Sunday. Entry is free.
- 11:00am - Noon **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
- 11:00am - 3:30pm **MTG: Legacy Constructed**  
**DoubleTree 2206 Table A**  
Bring your Legacy (legal, of course) deck up to 22nd floor and get in some of that Good Ol' Time Magic! Pack prizes supplied by Level Up Games.
- 11:00am - 3:30pm **MTG: Commander**  
**DoubleTree 2206 Table B**  
Commander ban list in effect (check with Wizards of the Coast website or your local judge onsite to confirm legal cards). Pack prizes supplied by Level Up Games. 2 pods of 4 players each.
- 11:00am - 12:30pm **LAN Gaming: Diablo III**  
**DoubleTree 2208**  
The latest installment in the genre defining dungeon-crawler. An action role-playing video game that you can play solo, or with a group.
- 11:30am - 12:30pm **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

Noon - 1:00pm	<b>Bridge 1: HMS Artemis</b> <b>DoubleTree 2204 Table A</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!	1:30pm - 2:30pm	<b>Bridge 2: HMS Valkyrie</b> <b>DoubleTree 2204 Table B</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
12:30pm - 1:30pm	<b>Bridge 2: HMS Valkyrie</b> <b>DoubleTree 2204 Table B</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!	2:00pm - 4:00pm	<b>Roadkill Rally</b> <b>DoubleTree 2202 Table A</b> Gentlemen, start your engines! Pedestrians, watch out! Death Race fans, this one's for you! Race across the country in your weaponized roadster, lighting up your opponents and scoring points as you go!
12:30pm - 2:00pm	<b>LAN Gaming: League of Legends</b> <b>DoubleTree 2208</b> The largest MOBA on the market, with multiple game modes. Come with a team, or play an ARAM match.	2:00pm - 3:00pm	<b>Bridge 1: HMS Artemis</b> <b>DoubleTree 2204 Table A</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!
1:00pm - 2:00pm	<b>Bridge 1: HMS Artemis</b> <b>DoubleTree 2204 Table A</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!	2:00pm - 3:30pm	<b>LAN Gaming: Defense of the Ancients (DOTA) II</b> <b>DoubleTree 2208</b> The much acclaimed sequel to the classic MOBA (Multiplayer Online Battle Arena) with updated everything released by Valve.
1:00pm - 6:00pm	<b>Steam Century Mystery</b> <b>DoubleTree 2207</b> Kaposia is shocked by the murder of three women. Can you solve the mystery before the serial killer strikes again, or is something even more sinister at work? A NEW Steam Century Mystery for 2015!	2:30pm - 3:30pm	<b>Bridge 2: HMS Valkyrie</b> <b>DoubleTree 2204 Table B</b> A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!



## SATURDAY CONTINUED

3:00pm - 4:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	6:00pm - 7:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
3:30pm - 4:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	6:30pm - 8:30pm	<p><b>Munchkin Tourney: FINALS</b>  <b>DoubleTree 2202 Table D</b>            Steve Jackson Games' MUNCHKIN card game, played tournament-style; this is the FINAL round. Please be on time, as tournament rules and such will be covered prior to play commencing.</p>
3:30pm - 8:00pm	<p><b>MTG: Modern Constructed</b>  <b>DoubleTree 2206 Table A</b>            If you picked up Modern Masters 2 in May, this is a great chance to get some use from those cards! Bring your Modern Constructed (legal, of course) deck and get your game on! Pack prizes supplied by Level Up Games.</p>	6:30pm - 7:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
3:30pm - 8:00pm	<p><b>MTG: Quantum Leap</b>  <b>DoubleTree 2206 Table B</b>            Quantum Leap is a casual Legacy format that uses primarily Planechase and Vanguard cards - bring your Legacy-legal deck and come play! Pack prizes supplied by Level Up Games.</p>	7:00pm - 8:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
3:30pm - 5:00pm	<p><b>LAN Gaming: Counter-Strike: Source</b>  <b>DoubleTree 2208</b>            THE classic team-based objective-oriented first-person shooter game by Valve. Round based team gameplay.</p>	7:00pm - 8:00pm	<p><b>teardown: Steam Century Mystery</b>  <b>DoubleTree 2207</b>            Teardown for cast members - Steam Century Mystery</p>
4:00pm - 5:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	7:00pm - 8:30pm	<p><b>LAN Gaming: Team Fortress II</b>  <b>DoubleTree 2208</b>            The much acclaimed class-based team FPS with many different game modes, including capture the flag, payload, control point, king of the hill, and Mann vs Machine modes.</p>
4:30pm - 5:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	7:30pm - 8:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>
5:00pm - 6:00pm	<p><b>Bridge 1: HMS Artemis</b>  <b>DoubleTree 2204 Table A</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	8:00pm - Midnight	<p><b>MTG: D.E.Q.L.A.</b>  <b>DoubleTree 2206 Table B</b>            Double Emperor Quantum Leap Archenemy (D.E.Q.L.A) is a format developed here at CONvergence - if you have a Legacy Constructed deck and have never tried it, come check it out! Pack prizes supplied by Level Up Games.</p>
5:00pm - 7:00pm	<p><b>LAN Gaming: Open LAN Gaming</b>  <b>DoubleTree 2208</b>            Come up for 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!</p>	8:30pm - 10:00pm	<p><b>LAN Gaming: Left 4 Dead 2</b>  <b>DoubleTree 2208</b>            The award winning zombie co-op action horror FPS takes you and your friends through the cities, swamps and cemeteries of the Deep South, from Savannah to New Orleans across five expansive campaigns.</p>
5:30pm - 6:30pm	<p><b>Bridge 2: HMS Valkyrie</b>  <b>DoubleTree 2204 Table B</b>            A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!</p>	10:00pm - Midnight	<p><b>Cards Against Humanity</b>  <b>DoubleTree 2202 Table A</b>            Card's 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.</p>
		10:00pm - 12:30am	<p><b>Simplicity</b>  <b>DoubleTree 2207 Table C</b>            Returning for its third year, Simplicity is a bridge system from dice-based RPG games to a storytelling game where the participants control the outcomes in the game through interaction rather than dice rolls. Rules taught, imagination required!</p>



10:00pm - 11:30pm **LAN Gaming: Five Nights at Freddy's 3**  
**DoubleTree 2208**  
All three of the cult hit indie horror games - not for the faint of heart! Ribbons awarded for surviving! 18+ only with Adult CONvergence badge.

## SUNDAY

1:00am - 4:30am **Simplicity**  
**DoubleTree 2202 Table C**  
Simplicity is a bridge system from dice-based RPG games to a storytelling game where the participants control the outcomes in the game through interaction rather than dice rolls. This session is ADULT ONLY (18+ with ID) and runs slightly longer.

10:00am - Noon **Grave Robbers from Outer Space**  
**DoubleTree 2202 Table A**  
A fast-paced, humorous look at B-rated science-fiction movies. Players create bad horror and sci-fi films using cards that represent characters, props, locations, creatures and special effects. The strongest characters in play when the credits roll win!!

10:00am - 1:00pm **Kitsune Tournament: FINALS**  
**DoubleTree 2207 Table C**  
Final round for the Kitsune: of Foxes and Fools Tournament.

11:00am - Noon **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

11:00am - 3:30pm **MTG: Chaos Draft**  
**DoubleTree 2206 Table A**  
Bring 3 UNOPENED 15-card booster packs from ANY set of Magic that was released in 15-card booster-pack format. Packs may be purchased at any Dealer's Room merchant selling Magic: the Gathering product. Players will not be admitted without packs.

11:00am - 3:30pm **MTG: D.E.Q.L.A.**  
**DoubleTree 2206 Table B**  
Double Emperor Quantum Leap Archenemy (D.E.Q.L.A) is a format developed here at CONvergence - if you have a Legacy Constructed deck and have never tried it, come check it out! Pack prizes supplied by Level Up Games.

11:30am - 12:30pm **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

Noon - 4:00pm **Coffee Break of the Dead**  
**DoubleTree 2202 Table A**  
Another Monday, another day at your soul-sucking grind of a job. The elevator's crowded, everyone's in a mood and just when you think it couldn't get any worse, the power goes out, the elevator dies ...and it only gets worse.

Noon - 1:00pm **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

Noon - 4:00pm **Steve Jackson Games: Open Demos**  
**DoubleTree 2207 Table A**  
Come check out Munchkin, Chez Geek (and any of the other SJG titles) in a relaxed, demo environment! Andy Mullin, one of SJG's own Men in Black, will be here to demo and teach new games from Steve Jackson Games

12:30pm - 1:30pm **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

1:00pm - 2:00pm **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

1:30pm - 2:30pm **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

2:00pm - 3:00pm **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

2:30pm - 3:30pm **Bridge 2: HMS Valkyrie**  
**DoubleTree 2204 Table B**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!

3:00pm - 4:00pm **Bridge 1: HMS Artemis**  
**DoubleTree 2204 Table A**  
A cooperative computer game in which up to 6 players assume the role of different crew members on the bridge of a starship. Two full battle bridges will be in place this year, with crews departing hourly on the hour and half-hour! Come Play!!





# HELSINKI IN 2017

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# THEATER NIPPON ANIME ROOM

Come join us in Atrium 1 for classic anime of yesterday and today, and plenty of Japanese snacks. Don't forget to enter the prize drawing, then show up after Evangelion Redeath on Saturday night for your chance to win. It probably won't be tea this time.

## DoubleTree Atrium 1 (North Tower, 2nd Floor)

Thursday 3:00pm — 3:00am Friday morning  
 Friday 7:00am — 3:00am Saturday morning  
 Saturday 7:00am — 3:00am Sunday morning  
 Sunday 7:00am — 3:00pm

## THURSDAY

- 2:00pm - 4:00pm **Princess Tutu** (PG-13, Dubbed)  
 Ballet student Ahiru ("duck") is clumsy, good-hearted and sweet, and a duck. The mysterious Drosselmayer transformed her into a girl to give her a mission: help the Prince get his heart back. To do so, she becomes Princess Tutu, whose magical dances ease pain and purify bad feelings.
- 4:00pm - 5:30pm **Flame of Recca** (PG-13, Subtitled)  
 To escape death, baby Recca Hanabishi was sent 400 years into the future by the Hokage Clan. Now he's a modern day ninja determined to protect his "princess" Yanagi. After discovering his heritage and some magical powers, Recca must stop his long-lost half brother from kidnapping Yanagi.
- 5:30pm - 7:30pm **S-CRY-ed** (PG-13, Subtitled)  
 Twenty-two years ago an earthquake destroyed an area now known as the Lost Ground. This land became home to Alter users, people with psychic abilities. HOLY, a special task force comprised of "law-abiding" Alter users, intends to bring the Alter users under control. If Kazuma, a Native Alter, has anything to say about it, the Natives will run free.
- 7:30pm - 9:30pm **Hakkenden: Eight Dogs of the East** (PG-13, Subtitled)  
 Five years ago, almost every villager of Ootsuka died due to a tragic plague, except for three: a girl and two boys. Now they live in isolation, hidden from those who may seek to find them. Shino, one of the survivors, has control over the power of Murasame, the blade of life. But when the imperial church seeks to take Murasame for themselves, their peaceful life becomes a thing of the past...
- 9:30pm - 11:30pm **Ergo Proxy** (R-17+, Subtitled)  
 In a domed city on an inhospitable future Earth, Inspector Re-I 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.

11:30pm - 12:30am **Nescaflowne** (17+)

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

- 12:30am - 2:30am **Texhnolyze** (R-17+, Subtitled)  
 The underground city of Lux is ruled by the mafia alliance Organo and kept alive only to mine Raffia, which allows scientists to replace human limbs with mechanical ones ("texhnolyzation"), for a price. Ichise was at the bottom of the social ladder until a gift of texhnolyzation raises him to the ranks of the Organo. From there, he bears witness to the final atrocities of humanity.
- 7:00am - 8:30am **The Fantastic Adventures of Unico** (G, Dubbed)  
 Unico the Unicorn was born with the power to make anyone happy. The gods become jealous, thinking that only they should decide who can be happy, so they banish Unico to the Hill of Oblivion. The West Wind feels bad for him, though, so instead she takes him on a journey to escape the wrath of the gods, spreading happiness as they go.
- 8:30am - 10:30am **Devilman** (17+, Subtitled)  
 Devilman is a soldier of the Demon clan who was ordered to spread chaos on earth. He takes over a human body, but interacting with humans convinces him that they are actually pretty cool. Instead of spreading chaos, he protects them from the rest of the Demon clan.
- 10:30am - 11:40am **Short Peace** (R-17+, Subtitled)  
 An anthology of four short films: a traveler is confronted by spirits in an abandoned shrine; a story of honor and firefighting in ancient Japan; a white bear defends the royal family from a monstrous red demon; ragtag soldiers battle a robotic force in futuristic Japan.
- 11:40am - 12:30pm **Hal** (PG-13, Subtitled)  
 After a plane crash, a robot is asked to portray one of the crash victims in order to conduct experimental therapy for the woman he left behind. Kurumi has been so overwrought that she will not leave her closet. As "Hal" tries to coax her back into the world, he pieces together the nature of their relationship, but can he handle the devastating truth that lies at the successful completion of the mission?

## FRIDAY CONTINUED

- 12:30pm - 1:30pm **Chi's Sweet Home** (*G, Subtitled*)  
A cute kitten named Chi gets lost, and a human family living nearby finds her and decides to adopt her. Unfortunately, pets are not allowed in their apartment complex, so the Yamada family must keep her hidden from the landlady. Chi explores her new world as only an adorable kitten can.
- 1:30pm - 3:30pm **From the New World** (*R-17+, Subtitled*)  
A millenium from now, Saki Watanabe lives in an idyllic village barred from the outside world. After finally gaining her own psychokinetic powers, she enters Zenjin Academy to train with five other children. However, this utopian village is not what it seems; students are rumored to disappear from the academy, and the world is darker than they think.
- 3:30pm - 5:30pm **Log Horizon** (*PG-13, Dubbed*)  
Online fantasy RPG Elder Tales has become popular worldwide, but when its twelfth expansion package, "Cultivate the Noosphere," is installed, thirty thousand players are trapped inside. Among them is grad student Shiroe, who forms a guild called Log Horizon with an eclectic group of other players to survive in a world full of monsters.
- 5:30pm - 7:30pm **Death Note** (*R-17+, Dubbed*)  
What if you could kill anyone, anywhere, with no repercussions? Ace student Light Yagami finds a notebook dropped by a Death God and seems to gain just that power. With the Death Note in hand, he decides to create his own crime-free utopia. However, when criminals start dropping dead, a legendary detective takes notice.
- 7:30pm - 9:30pm **Eden of the East** (*R-17+, Dubbed*)  
On November 22, 2010 ten missiles strike Japan. However, what is later to be called "Careless Monday" does not result in any apparent victims, and is soon forgotten by almost everyone. Three months later, Saki Morimi meets a naked man with no memory in front of the White House holding a gun and a phone charged with 8,200,000,000 yen in digital cash.
- 9:30pm - 11:30pm **Psycho-Pass** (*R-17+, Subtitled*)  
In the future, just thinking about a crime is enough to make you guilty, and justice is dispensed from the barrel of a gun. Now one deranged genius has mastered the art of justifying his own heinous deeds, and the system is powerless to stop him.
- 11:30pm - 12:30am **Fanboy Bebop** (*17+*)  
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.

## SATURDAY

- 12:30am - 2:30am **The Future Diary** (*R-17+, Dubbed*)  
Yuki Amano is a loner, his only companion being an imaginary friend named Deus Ex Machina, the God of Time and Space. However, Yuki soon learns that Deus is not a figment of his imagination but real when Deus makes him participate in a battle royale. The contestants are given special diaries that can predict the future, among other features.
- 7:00am - 8:30am **Horus, Prince of the Sun** (*G, Subtitled*)  
Urged by his Father, Horus and his pet bear Coro travel to his ancestral village, a place destroyed by the Frost King Grunwald. Along the way, he helps a village whose residents are besieged by Grunwald's magic, but the villagers feel threatened when he befriends Hilda, a beautiful girl whose haunting songs conceal a dark secret.
- 8:30am - 10:00am **Cutie Honey** (*PG-13, Subtitled*)  
Honey Kisaragi thought she was a normal high school girl until her father is killed by the evil organization Panther Claw for his powerful invention. In her father's last message, it turns out Honey is actually an android, and she had what they wanted all along. Can she defeat Panther Claw and avenge her father?
- 10:00am - 11:30am **Gargantia on the Verdurous Planet** (*PG-13, Dubbed*)  
After a failed attempt by the Galactic Alliance of Humankind to destroy an enemy super-weapon, Ensign Ledo is knocked into a wormhole and regains consciousness six months later as his mech is being investigated by "primitive" human scavengers. With no hope of rescue, he must adjust to life on an ocean-covered Earth, a planet he had thought was a myth.
- 11:30am - 1:30pm **Casshern Sins** (*PG-13, Subtitled*)  
Rumors say Casshern caused the Ruin, which is now slowly killing all the robots on earth. The trouble is, Casshern has lost his memories. He needs to find them soon, though, because rumors also say that whoever devours Casshern will gain eternal life.
- 1:30pm - 3:30pm **Bubblegum Crisis** (*PG-13, Subtitled*)  
After Tokyo is flattened by a great earthquake, multi-million dollar company Genom Corp rebuilds MegaTokyo in its place using biomechanical creatures called Boomers. When they begin to run out of control, the Knight Sabers are the only ones with enough firepower and resourcefulness to defend the fledgling MegaTokyo from Genom and its berserk Boomers.
- 3:30pm - 5:30pm **Accel World** (*PG-13, Subtitled*)  
A perpetual victim of bullying, middle school student Haruyuki spends his time absorbed in games in a corner of his local Neurolinker network. One day he is approached by the most famous girl in his school, Kuroyukihime ("Black Snow Princess"). She gives him a strange program called Brain Burst that has the power to "accelerate the world."

5:30pm - 7:30pm **Serial Experiments Lain** (R-17+, Subtitled)  
Lain Iwakura appears to be an ordinary girl, with almost no experience with computers. Yet the sudden suicide of a schoolmate, and a number of strange occurrences, conspire to pull Lain into the world of the Wired. She gradually learns that nothing is what it seems to be... not even Lain herself.

7:30pm - 9:40pm **Akira** (R-17+, Dubbed)  
Thirty-one years have passed since the outbreak of World War III, and the authorities are waging a constant struggle against the underground of Neo-Tokyo. When a motorcycle gang runs into an escaped child with psychic powers, one of their members' own powers are awakened. His warped mind sets him on the path of revenge for all who once called him weak.

9:40pm - 11:30pm **Evangelion 1.11: You Are (Not) Alone** (R-17+, Subtitled)  
The fate of the world is threatened by seemingly monstrous entities known as Angels. NERV is an organisation set up to counter this threat and it is up to its young pilots to protect Earth, but what are the real motives behind NERV?

11:30pm - 12:30am **Evangelion Redeath** (17+)  
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.

## SUNDAY

12:30am - 2:30am **Fist of the North Star** (R-17+, Subtitled)  
Martial artist Kenshiro travels the post-nuclear desert to confront his rival Shin, who has kidnapped his fiancée. On his journey, he fights to protect the weak from armies of thugs, and never before have so many been killed by just one man. In this future, violence IS the solution!

7:00am - 8:30am **Matchless Raijin-Oh** (G, Dubbed)  
While battling the Jaaku Empire, Guardian of Light Eldran crash lands his combining robot Raijin-Oh into an elementary school. Called elsewhere, he leaves the children to operate Raijin-Oh against the Evil Beasts unleashed on Earth by the Empire.

8:30am - 10:30am **Magic Knight Rayearth** (PG-13, Dubbed)  
High school girls Hikaru, Umi, and Fuu are transported to the magical world of Cephire during a field trip. To return home, they must become the legendary Magic Knights and save Cephire. They soon learn that friendship is the only thing they can rely on in this crumbling world.

10:30am - 12:30pm **Sunday Without God** (R-17+, Dubbed)  
God has abandoned the world, no more children are born, and the dead must walk the earth unless put to rest by "gravekeepers." Ai Astin, a young gravekeeper, sets out on a journey after everyone in her town is killed by a man who claims she isn't what she thinks. Who is Ai really, and why has God given up on humanity?

12:30pm - 2:30pm **Anohana: The Flower We Saw That Day** (PG-13, Subtitled)  
High-school student Jinta Yadomi has been a shut-in since his childhood friend Meiko Honma died, until her ghost returns asking him to fulfill the wish she made as a kid. Slowly their group of friends reunites to work through the guilt they still carry about her death.

2:30pm - 4:00pm **Tokyo Magnitude 8.0** (PG-13, Subtitled)  
Mirai and her brother Yuuki go to Tokyo's artificial Odaiba Island for a robot exhibition at the start of summer vacation. Suddenly, a powerful tremor registering 8.0 on the JMA scale strikes, changing the landscape of Tokyo in seconds. With the help of a motorcycle delivery woman named Mari, Mirai and Yuuki strive to return home.

4:00pm - 6:00pm **Revolutionary Girl Utena** (PG-13, Subtitled)  
After Utena's friend is insulted by a member of the Student Council at Ohtori Academy, Utena must fight a duel for her honor. Surprisingly, a ring once given to her by a prince allows her to enter the dueling arena, where she wins and becomes engaged to the Rose Bride. Now she must fight to protect her and to discover the horrifying secret of Ohtori Academy.

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\*NOTICE: Federal regulations require the U.S. Department of Education to approve this program for federal financial aid eligibility. The school has submitted this program for review and is awaiting the U.S. Department of Education decision. As of the publication of this print piece, this program is not eligible for federal financial aid.

Information regarding program cost, graduate outcomes, and the occupations each program prepares students to enter can be accessed via links on the individual program Web pages within The Institute of Production and Recording website. The program Web pages can be accessed by using the following link: <http://www.ipr.edu/programs.aspx>

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# PENGUICON 2016

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NERDY GAME SHOWS | DIY COLA | MARIADB INTRO | HACKERSPACES | ARTEMIS: THE  
STARSHIP BRIDGE SIMULATOR | SHOW & TELL ELECTRONICS | BOURBON TASTING | PYTHON  
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# PENGUICON.ORG

# PANELS AND PROGRAMMING

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/get-involved/panels/panel-evaluation-form/>. You can also use the following QR code to get there:



If you have a panel suggestion for CONvergence 2016, a form is available at <http://www.convergence-con.org/get-involved/panels/panel-suggestion-form/>. 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 "kids" and those of special interest to teens are marked "teens". 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.

Programming in the Crown Plaza can be found downstairs in salon A-E-I-O. The stairs are to the right of the main doors as you enter.

## Note for Panelists

If you are on a panel, please stop by Programming Operations in DoubleTree Atrium 5 to pick up your badge schedule. **This is particularly important if you are on a panel at the Crowne Plaza.**

# THURSDAY

12:30pm - 1:30pm

## Reinventing Shakespeare DoubleTree Atrium 2

Why do Shakespeare's works make such strong foundations for reinvention in speculative fiction? Is it the ghosts and supernatural elements, or the strong characterisation and conflict? And are some works better suited to adaption than others? *Anne Lyle, Jamie Wyman, John Heimbuch, Ruth Berman, Craig Cormick*

12:30pm - 1:30pm

## Robot Liability Issues DoubleTree Atrium 3

With robotics advancing at a steady pace, how will liability shift when the worst happens? Will it impede technological progress while we sort out who sues whom? If you're liable for your Roomba, will you'll be liable for your robot maid Rosie's rampage? *Dani Price, James Renken, Raychelle Burks, Tyler Tork, michelle cadieux*

12:30pm - 1:30pm

## ASL 101 DoubleTree Atrium 4

Come learn about ASL. Bring your questions. *Becca Justiniano*

12:30pm - 1:30pm

## Thriving on the Spectrum DoubleTree Atrium 6

We'll discuss personal stories of living with Autism Spectrum Disorder at various degrees and talk about the local resources to help you. *Ellie Wilson, Jennifer Baye, Lex Lemaire, Marie Porter*

12:30pm - 1:30pm

## Sounds of Dystopia DoubleTree Atrium 7

A discussion of the sound design and music that contributes to the soundscape of a great dystopian scene. *Jerry Stearns, Scott Keever*

12:30pm - 1:30pm

## When the Bullied Becomes the Bully DoubleTree Bloomington

What happens when people who were bullied turn into bullies themselves? For example the video game subculture used to be looked down upon but in the wake of the Gamergate controversy some people are now perpetrators. *Laura Terwilliger, Meredith Gillies, Ozgur Sahin, Ryan Alexander, Stephanie Zvan (mod)*

12:30pm - 1:30pm

## Propaganda for Fun and Profit DoubleTree Edina

You can't effectively run your "perfect society" without good control of information. Learn about the different types of propaganda, and see how to use it in your own fiction or even spot it in real life. *Christoforo Pasquarette, Jamie Bernstein, Jamie Riedesel, Kirsten Wade*

12:30pm - 1:30pm

## New Writers HOWTO DoubleTree Plaza 1

You want to write a book, but need to know how to get started and how to publish? No question is out of bounds! Writing can be fun and sad at the same time, as it not easy to get started. *Doug Hulick, Melinda M. Snodgrass, Neve Maslakovic, Robert Kroese*

12:30pm - 1:30pm

## Welcome to Camp NaNoWriMo DoubleTree Plaza 3

Camp NaNoWriMo--the bubbly April and July sisters of November's National Novel Writing Month. An information session for anyone interested in getting started with the fierce (but fun!) goal of 50,000 words in 30 (...31!) days! *Becca Patterson, E. P. Beaumont, Eli Effinger-Weintraub, Samma Johnson (mod), Tania Richter*

2:00pm - 3:00pm

## Four Horsemen DoubleTree Atrium 2

Come discuss television shows, movies, or books that have used the Four Horsemen of the apocalypse as inspiration. On Supernatural they featured in a plot line, while Sleepy Hollow is also using them as their "big bads." *Alexandra Howes, Jennifer Lundstrom, Kiah Nelson, Lily Winter*

## THURSDAY CONTINUED

- 2:00pm - 3:00pm **Children's Books Year in Review**  
**DoubleTree Atrium 3**  
Let's discuss the best books that came out for children in the past year. *Dawn Frederick, Jason Glaser, Kathryn Sullivan, Michael Levy*
- 2:00pm - 3:00pm **Can You Ever Leave a Universe Behind?**  
**DoubleTree Atrium 4**  
In modern times, can you ever really end a series? Does "I'm done" only mean "done for now"? *Anne Lyle, Kelly McCullough, Lee Harris, Patrick Tomlinson, Wesley Chu*
- 2:00pm - 3:00pm **The Smurfette Principle in Marketing**  
**DoubleTree Atrium 6**  
There's only one token female in the Avengers - and she's not even on any of the t-shirts. How does the Smurfette Principle play out in marketing for movies, TV shows, and books? *Elizabeth Bear, Meredith Gillies, Michael R. Underwood, Trisha Lynn*
- 2:00pm - 3:00pm **DC Comics TV Shows**  
**DoubleTree Atrium 7**  
Flash, Constantine, Arrow - why does DC do TV shows so much better than Marvel? And why can't their movies be this good? *Dave Margosian, Geoffrey Hofman-Frethem, Kevin Eldridge, Kevin Horner, Shawn Van Briesen*
- 2:00pm - 3:00pm **Science Tropes that Just Won't Die**  
**DoubleTree Bloomington**  
What would happen if we unlocked more than 10% of our brain? Nothing: we already use all of it. Sci-fi writers love this trope, despite its inaccuracy. Discuss where this and other tropes came from and why they refuse to die. *Marty Farley, Renate Fiora, Scott Pearson, Stephanie Zvan, Tyler Tork*
- 2:00pm - 3:00pm **Blinking Red**  
**DoubleTree Edina**  
How does the current political and popular media climate mirror or lead to a future like the one portrayed in Logan's Run? This panel will discuss the culture of youth worship, rapid turnover, and the apparent war against facts, education, and history. *Bill Stiteler, Melissa Kaercher, Tim Uren*
- 2:00pm - 3:00pm **Surviving CON with Young Children**  
**DoubleTree Plaza 1**  
Join us for a discussion on the idea of bringing young children to a convention, including tips and strategies from parents who have survived the experience. *Anj Olsen, Beth Kinderman, Jenni Klumpp, Monica Flavin, kat evans*
- 2:00pm - 3:00pm **Writing and Publishing Award-Winning Spec Poetry**  
**DoubleTree Plaza 3**  
Workshop looking at recent awardwinning poems from SFPA's Dwarf Star and Rhysling contests and other venues such as the Wisconsin People and Ideas Contest, where speculative language poetry won awards last year. Time allowed to write and share. *Sandra Lindow*
- 3:30pm - 4:30pm **CONvergence 101**  
**DoubleTree Atrium 2**  
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 Etchieson, Charmaine Parnell (mod), Dorothy Neikirk Norton, Jen Manna, Tabitha Anderson*
- 3:30pm - 4:30pm **Snowpiercer Fan Panel**  
**DoubleTree Atrium 3**  
This critically acclaimed dystopia overcame its initial limited release in the US last year through word-of-mouth and reviews. Let's talk about the world, characters, and themes of class and environment as well as what about this film is so compelling. *Adam Lueck, Allyson Cygan, Daniel Stiglich, David Schwartz, Tim Liedert*
- 3:30pm - 4:30pm **Writing Established Universes**  
**DoubleTree Atrium 4**  
What are the challenges to writing a new story or an old story in a new medium, such as a screenplay based on a comic or the latest in a popular series? Where do you stay true and where can you change or add something new? *Charlotte Fullerton, Jamie Wyman, Jason Glaser, Sarah Prentice, Scott Pearson*
- 3:30pm - 4:30pm **Surviving Minnesota Nice**  
**DoubleTree Atrium 6**  
If you're not raised with it, how do you learn to deal with it? How does it affect the geek community? *Amanda Hofman-Frethem, Ben San Del, Daren Johnson, Holley Van Susteren, Trisha Lynn*
- 3:30pm - 4:30pm **E-books and the Marketplace**  
**DoubleTree Atrium 7**  
How has electronic distribution changed the way professional writers work? What about fanzines being replaced by websites? *David Stegora, Lee Harris, Michael R. Underwood, Rory Ni Coileain, Tyler Tork*
- 3:30pm - 4:30pm **Language of Dystopia**  
**DoubleTree Bloomington**  
Writers have assumed that when dystopia arrives, it will come with a new coded language, such as Newspeak of 1984 or Blade Runner's Cityspeak. What's the attraction to making this a part of dystopia world-building? Where might it go in the future? *Bryan Thao Worra, Gabriela Santiago, Mitchell Faas*
- 3:30pm - 4:30pm **When Did Harry Potter Become a Dystopia?**  
**DoubleTree Edina**  
The storylines and the world in which they play out become increasingly darker with each book. At what point does the Harry Potter universe become dystopian? Or does it become so at all? *Cetius d'Raven, Joan Sullivan, Kethry Burke-Scovill, Naomi Kritzer, kat evans*
- 3:30pm - 4:30pm **Steampunk in the Details**  
**DoubleTree Garden Court - Southwest**  
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 you favorites!
- 3:30pm - 4:30pm **The Krofft Disaster**  
**DoubleTree Plaza 1**  
Guest of Honor Gordon Smuder shares a presentation about the ill fated Sid & Marty Krofft theme park from 1976. He has pictures! *Gordon Smuder*
- 3:30pm - 4:30pm **GPS Writing Contest Winners**  
**DoubleTree Plaza 3**  
Past winners of the annual GPS Writing Contests read from their winning work. This year's winners are announced.
- 5:00pm - 6:00pm **Have Fun--and Stay Safe!**  
**DoubleTree Atrium 2**  
CONvergence is a community event and feels like one big family. But that doesn't mean not watching out for yourself, your friends, and your stuff. Come and learn some tips and tricks for having an awesome weekend, while keeping safety first! *Jen Manna, Lara Messer (mod), Lauren Sindt*
- 5:00pm - 6:00pm **Masquerade and Art of the Dress 101**  
**DoubleTree Atrium 3**  
Come talk about what happens during the Masquerade and the Art of the Dress Fashion Show with the department staff. Ask questions. Plan your entry. Find out the details of how the whole process works: judging, tech rehearsals, and shows.



5:00pm - 6:00pm	<p><b>Geeks vs. Sports?</b>  <b>DoubleTree Atrium 4</b>            Why the adversarial relationship between geeks and sports? After all the mocking geeks have endured, why is okay to mock someone else's interests? Why are some sports--like derby--okay but other not? A panel for fans, geeks, athletes, and geeky athletes. <i>Brian Salisbury, Dave Kingsley, Ozgur Sahin, Sherry L.M. Merriam, MA, LPC, michael merriam</i></p>	7:00pm - 8:00pm	<p><b>Cosplay for Beginners</b>  <b>DoubleTree Atrium 4</b>            The elaborate costuming of many cosplayers can be overwhelming for beginners. How do you get started cosplaying? <i>Deb Brazil, Erin Schneider, Jess Dunow, Lori Fischer, Melissa Sowers</i></p>
5:00pm - 6:00pm	<p><b>Avengers: Age of Ultron</b>  <b>DoubleTree Atrium 6</b>            Come talk about the Avegners: Age of Ultron movie. What did you love about the movie? What do you wish they would've done differently? Spoilers abound! <i>Anne Lyle, Christopher Jones, Kevin Westrom, Lyda Morehouse, Neil Anderson</i></p>	7:00pm - 8:00pm	<p><b>Guardians of the Galaxy</b>  <b>DoubleTree Atrium 6</b>            Come talk about the Guardians of the Galaxy movie. How did it compare to the comic? Which did you like better? What are your hopes for the sequel? <i>Alexandra Howes, Donavon Indovino Cawley, Kevin Westrom, Lyda Morehouse</i></p>
5:00pm - 6:00pm	<p><b>Panelist 101</b>  <b>DoubleTree Atrium 7</b>            So you want to be a panelist or are one this year and don't know what to expect or what's expected of you? Here's a primer for you. <i>Ben Ellis, Craig A. Finseth, Dave Romm, Kevin Horner</i></p>	7:00pm - 8:00pm	<p><b>Video Gaming Year in Review</b>  <b>DoubleTree Atrium 7</b>            What were the best games of 2014? What were your favorites? Come and hear everyone's favorites! <i>Adam Lueck, Ryan Placzkowski, William Dewey</i></p>
5:00pm - 6:00pm	<p><b>Dystopian Societies in Heinlein's Worlds</b>  <b>DoubleTree Bloomington</b>            One of science fiction's grand masters, Heinlein included many different types of societies in his many books. Most of his works were very positive and forward-looking, but a few presented the other side of the coin. Were any of them true dystopias? <i>Dani Price, Elise Matthesen, Toni Weisskopf</i></p>	7:00pm - 9:30pm	<p><b>MainStage Overflow</b>  <b>DoubleTree Bloomington</b></p>
5:00pm - 6:00pm	<p><b>Orphan Black Fan Panel</b>  <b>DoubleTree Edina</b>            I'm one, a few, no family too, who am I? Welcome to Clone Club! We will discuss the story lines, best and worst parts of the show and how the fans in clone club have kept the show alive! <i>Dave Margosian, Grace Ulak, Jen Paulus, Kiah Nelson, Monica Flavin</i></p>	7:00pm - 8:00pm	<p><b>Sci-Fail Returns</b>  <b>DoubleTree Edina</b>            We'll review the most egregious examples of Hollywood mangling science over the past year. Watch experts pass from denial, to rage, to sobbing as they are reminded that the budget for each film exceeds the global research budget of their field. <i>Christopher Hunter, Jason Thibeault, Raychelle Burks, Rebecca Watson, Ryan Consell (mod)</i></p>
5:00pm - 6:00pm	<p><b>N00b Gala: A Chance to Meet and Geek</b>  <b>DoubleTree Garden Court - Southwest</b></p>	7:00pm - 8:00pm	<p><b>Enthusiastic Consent! How to Get Some at Conventions</b>  <b>DoubleTree Plaza 1</b>            Does he like you? Does she LIKE you? Does this like include nudity? HOW CAN YOU TELL?? Our panels will guide you through the fun an pitfalls of flirting and hooking up at conventions. Rated Teen+! <i>Ben Blanchard, Kris George, Marty Farley, Mona Montague, Sigrid Ellis</i></p>
5:00pm - 6:00pm	<p><b>Technology Won't Destroy Us</b>  <b>DoubleTree Plaza 1</b>            Paranoid predictions about the technological downfall of mankind abound in media, but technology has also made human lives immeasurably better. We'll talk about more realistic portrayals of tech, science, and human improvement. <i>Dan Berliner, Heina Dadabhoy, Jason Thibeault, PZ Myers, Renate Fiora</i></p>	8:30pm - 9:30pm	<p><b>Friends of Bill W</b>  <b>DoubleTree Plaza 3</b>  <b>That Elf Seems Awfully Queer to Me: Homosexuality in High Fantasy</b>  <b>DoubleTree Atrium 2</b>            How has the portrayal of homosexuality changed over time? In early fantasy GLBTQ characters were missing or portrayed negatively, but not any more. Were there some seminal works that caused this change, or is it simply a reflection of current society? <i>David Lenander, Donald Kaiser (mod), Kendra Akin</i></p>
5:00pm - 6:59pm	<p><b>Matrix Tag</b>  <b>DoubleTree Plaza 3</b>            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. A special game will be run by invitation on Friday--seek out The Architect for details.</p>	8:30pm - 9:30pm	<p><b>Vonnegut Dystopias</b>  <b>DoubleTree Atrium 3</b>            From Player Piano (Utopia 14) and "Harrison Bergeron" to Cat's Cradle and The Sirens of Titan, Kurt Vonnegut created memorable dystopian worlds. Let's discuss our favorites and what Vonnegut was saying about society. <i>Danielle Indovino Cawley, David Schwartz, Tim Lieder</i></p>
7:00pm - 8:00pm	<p><b>Y: The Last Man</b>  <b>DoubleTree Atrium 2</b>            This Eisner Award-winning dystopian comic chronicles the adventures of the last male human following a global catastrophe. While its run ended in 2008, it's still a very popular book. Come learn why. <i>Garrick Dietze, Jeremy Stomberg, Kyle Dekker, Sean Casey, Walli Sullivan</i></p>	8:30pm - 9:30pm	<p><b>How Good Science Can Make a Movie Better</b>  <b>DoubleTree Atrium 4</b>            At what point is suspension of disbelief not a good enough reason to mess up the science? What movies have good examples of getting the science right, and how does this make the movie better? <i>Emily Finke, Jennifer Ouellette, Raychelle Burks, Renate Fiora, Sean Sullivan</i></p>
7:00pm - 8:00pm	<p><b>Geek Etiquette</b>  <b>DoubleTree Atrium 3</b>            How to treat your fellow geeks at CVG and in everyday life: We will discuss responding to cosplay, fandom bashing, and general social issues that arise when conversing in a unique community such as ours. Hufflepuffs unite! <i>Anthony Padilla, Dave Romm, Jen Manna, Sean Sullivan, kat evans</i></p>	8:30pm - 9:30pm	<p><b>Agent Carter Fan Panel</b>  <b>DoubleTree Atrium 6</b>            Let's talk about the first season of Agent Carter and our hopes for next season! <i>Allyson Cygan, Anna Besmann, Cetius d'Raven (mod), Jeremy Stomberg, Lynne M Thomas</i></p>

## THURSDAY CONTINUED

- 8:30pm - 9:30pm **Using Folklore as Inspiration**  
**DoubleTree Atrium 7**  
Explore how writers and artists use folklore as inspiration in urban fantasy. *Abra Staffin-Wiebe, Adam Stemple, Haddayr Copley-Woods, Melissa Olson, Ty Blauersouth*
- 8:30pm - 9:30pm **Star Wars as Dystopia**  
**DoubleTree Edina**  
The Galactic Empire, ruled by Emperor Palpatine, is one of the great dictatorships of Hollywood. How will this dystopia play into the new movie? *Ben Ellis, Donavon Indovino Cawley, Michael Carus, Zach Nyhus*
- 8:30pm - 9:30pm **Why Are There No Sexy Mummies?**  
**DoubleTree Plaza 1**  
Vampires and werewolves often have sexual connotations. Why don't other monsters get the love? *Charlie Paulsen, Dana Baird, Kirsten Wade, Patty Templeton, Tyler Tork*
- 8:30pm - 9:30pm **48 Minute Dystopian Game**  
**DoubleTree Plaza 3**  
With only a small framework to start, participants will help create a playable game set in a dystopian universe. Participants are encouraged to expand upon and demo our collective game during the convention. *gabriel gryffyn (mod)*
- 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. *Christine Mitzuk, Holley Van Susteren*
- 10:00pm - 11:00pm **CONvergence Against Humanity**  
**DoubleTree Atrium 2**  
Help us create a CONvergence version of Cards Against Humanity. *Alexis Ahrens, Daniel Stiglich, Grace Ulak, Hal Bichel (mod)*
- 10:00pm - 11:00pm **Orwell: Politics and Dystopia**  
**DoubleTree Atrium 3**  
A discussion of George Orwell's life, work, and politics: Animal Farm, 1984, Homage to Catalonia, Down and Out in Paris and London, and the essays. *Pat Harrigan*
- 10:00pm - 11:00pm **Xanadu Cinema Pleasure Dome Live Podcast**  
**DoubleTree Atrium 4**  
The ladies of the XCPD podcast will be recording live, geeking out about geeky movies with a special guest. Sobriety not required. *Melissa Kaercher, Windy Bowlsby*
- 10:00pm - 11:00pm **Monster Madness**  
**DoubleTree Atrium 6**  
Who will be victorious in a post-apocalyptic tournament for monster domination? We'll pit zombies vs. vampires, aliens vs. mutants, and more in head-to-head debates. The audience will choose the winner of each round and ultimately the victor. *Brianne Bilyeu, Emily Finke, Jennifer Ouellette, Raychelle Burks (mod), Rebecca Watson*
- 10:00pm - 11:00pm **Leave the Hinterlands: A Dragon Age Fan Panel**  
**DoubleTree Atrium 7**  
Now that Dragon Age: Inquisition has released, come discuss this latest addition to the franchise, as well as all that's come before. *Alee Ellingsberg, Beth Kinderman, Jaime O'Brien, Mary Bertelson, Michael Shappe*
- 10:00pm - 11:00pm **Handling True Darkness in Dystopias**  
**DoubleTree Bloomington**  
How did Susan Collins get away with having children murder each other in the Hunger Games? Let's discuss how writers successfully cross the line in dystopias. *Adam Stemple, Christoforo Pasquarette, David Annandale, Deb Brazil, Kirsten Wade*

# Diversicon 23

## "Space is the Place"

Guest of Honor: **Ytasha L. Womack**

Special Guest: **Rob Callahan**

Posthumous Guests:

**Sun-Ra, Leigh Brackett,**

**Gene L. Coon**

**July 24-26, 2015**

**Best Western Bandana Square**

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- 10:00pm - 11:00pm **Will the Real Hero Please Stand Up?**  
**DoubleTree Edina**  
Why are there so many anti-heroes and why do we want to use them as role models? *Dana Baird, Doug Hulick, Jonathan Palmer, Lathan Murrell, Sarah Prentice*
- 10:00pm - 11:00pm **Post-Apocalyptic Parenting**  
**DoubleTree Plaza 1**  
How would parenting change in a post-apocalyptic world? Would children have any freedom to be kids? Would children who are not able-bodied or with developmental delays be a part of society? How would we care for numerous parentless children? *Bradford Walker, Emmy Jackson, Erich Bacher, Kethry Burke-Scovill, Steph Montgomery*
- 10:00pm - 11:00pm **Dhalgren's Wounded City: Bellona**  
**DoubleTree Plaza 3**  
Covering the world of Bellona that is both adored and reviled by science fiction fans. A discussion of Samuel Delany's Nebula-nominated, circular, dystopian novel about the strange, wounded American city. *Bob Alberti, Dave Romm, Michael Kingsley, Tim Lieder*
- 11:30pm - 12:30am **Late Night Music Circle**  
**Crowne Plaza A-E-I-O**  
A late night gathering of musicians where you can sing, play or just listen.
- 11:30pm - 12:30am **Rules of Rollerball**  
**DoubleTree Atrium 2**  
The first rule of Rollerball is: never, ever mention the 2002 Rollerball remake. But the 1975 Rollerball movie combines lacrosse, roller derby, and motorcycle racing in a pretty, shiny dystopia. What are the rules, penalties, and physics of Rollerball? *Derek Mahr, John Shea, Michael Kingsley*
- 11:30pm - 12:30am **What's Keeping Nintendo Alive?**  
**DoubleTree Atrium 3**  
The competition has eaten Nintendo alive. What's keeping it going? Handheld games and Pokemon? *Michael Black, Nessa Fritsche, Ross Conklin, Walli Sullivan*
- 11:30pm - 12:30am **All Things Outlander**  
**DoubleTree Atrium 4**  
The first season of the Starz series is done. Claire and Jamie's story is also told in eight novels, plus three novels featuring Lord John, numerous short stories, and even a graphic novel. Come discuss all things Outlander. *Anne Fry, Beth Kinderman, Marty Farley*
- 11:30pm - 12:30am **Dr. Horrible's Sing-a-Long Blog**  
**DoubleTree Atrium 6**  
Joss Whedon's "Dr. Horrible's Sing-Along Blog" is a delightfully hilarious exploration of love and evil featuring Nathan Fillion, Neil Patrick Harris and Felicia Day.
- 11:30pm - 12:30am **So You Want to Be a Video Game Broadcaster?**  
**DoubleTree Atrium 7**  
Come learn the inner workings of what it takes to be a video game broadcaster. Today, TV is overrated. Many people are turning to the Internet for entertainment. Get your questions answered on everything from equipment to dealing with trolls. *Briana "Tactical Pinup" Falb-Joslin, Jack "Jacklifeat" White, Josh "Koopatroopa787" Peters*
- 11:30pm - 12:30am **Pathfinder ex Machina: Dystopian Citizens**  
**DoubleTree Bloomington**  
A panel of experienced adventurers put their heads together to determine the best suited race, core/base class and abilities for all your favorite - and least favorite - characters from Dystopian Fiction. *Dawn Krosnowski, Hal Bichel (mod), Molly Glover, Nick Glover, Philip Henry*

- 11:30pm - 12:30am **Erotic SF Readings: The Drinking Game!**  
**DoubleTree Edina**  
Join our expert panel of readers as they explore only the best in SFF erotic fan fiction. Dramatic readings assisted by a healthy dose of humor and alcohol, along with completely scientific diagrams. *Katie MacInnes, Kristina Winn, Molly Hair, Scott Raleigh, Windy Bowlsby*
- 11:30pm - 12:30am **RWBY Panel: You Blake It You Buy It!**  
**DoubleTree Plaza 1**  
Bring on the SCHNEEnigans cause the Yang's all here! We'll talk about RWBY and all of it's glory and just nerd out over Rooster Teeth in general. *Matt Meyer, Neptune Vasilias, Tyler Johnston*
- 11:30pm - 12:30am **Destiny Fan Panel**  
**DoubleTree Plaza 3**  
Why do over 3 million gamers sign in to Bungie's shared-world shooter every day? We discuss all things Destiny; from our favorite classes and loadouts to what we hope to see improved in the game. *Adam Lueck, Lex Lemaire, William Dewey*

## FRIDAY

- 9:30am - 10:30am **Science of Nightmares**  
**DoubleTree Atrium 2**  
Why do we have them? How content from the day gets recycled into the dream, etc. What about dystopian dreams? *Kristin Ellis, Mary McKinley, Renate Fiora, Sherry L.M. Merriam, MA, LPC*
- 9:30am - 10:30am **Beyond the Code of Conduct**  
**DoubleTree Atrium 3**  
Come discuss ways to improve and enhance convention culture to make cons more accessible to all audiences. We'll also discuss how the culture has changed over time with things like the "Costumes are not Consent" campaign. *Anthony Padilla, Jackie Moore, Jen Manna, Kris George, Lee Blauersouth*
- 9:30am - 10:30am **Best Dystopian Books & Films That You Haven't Heard About**  
**DoubleTree Atrium 4**  
From classics to brand new, there's a ton of good dystopias out there. Let's make a list of our favorites. *Erika Ensign, Hagbard Celine, Matt Gamble, Shaun Duke*
- 9:30am - 10:30am **Game of Thrones Fan Panel**  
**DoubleTree Atrium 6**  
Let's talk about the latest in wars, weddings, and more in the world of Westeros. How did the latest season compare to the books? What can we expect from the next season? *Allyson Cygan, Daren Johnson, Kirsten Wade, Michael Carus, Neil Anderson*
- 9:30am - 10:30am **Cosplay How-To: Materials and Tools**  
**DoubleTree Atrium 7**  
Learn about a variety of materials available for making costumes and props. Hear where to obtain the raw building blocks to bring your ideas and favorite characters to life. We'll also talk how to manipulate, cut, combine, and shape just about anything. *Lori Fischer, Marie Porter, Marty Farley, Melissa Sowers, Ryan Consell*
- 9:30am - 10:30am **Apocalypses - Bridge to Dystopia?**  
**DoubleTree Bloomington**  
Many dystopias have their root in an apocalypse. Why is this such a common trope? What are your favorites? Where's the line between post-apocalyptic and dystopian? *Eric Staggs, John Joseph Adams, Kethry Burke-Scovill, Ty Blauersouth*
- 9:30am - 10:30am **Venus, We Hardly Knew Ye**  
**DoubleTree Edina**  
Until space probes came along, science fiction largely assumed Venus to be a lush, tropical jungle entirely suited for human habitation. Why did people originally think that? How and when did our knowledge of Venus take a sharp turn towards accuracy? *Jay Gallentine*

## FRIDAY CONTINUED

9:30am - 10:30am	<p><b>The Recompense - Producing The Ultimate Star Wars Fan Film</b>  <b>DoubleTree Plaza 1</b>            Get an inside look at The Recompense, a character-driven SW fan film with the noir style of Blade Runner. Months of pre-production have been spent to build the spaceship set and bring practical filmmaking effects to tell a story fans of the OT will love. <i>Analiase Miller, Benjamin Enke, Brent Duncan, Conrad Flemming, Matt Roy</i></p>	11:00am - Noon	<p><b>How We Change the Stories We Tell About Disability</b>  <b>DoubleTree Bloomington</b>            Join us for a discussion of hidden disabilities in the media - for example, Iron Man has PTSD - and how it changes our perceptions of ability in the real world. <i>Emilie Peck, Haddayr Copley-Woods, Kiah Nelson, Sherry L.M. Merriam, MA, LPC, Vetrnita Anderson</i></p>
9:30am - 10:30am	<p><b>Symbolism and Mythology in Genre Fiction</b>  <b>DoubleTree Plaza 3</b>            Harry Dresden has met Odin and Hades. Percy Jackson is the son of Posieden. What is it about ancient mythology that makes it such interesting fodder for new stories? <i>Adam Stemple, Catherine Schaff-Stump, Dana Baird, Gabriela Santiago, Paul Weimer</i></p>	11:00am - Noon	<p><b>Using Science in Your Everyday Life</b>  <b>DoubleTree Edina</b>            Science is all around us, from our computers to the lights in this building. Let's discuss the practical applications of science and how each of us uses it every day. <i>Dan Berliner, Jennifer Ouellette, Raychelle Burks, Renate Fiora, Steven Theiss</i></p>
11:00am - Noon	<p><b>So You Want to Start a Podcast?</b>  <b>Crowne Plaza A-E-I-O</b>            Learn about hardware, software, self-promotion, and how to stand out in an increasingly crowded podcast market. <i>Clayton Faits, Jeff Adams, Jeffrey Gardner, Michael Damian Thomas, Shaun Duke</i></p>	11:00am - 1:00am	<p><b>Revolution in 2015 Puzzle Hunt</b>  <b>DoubleTree Garden Court - Northwest</b>            Your spy is dead, and all your team has to go on is a set of cryptic puzzles left behind. Each leads to a different part of the hotel and a piece of the final puzzle. Will you be the first to find the key? Friday at noon in the Garden Court. Free to play! <i>David Allison</i></p>
11:00am - Noon	<p><b>Reading - Joseph Scrimshaw</b>  <b>DoubleTree 2201</b>            Joseph Scrimshaw will read his comedy out loud!  <i>Joseph Scrimshaw</i></p>	11:00am - 1:30pm	<p><b>Giant Chess</b>  <b>DoubleTree Garden Court - Southeast</b>            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.</p>
11:00am - Noon	<p><b>Getting into Tabletop Gaming</b>  <b>DoubleTree Atrium 2</b>            The new version of Dungeons and Dragons is geared to be more approachable, and other games are gaining popularity. How can people who want to get into tabletop gaming find groups and games? <i>Beth Kinderman, Bill Bodden, Brian Casey, Ian Price, Michael Carus</i></p>	11:00am - Noon	<p><b>YogaQuest Presents Buffy the Vampire Slayer: The Wish</b>  <b>DoubleTree Garden Court - Southwest</b>            YogaQuest is back for its fourth year! Join JustiniYogini and the YoGeeks as they try to clean up the mess that Cordelia made in this narrated yogic adventure! No previous yoga experience, special clothing, or mats necessary. Come as you are! <i>Justine Mastin</i></p>
11:00am - Noon	<p><b>Nobody Will Pay You If You Don't Ask</b>  <b>DoubleTree Atrium 3</b>            How do you market yourself as an artist? How much should you be charging? How do you avoid feeling guilty about charging for your art? <i>Beth Voigt, Bob Alberti, Melinda Layden, Mona Montague, Tania Richter</i></p>	11:00am - Noon	<p><b>How Are Anthologies Made?</b>  <b>DoubleTree Plaza 1</b>            Have you ever wondered how these collections come to be? Let our panel walk you through the process, from origination to publication. <i>Catherine Lundoff, Lynne M Thomas, Roy C. Booth, Tim Lieder, Toni Weisskopf</i></p>
11:00am - Noon	<p><b>Communication in Society</b>  <b>DoubleTree Atrium 4</b>            How do we exercise our right to freedom of speech while maintaining a respectful dialog? Communication in our ever-digital world can be a tricky thing to navigate, given how easy it is to misinterpret what someone means. <i>Erika Ensign, Hal Bichel, Heina Dadabhoy, Wesley Chu, craig cormick</i></p>	11:00am - Noon	<p><b>Storytelling in Comics vs. TV</b>  <b>DoubleTree Plaza 3</b>            How does the storytelling differ between TV and comics? What differences are necessary and why? What techniques can cross over successfully? <i>Christopher Jones, Michael R. Underwood, Sean Casey, Shawn Van Briesen, Ty Blauersouth</i></p>
11:00am - Noon	<p><b>Genre Feminism</b>  <b>DoubleTree Atrium 6</b>            Genre still suffers from a lack of diversity. We are bombarded with stories told through the straight white cis-male gaze. Let's have a discussion about intersectionality and the ways to combat sexism (and the other -isms) to make genre a safer place. <i>Cynnthia Michaels, Kethry Burke-Scovill, Laura Zats, Sean Eberle, Trisha Lynn</i></p>	12:30pm - 1:30pm	<p><b>Reading - Emmy Jackson/Patty Templeton</b>  <b>DoubleTree 2201</b>            Emmy Jackson and Patty Templeton will read from their works. <i>Emmy Jackson, Patty Templeton</i></p>
11:00am - Noon	<p><b>Are There Any Original Ideas Anymore?</b>  <b>DoubleTree Atrium 7</b>            Is Guardians of the Galaxy new or old? What about Pacific Rim or Edge of Tomorrow? Are there any truly original ideas anymore? <i>John Shea, Mark McPherson, Romeo Azar, Sarah Prentice, Tyler Tork</i></p>	12:30pm - 1:30pm	<p><b>Custom Gaming PCs</b>  <b>DoubleTree Atrium 2</b>            An overview and tutorial for building your own custom gaming PC. Everything from picking components to modding your case. We will discuss the merits and value of overclocking, water cooling, lighting, and similar topics. <i>Kenneth Justiniano, Michael Black, Nessa Fritsche, Ross Conklin, Sean Sullivan</i></p>
11:00am - Noon	<p><b>Signing - Michael Merriam</b>  <b>DoubleTree Autograph Table A</b>            Michael Merriam will be available for autographs.  <i>michael merriam</i></p>	12:30pm - 1:30pm	<p><b>Raising Geeks</b>  <b>DoubleTree Atrium 3</b>            Many of us were raised on geek properties and are now starting families of our own. How does growing up geek affect how you parent? Are you promoting the geeky to your children or letting them find it themselves? <i>Amada Marquez, Anj Olsen, Erich Bacher, Kyle Dekker, Steven Theiss</i></p>

12:30pm - 1:30pm	<p><b>Developing Character for Puppetry</b>  <b>DoubleTree Atrium 4</b>  Puppet performance isn't just about moving your hand while you talk. You need to know how to create a character. Expert puppeteers will take about how you transform some felt and foam into a unique character. <i>Andrew Dyrud, Gordon Smuder</i></p>	2:00pm - 3:00pm	<p><b>Dialogue Box</b>  <b>DoubleTree Atrium 4</b>  Playwrights and script writers discuss their approaches to writing entertaining and effective dialogue, and how they use dialogue to craft stories and mold characters. <i>Ben San Del, Charlotte Fullerton, Jack Reher, Jerry Stearns, Rachael Acks</i></p>
12:30pm - 1:30pm	<p><b>Marvel Movie Round-Up</b>  <b>DoubleTree Atrium 6</b>  Since this time last year, we've seen talking raccoons, killer robots, the Scarlet Witch, and announcements for the films up through 2019! Join us for an hour of pure geekery on Marvel's latest offerings and speculation about their future. <i>Christopher Jones, Dan Wallace, Emily Finke, John Seavey, Romeo Azar</i></p>	2:00pm - 3:00pm	<p><b>Powerpoint Karaoke</b>  <b>DoubleTree Atrium 6</b>  It's back! Four panelists will give a presentation to the audience, but they've never seen the slides before and they don't make any sense! <i>Barb Abney, Bill Stiteler (mod), C. Robert Cargill, Joseph Scrimshaw, Melissa Kaercher, Molly Glover, Paul Cornell, Sharon Stiteler, Tim Uren, Tim Wick</i></p>
12:30pm - 1:30pm	<p><b>Ben 10: A Media Omniverse</b>  <b>DoubleTree Atrium 7</b>  Cartoon Network's popular series has been adapted to comic books, novels, movies, and video games. How do the characters and storytelling need to change to suit each medium? How are they the same across all media? <i>Charlotte Fullerton</i></p>	2:00pm - 3:00pm	<p><b>Grimm Fan Panel</b>  <b>DoubleTree Atrium 7</b>  Nick got his Grimm back, Wu was brought into the fold, Julia went full Hexenbiest, and Monroe faced a Wesen purity cult--a lot happened in Season 4. Discuss your favorite aspects. <i>Alice Leber Cook, Ann Laabs, Anne Lyle, Cetius d'Raven, Kris George</i></p>
12:30pm - 1:30pm	<p><b>Signing - Scott Pearson</b>  <b>DoubleTree Autograph Table A</b>  Scott Pearson will be available to sign his work. <i>Scott Pearson</i></p>	2:00pm - 3:00pm	<p><b>Signing - Jennifer Ouellette</b>  <b>DoubleTree Autograph Table A</b>  Jennifer Ouellette will available to sign her works. <i>Jennifer Ouellette</i></p>
12:30pm - 1:30pm	<p><b>How I Would Destroy the World with Science</b>  <b>DoubleTree Bloomington</b>  Destruction by science is a common theme in dystopian fiction. Now it's our turn. Join our panel of evil scientists as they describe how they would destroy the world with science. <i>Ben Blanchard, Jennifer Ouellette, Raychelle Burks, craig cormick</i></p>	2:00pm - 3:00pm	<p><b>Signing - Adam Whitlatch</b>  <b>DoubleTree Autograph Table B</b>  Adam Whitlatch will be available to sign his work. <i>Adam Whitlatch</i></p>
12:30pm - 1:30pm	<p><b>Long and Short of Storytelling</b>  <b>DoubleTree Plaza 1</b>  Join publishers and writers of fiction to discuss the differences between novels, novellas, and short stories, from germinating to print. <i>Elizabeth Bear, Haddayr Copley-Woods, Melissa Olson, Michael Damian Thomas, Wesley Chu</i></p>	2:00pm - 3:00pm	<p><b>Dealing with Difficult People in Publishing</b>  <b>DoubleTree Bloomington</b>  Every profession has its share of difficult people. What personalities and behaviors are the most challenging to work with in publishing and how do you handle it? What can we do to avoid becoming those difficult people as writers, artists, editors? <i>Elizabeth Bear, Lee Harris, Michael Damian Thomas, Wesley Chu, craig cormick</i></p>
12:30pm - 1:30pm	<p><b>Brick-a-Brac</b>  <b>DoubleTree Plaza 3</b>  LEGO has done some fascinating things with licensed characters from DC and Marvel Universes, Lord of the Rings, Pirates of the Caribbean, Lucasfilm properties, among others. What are some of your favorites and how did you first discover the love of LEGO? <i>Michael Zecca</i></p>	2:00pm - 3:00pm	<p><b>One on One with Bryan Thao Worra</b>  <b>DoubleTree Edina</b>  <i>Bryan Thao Worra</i></p>
2:00pm - 4:30pm	<p><b>MasterArtist</b>  <b>Crowne Plaza A-E-I-O</b>  <i>Chad Frey, Ruth Thompson, Daniel Mohr</i></p>	2:00pm - 3:00pm	<p><b>Costume Wars - Guerrilla</b>  <b>DoubleTree Garden Court - Southwest</b>  Come watch two-person teams compete in a head-to-head one-hour themed guerrilla challenge. The teams are each given the theme and a surprise grab bag and will have one hour to make the costume then show it off to win the title Guerrilla Costume Warrior. <i>Deborah Mullen</i></p>
2:00pm - 3:00pm	<p><b>Reading - Melissa Olson</b>  <b>DoubleTree 2201</b>  Melissa Olson will read from her work. <i>Melissa Olson</i></p>	2:00pm - 3:00pm	<p><b>A Life in the Industry</b>  <b>DoubleTree Plaza 1</b>  Nicole Dubuc talks about her career as an on-screen actress, voice over actress, writer and now a producer and show runner. <i>Nicole Dubuc</i></p>
2:00pm - 3:00pm	<p><b>Gamers in the Business World</b>  <b>DoubleTree Atrium 2</b>  Believe it or not, being a gamer gives you advantages in your day job. Long-time tabletop gamers discuss how the skills they've honed playing games like Dungeons &amp; Dragons, Pathfinder, Shadowrun, and more can come in handy in the business world. <i>Hal Bichel (mod), Hertzey Hertz, Laura Thurston, Mitchell Faas, Pedro Rodriguez</i></p>	2:00pm - 3:00pm	<p><b>Evolving Superhero Character Design</b>  <b>DoubleTree Plaza 3</b>  Ms. Marvel, Batgirl, and more. We're seeing more and more cosplay-friendly, practical-minded costumes. Superhero costumes are no longer just spandex, they're something a hero could actually fight crime wearing. <i>Christopher Jones, Dana Baird, Jon Durmin, Shawn Van Briesen, Ty Blauersouth</i></p>
2:00pm - 3:00pm	<p><b>Art after the Apocalypse</b>  <b>DoubleTree Atrium 3</b>  A review of the role of artists in apocalyptic fiction and a speculative journey into the value and nature of art at the dusk of humankind. <i>Beth Voigt, Celia Yost, Emily Finke, Ryan Consell</i></p>	3:30pm - 4:30pm	<p><b>Reading - Abra Staffin-Wiebe</b>  <b>DoubleTree 2201</b>  Abra Staffin-Wiebe will be performing an excerpt from her post-apocalyptic novel, A Circus of Brass and Bone. First-come, first-serve for delicious donut refreshments. <i>Abra Staffin-Wiebe</i></p>

## FRIDAY CONTINUED

- 3:30pm - 4:30pm **Laocalypse Now: A Southeast Asia Perspective**  
**DoubleTree Atrium 2**  
While East Asia has regularly figured in doomsday scenarios, Southeast Asian perspectives have rarely been shown. When they have, it's often been from a subordinate perspective. But what are some approaches to consider? And what should we avoid?  
*Bob Alberti, Bryan Thao Worra*
- 3:30pm - 4:30pm **Beyond Marvel and DC**  
**DoubleTree Atrium 3**  
Join our panel for an expansive journey through the comic book universes that AREN'T Marvel and DC, as well as lively discussion on why the "third-party" characters and titles aren't getting more attention from the public.  
*Bryon Stump, Leora Effinger-Weintraub, Meredith Gillies, Sigrid Ellis, Taylor Cisco*
- 3:30pm - 4:30pm **Diversity in Casting**  
**DoubleTree Atrium 4**  
Come discuss race, handicap, gender, diversity, and more in film and TV casting. Is it acceptable when an actor portrays a character with a different physical characteristic? When is it OK to divert from the source?  
*Cynthia Michaels, Derek "Duck" Washington, Haddayr Copley-Woods, Jonathan Palmer, Wesley Chu*
- 3:30pm - 4:30pm **Judging a Book by Its Cover**  
**DoubleTree Atrium 6**  
Two competing teams of "literary experts" discuss the plots of books, based only upon the cover art they are given.  
*Dawn Krosnowski, Jerry Belich, Melissa Kaercher, Molly Glover, Nick Glover, Tim Wick (mod)*
- 3:30pm - 4:30pm **Evolution of the Publishing Industry**  
**DoubleTree Atrium 7**  
From print to e-books to online publishing, how have these changes affected the industry? How have writers, graphic artists, editors, and others involved in book publishing adapted, and what remains the same no matter what format a book takes?  
*Dawn Frederick, Laura Zats, Martha Wells, Toni Weiskopf, michael merriam*
- 3:30pm - 4:30pm **Signing - Tim Lieder**  
**DoubleTree Autograph Table A**  
Tim Lieder will be available to sign his works.  
*Tim Lieder*
- 3:30pm - 4:30pm **My Little Pony: Writing Is Magic**  
**DoubleTree Bloomington**  
Join Charlotte Fullerton to learn more about what goes on behind the scenes of Equestria. What are the challenges to writing an episode of the show everypony of all ages seems to enjoy?  
*Charlotte Fullerton*
- 3:30pm - 4:30pm **Ask a Scientist**  
**DoubleTree Edina**  
Working scientists take time away from their undersea labs and volcano lairs to answer your science questions!  
*Gwen "Bug Girl" Pearson, PZ Myers, Rachael Acks, Raychelle Burks, Steven Theiss*
- 3:30pm - 4:30pm **Costume Wars - 11th Hour**  
**DoubleTree Garden Court - Southwest**  
Bring your entry for judging (teams up to two allowed). Judging will be based on best use of the prescribed list of items published a week before on Facebook. The best representation of the theme using the list wins the title 11th Hour Costume Warrior.  
*Deborah Mullen*
- 3:30pm - 4:30pm **Art of the Dress Orientation**  
**DoubleTree MainStage Green Room**  
If you have registered for the Art of the Dress Show, come line up and get last-minute tips for the show. Mandatory for Art of the Dress participants.  
*Gregory de Danann*
- 3:30pm - 4:30pm **Cheesiest Post-Apocalyptic Films**  
**DoubleTree Plaza 1**  
Everyone knows what life is like in a post-apocalyptic future: Mismatched props, small casts, and the goofiest tyrants you can imagine! Join us for an hour of talking about the cheapest, silliest, and worst (in all senses of the word) cinematic futures.  
*Danielle Indovino Cawley, Emmy Jackson, John Seavey, Matt Gamble*
- 3:30pm - 4:30pm **Building Worlds for Fiction**  
**DoubleTree Plaza 3**  
Building a comprehensive world, whether it is for a novel, comic, or serial can be a huge challenge. Join the creators of the audiodrama series Our Fair City and others as they discuss tools, strategies and both successes and failures in worldbuilding.  
*Alyc Helms, Jim McDaniel, Melinda Layden, Robin Simmons, Tyler Tork*
- 5:00pm - 6:00pm **Texts from Cephalopods: An Audio Comedy**  
**Crowne Plaza A-E-I-O**  
"The Octopus is the drunk texter of the Cephalopod family." So begins the story about what happened after Octopus made off with a diver's camera while it was still recording. A live reading of the podfic based on the fanfic based on the YouTube video.  
*Alexandra Howes, Bess Stuvexoxend, Jo Thrace, Lunate Eight*
- 5:00pm - 6:00pm **Reading - Phillip Andrew Bennett Low**  
**DoubleTree 2201**  
Phillip Andrew Bennett Low will read from his debut political humor collection, 'Indecision Now! A Libertarian Rage'  
*Phillip Low*
- 5:00pm - 6:00pm **Ask a Submariner**  
**DoubleTree Atrium 2**  
Ever wonder what it's like to live 24/7 on a submarine? Some say it's as close to space travel as we can get on Earth. Come ask a group of real-life submariners about their experiences living and working on real-life submarines! All ages welcome!  
*Andrew McKay, Christopher Baye, Daniel Stiglich, Hal Bichel (mod), Michael Sherman*
- 5:00pm - 6:00pm **Squirrel Girl**  
**DoubleTree Atrium 3**  
One of the more comical characters in the Marvel canon, her superpower is to control squirrels, and yet she's defeated major villains. What makes her the most popular hero ever to have been a Great Lakes Avenger?  
*Derek Mahr, Jenni Klumpp, Renate Fiora, Roy T Cook (mod)*
- 5:00pm - 6:00pm **Science vs. Religion in Dystopia**  
**DoubleTree Atrium 4**  
Authors like Philip Pullman, C.S. Lewis and J.R.R. Tolkien have often pitted religion against science, blatantly or through symbolism. How do these authors tilt their respective playing fields? How do their dystopian portrayals of the "other side" compare?  
*Cassandra Phoenix, Emily Finke, Heina Dadabhoy, Jairus Durnett, PZ Myers*
- 5:00pm - 6:00pm **The Legend of Korra**  
**DoubleTree Atrium 6**  
Panelists discuss the hit series "The Legend of Korra," which had its finale in 2014. Topics may include LoK's influence on traditional TV airing vs. online debuts, mature themes on a kids' network, and other lasting impressions.  
*Kathryn Sullivan, Nick Stoner, Nicole Dubuc, Samma Johnson, Windy Bowsby*
- 5:00pm - 6:00pm **Mad Max Retrospective**  
**DoubleTree Atrium 7**  
Few can think of dystopia without thinking of the Mad Max series, and now 30 years after the last Mad Max movie, Beyond Thunderdome, the fourth in the series has been created, Mad Max: Fury Road. Let's look back on the original films.  
*Adam Whitlatch, Emmy Jackson, Joel Arnold, Kyle Dekker, Melissa Kaercher*

5:00pm - 6:00pm **Who REALLY Caused the Apocalypse?**  
**DoubleTree Bloomington**  
 The apocalypse has happened, but what caused it? Was it Monsanto? The Devil? Vaccines? John F Kennedy? All of these things? Our panel of experts gets to the bottom of all the conspiracies that destroyed the Earth. *Jeremy Stomberg, Molly Glover, Nick Glover, Tim Wick*

5:00pm - 6:00pm **Comics to Big Screen**  
**DoubleTree Edina**  
 How are comics adapted to the big screen? What goes into it? Why do some work and some not? *Bryon Stump, Chad Frey, Christopher Jones, Dan Wallace, Lee Harris*

5:00pm - 6:00pm **Engineering Foods of the Future**  
**DoubleTree Plaza 1**  
 As population is outstripping food supply, what does feeding people in the future look like? Will food be grown, manufactured, or even available? Watch experts argue about this as well as their favorite flavor of Soylent. *Ben Blanchard, Daniella Martin, Kavin Senapathy, Maggie Koerth-Baker, Raychelle Burks*

6:00pm - 7:00pm **Masquerade Orientation I**  
**DoubleTree MainStage Green Room**  
 If you have registered for the Masquerade, come and get last-minute information about the tech rehearsals, judging, and the show. Masquerade participants must attend one of the orientation sessions.

7:00pm - 8:00pm **The Wizard of Oz Made Me Gay**  
**DoubleTree Atrium 2**  
 The latest in our "Made Me Gay" series looks at the works of L. Frank Baum and his successor authors and how GLBTQ sensibilities and subtexts have appeared in the world of Oz and are now more out in the open with the works of authors like Gregory Maguire. *David Lenander, Donald Kaiser (mod), Jason Tucker, Joe Agee*

7:00pm - 8:00pm **Favorite Twilight Zone Episodes**  
**DoubleTree Atrium 3**  
 Rod Sterling's masterpiece encompasses many different themes across all the episodes. How do you pick a favorite from all of them? *Alexandra Howes, Charlene Holm, Christopher Jones, Danielle Indovino Cawley, Joel Arnold*

7:00pm - 8:00pm **Star Trek's Cautionary Tales of Dystopian Futures**  
**DoubleTree Atrium 4**  
 The crews of the Enterprises encountered many examples of what might happen if a whole society was dedicated to following one human failing--mobsters, Romans, etc. Was this an effective way to examine human social systems? *Caitlin Knight, Cetius d'Raven, Charlie Paulsen, Donavon Indovino Cawley, Eric Staggs*

7:00pm - 8:00pm **Food and Fear**  
**DoubleTree Atrium 6**  
 Emotions run high and disinformation runs amok around the topic of food. Are GMOs safe? What are the breeding methods used in farming? How do we interpret food labels? Who can we trust? This panel will explore the truth and myths surrounding what we eat. *Ben Blanchard, Jon Durmin, Kavin Senapathy, Kristin Ellis, Maggie Koerth-Baker*

7:00pm - 8:00pm **Handmaid's Tale**  
**DoubleTree Atrium 7**  
 Atwood's 1985 dystopian novel about a US overthrown by a totalitarian Christian theocracy still rings eerily true amid the events of this decade. We'll discuss how religion and politics have mirrored the book and what we can do to avoid its bleak future. *Amanda Marcotte, Brianna Bilyeu, Heina Dadabhoy, Rebecca Watson (mod), Steph Montgomery*



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<http://www.animefusion.net>

## FRIDAY CONTINUED

- 7:00pm - 8:00pm **"Modern" Mental Illnesses**  
**DoubleTree Bloomington**  
 Where do "new" mental disorders come from? How are they discovered, and are they caused by modern society or just reconceptualizations of conditions that have existed for ages? Topics include eating disorders, sex addiction, video game addiction, and ASD. *Julia Burke, Kris Coulter, Lee Blauersouth, Olivia James, Sherry L.M. Merriam, MA, LPC*
- 7:00pm - 8:00pm **Bad-anon: Bad Guys Anonymous**  
**DoubleTree Garden Court - Southwest**  
 We know how difficult it is to run an evil organization - sometimes it can become a little overwhelming. Come and meet other villains and feel appreciated together.
- 7:00pm - 8:00pm **Junkfood Cinema Live!**  
**DoubleTree Plaza 1**  
 Returning to CONvergence is Junkfood Cinema Live! JFC is a weekly cult and exploitation filmcast hosted by CONvergence veterans Brian Salisbury and C. Robert Cargill that takes a fully unironic look at some overlooked, underrated, and forgotten flicks. *Brian Salisbury, C. Robert Cargill*
- 7:00pm - 8:00pm **Friends of Bill W**  
**DoubleTree Plaza 3**
- 8:30pm - 9:30pm **Give Me That Old-Timey Sci-Fi**  
**DoubleTree Atrium 2**  
 More and more publishers are republishing classic, vintage sci-fi. Will this bring in a new audience or appeal mostly to existing fans of the classics? What is driving this trend? *Dani Price, Dave Margosian, KEN KON KOL, Michael Kingsley, Ozgur Sahin*
- 8:30pm - 9:30pm **Slash Panel**  
**DoubleTree Atrium 3**  
 Come talk, discuss, and squee about slash fiction! Talk about the recent developments in fandom, adore the recent fanfic and fanart, and share recommendations! And what's the difference between slash and "shipping" your favorite characters? *Bess Stuvencoxend, Fes Works, Lyda Morehouse*
- 8:30pm - 9:30pm **Other Than Muppets**  
**DoubleTree Atrium 4**  
 A discussion of all the great puppet work coming from people and places without the name "Henson." *Gordon Smuder*
- 8:30pm - 9:30pm **Welcome to Night Vale Fan Panel**  
**DoubleTree Atrium 7**  
 Earth is a hallucination, podcasts are dreams. Let's talk about the popular podcast "Welcome to Night Vale." What's new in the past year? *Anna Besmann, Beth Kinderman, Charlene Holm, Kevin Horner, Peregrin Winkle*
- 8:30pm - 9:30pm **Mockingjay - Movies vs. the Book**  
**DoubleTree Bloomington**  
 Come discuss the ways in which The Hunger Games: Mockingjay Parts 1 & 2 movies compare to Suzanne Collins's Mockingjay. What did the movie do better than the book? What details from the book were lacking in the movies? *Deb Brazil, Jenni Klumpp, Joan Sullivan, Kethry Burke-Scovill*
- 8:30pm - 9:30pm **Giant Lizard Theater: 10 Years Later**  
**DoubleTree Plaza 1**  
 10 years ago, MN writers held a poetry reading at CONvergence inspired by myths, legends, and SFF involving dragons, dinosaurs, and kaiju. Guest-of-Honor Bryan Thao Worra and other poets will perform, and you're invited to perform, too! *Bryan Thao Worra*
- 8:30pm - 9:30pm **Electronics for Props and Costuming**  
**DoubleTree Plaza 3**  
 Low-cost electronic components such as LEDs, electroluminescent wire, conductive fabric, and animation with Arduinos can add eye-catching effects to your creations! Come share ideas and see what the new electronic art tools can make possible for you! *Brian McEvoy, Christopher Baye, Destiny Ziebol, Doug Thorpe, Todd Murray*
- 10:00pm - 11:00pm **Speaking in Tongues: Constructed Languages in Fantasy and Reality**  
**DoubleTree Atrium 2**  
 From Elvish, Klingon, and Dothraki to Esperanto and Lojban, the languages we invent serve multiple purposes in fantasy and in reality. Why do we invent them? What do they have in common? What purposes do they serve in communities and fictional universes? *Ruth Berman, Tex Thompson*
- 10:00pm - 11:00pm **Random Crossovers**  
**DoubleTree Atrium 3**  
 Rule PON3: If it exists, there's a My Little Pony version of it. Let's talk about the best, the worst, the most hilarious, and the most disturbing crossovers. *Elise Matthesen, Melinda Layden, Nicole "Nuala" LaBat*
- 10:00pm - 11:00pm **Sauced with Seuss**  
**DoubleTree Atrium 4**  
 Will we drink it in a can? We will drink it if we can. Will we drink it in a bottle? Yes we will, as any sot'll. We will need no strong inducement, To drink these drinks for your amusement. *Carrie Rainey, Dawn Krosnowski, Jerry Belich, Melissa Kaercher, Pat Harrigan (mod), Tim Uren*
- 10:00pm - 11:00pm **Video Game Music**  
**DoubleTree Atrium 7**  
 From events like Video Games Live to the plethora of YouTube videos covering the Super Mario Bros. theme, video game music is popular! Come discuss how composition in video games and how it compares to writing for a traditional album. *Ansley Grams, Fes Works, Lex Lemaire, William Dewey*
- 10:00pm - 11:00pm **MainStage Overflow**  
**DoubleTree Bloomington**
- 10:00pm - 12:30am **Space Unicorn Dance Party**  
**DoubleTree Edina**  
 Join the Space Unicorns of Uncanny Magazine as Lynne M. Thomas & Michael Damian Thomas (editors-in-chief and publishers of Uncanny Magazine) celebrate their 15th wedding anniversary. *Lynne M Thomas, Michael Damian Thomas, Michi Trota*
- 10:00pm - 11:00pm **Writing Media Tie-Ins**  
**DoubleTree Plaza 1**  
 From Star Trek to Halo, books and audio dramas based on hit television shows, video games, and summer blockbusters are big business. But what goes into writing a media tie-in? What obstacles do authors face? And is it worth their time and talent? *Adam Whitlatch, Charlotte Fullerton, David Annandale, Monica Valentinelli, Patrick Tomlinson*
- 10:00pm - 11:00pm **Flying for fun, profit(?), self-improvement, or geeky delight**  
**DoubleTree Plaza 3**  
 Pilots and flying are staples of the Sci-Fi genre. A panel of Aviators, Sim builders and Model Pilots answer questions and discuss all things aviation; including aviation hobbies, related professional opportunities and tips for writing about aviation. *Chris Thompson, Christopher Baye*
- 11:30pm - 12:30am **Late Night Music Circle**  
**Crowne Plaza A-E-I-O**  
 A late night gathering of musicians where you can sing, play or just listen.



- 11:30pm - 12:30am **Geeky First Date Movies**  
**DoubleTree Atrium 2**  
What movie would you choose for first date with another geek? What are the do's and don'ts to consider? *Caitlin Knight, Jason Glaser, Matt Gamble, kat evans*
- 11:30pm - 12:30am **Does Terry Gilliam Count as Dystopian?**  
**DoubleTree Atrium 3**  
How do you feel about Terry Gilliam? Does he deserve a place in the great of dystopian fiction? From Brazil, to Zero Theorem, and everything in between. What does his point of view add to the mix? *Garrick Dietze, Jon Durmin, Niles Schwartz*
- 11:30pm - 12:30am **Constantine Fan Panel**  
**DoubleTree Atrium 4**  
Let's talk about NBC's Constantine. Is it faithful to the comic? Does Matt Ryan embody John? Does it work with a broadcast channels Standards and Practice rules? Most importantly, is it worth your time? *Geoffrey Hofman-Frethem, Lauren Wells, Meredith Gillies, Neil Anderson, Stephan Stomberg*
- 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 musical score to movie clips culled from the strangest B-movies... and they will do it without ever having seen the films before! *Aric McKeown, Chad Dutton, Jerry Belich, Joseph Scrimshaw, Kelvin Hatle, Melissa Kaercher (mod), Molly Glover, Tim Uren*
- 11:30pm - 12:30am **Mythbusters - Bringing Science to Pop Culture**  
**DoubleTree Atrium 7**  
"The difference between science and screwing around is just keeping track of your data." *Bryon Stump, Dan Berliner, KEN KON KOL, Renate Fiora, Thomas Mahle*
- 11:30pm - 12:30am **The Pun-El**  
**DoubleTree Bloomington**  
The annual tribute to the great Kryptonian comedian (SFX: record scratch). Come participate in the annual opportunity to throw around the WORST of wordplay, without fear of flying fruit! *Bob Alberti, Brian LaBounty, Brian Salisbury, Ed Eastman, Margaret Eastman*
- 11:30pm - 12:30am **American Horror Story Fan Panel**  
**DoubleTree Plaza 1**  
Which storyline is your favorite: Murder House, Asylum, Coven, or Freak Show? Who are your favorite recurring actors? What's next for season 5? *Amanda Hofman-Frethem, Ansley Grams, Kris George, Tim Lieder*
- 11:30pm - 12:30am **Super Academy Rises: How to Create and Release a Superhero Webseries**  
**DoubleTree Plaza 3**  
Join the team of Super Academy for an interactive panel about creating your own webseries. From concept to Kickstarter to production and post-production, they will guide you through their journey. CVG exclusive clips and video will be premiered as well. *Ben Lifson, Jacob Gulliver, Kyle Dekker*

## SATURDAY

- 9:00am - 10:00am **Masquerade Orientation II**  
**DoubleTree MainStage Green Room**  
If you have registered for the Masquerade, come and get last-minute information about the tech rehearsals, judging, and the show. Masquerade participants must attend one of the orientation sessions.
- 9:30am - 10:30am **Building a Company, Building a Community**  
**DoubleTree Atrium 2**  
A how-to guide for creating an arts company from the ground up. Learn how to resourcefully organize your company, attract top talent, and build a distribution network for your artistic product. *Betsey Palmer, Jeffrey Gardner, John Heimbuch, Mitchell Faas*

- 9:30am - 10:30am **Getting Students Into Science**  
**DoubleTree Atrium 3**  
As our society gets more technological, being scientifically literate becomes increasingly critical. Come discuss ways we can attract more non-scientists to be familiar with the subject matter. How can we keep young children's interest as they grow? *Dan Berliner, Matthew Lowry, PZ Myers, Renate Fiora, Steven Theiss*
- 9:30am - 10:30am **Disability in Fandom**  
**DoubleTree Atrium 4**  
A discussion on disabilities in nerd culture; characters, creators, and fans! *Dirk Ykema, Josie Browning, Mandy Tempel, Peregrin Winkle*
- 9:30am - 10:30am **Saturday Morning Cartoon Fever**  
**DoubleTree Atrium 6**  
In 2014, the last animation block on network television left the air. The old format of Saturday morning cartoons is officially dead. Come and discuss the long history of cartoons that shaped many of our childhoods. *Anna Waltz, Doug Hulick, Jennifer Cross, Kevin Eldridge, Mark McPherson*
- 9:30am - 10:30am **Costuming on a Budget**  
**DoubleTree Atrium 7**  
Costuming can be an expensive hobby (or career), but it doesn't have to be. We will discuss where to get inexpensive (or free!) materials, tips and tricks for doing it yourself, and the joys of barter and trade. *Amanda Hofman-Frethem, Erin Schneider, Jess Dunow, Laura Oliver, Melissa Sowers*
- 9:30am - 10:30am **Do We Need "Princes" Anymore?**  
**DoubleTree Bloomington**  
"I would love for my son to grow up like this man: \_\_\_\_." Who are great role models from SFF that help instill equality? *Amada Marquez, Anthony Padilla, Erich Bacher, Vetrina Anderson*
- 9:30am - 10:30am **Inclusivity in Fandom**  
**DoubleTree Edina**  
Are we representative of the diverse community at large? How can we have a more inclusive community? *Cynthia Michaels, Devin Harnois, E. P. Beaumont, Hal Bichel, Jen Manna*
- 9:30am - Noon **15th Annual IKV WarHammer Invitational Bat'leth Tournament**  
**DoubleTree Garden Court - Southwest**  
Worthy warriors are invited to join the Klingons Saturday 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 and all proceeds go to the American Diabetes Assoc. *George Richard*
- 9:30am - 10:30am **Meteorite Appreciation Panel**  
**DoubleTree Plaza 1**  
A thought provoking and intellectual discussion with the audience about the joys of meteorite collecting, and the unique contribution that meteorites have played in our understanding of the universe. Rare and interesting specimens will be on display. *John Shea*
- 11:00am - Noon **The Skiffy and Fanty Show Live: Space Travel and Its Discontents**  
**Crowne Plaza A-E-I-O**  
Contact's (1997) positive tale of space exploration remains remarkable for its optimism. But how does it compare to Gravity's (2013) pessimistic view? What do these films tell us about man's place among the stars? The S&F crew will tackle this and more! *David Annandale, Julia Rios, Mike Underwood (mod), Paul Weimer, Rachael Acks, Shaun Duke*
- 11:00am - Noon **Reading - Martha Wells**  
**DoubleTree 2201**  
*Martha Wells*

## SATURDAY CONTINUED

11:00am - Noon	<p><b>Getting Over Artist's Block</b>  <b>DoubleTree Atrium 2</b>            What do you do to get past artist's block? Let's share our tips and techniques as well as our insight into the most common triggers. <i>Amy Roth, E. P. Beaumont, Patty Templeton</i></p>	Noon - 4:00pm	<p><b>Kids ID</b>  <b>DoubleTree Garden Court - Southeast</b>            Kids ID allows parents the opportunity to create a kit of identifying materials for their child, free of charge. The kit contains a fingerprint card, a physical description, a video, computer disk, or DVD of the child, a dental imprint, and a DNA sample.</p>
11:00am - Noon	<p><b>Board Games with Your Kids</b>  <b>DoubleTree Atrium 3</b>            Board game companies say certain ages are appropriate, but we know our kids better. When do you introduce your kids to, say, Carcassonne? Which board game age ranges are more fluid than others? <i>KEN KON KOL, Kenneth Justiniano</i></p>	12:30pm - 1:30pm	<p><b>Doctor Who Season Eight Round-Up</b>  <b>Crowne Plaza A-E-I-O</b>            Finally, a full new season with a brand-new Doctor! What did you think of Capaldi? Did Clara move past the "impossible girl"? Did the new season live up to expectations? Join us for an hour of discussing the latest adventures of our favorite Time Lord. <i>Erika Ensign, John Seavey, Kathryn Sullivan, Michael Shappe, Renate Fiora</i></p>
11:00am - Noon	<p><b>Adding Humor to Your Writing</b>  <b>DoubleTree Atrium 4</b>            There are many types of humor, but writing in something that is actually funny can be difficult, be it literature, television, movies, theater, or audio plays. What are some techniques to help write humor that reaches the audience successfully? <i>Catherine Lundoff, Melissa Olson, Patrick Tomlinson, Wesley Chu, Phillip Low</i></p>	12:30pm - 1:30pm	<p><b>Reading - Adam Whitatch</b>  <b>DoubleTree 2201</b>            Adam Whitatch will be reading from his own work. <i>Adam Whitatch</i></p>
11:00am - Noon	<p><b>Worst of Doctor Who</b>  <b>DoubleTree Atrium 6</b>            From the group that brought you the definitive views on the Worst of James Bond and Harry Potter, it's a knock-down, drag-out discussion on the very worst elements of Doctor Who. From Adric to Zygons, they'll leave no metal dog unturned. <i>Barb Abney, Bill Stiteler, Jeremy Stomberg, Joseph Scrimshaw, Molly Glover, Sharon Stiteler (mod)</i></p>	12:30pm - 1:30pm	<p><b>How to Throw a Party (Room)</b>  <b>DoubleTree Atrium 2</b>            If you've ever thought of hosting a party room, you need not 'reinvent' the wheel. Come talk to the intrepid people who have actually spent their time and money to host a party room, and have figured out all the do's/don'ts for you! <i>JayColette Herald-Gordon, John Garner, Lee Blauersouth, Michelle Clark, Rae Lundquist</i></p>
11:00am - Noon	<p><b>Fully Believable: An Improv Storytelling Panel Show</b>  <b>DoubleTree Atrium 7</b>            In Fully Believable, four comedians tell stories of strange events from their past that they just made up! Sit back and listen as our panelists regale you with completely untrue tales, and find out how funny, and how believable, those stories really are! <i>Laurie Richardson, Paul Cornell, Salsa Sterling (mod)</i></p>	12:30pm - 1:30pm	<p><b>Panel 237</b>  <b>DoubleTree Atrium 3</b>            Think you know what your favorite film is about? Wrong! Our experts will gather together to explain, much like the documentary 'Room 237' did, what the creators REALLY intended you to learn, and how to crack the code! <i>Bill Stiteler, C. Robert Cargill, Melissa Kaercher, Tim Wick</i></p>
11:00am - Noon	<p><b>Signing - Christopher Jones</b>  <b>DoubleTree Autograph Table B</b>            Comic Book artist Christopher Jones will be available for signings and sketches. <i>Christopher Jones</i></p>	12:30pm - 1:30pm	<p><b>Legends of Laos</b>  <b>DoubleTree Atrium 4</b>            With over 160 different cultures in Laos, there are many different beliefs that can be difficult to untangle. We'll look at many entities from traditional mythology, including giant carnivorous warrior-sorceresses and lusty super-simian bio-weapons. <i>Bryan Thao Worra, Roy C. Booth</i></p>
11:00am - Noon	<p><b>Do We Need "Princesses" Anymore?</b>  <b>DoubleTree Bloomington</b>            Can a princess (historically, not a great job description) even be a contemporary role model? <i>Anna Waltz, Anthony Padilla, Emma Bull, Kate Norlander, Vetrina Anderson</i></p>	12:30pm - 1:30pm	<p><b>Science of the Marvel Universe</b>  <b>DoubleTree Atrium 6</b>            Ever asked "How long until I get my own Iron Man suit?" or "Where does the extra mass come from when the Hulk grows?" Join a panel of experts as they answer these and other pressing scientific questions raised by the Marvel Universe. <i>Christopher Hunter, Gwen "Bug Girl" Pearson, Jennifer Ouellette, Jim Kakalios, Ryan Consell (mod)</i></p>
11:00am - Noon	<p><b>Writing While Female</b>  <b>DoubleTree Edina</b>            An exploration of the specific challenges that women face in today's writing environment. <i>Emilie Peck, Michi Trota, Miri Mogilevsky, Nicole Dubuc, Stephanie Zvan</i></p>	12:30pm - 1:30pm	<p><b>How Animation Works</b>  <b>DoubleTree Atrium 7</b>            Nicole Dubuc takes you through the experience of creating an animated series from conception to completion. <i>Nicole Dubuc</i></p>
11:00am - Noon	<p><b>Vermin</b>  <b>DoubleTree Plaza 1</b>            Come find out what all the buzz is about! MST3K fans will love this new web series. Exclusive badge ribbon and prize drawings for all in attendance! <i>Derek "Duck" Washington, Eric Thompson, Gordon Smuder, Jennifer Menken, Tim Wick, Trace Beaulieu</i></p>	12:30pm - 1:30pm	<p><b>Signing - Martha Wells</b>  <b>DoubleTree Autograph Table A</b>  <i>Martha Wells</i></p>
11:00am - Noon	<p><b>Meet GPS</b>  <b>DoubleTree Plaza 3</b>            Learn about the latest workings of the Geek Partnership Society. News and updates about our clubs, events and work in the Geek community.</p>	12:30pm - 1:30pm	<p><b>Signing - Gordon Smuder</b>  <b>DoubleTree Autograph Table B</b>            Guest of Honor Gordon Smuder will be available for signing. <i>Gordon Smuder</i></p>
		12:30pm - 1:30pm	<p><b>Psychological Survival for Writers</b>  <b>DoubleTree Bloomington</b>            Writers experience both successes and failures in their careers. How can a writer deal with these experiences effectively? <i>Adam Stemple, Eleanor Arnason, Joan Marie Verba, Kelly McCullough, Wesley Chu</i></p>

12:30pm - 1:30pm	<p><b>Black Mirror: Our Reflections in Social Media</b>  <b>DoubleTree Edina</b>  Does social media make us monsters or reveal the monsters we already are? Black Mirror explores how we use tech to serve our social and emotional needs, often to horrific ends. How close are we to what we see in the show's near and distant futures? <i>Allyson Cygan, Brianne Bilyeu, Dani Price, Heina Dadabhoy, Jamie Bernstein</i></p>	2:00pm - 3:00pm	<p><b>Creating a Dystopian Society in Your Writing</b>  <b>DoubleTree Atrium 7</b>  How do you create a dystopian society that is believable and forwards your character development and plot? How do you add a twist to your society that makes it original without losing realism in the world of your story? <i>Carrie Patel, Christoforo Pasquarette, Eric Staggs, Naomi Kritzer, Wesley Chu</i></p>
12:30pm - 1:30pm	<p><b>Human Combat Chess</b>  <b>DoubleTree Garden Court - Southwest</b>  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.</p>	2:00pm - 3:00pm	<p><b>Signing - Emmy Jackson</b>  <b>DoubleTree Autograph Table A</b>  Emmy Jackson will be available to sign their works.  <i>Emmy Jackson</i></p>
12:30pm - 1:30pm	<p><b>Cricket</b>  <b>DoubleTree Outdoors</b>  Paul Cornell teaches cricket to Americans. This year he'll be teaching it outside - with real bats, balls and wickets! Fore! Or whatever you say in cricket... Location: along N side of W 78th St, West of DoubleTree. Approximate GPS: 44.861354, -93.354443 <i>Paul Cornell</i></p>	2:00pm - 3:00pm	<p><b>Signing - Patty Templeton</b>  <b>DoubleTree Autograph Table B</b>  Patty Templeton will be available to sign their works.  <i>Patty Templeton</i></p>
12:30pm - 1:30pm	<p><b>'90s Cartoons Retrospective</b>  <b>DoubleTree Plaza 1</b>  Join Charlotte Fullerton to talk about all your favorite Fox and WB cartoons from the 1990s: Bobby's World, Eek the Cat, The Tick, X-Men, Animaniacs, Pinky &amp; The Brain, and more. What happened behind the scenes on these networks and shows? <i>Charlotte Fullerton</i></p>	2:00pm - 3:00pm	<p><b>Chad Frey's Works</b>  <b>DoubleTree Bloomington</b>  Come hear about the creative process behind such films as Transformers, Blade, X-Men: The Last Stand, and more from award-winning set designer and art director Chad Frey. <i>Chad Frey</i></p>
12:30pm - 1:30pm	<p><b>Young Adult Book Recommendations</b>  <b>DoubleTree Plaza 3</b>  Bring your favorite YA book and our panel of YA experts will recommend other books you might like. <i>Dawn Frederick, Samma Johnson, Sean Casey</i></p>	2:00pm - 4:30pm	<p><b>Colonizing Space</b>  <b>DoubleTree Edina</b>  We can't find a monolith until we have a colony on the moon. What steps do we need to take to colonize another planet or celestial body? <i>Daniel Stiglich, Lana Rosario, Matthew Lowry, Toni Weisskopf, craig cormick</i></p>
2:00pm - 3:00pm	<p><b>Get Off My World!</b>  <b>Crowne Plaza A-E-I-O</b>  A live recording of the Doctor Who podcast "Get Off My World!" featuring passionate opinion, idiosyncratic expression, general nerderly and an opportunity for audience-suggested topics. <i>Ariel Leaf, Joshua Scrimshaw, Kelvin Hatle, Pat Harrigan (mod)</i></p>	2:00pm - 3:00pm	<p><b>Group Signing</b>  <b>DoubleTree Garden Court - Southwest</b>  Any and all authors at the convention (especially Invited Participants) will be available to sign their work. <i>Alyc Helms, Jody Wurl</i></p>
2:00pm - 3:00pm	<p><b>Reading - Lee Harris/Nicole Dubuc</b>  <b>DoubleTree 2201</b>  Two of our Guests of Honor will read from their works. <i>Lee Harris, Nicole Dubuc</i></p>	2:00pm - 3:00pm	<p><b>Cartoons and Puppets: Separated at Birth?</b>  <b>DoubleTree Plaza 1</b>  Gordon Smuder will share a presentation about the commonalities between television puppet design and cartoon character design. <i>Gordon Smuder</i></p>
2:00pm - 3:00pm	<p><b>Manhattan</b>  <b>DoubleTree Atrium 2</b>  The WGN series tells a historical dystopian story in Manh(a)ttan, about the people and events involved in the Manhattan Project. How well did the show blend science, history, and story? <i>Amy Roth, Jennifer Ouellette, Melanie Mallon, Melinda M. Snodgrass</i></p>	2:00pm - 3:00pm	<p><b>Podcasts You Should be Listening To</b>  <b>DoubleTree Plaza 3</b>  What are some of the best podcasts out there that everyone should know about? <i>Ben Ellis, David Rheinstrom, Fes Works, Julia Rios, Sigrid Ellis</i></p>
2:00pm - 3:00pm	<p><b>Indie Games as Art</b>  <b>DoubleTree Atrium 3</b>  Come discuss the artistic side of indie games, including games as metaphors, meta games about gaming, mechanics as metaphor, and more. <i>Adam Lueck, Dani Price, Ian Price, Ross Conklin, Walli Sullivan</i></p>	3:30pm - 4:30pm	<p><b>Reading - Michael Merriam</b>  <b>DoubleTree 2201</b>  Michael Merriam will read from his own work. <i>michael merriam</i></p>
2:00pm - 4:30pm	<p><b>Raptor Center</b>  <b>DoubleTree Atrium 4</b></p>	3:30pm - 4:30pm	<p><b>Writing of Georgette Heyer</b>  <b>DoubleTree Atrium 2</b>  Let's discuss the famous regency romance author and her works. How has her writing informed SF/F writers both in terms of style and craft? <i>Eleanor Arnason, Emma Bull, Ruth Berman, Toni Weisskopf, Trisha Lynn</i></p>
2:00pm - 3:00pm	<p><b>Hopes and Dreams for the New Star Wars Cinematic Universe</b>  <b>DoubleTree Atrium 6</b>  The third trilogy begins later this year with Episode VII: The Force Awakens. Do we still hold out hope? <i>Dan Wallace, Jon Durmin, Romeo Azar, Zach Nyhus</i></p>	3:30pm - 4:30pm	<p><b>Losing to Win: The Fast and the Furious Series</b>  <b>DoubleTree Atrium 3</b>  After the original Fast and Furious film was a surprise hit, the first few sequels floundered. Yet somehow the street-racing series recovered and transformed into a string of successful heist films. How did we get here, and where is the series going now? <i>Brian Salisbury, Derek Mahr, Melissa Kaercher, Romeo Azar</i></p>
		3:30pm - 4:30pm	<p><b>Young Adult Dystopia in Movies</b>  <b>DoubleTree Atrium 6</b>  City of Ember, Divergent, The Giver, Maze Runner, the Hunger Games--dystopian films based on YA novels is on the rise. Let's discuss our favorites, what works and what doesn't, and what new films are in the works. <i>Joan Sullivan, Michael Carus, Sean Casey</i></p>

## SATURDAY CONTINUED

- 3:30pm - 4:30pm **Art of the Plot Twist**  
**DoubleTree Atrium 7**  
How do you set up a plot twist that makes it good but isn't completely predictable? *Carrie Patel, Jack Reher, Lana Rosario, Wesley Chu, patrick marsh*
- 3:30pm - 4:30pm **Signing - phillip andrew bennett low**  
**DoubleTree Autograph Table A**  
phillip andrew bennett low will be available to sign his new work, "Indecision Now! A Libertarian Rage" *phillip low*
- 3:30pm - 4:30pm **Signing - Nicole Dubuc**  
**DoubleTree Autograph Table B**  
Guest of Honor Nicole Dubuc will be available for signing. *Nicole Dubuc*
- 3:30pm - 4:30pm **Geeks Without God Live Podcast**  
**DoubleTree Bloomington**  
Geeks Without God celebrates their third anniversary by recording LIVE. Come enjoy the intersection of geekery, atheism and comedy. *Jennifer Ouellette, Melinda M. Snodgrass, Molly Glover, Nick Glover, Tim Wick*
- 3:30pm - 4:30pm **What's The Worst That Could Happen?**  
**DoubleTree Edina**  
How bad could things get? Could we get invaded by three alien races at once? Cure all diseases with a drug that has a side effect of uncontrollable cannibalism? We will come up with the most outlandish possible scenarios on the slippery slope to dystopia. *Beth Voigt, Craig A. Finseth, Gwen "Bug Girl" Pearson, Jairus Durnett, Matthew Lowry*
- 3:30pm - 4:30pm **One on One with Lee Harris**  
**DoubleTree Plaza 1**  
*Lee Harris*
- 3:30pm - 4:30pm **Intellectual Property and Copyright Law**  
**DoubleTree Plaza 3**  
When working in transformative works in fanfic, fan art, etc., one must be aware of how copyright law applies to intellectual property. How does copyright law apply to selling things on Etsy - for instance, a Jayne hat? *Bob Alberti, J. Boone Dryden, Laura Terwilliger, Marty Farley, Troy LaFaye*
- 5:00pm - 6:00pm **Our Fair City Recording Session**  
**Crowne Plaza A-E-I-O**  
Join the creators of Our Fair City--a post-apocalyptic audiobook serial set in a world of mad scientists, molepeople and dystopian corporations--to record crowd scenes and dialogue for their seventh season. Shriek in terror! Start a riot! Applaud wildly! *Betsey Palmer, David Rheinstrom, Jeffrey Gardner*
- 5:00pm - 6:00pm **Reading - Roy C. Booth**  
**DoubleTree 2201**  
Roy Booth will be reading from his work. *Roy C. Booth*
- 5:00pm - 6:00pm **PC or Console: Best of Both Worlds?**  
**DoubleTree Atrium 2**  
The perennial debate: Do consoles make gaming easier? Is it better to have the more powerful hardware in a PC? *Briana "Tactical Pinup" Falb-Joslin, Dani Price, Michael Black (mod), Ross Conklin, Sean Sullivan*
- 5:00pm - 6:00pm **Best Young Adult Series**  
**DoubleTree Atrium 3**  
Come discuss some of the best young adult fiction that doesn't involve Harry Potter or vampires. *Derek Hanisch, Joan Sullivan, Sean Casey, Tyler Tork*
- 5:00pm - 6:00pm **Ready, Steady, Flash!**  
**DoubleTree Atrium 4**  
In this, 4 professional writers are given a theme, or phrase, around which they must each write a piece of flash fiction. Live, in front of the audience. They have 5 MINUTES in which to write it. At the end of each round, the audience votes on the best. *C. Robert Cargill, Carrie Patel, Kelly McCullough, Lee Harris, Melissa Olson, Paul Cornell*
- 5:00pm - 6:00pm **Star Trek Intolerance**  
**DoubleTree Atrium 6**  
Star Trek is widely praised for its seemingly progressive depiction of equality and acceptance. But is that praise deserved? Join our panel of diehard Trekkies, as they highlight some of the ugly truths about life in the 22nd-24th centuries. *Donavon Indovino Cawley, Gabriela Santiago, Jennifer Cross, Taylor Cisco, phillip low*
- 5:00pm - 6:00pm **Agents of SHIELD Season Two**  
**DoubleTree Atrium 7**  
Ward's in jail, Coulson's losing it, Skye's got daddy issues, Fitz has brain damage, and Simmons is deep undercover. And that's in Episode 1! Join us for an hour of discussing Season Two of Marvel's spy drama. *Cetius d'Raven, Daren Johnson, Emily Finke, Josie Browning, Marty Farley*
- 5:00pm - 6:00pm **Signing - Daniella Martin**  
**DoubleTree Autograph Table A**  
Daniella Martin will be signing copies of her book *Edible: An Adventure into the World of Eating Insects* and the *Last Great Hope to Save the Planet*. *Daniella Martin*
- 5:00pm - 6:00pm **Signing - Wesley Chu**  
**DoubleTree Autograph Table B**  
Guest of Honor Wesley Chu will be available to sign his work. *Wesley Chu*
- 5:00pm - 6:00pm **Obsessed: Game of Thrones**  
**DoubleTree Bloomington**  
Comedian Joseph Scrimshaw's popular podcast about liking things a lot. Join Joseph and guests, Tim Wick and Rebecca Watson, for a fast absurd dissection of *Game of Thrones*. *Joseph Scrimshaw (mod), Rebecca Watson, Tim Wick*
- 5:00pm - 6:00pm **The Baen Travelling Road Show (with Prizes!)**  
**DoubleTree Edina**  
Join Baen Books publisher Toni Weiskopf for a special overview of Baen artwork and covers. *Toni Weiskopf*
- 5:00pm - 6:00pm **Wedding**  
**DoubleTree Garden Court - Southwest**
- 5:00pm - 6:00pm **One on One with Chad Frey**  
**DoubleTree Plaza 1**  
*Chad Frey*
- 5:00pm - 6:59pm **Matrix Tag**  
**DoubleTree Plaza 3**  
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*
- 7:00pm - 8:00pm **Adventures in Foley, or: Broken Glass, Canteloupes, and You**  
**Crowne Plaza A-E-I-O**  
Sound effects are rarely what they seem. Outstanding sound designers from the world of audio drama and theater share their process for crafting the perfect sound. *David Rheinstrom, Ele Matelan, Jeff Adams, Jerry Stearns*
- 7:00pm - 8:00pm **Dystopia of Philip K. Dick: From Page to Screen**  
**DoubleTree Atrium 2**  
We've probably all seen his stories on screen without necessarily knowing it. From *Blade Runner* to *Total Recall* and more. This panel will discuss Dick's stories and their film translations. *Garrick Dietze, J. Boone Dryden, Kyle Dekker, Paul Weimer, Rachel Kronick*
- 7:00pm - 8:00pm **Comedy of the Geeks**  
**DoubleTree Atrium 3**  
A serious panel about comedy and geek culture. What makes geeky comedy work? How do you balance pop culture references with the need to appeal to people who may not have seen every *Star Trek* episode ever? *Joseph Scrimshaw, Molly Glover, Tim Wick*

7:00pm - 8:00pm	<p><b>Hard and Soft Science</b>  <b>DoubleTree Atrium 6</b>            Some sciences are more respected than others. Why?  <i>Jamie Bernstein, Mary McKinley, Matthew Lowry, Rachael Acks, Stephanie Zvan</i></p>	8:30pm - 9:30pm	<p><b>Sailor Moon Crystal fan panel</b>  <b>DoubleTree Plaza 3</b>            Come discuss the new Sailor Moon series with other fans. How has the distribution channel helped or hurt this incarnation of the franchise? <i>Charlene Holm, Fes Works, Meredith Gillies, Nick Stoner</i></p>
7:00pm - 8:00pm	<p><b>One on One with Charlotte Fullerton</b>  <b>DoubleTree Atrium 7</b>  <i>Charlotte Fullerton</i></p>	10:00pm - 11:00pm	<p><b>Ask a Submariner: Foul-Mouthed Sailor Edition (Mature Content)</b>  <b>DoubleTree Atrium 2</b>            Learn about day-to-day life on a submarine from those who have lived it. And boy do they have stories to tell. All questions will be answered with varying degrees of dignity. This panel will likely contain foul language &amp; topics inappropriate for children <i>Andrew McKay, Christopher Baye, Daniel Stiglich, Hal Bichel (mod), Michael Sherman</i></p>
7:00pm - 8:00pm	<p><b>Mega Panel</b>  <b>DoubleTree Edina</b>            The panel where we talk about anything and everything *except* the CONvergence Masquerade. If you are interested in everything *except* the masquerade, this is the panel for you! <i>Derek Mahr, Jeremy Stomberg, Melissa Kaercher, Romeo Azar</i></p>	10:00pm - 11:00pm	<p><b>Dinosaurs in Popular Media</b>  <b>DoubleTree Atrium 3</b>            A discussion of dinosaurs as they appear in popular media. What are they doing well? What still needs work? Feather deniers need not apply. <i>Anna Besmann, David Annandale, Jessica Russell</i></p>
7:00pm - 8:00pm	<p><b>Storytime with CONvergence Authors</b>  <b>DoubleTree Plaza 1</b>            Join our esteemed authors for children's storytime! Each author will read a favorite picture book to all children and adults attending. Help promote literacy development and enjoy some wonderful books. This event is open to kids of ALL ages. <i>C. Robert Cargill, Caroline Symcox, Doug Hulick, Lee Harris, Melissa Olson, Paul Cornell, Scott Pearson</i></p>	10:00pm - 11:00pm	<p><b>Gattaca: It's Only a Matter of Time</b>  <b>DoubleTree Atrium 6</b>            A celebration of this beautiful dystopian film and a discussion of the science of genetic engineering. Come discuss the future of human genetic design and manipulation. What is the current state of the science? Where should we be focusing its use? <i>Jenny McDermott, John Shea, Lauren Wells, Mona Montague, Ross Conklin</i></p>
7:00pm - 8:00pm	<p><b>Friends of Bill W</b>  <b>DoubleTree Plaza 3</b></p>	10:00pm - 11:00pm	<p><b>Secrets of Professional Puppet Building</b>  <b>DoubleTree Atrium 7</b>            Guest of Honor Gordon Smuder will talk about how to produce professional quality puppets for fun and profit. Mostly for fun. <i>Gordon Smuder</i></p>
8:30pm - 9:30pm	<p><b>"Urban" Fantasy: Blaxploitation as Dystopia</b>  <b>DoubleTree Atrium 2</b>            Crusaders and rebels battling against the seemingly unstoppable rule of dictators. This was the cinema of Blaxploitation: a period of film written, directed, and starring black actors in the 70s. This panel will explore the parallels with science fiction <i>Bill Stiteler (mod), Brandi Brown, Derek "Duck" Washington, Jonathan Palmer, Lathan Murrell</i></p>	10:00pm - 11:00pm	<p><b>Drinking with Geeks</b>  <b>DoubleTree Bloomington</b>            Geeks discuss and imbibe alcohol. <i>Barb Abney, Bill Stiteler, C. Robert Cargill, Jerry Belich, Joseph Scrimshaw (mod), Melissa Kaercher, Sharon Stiteler</i></p>
8:30pm - 9:30pm	<p><b>Twin Peaks</b>  <b>DoubleTree Atrium 3</b>            It's still got fans and is being resurrected. Discuss the rumors and reminisce. <i>Ann Laabs, Garrick Dietze, Joel Arnold, Patty Templeton, Trisha Lynn</i></p>	10:00pm - 11:00pm	<p><b>I'm Sorry, I Haven't a Clue</b>  <b>DoubleTree Edina</b>            This is a British radio gameshow. Basically an excuse for 4 panelists and the host to play childish games for an hour. <i>Dawn Krosnowski, Lee Harris, Paul Cornell, Scott Lynch, Windy Bowlsby</i></p>
8:30pm - 9:30pm	<p><b>Supernatural: 10 Years and Still Rolling!</b>  <b>DoubleTree Atrium 6</b>            It's the 10th year for Supernatural! With a 10-Year Anniversary convention coming to Minneapolis in August, come discuss the show's longevity and ability to find new story lines years after Sam and Dean have hit the road. <i>Alexandra Howes, Jen Manna, Jennifer Lundstrom, Nicole "Nuala" LaBat, Roy T Cook</i></p>	10:00pm - 11:00pm	<p><b>Bodily Autonomy and Reproductive Rights in a Dystopian Future</b>  <b>DoubleTree Plaza 1</b>            In a dystopian future, will procreation be a choice or a duty? Will having too many children be a crime? When do the rights of the many override women's rights? We'll discuss the political, social and environmental implications. <i>Amanda Marcotte, Brianne Bilyeu, Nicole Forcine, Rebecca Watson (mod), Steph Montgomery</i></p>
8:30pm - 9:30pm	<p><b>CGI and the Artist</b>  <b>DoubleTree Atrium 7</b>            How has art direction changed with CGI effects? <i>Chad Frey, Niles Schwartz, Romeo Azar</i></p>	10:00pm - 11:00pm	<p><b>Sexuality in the World of Tekumel</b>  <b>DoubleTree Plaza 3</b>            This year marks the 40th anniversary of "Empire of the Petal Throne" role-playing game. Professor Barker's groundbreaking work actually dealt with the topic of sexuality and this panel will discuss the ways in which the world of Tekumel addresses it. <i>Bob Alberti, Donald Kaiser, Lady Ankaa</i></p>
8:30pm - 9:30pm	<p><b>Cult of Talent</b>  <b>DoubleTree Edina</b>            Join Mad Art Lab in a discussion about how the language of genius and talent discourages people from trying new things and undercuts the effort and time involved in developing artistic skill. <i>Amy Roth, Beth Voigt, Celia Yost, Emily Finke, Ryan Consell (mod)</i></p>	11:30pm - 12:30am	<p><b>Late Night Music Circle</b>  <b>Crowne Plaza A-E-I-O</b>            A late night gathering of musicians where you can sing, play or just listen.</p>
8:30pm - 9:30pm	<p><b>So You Want to Rule Dystopia</b>  <b>DoubleTree Plaza 1</b>            From 1984 to the Hunger Games, dystopian worlds are defined by their evil governments. We'll discuss the different flavors of political systems that rule dystopian worlds and advise you on ruling your own dystopia. <i>Heina Dadabhoy, Jamie Bernstein, Jason Thibeault (mod), Jennifer Cross, Steph Montgomery</i></p>		

## SATURDAY CONTINUED

- 11:30pm - 12:30am **Shapeshifters in Folklore, Fantasy, and Science Fiction**  
**DoubleTree Atrium 2**  
From selkies to Mystique, encantados to Odo, humans have been fascinated by tales of shapeshifters. What draws us to, and repels us from, the idea of a creature than can take on any form? *Jason Glaser, Tex Thompson*
- 11:30pm - 12:30am **Indie Movies are so Amazing...Sometimes**  
**DoubleTree Atrium 3**  
Great (and maybe some not-so-great) indie movies you should know about. *Matt Gamble, Stephan Stomberg, Walli Sullivan*
- 11:30pm - 12:30am **Walking Dead: TV vs. Comics**  
**DoubleTree Atrium 6**  
The Walking Dead has been popular in both it's comic and TV forms. Which do you prefer? Come talk about why. *Anj Olsen, Dave Kingsley, Dave Margosian, Neil Anderson, Sarah Prentice*
- 11:30pm - 12:30am **So Bad It's Good: Cult Classics**  
**DoubleTree Atrium 7**  
From the Rocky Horror Picture Show to Troll 2 to Plan 9, some movies' appeal can be hard to define. Discuss why you like your favorite critically panned movies. *Alex Wolf, Brian Salisbury, David Annandale, Hagbard Celine, Mark McPherson*
- 11:30pm - 12:30am **Fairy Tales Retold**  
**DoubleTree Bloomington**  
A discussion on fractured fairy tales like the TV show Grimm and the movie Maleficent. *Adam Stemple, Alice Leber Cook, Athenais Snaza, Cetius d'Raven, Samma Johnson*
- 11:30pm - 12:30am **What's Your Shade?**  
**DoubleTree Edina**  
Does your idea of being kinky involve a blindfold? Or maybe a whip and chains? Or something else entirely? Discuss BDSM myths and preconceptions with members of the local BDSM community and explore adding more spice to your bedroom. *Bill of Rights, Erin Flygirl345, James, Katie Sueker, Lonewraith, Ruby*
- 11:30pm - 12:30am **Sounds and Scores of Science Fiction**  
**DoubleTree Plaza 1**  
Audio plays a huge role in the creation of a successful science fiction film. Panelists will discuss the impact of audio, score and sound effects in film and what they consider to be some of the high points and low points in the soundtrack of film history *Ansley Grams, Derek "Duck" Washington, Niles Schwartz, Scott Keever*
- 11:30pm - 12:30am **Stageblood! The Art of Onstage Horror**  
**DoubleTree Plaza 3**  
How do you truly scare an audience with a live performance? This is a panel to discuss the challenges involved in staging tales of horror and suspense on stage, as well as what advantages theater has over other media. Join us, if you dare! *Daniel Peltzman, Tim Uren*

## SUNDAY

- 9:30am - 10:30am **Diversity in Dystopian Creators**  
**DoubleTree Atrium 2**  
We have a diversity of dystopian characters, but still little diversity of creators. Beyond Octavia Butler, where is the next generation of POC/PWD/GLBTQ creators and how can we as fans promote them? *Emily Finke, Jennifer Cross*
- 9:30am - 10:30am **Dystopian Video Games**  
**DoubleTree Atrium 3**  
Wasteland, Bioshock, Fallout, and more. What makes them fun and interesting? *Dani Price, Donavon Indovino Cawley, Jason Thibeault, Michael Black, Michael Carus*

- 9:30am - 10:30am **Human Augmentation**  
**DoubleTree Atrium 4**  
We may not be able to fly or record our lives with memory implants, but existing developments are exciting, from 3D printed hands to mind-controlled exoskeletons and neuroprosthetics. We'll discuss the latest advances and what's possible for the future. *Brian McEvoy, Christopher Hunter, Kristin Ellis, PZ Myers, Tim Shank*
- 9:30am - 10:30am **Mainstreaming of Geekdom**  
**DoubleTree Atrium 6**  
Geek properties, like Dr. Who and Marvel, are sold at Hot Topic. How do you feel about our genres becoming popular with the masses? *Doug Hulick, Meredith Gillies, Michi Trota, Renate Fiora*
- 9:30am - 10:30am **Becoming a Game Designer**  
**DoubleTree Atrium 7**  
The world of games is changing. It is a young medium fraught with perils that prevent success. Come learn from the successes and failures of professional and aspiring game designers to figure out what your first steps should be and meet others like you! *Bill Bodden, Carrie Patel, Ian Price, Jerry Belich, Shanti Pothapragada*
- 9:30am - 10:30am **Seeking Out Spoilers**  
**DoubleTree Bloomington**  
Do you prefer to find out everything about the new movie, episode, or book ahead of time, or avoid spoilers at all costs and be surprised when you see or read it? *Derek Mahr, Elise Matthesen, Hagbard Celine, Joan Marie Verba, Matt Gamble*
- 9:30am - 10:30am **Dystopia in Humor/Humor in Dystopia**  
**DoubleTree Edina**  
Always look on the bright side of life. From the movie Brazil to the RPG Paranoia, dystopian elements and societies have provided a space for absurd and dark humor. Discuss how satirical extrapolation of current trends can be fodder for your writing. *Christoforo Pasquarette, Jerry Stearns, Jim McDaniel, Neve Maslakovic, Robert Kroese*
- 9:30am - 10:30am **Cosplaying for Your Body**  
**DoubleTree Plaza 1**  
It's never wrong to play what you want. How do you make it work for you? *Amada Marquez, Josie Browning, Laura Oliver, Melissa Sowers, kat evans*
- 11:00am - Noon **Reading - Wesley Chu**  
**DoubleTree 2201**  
Wesley Chu will read from his work. *Wesley Chu*
- 11:00am - Noon **Best Recent YA Fantasy and Science Fiction**  
**DoubleTree Atrium 2**  
What are some of the best examples of YA fantasy and science fiction from the last two or three years? *Dawn Frederick, Julia Rios, Lyda Morehouse, Michael Levy, Sean Casey*
- 11:00am - Noon **Intro to Anime**  
**DoubleTree Atrium 3**  
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. *Brian Casey, J.C. Horvath, Jessi Silver, Nick Stoner*
- 11:00am - Noon **GPS Charity Auction**  
**DoubleTree Atrium 4**  
All silent auction items that went to voice auction will be sold at this charity auction benefiting the Geek Partnership Society.

11:00am - Noon	<p><b>Physics of Everyday Life</b>  <b>DoubleTree Atrium 6</b>            In this talk, using his trademark references to popular culture, Prof. Jim Kakalios will explain the basic physics that underlies our daily life--from laptops to smart phones to cutting-edge medical devices. <i>Jim Kakalios</i></p>	11:00am - Noon	<p><b>Mark Time Awards Retrospective</b>  <b>DoubleTree Plaza 3</b>            A look back at the Mark Time Awards, their relationship to Minnesota Conventions, and where the future of audio drama awards might take us. <i>Jerry Stearns</i></p>
11:00am - Noon	<p><b>One on One with Gordon Smuder</b>  <b>DoubleTree Atrium 7</b>  <i>Gordon Smuder</i></p>	12:30pm - 1:30pm	<p><b>Reading - Angry Robot Invasion</b>  <b>DoubleTree 2201</b>            craig cormick and Anne Lyle will read from their work. <i>Anne Lyle, craig cormick</i></p>
11:00am - Noon	<p><b>Signing - Charlotte Fullerton</b>  <b>DoubleTree Autograph Table A</b>            Charlotte Fullerton will be available to sign her works. <i>Charlotte Fullerton</i></p>	12:30pm - 1:30pm	<p><b>GLBTQ Representation in Dystopian Worlds</b>  <b>DoubleTree Atrium 2</b>            GLBTQ characters have often been marginalized, at best, and persecuted or worse, in genre fiction, TV and movies, especially in dystopian societies. We'll discuss GLBTQ representation in dystopian literature and media and whether it has changed over time. <i>David Lenander, Donald Kaiser (mod), Joe Agee, John Till</i></p>
11:00am - Noon	<p><b>Behind the Scenes</b>  <b>DoubleTree Bloomington</b>            Learn all about the work that takes place before the actors show up on set and throughout filming. <i>Andy Wilkins, Chad Frey, Romeo Azar, Troy LaFaye</i></p>	12:30pm - 1:30pm	<p><b>Cooperative Gaming</b>  <b>DoubleTree Atrium 3</b>            Artemis, Space Team, Payday 2, League of Legends: Let's talk about our favorite cooperative games and what we'd like to see next. <i>Ian Price, Michael Black, Ross Conklin, Sean Sullivan, Shanti Pothapragada</i></p>
11:00am - Noon	<p><b>Whedon and Dystopias</b>  <b>DoubleTree Edina</b>            Angel, Firefly, and especially Dollhouse had strong elements of a dystopia. Come discuss Whedon's worldbuilding in relation to this year's theme. <i>Allyson Cygan, Anne Lyle, Cetius d'Raven (mod), Daren Johnson, Monica Valentinelli</i></p>	12:30pm - 1:30pm	<p><b>Masquerade Results</b>  <b>DoubleTree Atrium 4</b>            Come for a recap of the results from Saturday's Masquerade. Talk with the winners. See the entries up close and learn a little more about the costumes. This is less a panel and more show and tell from the winning costumers.</p>
11:00am - 1:30pm	<p><b>Giant Checkers</b>  <b>DoubleTree Garden Court - Southeast</b>            Because chess pieces are heavy! 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.</p>		
11:00am - Noon	<p><b>One on One with Toni Weisskopf</b>  <b>DoubleTree Plaza 1</b>  <i>Toni Weisskopf</i></p>		

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## SUNDAY CONTINUED

- 12:30pm - 3:00pm **Art: Impossible**  
**DoubleTree Atrium 6**  
 The artists return to the Thunderdome with new challenges to test their brain and their artistic integrity. Join us to find out how artists can achieve the IMPOSSIBLE! *Chad Frey, Christopher Jones, Dawn Krosnowski, Jerry Belich, Louis Frank, Melissa Kaercher, Tim Wick*
- 12:30pm - 1:30pm **One on One with Jennifer Ouellette**  
**DoubleTree Atrium 7**  
*Jennifer Ouellette*
- 12:30pm - 1:30pm **Signing - Roy C. Booth**  
**DoubleTree Autograph Table A**  
 Roy Booth will be available to sign his work. *Roy C. Booth*
- 12:30pm - 1:30pm **Signing - Jay Gallentine**  
**DoubleTree Autograph Table B**  
 Jay Gallentine will be available to sign his work. *Jay Gallentine*
- 12:30pm - 1:30pm **Planning for the Apocalypse: It's Not Just for Doomsday Preppers**  
**DoubleTree Bloomington**  
 Planning for the apocalypse can help families prepare for non-zombie-related emergencies (natural disasters, riots, martial law). We'll discuss zombie survival tips, safety/emergency planning, and fun ways to teach your kids what to do in an emergency. *Adam Whitlatch, Benny Vimes, Matthew Lowry, Sara McAtee, Steph Montgomery*
- 12:30pm - 1:30pm **David Weber's Works**  
**DoubleTree Edina**  
 We'll discuss the works of this prolific author and what makes his series so successful. How does he keep each new book in a series fresh and appealing to diehard fans without losing new readers? *Kevin Horner, Toni Weisskopf, Trisha Lynn*
- 12:30pm - 1:30pm **Diversity in Marvel and Beyond**  
**DoubleTree Plaza 1**  
 What are the implications of changing established characters such as Thor and Captain America? What does it mean on a personal level for fans? Is there a distinction between sincere efforts to bring diversity and exploiting changes to increase sales? *Jonathan Palmer, Roy T Cook, Sarah Barsness, Sarah Prentice (mod), Will Shetterly*
- 12:30pm - 1:30pm **Poetry Round Robin**  
**DoubleTree Plaza 3**  
 Poetry sharing event. *Sandra Lindow*
- 2:00pm - 3:00pm **Reading - John Joseph Adams**  
**DoubleTree 2201**  
 John Joseph Adams will be reading works from his magazines and anthologies. *John Joseph Adams*
- 2:00pm - 3:00pm **Rise of Tabletop Gaming**  
**DoubleTree Atrium 2**  
 What's behind the increasing popularity of tabletop games and will it last? What are your favorite among recent releases? Which classics are still going strong? *Bill Bodden, Brian Casey, Kyle Dekker, Peter Lane, Rachel Kronick*
- 2:00pm - 3:00pm **Cryptofauna 101**  
**DoubleTree Atrium 3**  
 Ever wondered how a dragon can breathe fire? Or how a mockingjay can imitate ANY sound? How about why vampires live on blood? Join our panelists as we apply principles of anatomy and physiology to explain the workings of creatures from sci-fi and fantasy. *Camille McAloney, Jon Durmin*
- 2:00pm - 3:00pm **One on One with Nicole Dubuc**  
**DoubleTree Atrium 4**  
*Nicole Dubuc*
- 2:00pm - 3:00pm **Nagas and Nightmares: Southeast Asia in Role-Playing Games**  
**DoubleTree Atrium 7**  
 Southeast Asia has a rich, vibrant range of myths and legends that are well-suited for role-playing games, but few have gotten it right. Looking at previous efforts, we'll discuss what game designers should consider as they develop adventures set there. *Bob Alberti, Bryan Thao Worra, Roy C. Booth*
- 2:00pm - 3:00pm **Disappearing Social Justice in Dystopia**  
**DoubleTree Bloomington**  
 Dystopian creators can imagine fascism, mind control, and child warfare, but questions of race, gender, sexuality, and ability are few and far between. We'll discuss good examples of social justice in dystopias as well as how creators can do better. *Bradford Walker, Jen Manna, Jennifer Cross, Steph Montgomery*
- 2:00pm - 3:00pm **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? *C. Robert Cargill, Elizabeth Bear, Martha Wells, Scott Lynch, Wesley Chu*
- 2:00pm - 4:30pm **Turn Left for Tea: A Doctor Who Tea Party**  
**DoubleTree Garden Court - Southwest**  
 The Victorian Lady Doctors invite you to join us for Tea. Come dressed as your favorite Doctor, Companion, Villain, or Dedicated Fan. Various tea and dainties will be on offer. Photography encouraged. Tomfoolery highly encouraged.
- 2:00pm - 3:00pm **Dystopian Planet**  
**DoubleTree Plaza 1**  
 How many ways can we make the world unlivable? Without clean water, air, and land, people suffer and societies can collapse. Climate change poses enormous threats. We'll examine fictional accounts and the real threats we face from environmental harm. *Benny Vimes, Emily Finke, Jamie Bernstein, Maggie Koerth-Baker, Stephanie Zvan (mod)*
- 2:00pm - 3:00pm **SF Writing Groups: The 2015 Scene**  
**DoubleTree Plaza 3**  
 This annual (since 1986) get-together of the Minnesota Imaginative Fiction Writers' Alliance helps science fiction/fantasy writing groups link with writers who are looking for a critique group. *Eric M. Heideman (mod), Hilary Moon Murphy, michael merriam*
- 3:30pm - 4:30pm **Reading - Jay Gallentine**  
**DoubleTree 2201**  
 Jay Gallentine will read from his work. *Jay Gallentine*
- 3:30pm - 4:30pm **Birds of Prey in Fact, Folklore, Fiction, and Film**  
**DoubleTree Atrium 2**  
 Our 13th annual bio-horror panel on the scary side of nature. (Past entries have included apes, pathogens, and cetaceans.) This time we look at birds of prey, including eagles, hawks, and falcons. *Eric M. Heideman, Melissa Kaercher, Ruth Berman, Sharon Stiteler*
- 3:30pm - 4:30pm **A Guide to Geeks and Death**  
**DoubleTree Atrium 3**  
 So far as we know, no one's found the key to immortality, so you're going to die someday. Sorry. Discuss options for disposition, geeky funerals, geek-specific preplanning, and other deathly matters. *Eli Effinger-Weintraub, Jen Manna, Jennifer Baye, Stephanie Zvan*
- 3:30pm - 4:30pm **Guilt-free Health and Fitness Encouragement Panel**  
**DoubleTree Atrium 4**  
 You can be a geek and healthy at the same time. What are good ways to merge your geeky and healthy lifestyles? With video games jumping on the fitness bandwagon, and geek-themed yoga classes, opportunities abound to get your geek and fitness on. *Amada Marquez, Anna Todd, Justine Mastin, Peregrin Winkle*



3:30pm - 4:30pm **Build-A-World with Guests!**  
**DoubleTree Atrium 6**  
 I to the Build-a-World game show, with your host Monica Valentinelli! In this panel, two teams of writers will compete against one another to create a brand new world in under an hour. You, the audience, will help judge! *Catherine Lundoff, Elizabeth Bear, Martha Wells, Monica Valentinelli (mod), Paul Cornell*

3:30pm - 4:30pm **Genetic Engineering: From Fiction to Fact**  
**DoubleTree Atrium 7**  
 Dystopian books, movies and video games are filled with genetic engineering nightmares, from Oryx and Crake to Gattaca and Bioshock. We'll discuss how much of this fiction is becoming fact (and the implications) in the growing field of synthetic biology. *Kris Coulter, Kristin Ellis, PZ Myers, Ross Conklin, craig cormick*

3:30pm - 4:30pm **Signing - Christopher Jones**  
**DoubleTree Autograph Table A**  
 Comic Book artist Christopher Jones will be available for signings and sketches. *Christopher Jones*

3:30pm - 4:30pm **User's Guide to Therapy**  
**DoubleTree Bloomington**  
 Finding a good therapist who practices effective therapy can be a struggle. We'll give you the overview of which therapies are empirically validated, how to find a therapist, and how to work with your therapist to build a strong relationship. *Julia Burke, Laura Terwilliger, Lee Blauersouth, Miri Mogilevsky, Sherry L.M. Merriam, MA, LPC*

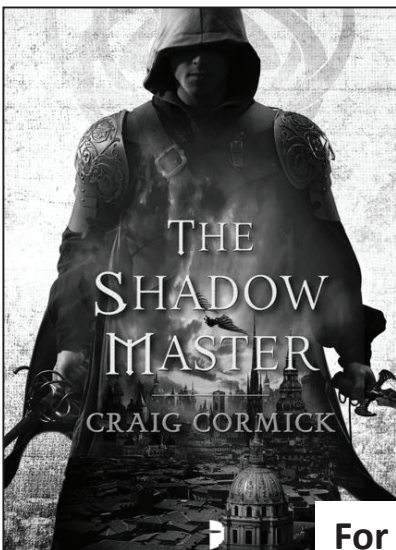
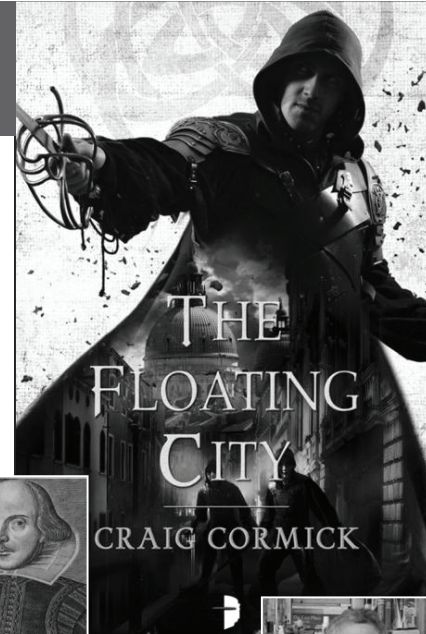
3:30pm - 4:30pm **Northstar Rollergirls Trivia or Dare**  
**DoubleTree Edina**  
 The North Star Roller Girls are more than just bruises on a pair of skates; they're also some of the nerdiest, geekiest - and yeah, toughest - girls around. Team up with the derby girls to test your knowledge and/or their strength! *Amanda Nerud, Becky Stockton, Danielle Indovino Cawley, Katie MacInnes, Kristina Winn, Peg Joiner, Windy Bowlsby*

3:30pm - 4:30pm **One on One with Wesley Chu**  
**DoubleTree Plaza 1**  
*Wesley Chu*

3:30pm - 4:30pm **Creating Dystopian Worlds for Game Masters**  
**DoubleTree Plaza 3**  
 What are some of the best ways to create various kinds of dystopian worlds for RPGs? We'll discuss examples of what works and what doesn't and why. *Bradford Walker, Daniel Stiglich, Eric Staggs, Michael Carus, Ryan Consell*

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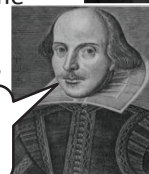


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Craig Cormick is a guest author at Convergence



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Cat Beltran-Sub-Head  
Carly Buchanan-Sub-Head  
Alee Ellingsberg-Sub-Head  
Chris Engstrom-Sub-Head  
Andrew McKay-Sub-Head  
Shannon Negaard-Sub-Head  
Chelsey Okey-Sub-Head  
Lisa Pepin-Sub-Head  
Anton Petersen-Sub-Head  
Megan Peterson-Sub-Head  
Rick Snyder-Sub-Head  
Kathleen Taylor-Sub-Head  
Diana Vaicius-Sub-Head  
Lynn Winter-Sub-Head  
Jody Wurl-Sub-Head

## Hotel

Linda Paul-Head  
Eowyn Ward-Head  
Rachael Cross-Bailey-Sub-Head  
Briana Falb-Joslin-Sub-Head  
Dmitriy Komarov-Sub-Head

David Kraft-Sub-Head  
Samantha Krowez-Sub-Head  
Chris Krowez-Sub-Head  
Jana Palo-Sub-Head  
Felix Quinn-Sub-Head  
Gabriel Gryffyn-Specialist  
Dante Quinn-Specialist

Amy Purdes-Head [Resume]  
Teresa Hesse-Sub-Head [Resume]  
Jennifer Hummel-Sub-Head [Resume]

## Meeting Childcare

Samantha Thompson-Head  
Samantha Kopp-Sub-Head

## Nerf Herders

Heather Keen-Head  
Matt Waterhouse-Head  
Stephanie Zuercher-Head  
Maya Bender-Sub-Head  
Erika Engler-Sub-Head  
Lisa Sskip Fogelman-Sub-Head  
Richard Fox-Sub-Head  
Erika Howard-Sub-Head  
Katie Nave-Sub-Head  
Nick Rosencrans-Sub-Head  
Ana Shirley-Sub-Head

## Operations

Thomas Keeley-Head  
Kari Keene-Head  
Doug Kirks-Head  
Andy Murphy-Head  
Lauren Sindt-Head  
Ravyn Blackthorne-Sub-Head  
Hope Christiansen-Sub-Head  
Becca Cook-Sub-Head  
Jamie Huddle-Sub-Head  
Krystal Kubiszewski-Sub-Head  
Jen Manna-Sub-Head  
Matt Paulson-Sub-Head  
Chase Peterson-Sub-Head  
Ann Roubik-Sub-Head  
Zen Savage-Sub-Head  
Dan Stiglich-Sub-Head  
Kat Toomajian-Sub-Head  
Dorothy Norton-Specialist  
Brandon Paplow-Specialist  
Michael Scott Shappe-Specialist  
Tony Spears-Specialist  
Esther Kern-Specialist  
Jana Palo-Specialist

## Parties

Holly Spotts-Head  
Frost Simula-Sub-Head  
Brittany Vaillancourt-Sub-Head

## Smokers Paradise

Cayenne Conroy-Head  
Gray Cassidy-Sub-Head

## Teen Room

Jared Fasching-Head  
Kegan Hackett-Head  
Walter Sullivan-Head  
DeNae Leventz-Specialist

## PRODUCTIONS

Amy Mills-Director

## Ceremonies

Windy Bowlsby-Head  
Dani Indovino-Sub-Head  
Eve Adam-Specialist  
Christopher Jones-Specialist

## CVG-TV

Sarah Lopez Donovan-Head  
Mary Rohe-Head  
Todd Wardrope-Head  
Troy LaFaye-Sub-Head

## MainStage

Skaht Hansen-Head  
Bahb Heddle-Head  
Pat Wick-Head

## Masquerade

Gregory de Danann-Head  
Deborah Mullen-Head  
Ally Guglielmi-Sub-Head  
Donald Kaiser-Sub-Head  
Eddy Newbauer-Sub-Head  
Julie Yoder-Sub-Head

## SYSTEMS

Thomas Keeley-Director

## Finance

Michael Stroh-Head  
Jeri Byrne-Specialist  
Francine Pass-Specialist  
Marina Yoder-Specialist

## IT

Jules Mohr-Head  
Jay Curry-Sub-Head  
Scott Gallatin-Sub-Head  
Bryce Tolleeson-Sub-Head

# REGISTRATION INFORMATION

## REGISTRATION

DoubleTree Verandas 2, 3 & 4 (South Tower, 2nd Floor).

Wednesday	9:00am - 6:00pm & 9:00pm - Midnight
Thursday	9:00am - 10:00pm
Friday	9:00am - 10:00pm
Saturday	9:00am - 10:00pm
Sunday	Noon - 3:00pm

Registration will accept only cash and credit cards.

## AFTER-HOURS SERVICE:

Contact the Bridge for after-hours registration service. It is available for pre-registered membership badge pick up only. After-hours only accepts credit card transactions.

## TRANSFERRING MEMBERSHIPS:

Come to Registration and the transfer fee is \$20.

## LOST MEMBERSHIP BADGES:

First, check with Operations 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.

## REGISTERING FOR CONVERGENCE 2016

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

## RATES AND DATES FOR 2016:

	Adult 18+	Ages 13 - 17	Ages 6 - 12	Ages 5 and Under
Until Jan 15th, 2016	\$60	\$40	\$20	Free
Until May 15, 2016	\$75	\$40	\$20	Free
At The Door	\$120	\$60	\$30	Free

You may register for 2016 beginning on Sunday, July 5, 2015. 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 5 from Noon to 3:00pm and we'll sign you up.

Please refer to our web site at <http://www.convergence-con.org/> for more information.

# SURVEY AND LOTTERY

## SURVEY

We have a 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 use to help us improve your experience. The Survey is available on the website at <http://www.convergence-con.org/about/survey>.

## HOTEL LOTTERY 2016

For 2016, the CONvergence Hotel Department will again 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 2016. 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](mailto:hotel@convergence-con.org).

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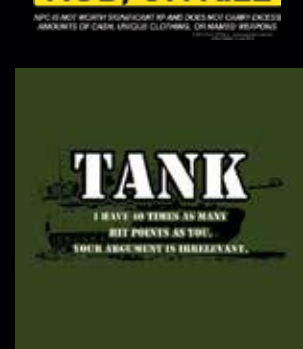
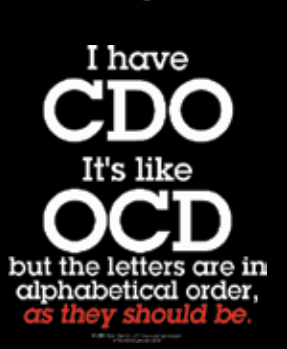
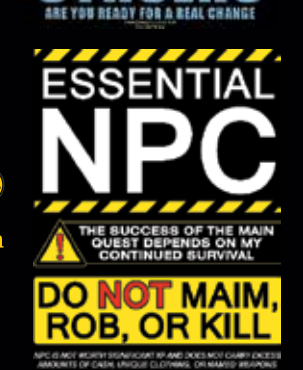
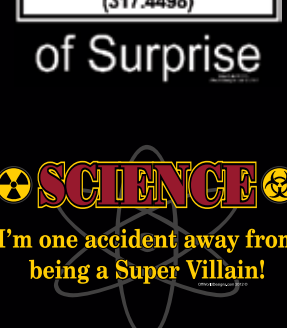
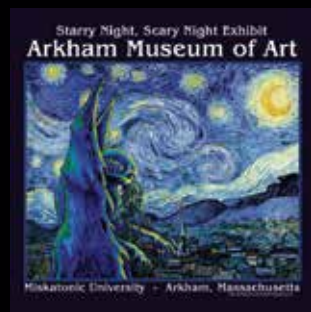


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