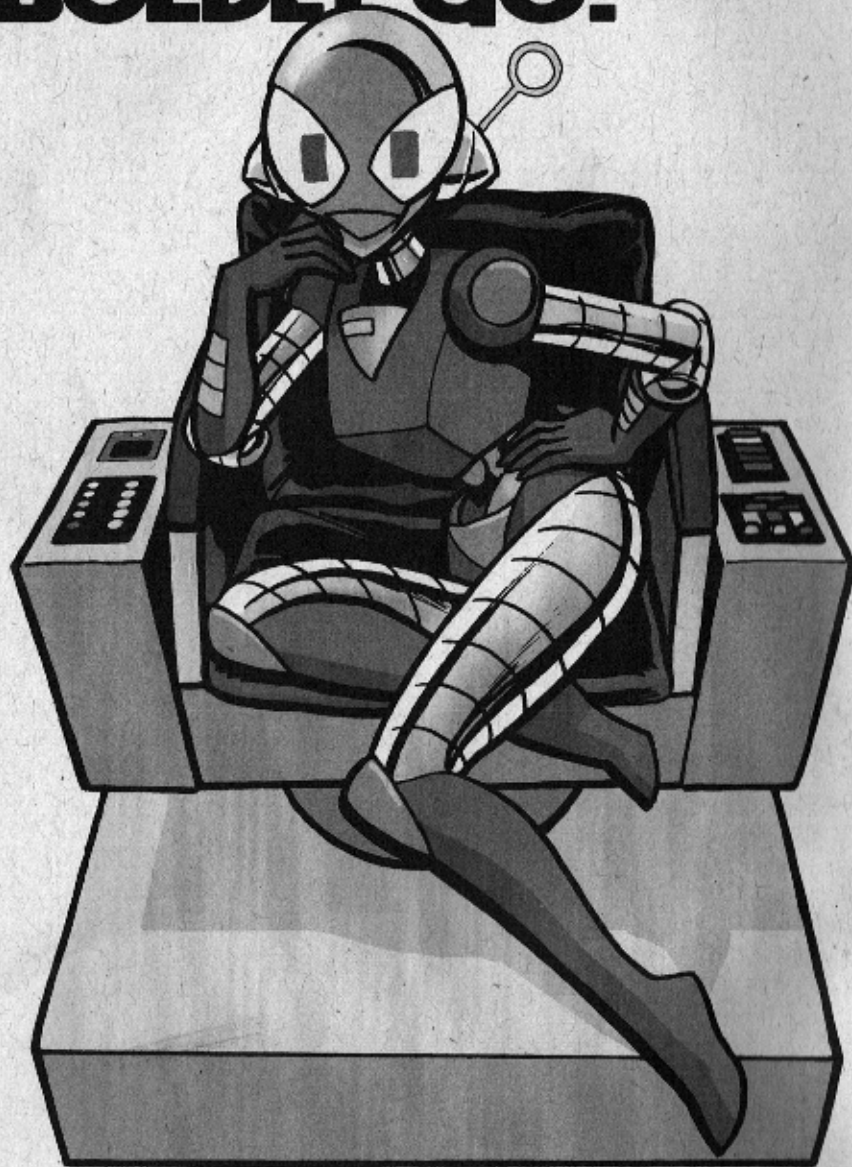


CONVERGENCE 2006

BOLDLY GO.



JONES
2006



CONVERGENCE 2006 PROGRAMMING GUIDE

HOURS OF OPERATION & LOCATIONS

Registration (NEW LOCATION)

Captain's Quarters / Stevie Ray's
(First Floor, near Sheraton Front Desk)

2006 Registration & Check-in:

Thursday	3:00pm—6:00pm (Volunteers ONLY)
Friday	9:00am—11:00pm
Saturday	9:00am—6:00pm
Sunday	Closed (except for 2007 Pre-Registration 10:00am-7:00pm. After 7:00pm, 2007 Pre-Reg moves to the Operations Bridge).

After Hours Registration:

Registration is not open 24/7 but there will be After-Hours Registration staff on the Operations Bridge (Verandas 1—2) during these hours:

Friday	11:00pm—1:00am	Saturday
Saturday	6:00am—Midnight	

Operations Bridge

Verandas 1—2 (Second Floor)

Open 24 Hours:

8:00am Fri.—10:00pm Sun.

You can call the Operations Bridge at **x7215**.

Art Show

Plazas 5—6 (First Floor)

Thursday	Noon—6:00pm (Check-in Only)
Friday	10:00am—2:00pm (Check-in Only) 2:00pm—10:00pm
Saturday	9:00am—6:00pm 9:00pm (Art Auction – Atrium 4)
Sunday	10:00am—3:00pm (Artist check-out/buyer pickup)

Cinema Rex

Plaza 4 (First Floor)

(See Cinema Rex schedule on page 4)

Friday	3:00pm—4:00am (Sat. morning)
Saturday	9:30am—4:00am (Sun. morning)
Sunday	10:00am—5:30pm

CoFzEz Free Coffee

Cabana 115—116 (First Floor)

Volunteer Training ONLY

Thursday	5:00pm—8:00pm
Friday	11:00am—3:00pm

Open for Business

Friday 3:00pm—Sunday 5:00pm

Connie's Space Lounge

Verandas 3—6 & 8 (Second Floor)

Friday	8:00pm—2:00am (Sat. morning)
Saturday	Noon—7:00pm / Reopens After Masquerade —2:00am (Sun. morning)

ConSuite

Cabanas 214—219 (Second Floor)

Open 24 Hours

Friday 3:00pm—Sunday 5:00pm

Dealers Room

Grand Ballroom West & Front Center
(Second Floor)

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

Dorian Gray Mem. Literary Lounge

Room 2201 (South Tower, 22nd Floor)

Open 24 hours a day for reading and conversation from 5:00pm Friday until 5:00pm Sunday.

Literary Lounge Programming:

(See Literary Lounge schedule on page 08)

Gaming Suites

(South Tower, 22nd Floor)

Open 24 Hours:

Friday 5:00pm—Sunday 5:00pm

Scheduled Gaming:

(See Gaming schedules on page 10)

Harmonic CONvergence

Shipside (First Floor)

Friday	8:00pm—1:00am (Sat. morning)
Saturday	Noon—1:00am (Sun. morning)
Sunday	Noon—6:00pm

Scheduled Performances:

(See HarmCON schedule on page 13)

Hotel Department Help Desk

Near Sheraton Front Desk (First Floor)

Thursday	Noon—6:00pm
Friday	Noon—6:00pm

After Friday, contact the Bridge (x7215) with any CONvergence Hotel Dept. issues.

Krushenko's

Cabana 118—119 (First Floor)

(See Krushenko's schedule on page 14)

Friday	3:30pm—2:00am
Saturday	11:00am—7:00pm / 9:00pm—2:00am
Sunday	11:00am—5:00pm / 8:00pm—1:30am

MainStage

Grand Ballroom East (Second Floor)

(See MainStage schedule on page 16)

Masquerade

Sign-up (CONvergence Central, 2nd Floor)

Friday	3:00pm—7:00pm
Friday	9:00pm—10:00pm

Orientation (MainStage, Second Floor)

Saturday 11:00am

Performance (MainStage, Second Floor)

Saturday 7:00pm—9:00pm

Merchandise Table

CONvergence Central (Second Floor)

Friday	2:00pm—5:00pm
Saturday	10:00am—5:00pm
Sunday	10:00am— End of Closing Ceremonies

MISFITS Room Party / MISFITS Labs

Cabana 114 (First Floor)

Friday	After Opening Ceremonies to 3:00am
Saturday	After Masquerade to 3:00am

Parties

Individual parties have their own schedules and hours of operation as determined by the party hosts. (See Parties listing on page 21)

Programming Operations

Atrium 5 (Second Floor)

Friday	Noon—6:00pm
Saturday	10:00am—6:00pm
Sunday	10:00am—4:00pm

After hours, please have the Operations Bridge page the Programming Head on duty.

Science Room

Plaza 3 (First Floor)

Friday	4:00pm—7:00pm
Saturday	10:00am—7:00pm
Sunday	11:00am—4:00pm

Silent Auction

Atrium 1 (Second Floor)

Friday	12:00pm—6:00pm / 8:00pm—11:00pm
Saturday	10:00am—6:00pm / 9:00pm—11:00pm

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

Theater Nippon Anime Room

Plaza 2 (First Floor)

Open 24 Hours:

Friday 5:00pm—Sunday 5:00pm

(See Theater Nippon schedule on page 18)

Volunteers Desk/ Information Services

CONvergence Central (Second Floor)

Friday	12:00pm—11:00pm
Saturday	10:00am—11:00pm
Sunday	11:00am—5:00pm (Closed during Closing Ceremony) 6:00pm—8:00pm
Monday	11:00am—1:00pm

(Monday hours are for collection of Volunteer Cards. We may be relocating to the West End of the North Tower, First Floor for that time.)

The purpose of this Programming Guide is to tell you the where-and-when-of things happening throughout the convention weekend. The more condensed **Programming Grid** has been separated out into its own pocket-sized book. You can find more detailed information about our Guests of Honor, Performers, CONvergence Convention Committee, and our MISFITS Parent Organization in our **Souvenir Book**.

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CONTACT INFORMATION

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MISFITS eMail: info@misfit.org

Web Site: <http://www.misfit.org>

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We always welcome feedback and suggestions, and ask that any comments be directed to the channels above.

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SPECIAL EVENTS

USS Nokomis Red Cross Blood Drive

Sign-up at Main Lobby (First Floor)

Saturday: Noon-5:00pm

Since Robert Heinlein organized his first drive at MidAmericon in 1976, blood drives have been a staple at many big conventions. In keeping with this grand tradition, the USS Nokomis is once again proud to host a CONvergence blood drive on Saturday, July 8th from Noon to 5:00. Remember these handy pointers:

- You can save THREE lives with your donation
- It only takes about an hour
- Almost everyone can donate blood, even if they stayed up late partying on Friday night

Please remember: you have the ability to be a hero and save lives by doing something very simple. Go boldly to the bus and roll up your sleeve!

Klingon Bat'leth Tournament

This year, IKV WarHammer will be hosting its fourth annual Bat'leth tournament Fighting for a Cure. In the past three years we've raised hundreds of dollars for the American Diabetes Association and are looking to double that with this year's tournament.

The tournament is open to anyone who is a member of a Klingon fan organization and passes our certification. Festivities kick off Friday night with a fighting demonstration and authorizations for those who need them. The cost of the tournament is \$10 in advance and \$15 at the tournament with ALL proceeds going to benefit the American Diabetes Association.

For more information Contact Capt. Krom Zantai-Ketal at the IKF. Because when Klingons are fighting for a cure, diabetes doesn't stand a chance.

ART SHOW AND AUCTION

Thursday Noon—6:00pm (Check-in Only)

Friday 10:00am—2:00pm (Check-in Only)
2:00pm—10:00pm

Saturday 9:00am—6:00pm
9:00pm (Art Auction – Atrium 4)

Sunday 10:00am—3:00pm
(Artist check-out/buyer pickup)

In between participating in the fabulous programming, buying new and nifty things in the Dealers Room, and hanging out talking to all of your fellow CONvergence members, be sure that you make enough time to stop in at the Art Show.

The Art Auction will start at 9:00pm on Saturday night, and will be located in Atrium 4, upstairs and across from the Art Show. Please note that the Auction will start at 9:00pm, whether the Masquerade is finished or not.

If you have purchased art, you can come pick it up on Sunday between 10:00am and 3:00pm. If you are an artist, you can come pick up your art during that same time.

If you have any questions on how to bid in the gallery or the Live Auction, just talk to any of the Art Show team.

CINEMA REX MOVIE ROOM

Plaza 4 (North Tower, First Floor)

Rex is happy to be running his film room once again for Year Eight, and he's been provided with another excellent theme to work with. There were some very tough choices and many good films didn't end up on the schedule. Rex has devoted an unprecedented amount of schedule time to fan films, focusing on *Star Trek* and *Star Wars*. Rest assured, this will be a killer year in Cinema Rex.

Cinema Rex is all about comfort, atmosphere, and great movies. Rex turns our film room into one big cozy living room filled with all the free concessions you can shove in your face and puts the movies on a big screen with a great sound system. In the end, a film room can only be as good as the films it shows. We will show a variety of movies: Classics, films that are painful to watch on a small screen, films that are fun to see with a crowd, and films from past year's suggestion boxes. Does anyone ever read this section? If so, please fill out a comment card in our lobby and tell us.

FRIDAY

3:00pm **Galaxy Quest** (widescreen) PG—1999—102 min.

dir. Dean Parisot w/Tim Allen, Sigourney Weaver, Alan Rickman

Rex is pretty picky about sci-fi comedies, and this is certainly one of the best. This film manages to poke fun at and do homage to original *Star Trek*, its cast, its fan base and conventions all at the same time. More fun than you can shake an Omega 13 Device at.

5:00pm **Forbidden Planet** (widescreen) NR—1956—98 min.

dir. Fred M. Wilcox w/Walter Pidgeon, Anne Francis, Leslie Nielsen, Robbie the Robot

It took awhile for MGM, Hollywood's most prestigious studio, to jump on the sci-fi bandwagon of the 50's, but when they did they delivered a film that would become a classic among classics. Catch up on your Shakespeare while taking in the film that introduced the ever-recognizable Robbie The Robot. Rex has been itching to show this movie for years.

7:00pm **Sky High** (widescreen) PG—2005—100 min.

dir. Mike Mitchell w/Kurt Russell and some other people

What was Kurt Russell thinking when he released this film during CONvergence's superhero-themed convention? When you come to this feature just pretend it was last year!

9:00pm **Trailer Park**

See what the future holds as Rex dishes out trailers for hot upcoming releases, as well as some locally produced independent shorts.

10:00pm **Solaris** (widescreen) PG—2002—99 min.

dir. Steven Soderbergh w/George Clooney, Natascha McElhone, Jeremy Davies

Something is disturbingly wrong on Solaris space station and a psychologist is sent in alone to find out what it is all about. This remake of the famous Russian film is photographed splendidly while being thoughtfully produced and scripted. Shorter than its predecessor, this film conveys the original film's concepts without being mind numbingly slow and obfuscated.

Midnight **Alien** (director's cut--widescreen) R—1979—116 min.

dir. Ridley Scott w/Tom Skerritt, Sigourney Weaver, Veronica Cartwright, John Hurt

Filled with tension and carefully paced, this Ridley Scott thriller set the standard by which so many alien/monster movies are measured. In space, no one can hear you scream.

2:00am **Serenity** (widescreen) PG-13—2005—119 min.

dir. Joss Whedon w/Nathan Fillion, Summer Glau

Though not a huge commercial success, this film was perhaps the most anticipated geek event of 2005. Rex knows most of you saw it, but he also knows all of you Firefly fans want to watch it again... and again. Browncoats unite!

SATURDAY

9:30am **Zathura** (widescreen) PG—2005—101 min.

dir. Jon Favreau w/Jonah Bobo, Josh Hutcherson, Dax Shepard, Tim Robbins

It's been referred to as "Jumanji in space," but don't let that keep you away. Directed by the writer and star of *Swingers* (yes, *Swingers!*) this inventive film is truly fun for geeks of all ages.

11:30am **Battlestar Galactica** (theatrical release--widescreen) PG—1978—125 min.

dir. Richard A. Colla w/Richard Hatch, Dirk Benedict, Lorne Greene

Rex just loves the new *Battlestar Galactica* TV series. In fact, if he didn't have a rule against showing TV shows in Cinema Rex, it would probably be a *BSG* weekend. But this rule won't stop him from showing the original *BSG* movie (theatrical release). We know some of you have never seen it and some of you might not remember it so come check out the source material that inspired one of the best sci-fi TV series in years.

1:30pm **Marooned** (widescreen) G—1969—134 min.

dir. John Sturges w/Gregory Peck, Richard Crenna, David Janssen, James Franciscus, Gene Hackman

After seeing this film you may think it was inspired by the Apollo 13 disaster. But actually this movie was released four months prior to the crisis in a bizarre prophetic coincidence. Despite the MST3K lampooning of an edited down version of this film, *Marooned* is an excellent choice for this year's convention.

4:00pm **Star Wreck: In The Pirkinning** (widescreen) NR--2005--103 min.

dir. Timo Vuorensola w/a bunch of other foreigners

It sounds like the setup to a bad joke: What do you get when you make a *Star Trek-Babylon 5* crossover parody fan film in Finland? But it's for real: This feature length movie not only has wonderful production values, it's just darn funny. This is one of Rex's featured fan films. If you only see one film in Cinema Rex this year, this should be it!

6:00pm **Reign Of The Fallen** (widescreen) NR—2005—55 min.

dir. David McLeavy w/David McLeavy, Jason Updike, Kevin Walsh

This is our featured *Star Wars* fan film, clocking in at just under an hour. Most *Star Wars* fan films tend to be parodies but this is a film that takes itself seriously and pulls it off. The cinematography is pretty to look at and the production values are top notch.

7:00pm **Contact** (widescreen) NR—1997—150 min.

dir. Robert Zemeckis w/Jodie Foster, Matthew McConaughey

From Carl Sagan's book, this thoughtful film stretches the boundaries of space travel and exploration. Sharp direction and stellar acting make this a treat to watch.

9:30pm **Star Wars/Star Trek Fan Film Fest**

With this year's theme Rex just had to treat CONvergence attendees to a smorgasbord of *Star Wars* and *Star Trek* fan films. Come join us for an hour of strange, interesting, weird, bad, funny, and absurd fan films.

11:00pm **Midnight: World Premiere Preview** NR—2006

w/commentary by Christian Petersen, Tod Gelle, and Crist Ballas

Come and take a sneak peak at this locally produced fantasy film set in the dark RPG world of Midnight. Afterward hear comments from the makers of this film currently under production. **SPECIAL BONUS:** Fantasy Flight Games will be giving away 50 copies of the Midnight campaign setting core book.

11:30pm **Robot Bastard!** NR—2002—15 min.

dir. Rob Schrab

Remember when you were a robot agent sent into space to retrieve the president's daughter from a kidnapping? No? Then come check out this delightful 15 minute short to see what happened when you did!

Midnight **Lifeforce** (widescreen) PG-13—1985—116 min.

dir. Tobe Hooper w/Steve Railsback, Peter Firth, Patrick Stewart

Space exploration, vampires, Patrick Stewart, and Henry Mancini, what more can anyone ask for? Rex has often wondered how this gem slipped past most geek radars. It's wonderful to see a script full of intelligent characters making intelligent decisions played by outstanding British actors. This European cut has is 15 minutes longer than the US theatrical release.

2:00am **The Fifth Element** (widescreen) R—1997—126 min.

dir. Luc Besson w/Bruce Willis, Gary Oldman, Ian Holm, Milla Jovovich

Space-related goodness with Bruce and a scantily clad (by Jean-Paul Gaultier) Milla.

SUNDAY

10:00am **Galaxy Quest** (See Friday 3:00pm listing for description)

Noon **Starship Exeter: The Tressaurian Intersection** NR—2005—50 min.

w/commentary by Josh Johnson, Gordon Smuder, David Weiberg.

This straight-up homage to the original *Star Trek* series gets so many things right, down to the look of the sets, lighting, and directing style. You'll be amazed at how much this looks and feels like the real thing. **SPECIAL BONUS:** In addition to the feature, we'll be showing a making-of short and have 3 people who were involved in the production here in Rex to tell you about their work on the project.

2:00pm **Capricorn One** (widescreen) PG—1978—123 min.

dir. Peter Hyams w/Elliott Gould, James Brolin, Sam Waterston, Hal Holbrook, Telly Savalas, O.J. Simpson

You've heard the conspiracy theories: the moon landings were all a big hoax. This fictional film plays off of that concept, centering on a mission to Mars. And the all-star cast includes everyone's favorite acquitted killer: The Juice!

4:00pm **Forbidden Planet** (See Friday 5:00pm listing for description)

COF₂E₂ FREE COFFEE

Cabana 115 (South Tower, 1st Floor)

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

Your favorite free java joint is back again for CONvergence 2006. As we know your convention weekend will fly by, CoF₂E₂ is available to help you keep your eyes open 24 hours a day.

CoF₂E₂ yet again provides all the free coffee-related beverages your heart desires, with the purchase of convention admittance, of course. And not only can you attain your caffeine buzz in the form of coffee or espresso, we also serve a variety of teas and steamers if you desire something more

soothing. So stop by and see what's new, or just take advantage of the coffee shop atmosphere to hang out with friends or get off your feet for a while. Remember, even the Enterprise needed dilithium crystals, so stop in at CoF₂E₂ and fuel up to get the most out of your convention weekend!

CONNIE'S SPACE LOUNGE

Verandas 3—6 & 8 (South Tower, 2nd Floor)

Friday 8:00pm—2:00am (Saturday morning)

Saturday Noon—7:00pm /

Reopens After Masquerade—2:00am (Sunday morning)

Are you tired of being tied down to this terran tin pan alley of the twin towns? Are you longing for liftoff, to layabout along the translunar line to lazy land? It's time to hit the Space Lounge for high orbital hijinks and interstellar hysteria! Every one of your seven senses will take flight at Connie's Space Lounge.

We continue to present our signature blend of out-of-this-world sights and sounds, games and entertainments, and frozen fruit frivolity! And this year we plan to up the ante with pods and panels to perfect your experience. With some bold new designs to open your mind, you'll definitely want to join Connie's Space Lounge for **2006: A Lounge Odyssey!**

Special Musical Events:

Friday Night:

Live Music 8:00pm—2:00am

Saturday Night:

After the Masquerade: The Great Luke Ski

CONSUIE

Many of us recall eating astronaut ice cream as a child or drinking Tang, the beverage of astronauts. Food in space, however, has not always been so glamorous. The original Apollo food came in aluminum squeeze tubes (like what toothpaste comes in) and was the consistency of instant oatmeal. Scientists weren't sure if humans could actually swallow in zero gravity, so food was developed to be as easy to ingest as possible. For years, until Skylab, the image most Americans had of space food was Dr. Floyd's tray of technicolor mush from the movie "2001: A Space Odyssey". Real space food has progressed in quality, now including over 100 different meals and 50 beverages including fresh fruit and real ice cream.

Food is something universal. Every living thing needs to consume some form of energy, metabolize it and produce waste products. This has inspired the imaginations of creative people the world over. A few examples: Pan-galactic gargle blaster, Cardassian sem'hal stew with yamok sauce and bantha steaks. Some of the most memorable movie scenes have taken place in taverns or restaurants. Can you imagine Captain Jean Luc Picard without "Tea, Earl Grey, hot." or the "Restaurant at the End of the Universe" without meeting your food first before it's prepared?

ConSuite serves snacks and treats to satisfy you on your mission this weekend. There are games available for your enjoyment and an area to relax between activities. We've added a rice cooker to our galley and expanded the availability of other healthier snacks, like cereal. There may even be some real space food supplied. Soylent Green, however, is not planned for the menu (though if anyone can get us a deal on Soylent Red, let us know!).

DORIAN GRAY MEMORIAL LITERARY LOUNGE

Room 2201 (South Tower, 22nd Floor)

Ascend the tall tower and join devotees of the first fandom in a quiet space far from the parties and crowds. The Dorian Gray Memorial Literary Lounge occupies one of the classically styled 22nd Floor Suites, ideal for literary discussion and listening to readings.

Come up, come in, and read, write, or peruse our **Free Exchange Book Cart**. That's right... "Free!" The Book Cart is a repository for books you would like to give away to others and a source of new books offered by other con-goers. Feel free to take a book home with you, drop a few off, and share what you love with everyone else. If you have any questions, ask a Literary Lounge host.

This year, we are especially proud to welcome not only Guest Of Honor, **Eric Flint**, to read in the Lounge but we are also going to be playing four episodes of the brilliant, original fiction podcast, "Escape Pod". Check our schedule and plan ahead... we only have so many chairs and, really, who will want to miss out all this fun?

LITERARY LOUNGE SCHEDULE

FRIDAY

5:00pm—6:30pm **Scott Imes Writing Contest Reception**

6:30pm—9:30pm **Quiet Reading**

9:30pm—11:00pm **Giant Lizard Theater 2006**

Join us for Giant Lizard Theater 2006 at the acclaimed Dorian Gray Memorial Literary Lounge as Asian American poets and writers pay homage to the giant lizards of our lives, be they dinosaurs, dragons, nagas, zaj, or the Big G himself, who celebrates his 50th year since coming to America. A tiny city may even be destroyed, so don't miss out on the fun! *Bao Phi, Ka Vang, Bryan Thao Worra, May Lee, Juliana Pegues*

11:00pm—12:30am **Escape Pod: The Girlfriends of Dorian Gray and The Ludes**

Stephen Eley, founder of *Escape Pod* (one of the best and brightest podcasts on the net, showcasing readings of original SF) has kindly given CONvergence permission to present several readings from the weekly show. "The Girlfriends of Dorian Gray" and "The Ludes" are two brilliant original works by Gregory Frost and Lisa M. Bradley, respectively. Come and join in... it's story time! (Some Mature Themes)

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SATURDAY

9:30am—11:00am **Geeks Read Book Club with Eric Flint**

Join this MISFITS book club in discussion of *1632* with its author, Eric Flint. This event can be your introduction to the local MISFITS club. *Eric Flint*

11:00pm—11:30pm **Steve Ruthenbeck Reading**

Reading by local writer Steve Ruthenbeck, author of *Dogs of War*.

11:30am—12:30pm **Nick Pollotta Reading**

Reading by Nick Pollotta, author of *That Darn Squid God, Devil Riders, and The Chameleon Factor*.

1:00pm—1:30pm **Michael Merriam Reading**

Reading by local author Michael Merriam, author of short stories published in *Andromeda Spaceways, Inflight Magazine, Beyond Centauri, and Deep Magic*.

1:30pm—2:00pm **Kelly McCullough Reading**

Reading by local author Kelly McCullough, author of *WebMage*.

2:00pm—3:30pm **Broad Universe Rapid Fire Reading**

The Broad Universe is a collective of women writers; listen to some of them do readings. *Catherine Lundoff, Kathy Sullivan*

3:30pm—5:00pm **David Weber Reading**

A reading by our Guest of Honor **David Weber**

5:00pm—6:30pm **Surviving National Novel Writing Month**

Come hear an account of trials and travails from a three-time participant and one-time winner of NaNoWriMo. Listen to the horror of a first draft reading followed by assurances that, although it's crap, at least it can be edited. Tips and tricks for surviving 50,000 words in a single month! *David J Rust*

6:30pm—9:30pm **Quiet Reading**

9:30pm—12:30pm **Open Mic**

SUNDAY

9:30am—11:00am **Children's Story Hour**

Kids of all ages, but particularly kids ten and under will enjoy this story hour in the Lit Lounge featuring great books read by Caryn Lengkeek. *Caryn Lengkeek*

11:00am—12:30pm **Open Mic**

12:30pm—2:00pm **New Land, New Stories**

The Hmong trace their history over 4,000 years. Since the 1990s, the first writers in their culture have emerged. From the jungles of Asia to the mean streets of the inner city, hear some of their latest stories and poems and see what's coming ahead at the Dorian Gray Memorial Literary Lounge. *Peter Yang, Pacyinz Lyfoung, Shoua Lee*

2:00pm—3:30pm **Escape Pod, Part Two**

Come and join in... it's story time! We'll be listening to more stories from *Escape Pod*, with the kind permission of podcast founder Stephen Eley. (Stories to be announced.)

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FAN TABLE

CONvergence Central (North Tower, 2nd Floor)

Any fan group can sign up for a one-hour block of time at the CONvergence Fan Table to meet their public, recruit new members and generate interest in club activities. If you didn't contact us before the convention, don't worry! You can sign up at the Volunteer Table conveniently located right next to the Fan Table in CONvergence Central.

CONSUIE GAMING AND GAMING SUITES

Do something once and it's "quaint". Do it twice, it's a fluke... three times and you have a pattern. Split-level gaming, the CONvergence Game Library, and our attempts to decorate the 22nd floor, however, have been going on for five years, now! Thus, we are "Tradition". But never fear: Even if you're new to our annual celebration of all things gaming, we welcome your explorations into our domain.

Split-Level Gaming

We have games above and games below. Up on the 22nd floor you will find Role-Playing Games, Collectible Card Games (and a few non-collectibles), and LAN Gaming extraordinaire! Meanwhile, in ConSuite, take a load off your feet and have some fun with board and strategy games all night long, all weekend long. From returning master of all things CheapAss and Munchkin -Bob Wagner- to our very own Don Hackett's annual Great Dalmuti tournament, there's a lot to be found both in the heart and soaring in the heights of the con. LAN and Computer Gaming also returns to the convention with our new sub-head in charge of Room 2205, Geoffrey. Stop in during the weekend to play such games as Starcraft, Quake III, Unreal Tournament 2004, Wolfenstein: Enemy Territory, and (computers permitting) World of Warcraft!

The Game Library

Games abound both on the 22nd floor (where we keep the cards) and in ConSuite gaming (where we keep everything else). Come on by with a few of your friends, chill, take a game out of the library, and enjoy something you may not have had the time to do in recent years. Seriously: that's why the Game Library is there! There are many games you've not seen in decades... Chances are, you'll at least get a glimpse of them, here!

The Source Returns!

It's good to have friends in high places. It's also good to be the king. If these are true, it must be doubly good to be the Source ... one of the Twin Cities' premier purveyors of comic books, collectibles, and games! CONvergence is pleased and honored to welcome our friends from Falcon Heights back to the 22nd floor -in room 2206- as they present a weekend-long slate of gaming goodness from deep in their archives! There are games and then there is the Source: come on by, pull up a chair, and enjoy the best gaming has to offer!

SCHEDULED GAMES

2202 - Card Games

Magic The Gathering Tournament

Friday 8:00pm-11:00pm
Referee Rob Polzin

Number of players 16 first come first serve/close after 16 spots are filled

Welcome to the 5th Annual **Magic the Gathering** tournament. We will be doing the same format as last year. Best 2 out of 3 bracket. Closed decks will be provided by me and all current rules will apply. 16 players total and 2 referees to handle rules discrepancies. Winner to get 8 decks, second place will receive 4 decks, referees will get 1 deck each for handling the players so well. We hope to see you all there so sign up as soon as you get to the convention.

2203 - RPGs (Room #1)

We're Off to See the Blizzard

Friday 8:00pm-12:30am (First Running)
Saturday 12:30am-5:00pm (Second Running)
Sunday 12:30pm-5:00pm (Third Running)

Rumors of a complete, accurate, and unbiased Book of Nod in Antarctica have infiltrated the Malkavian Madness Network. The Nosferatu are enraged because they didn't find out about it first and demand to know what's going on. So, you, a group of (mocked) Noddists, have been selected to go on this possibly very dangerous journey to see if these rumors are true. Oh yeah... And the sun's rising on the south pole now.

Vampire: The Masquerade 6 players. Characters provided.
Bring your own sense of humor.

2204 - Open Gaming

Open 24 Hours
5:00pm Friday to 5:00pm Sunday.

2205 - LAN / Computer Gaming

Friday 5:00pm-Midnight
Saturday 9:30am-Midnight
Sunday 9:30am-4:00pm

2206 - The Source!

Friday 5:00pm-Midnight
Saturday 9:30am-Midnight
Sunday 9:30am-4:00pm

2207 - RPGs (Room #2)

Lost City of Barakus

Friday 6:30pm-11:00pm (First Running)
Saturday 2:00pm-6:30pm (Second Running)
Sunday 12:30pm-5:00pm (Third Running)

Once again, the Source Comics and Games brings us the ongoing campaign of Barakus! This is a drop in game, so you can play as long as you wish...take a break...and come back to the game. Whether you are just learning to play...or wondering at what the next chapter has to offer? Come and join in the fun!

D&D 3.5: 8-10+ players. Characters available!
Game may run later than posted stop time...

Cake Run!

Saturday 12:30pm-5:00pm

It's been a slow time in the sprawl...runs are scarce. Just when you thought you had another boring afternoon on sim-vids and cold pizza, your contact gives you a call. It's an easy run, simple objectives, lots of manpower. Mr. Johnson is paying well on this one...Easy Creds. So, the only question is: What could go wrong?

Shadowrun: 8-12+ players. Characters are pre-generated.
Expect to have a blast!

ConSuite Gaming - 2nd Floor

My Dinner With Ellie

Friday 8:00pm—12:30am

The good news: A week ago the collective governments of Earth stopped bickering long enough to nuke a gigantic space-borne rock out of the sky before it could send us all the way of the dinosaurs. **The bad news:** It is now three days later and the recently dead are back with the mad munchies.

Come and play Eden Studios survival horror RPG **All Flesh Must Be Eaten**. Simple rules! Free loot! And of course bbbrrraaiiiinnsssssss.

4-6 players newbies and old hands alike welcome.

The Great Dalmuti

Saturday 11:00pm—9:30am

Referee: Don Hackett

Number of Players: 4+

Life isn't fair... and neither is The Great Dalmuti! One round you're at the top of the heap, and the next you're peasant scum in this fast-paced card game of medieval one-upmanship. The players take their places in the pecking order, from Greater Peon to Greater Dalmuti, and try to get rid of the cards in their hands. If you're unseated, you're really unseated: everyone moves around the table each round to take up their new positions. But don't get comfortable in the cushy chair of the Greater Dalmuti, because in a single hand even the lowliest Peon can boot you out the door. Sound unfair? Sure it is! But ah, the sweet taste of victory could make it all worthwhile...

Join us for this annual event in ConSuite, late into the night. Will it really go until 9:30am? Pfs! Right. But it **will** run late!

Death for an Early Lunch

Sunday 11:00am—2:00pm

Referee: Michael "Doc" Stroh

Number of Players: 3+

Do you have it in you? Are you the ultimate Munchkin? Does stabbing your friend in the back and giving the knife a twist while kissing his twin sisters sound like an average evening out? If so, please join us for a rousing game of the Munchkin card game where anything I say goes, style matters more than skill, and bribes just may save your life! Be the most devious munchkin at the table, and take home the prize!

SPECIAL POST-CON FUN! JOIN THE UNDEAD DOG PARTY, POOLSIDE

Sunday 5:00pm—8:00pm

Starting right after Closing Ceremonies ends!
My Dinner With Ellie -- REDUX
(See earlier description.)



HARMONIC CONVERGENCE

Shipside (North Tower, First Floor)

Friday 8:00pm—1:00am (Saturday morning)

Saturday Noon—1:00am (Sunday morning)

Sunday Noon—6:00pm

Harmonic CONvergence is our more intimate venue for live music and entertainment. The space will feature a blend of music and spoken word performances. Each year we look for musicians, comedians and other performers interested in using this space. If you or someone you know are interested in performing at CONvergence, contact us at harmonicconvergence@convergence-con.org.

FRIDAY

8:00pm—9:00pm

9:30pm—10:30pm

11:00pm—Midnight

Midnight—1:00am

SATURDAY

Noon—1:00pm

1:00pm—2:00pm

2:30pm—3:30pm

4:00pm—5:00pm

5:30pm—7:00pm

7:00pm—9:00pm

9:00pm—10:00pm

10:30pm—11:30pm

Midnight—1:00am

SUNDAY

Noon—1:00pm

1:00pm—2:00pm

2:30pm—3:00pm

3:30pm—4:30pm

5:00pm—6:00pm

Mark Time Radio (Mark Time Award-winning audio programs)

Gary Schulte (Fiddle and Guitar)

Lorraine, Paul and John

(Lorraine from Lorraine A'Malena, Paul Score and John Sjogren)

Lorraine A'Malena (Gothic folk hasn't produced a group as enchanting as this since... well, never until NOW!)

Mark Time Radio (Mark Time Award-winning audio programs)

Run at the Dog

(Playing sci-fi themes from film and TV in addition to original material)

Reve Du Faun

(The Irish band with the French name. www.revedufaun.com)

Riverfolk

(Vocals and guitar by Becca Allen and Chas Somdahl, with Andy Anda on Fiddle and Mandolin, and Roody Tate on Guitar. www.riverfolk.net)

3 Pints Gone

(Celtic traditional-style folk songs, www.3pintsgone.com)

Closed during Masquerade

10 Seconds of Harmony

(A high energy adult-humored a cappella comedy show. www.tensecondsofharmony.com)

Misplaced (Celtic and Bluegrass)

The Dregs (Irish / Folk Music)

Mark Time Radio (Mark Time Award-winning audio programs)

The Great Luke Ski (Fan comedy and Musical Parodies)

Damian Sheridan (Spoken Word)

Adam Stemple (Irish Music)

Lorraine A'Malena (See Friday Midnight—1:00am)

Cabana 118— 119 (North Tower, First Floor)

This Way to Krushenko's!

Krushenko's, from a Manhattan bistro in Minicon 1983 GOH Larry Niven's *Ringworld*, started at Minicon 1983 as a space that encouraged discussion of science fiction and fantasy at SF conventions. It has evolved over the years, and influenced the shape and focus of other programming and party spaces at local conventions, but the Krushenko's commitment to promoting SF discussion and conversation remains vibrantly alive, having spread to include annual Krushenko's appearances at MarsCon, CONvergence, Diversicon, and Arcana in the Twin Cities and Odyssey Con and WisCon in Madison. At CONvergence 2006 Krushenko's (Cabanas 118-119) will offer panels and discussions in the daytime and SF-related parties in the evenings. Stop by for light comfort food and heavy, mellow conversation. "Krushenko's is accustomed to serving alien guests!"

— Eric M. Heideman, *Krushenko's Founder/Manager*;
Edward E. Ness, *Krushenko's "Number One"*

FRIDAY

3:30pm

Krushenko's Opens

5:00—6:00pm

Intelligent Design?

Did the primal atom blow up by accident 15 billion years ago? Were we made by an old guy on a throne? Are we the product of really advanced space aliens? Is it turtles all the way down? Weapons checked at the door!
Ricky Foos, mod.; Eric M. Heideman

5:00pm—9:00pm

Closed for dinner break & party set-up.

9:00pm—2:00am

Tales of the Unanticipated 20th Anniversary Party

This small-press science fiction/fantasy publication, launched by MN-StF in 1986 and now published by TOTU Ink, celebrates its 20th anniversary during 2006; #27 will be out this August.

SATURDAY

11:00am

Krushenko's opens

12:30pm—1:30pm

Boldly Go 101: Space Travel in Literary and Graphic Arts Media

Panel: A survey of space travel in novels, short stories, magazine illustrations, & comics/graphic novels. *Eric M. Heideman, mod.*

2:00pm—3:00pm

Questions of Honor: The Works of David Weber and Eric Flint

Discussion: Share your thoughts about our Author Guests' fiction, including the Honor Harrington universe & the "1632" universe. *Eric M. Heideman, mod.; David Weber, Eric Flint.* Sponsored by *Second Foundation*, a Twin Cities speculative fiction book-discussion group that has met regularly since 1983.

3:30pm—4:30pm

SF Writing Groups: The 2006 Scene

Discussion: This annual gathering allows representatives of writing groups specializing in science fiction & fantasy to report on how their groups started & how they function, and gives groups that are looking for new members a chance to

5:00pm—6:00pm

What Scares You in a Horror Movie?

Panel: Are they things you don't see? Is it gore? Clowns? *Melissa Kaercher, mod.; Windy Bowlsby, Kristina Halseth, Eric M. Heideman, Pam Keesey*

6:00pm—9:00pm

Closed for dinner break & party set-up

9:00pm—2:00am

A Party for Readers and Viewers

Sponsored by *Second Foundation*, an SF book-discussion group whose members are also film buffs.

SUNDAY

11:00am

Krushenko's opens

12:30pm—1:30pm

Boldly Go 102: Space Travel in Performance Media

Panel: Looks at the portrayal of space travel in stage & radio plays, TV broadcasts & motion pictures. *David Christenson, mod.; Eric M. Heideman*

2:00pm—3:00pm

Kong & Co.: Apes in Fact, Folklore, Fiction, and Film

Panel: Continuing our scary critters series (previous entries have included bats, bees/wasps, & ants), we this year look at fact & fancy about our closest relatives. *Eric M. Heideman, mod.; Melissa Kaercher, Pam Keesey*

5:00pm—7:30pm

Closed for dinner break and party set-up

7:30pm—1:30am

Diversicon Party

Hosted by this multicultural, multimedia Twin Cities SF convention, the 14th edition of which will occur August 11-13 in the Holiday Inn Select International Airport—Mall of America, with Guests *Kelly Link* and *Bryan Thao Worra*.



MAINSTAGE SCHEDULE

Grand Ballroom East (North Tower, 2nd Floor)

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

FRIDAY

6:00pm **Mark Time Radio Show**

"The Jewel of the 12th Generation"

Everyone has heard of the legendary "Great Treasure Out There", but no one knows where or what it is. Incurable con-artists, Prof. Pangborn and Larry (who knows whose side he's on?) land on a trivia-laden 300-year old encyclopedia starship, the SS Irwin Corey. Partly they are looking for the treasure, and partly they are hiding out from the Pirate Queen. What they discover will make them want to boldly leave as soon as possible. Starring **David Ossman** of the **Firesign Theatre**, and featuring CONvergence's own **Windy Bowlsby** and **Tim Wick**.

Past Mark Time radio shows on compact disc are available at the concessions table, including **Peter Galaxy**, **Interstellar Envoy**, starring **Michael Sheard** and **David Ossman**, from CONvergence 2003.

7:00pm **Opening Ceremonies**

Meet the Guests of Honor, and get the inside track on planned events at CONvergence 2006. Also: The presentation of the **Mark Time and Ogle Audio Awards**, and the presentation of MISFITS Team Trivia Challenge trophy. This year, we will also have a tribute to two-time CONvergence Guest of Honor Michael Sheard, who passed away in 2005.

10:00pm **Live Concert**

Milkbar

Formed in Spring 2005 by bassist Spike, Milkbar has since grown into a formidable five member project. With an Electropunk sound reminiscent of Garbage or Curve, Milkbar creates music based on hot rhythms and electro beats. Then they add some rock n roll, a bunch of notes, and infuse it with pop.

Signal and Report

Signal & Report make music for the 3:00am hour, full of mystery, doubt, fear and cold sweat. Although sometimes dark, their music never broods—this is no navel-gazing melancholia. Instead of vague adolescent notions of pain or alienation, the songs trade in themes of a larger scope with a more literary bent. Live, the group has a compelling intensity that challenges its audience rather than condescending to patronize them. A mix of ringing guitar and sighing synths soar over pulsing rhythms of rolling tom toms and slippery basslines, creating a towering sound of depth and dynamic tension. Amongst all of it is a deep and resonant voice communicating a range of anxiety, terror, and empathy with equal parts croak and croon.

Signal & Report formed in Minneapolis in '00 by Chris Hall (guitar/vocals), Noah Miller (bass/vocals), Christian Herro (keyboards), and Mike Cain (drums/saxophone). After recording Marchlands, Miller left for New York in late '03 to do design work (he has done all of the group's album artwork). Mark Pakulski, from the Psychedelicates, took over on bass, and the group has been writing material for the forthcoming EP, The Sound of Hope, and an eventual third album. www.signalandreport.com

DJs Strufe and Nico

We'll be spinning dance music between live band sets, and late into the night... and early into the morning....

SATURDAY

7:00pm **Masquerade**

Featuring a wide variety of local costumers and performers. All are invited to sign-up to present their costumes. Sign-up begins at 3:00pm Friday in CONvergence Central.

Masquerade Halftime Show - SOYLENT THEATER!

Once again, entertainment during the judging of the Masquerade entries will be provided by Soylent Theater: A comedy troupe made of people. Specifically, those people are: Kelvin Hatle, Jen Scott, Joseph Scrimshaw, Joshua Scrimshaw, Tim Uren.

11:00pm **DJ Dance & Masquerade Ball**

Again the first hour is dedicated to The Strobe-Free Sci-Fi Music Hour. The rest of the wee hours will feature mixes of Retro, Funk, Pop, Disco, Noise, Techno, Trance and so much more. Brought to you by DJs Oxygen, Nitrogen, Star5, and noise.

SUNDAY

5:00pm **Closing Ceremonies**

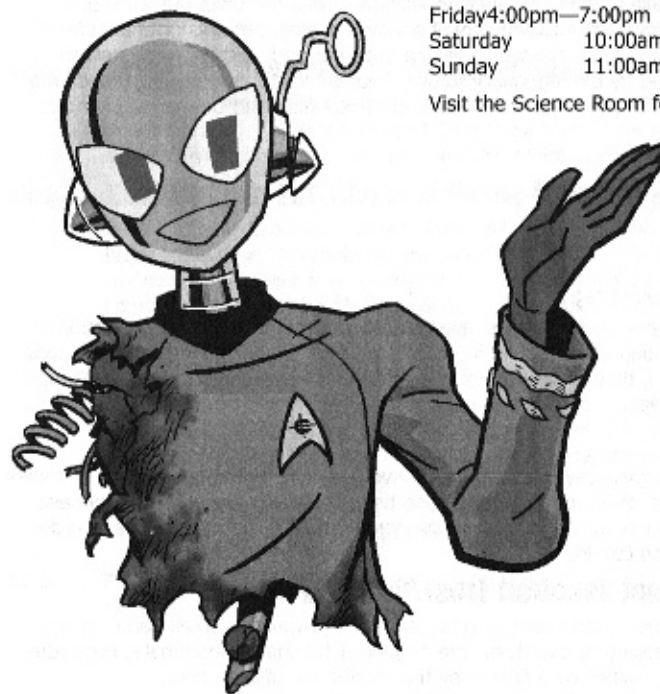
Come say farewell to the CONvergence 2006 Guests of Honor. There will be the annual closing sketches by the MISFITS Board and Officers and announcements about the weekend's events.

SCIENCE ROOM

Plaza 3 (North Tower, First Floor)

Friday 4:00pm—7:00pm
Saturday 10:00am—7:00pm
Sunday 11:00am—4:00pm

Visit the Science Room for a schedule of special events.



THEATER NIPPON ANIME ROOM

Plaza 2 (North Tower, First Floor)

Theater Nippon will be screening both new cutting-edge Anime and some classics you may have missed. All material is unconverted/scaled and displayed on a High Def video projector in Surround Sound on a THX certified receiver. Most Anime is DVD-based, played on a progressive scan player.

FRIDAY

5:00pm **Tenchi Muyo Ryo Ohki** (Subtitled/13+)

A continuation of the original OVA. Tenchi seeks answers from his past while Ryoko faces the present head on. But the gang's world gets turned upside-down when they receive a strange visitor. After composing himself, Tenchi discovers that the mysterious visitor is not his mom, but a long, lost sister who has come to inform him of his arranged marriage!

6:30pm **Kino's Journey** (Subtitled/15+)

Destination is a state of mind. Travelers not only find themselves in a variety of locations and geographic phenomena, but they also bear witness to the whims of culture and the skewed effects of subtle circumstance.

8:30pm **Howl's Moving Castle** (English/PG)

Sophie, a quiet girl working in a hat shop, finds her life thrown into turmoil when she is literally swept off her feet by a handsome but mysterious wizard named Howl. The jealous and vengeful Witch of the Waste puts a spell on Sophie. This is the beginning of an incredible odyssey to lift the curse, entering a magical world where fire talks, dogs spy for their wizard owners, and a ramshackle castle flies across the countryside.

10:00pm **Appleseed** (Subtitled/17+)

Earth's last city, Olympus, rose from the ashes of a global war on the backs of Bioroids, artificial clones who make up half the city's population. Under the strict guidance of a supercomputer, humanity's last survivors enjoy an idyllic peace, but only on the surface! Human terrorists within the military seek a return to power and clash with the government's ESWAT forces led by the legendary soldier, Deunan Knute, and her boyfriend who is 75% machine. Retrieving the Appleseed will end the conflict, and Deunan alone holds its secret.

11:30pm **Parody**

Anime Parodies

SATURDAY

1:00am **Dead Leaves** (English/17+)

Pandy and Retro, two unlikely renegades, awaken naked on Earth with no recollection of their past. After embarking on a devastating crime spree for food, clothing and transportation in downtown Tokyo, they are captured by authorities and sent to the infamous lunar prison called Dead Leaves.

2:00am **Dears** (English/16+)

One year ago, an alien spacecraft crashed into Tokyo Bay, leaving the entire crew stranded on Earth with no means of returning home. In no time, the aliens are granted Japanese citizenship and begin participating in a home-stay program with the local people in order to learn all about human culture.

4:00am **Samurai X (Rurouni Kenshin) Trust/Betrayal** (English/17+)

Nineteenth century Japan: a land torn by rebellion and civil warfare; small bands of soldiers roam the land, seeking to overthrow the tyrannical Tokugawa Shogunate. Enter the young orphan Kenshin, trained as a fighter by the master swordsman Hiko.

6:00am **Last Exile** (Subtitled/13+)

Claus and Lavie are a young heroic air pilot duo, whose assignment to make a special human delivery fails. Before they know it, they become entangled in an aerial adventure between two countries gripped in an eternal war of magnificent air battleships, noble generals, and a mysterious war-mediating Guild.

8:00am **Robotech** (English/All Ages)

Strap into your Veritech and get ready for the ride of your life! When a mysterious space battleship crashes onto Macross Island in the South Pacific, the future of mankind is changed forever!

10:00am **Giant Robo** (English/13+)

The Shizuma Drive has launched humanity into a golden age of prosperity. A secret brotherhood called Big Fire adopts one goal: directing the world towards chaos! The Experts of Justice, a team of operatives, aim to stop this disaster. The key to saving the world is their brave new member, a boy named Daisaku Kusama, and the machine he commands....

Noon One Hour Break

1:00pm **King of Bandit Jing** (Subtitled/13+)

Hide your coin pouches! No priceless bauble or exquisite jewel is safe from the leering eyes and stealthy hands of Jing, the King of Bandits. With a heart of gold and a wise-cracking, girl-crazy bird sidekick, Jing steals his way through one exciting adventure after another!

3:00pm **Azumanga Daioh** (English/13+)

In Miss Yukari's English class, every day is an adventure. Miss Yukari herself is a bit of an air-head. She may have graduated from high school, but she sure hasn't left.

5:00pm **Fushigi Yuugi** (Subtitled/13+)

Miaka discovers an enchanted book, "The Universe of the Four Gods" that drastically changes her life! Reading the book suddenly transports Miaka and her best friend Yui into both the world and the story within the mystical tome. Trapped in this perilous magical world, Miaka becomes a high priestess and befriends an emperor - just to get home!

6:30pm **The Place Promised in Our Early Days** (Subtitled/13+)

In 1996, an enormous tower is constructed on the southern shore of Hokkaido, its purpose-unknown. Three school children make a vow to discover the mysterious tower's secrets. Will this promise be left unfulfilled when one of the three falls into a coma?

8:00pm **Gankutsuou: The Count of Monte Cristo** (English/16+)

Born into an aristocratic family in Paris, Albert sets out on a journey with his best friend, Franz, to escape his privileged yet dull life. They travel to Luna, which is on the surface of the moon, and meet a very wealthy man named The Count of Monte Cristo. Becoming completely fascinated with The Count's mysterious charm, Albert welcomes him into Paris high society. But soon Albert will discover the Count's true motive - revenge....

10:00pm **Ghost in the Shell: 2nd Gig** (English/13+)

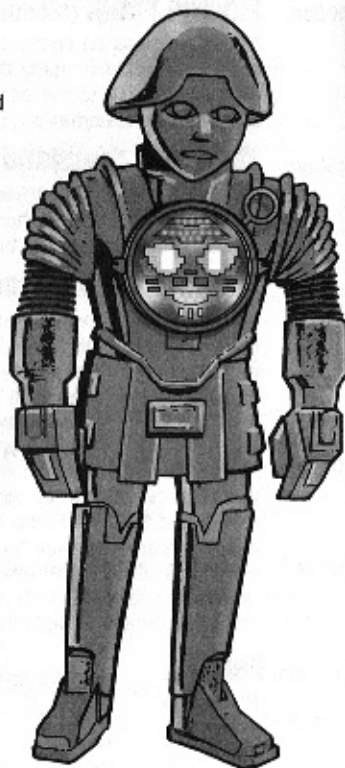
Uprisings over the treatment of a wave of Asian immigrants threaten the political landscape, and the new Prime Minister brings in Section 9 to offer their services - but on a much tighter leash than they're used to. After being reinstated, they must stop an assassin who is killing high-ranking officials, outmaneuver an incredibly talented thief, and unravel the reason a high-tech helicopter malfunctioned. And all under the supervision of the mysterious and disturbing man known as Gohda.

11:30pm **Parody**

It's Gendo.

SUNDAY

- 1:00am **Eiken Club** (English/17+)
Densuke just enrolled at the exclusive Zashono academy. He's eager to participate in extracurricular activities, but he never expected to join the mysterious Eiken Club. Strangely enough, every other member is a busty co-ed, and many of the clubs activities involve bikinis. But Densuke isn't interested in anyone but the shy and beautiful Chiharu.
- 3:00am **Mouse** (English/16+)
20-year-old Sorata is an art instructor at Yamanoue School. Usually he's a mousy, nerdy teacher, but Sorata has a secret... he's also the internationally infamous thief Mouse, and he's a shameless flirt to boot!
- 4:00am **Tenjo Tenge** (Subtitled/16+)
Souichiro and Bob want to rule their new school, but just as they begin cracking heads, their plan is shot to hell. First there's the Natsume sisters and their Juuken Club. If the older sister, Maya, isn't kicking their ass, then the younger sister, Aya, is trying to force feed Souichiro and make him her husband! Then there's the Student Executive Council that sends executioners to "educate" anyone who questions the council's authority! Their education is just beginning!
- 6:00am **Battle Athletes** (English/13+)
Welcome to the United Systems Sports Academy (USSA), where the elite from around the solar system come to hone their athletic prowess with technologically enhanced training facilities and the renowned coaching staff.
- 8:00am **Gundam Wing** (English/12+)
Mankind has moved into space. Thousands live on giant orbiting space colonies called "Sides." However, the Earth Government, which rules the colonies, is unjust and cruel.
- 10:00am **My Neighbor Totoro** (English/G)
Follow the adventures of Satsuki and her four-year-old sister Mei when they move into a new home in the countryside. To their delight, they discover that their new neighbor is a mysterious forest spirit called Totoro, who can be seen only through the eyes of a child.
- Noon **Gilgamesh** (Subtitled/14+)
Gorgeous animation, breakthrough character designs, and stunning visuals make this suspenseful, addictive tale of mystery, magic, and espionage the first gothic anime masterpiece of the new millennium.
- 1:30pm **Gun Sword** (English/13+)
A tuxedoed drifter wanders the planet Endless Illusion in search of a clawed man who killed his bride, he crosses paths with a girl, Wendy, who implores him to help save her besieged town from a gang of thieves and murderers.
- 3:30pm **Galaxy Angel** (Subtitled/13+)
Milfeulle Sakuraba is the newest member of the Angel Brigade, a branch of the Transvaal Empire military whose primary mission is to search for relics known as "Lost Technology." The only problem is... no one actually knows what the Lost Technology is!



PARTIES AND CABANAS

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

CONvergence parties are out of this world! In addition to two floors of poolside cabanas, parties can also be found in our **Satellite Party Zone** on the 4th floor, around the corner and upstairs from poolside. Be sure to check them out. Listed below are registered parties on all the party floors, as well as convention functions located in poolside cabanas. The information presented here reflects what was provided to CONvergence at press time and is subject to change. Thanks to all of our fantastic party sponsors and hosts.

Krushenko's
CoF2E2 Free Coffee
MISFITS Labs

123	124	125	126	127	128	129	130	131	132
First Floor Cabanas									
110	109	108	107	106	105	104	103	102	101

Cabana Party Name and Information

- 102 **Cow Asylum**
Friday: 8:00pm—Midnight
Saturday: 9:00pm till the cows come home
Group: The Herd
Friday: Come join the herd! Mill around with our staff, graze on our snacks, and drink the mother's milk of WI: *Spotted Cow Beer*. Sponsored by Oddcon (www.oddcon.org).
Saturday: Don't get mad—beat the stampede to the Cow Asylum. Get tagged and get your shots. Good for what tails you. We provide good music and good company—Party till the Cows come home!
- 103 **Xenaversity of Minnesota**
Friday: 7:00pm—1:00am
Saturday: 7:00pm—1:00am
Group: Xenaversity of Minnesota
The Greek gods bring Mt. Olympus to CONvergence. Contests, games, and prizes abound.
- 104 **Midnight at the Oasis**
Friday: 7:00pm—2:00am
Saturday: 2:00pm—5:00pm / 7:00pm—2:00am
Group: Basimah Kamar & ITTSF
Bellydancing and Fantasy: What could go better together? Join us in the evening to watch the lovely ladies of Basimah Kamar and guests perform hourly shows all night. Daytime more your thing? Join us Saturday afternoon as ITTSF hosts an open stage, open dancing, and water tasting. www.basimahkamar.com
- 105 **Black Fleet Travel**
Friday: 9:00pm—1:00am
Saturday: 10:00pm—2:00am
Group: IKV RakeHell
The last vacation you'll ever take. You'll enjoy yourself or die trying.

Cabana Party Name and Information**106 Homeworld Bound**

Friday: 7:00pm—3:00am
 Saturday: 7:00pm—3:00am
 Group: Imperial Klingon Forces (IKF)/KPLA Klingon Radio

After long months of battle, the warriors of IKF have returned home. Join them during their stay on Qo'noS! Sample the fare, see Klingon hospitality at its finest, and experience the glory that is the Klingon empire.

7:00pm—10:00pm: Klingon language ONLY.
10:00pm—Midnight: Kethas and Krom in the Morning (KPLA radio).

107 Mirror, Mirror—United Federation of Planets

Friday: 8:00pm—2:00am
 Saturday: 7:00pm—2:00am
 Group: U.S.S. Nokomis

Come aboard the U.S.S. Enterprise; you've always wanted to. Relax, play a game, or catch an episode or two with fellow Starfleet officers. Then, step next door to the Terran Empire.

108 Mirror, Mirror—The Terran Empire

Friday: 8:00pm—2:00am
 Saturday: 7:00pm—2:00am
 Group: World Defense Force

Experience the evil side of Classic Trek aboard the I.S.S. Enterprise, complete with the baddest drink in any universe—Green Death. When you've had your fill, visit the Federation in the next room.

109 SuperCon (FRIDAY NIGHT ONLY)

Friday: 9:00pm—2:00am
 Group: SuperCon

Minnesota's oldest Relaxacon, SuperCon is all about good company. At this cozy con, you can enjoy the Consuite of Exceptional Decadence and see the people working CONvergence actually slow down. We're less about SF and more about the people who are into SF. Stop by, say hi, and enjoy yourself!

109 DemiCon (SATURDAY NIGHT ONLY)

Saturday: 9:00pm—2:00am
 Group: DemiCon

DemiCon 17 invites you to enter a dimension of thought, a dimension of fun, a dimension of creativity! You see the DemiCon party up ahead. You are about to enter... The Twilight Zone of Imagination. Come hear about DemiCon's great Guests of Honor and everything else this con offers!

110 Baen's Universe

Friday: 3:00pm—3:00am
 Saturday: 3:00pm—3:00am
 Group: *Baen's Universe*

Party with *Baen's Universe*, the exciting new SF magazine from Baen Books. *Baen's Universe* features a mix of your favorite writers and new authors. Meet Eric Flint and get some really cool stuff from Baen's.

Cabana Party Name and Information**114 Misfittle Laboratory**

Friday: After Opening Ceremonies to 3:00am
 Saturday: After Masquerade to 3:00am
 Group: MISFITS

Witness the debut of the MISFITTLE Laboratory! Connie, the CONvergence Mascot, was given life within its very walls! Featuring delicious food and hands-on robotics displays. Come down to the lab and see what's on the slab! Presented by MISFITS, the parent non-profit of this very convention.

123 Gravediggers

Friday: 7:00pm—3:00am
 Saturday: 7:00pm—3:00am
 Group: Gravediggers Union

What are those gravediggers up to this year? Partake and get a sneak peek at their doings.

124 Middle Earth's House of Chocolate

Friday: 8:00pm—2:00am
 Saturday: 9:00pm—2:00am
 Group: SF-3/CONspiracy

The sweetest place in Middle-Earth: Middle-Earth's House of Chocolate. Warm flowing liquid gold, cookies, brownies, chocolate rings and more...

125 MarsCon 2007

Friday: 9:00pm—1:00am
 Saturday: 9:00pm—1:00am
 Group: MarsCon 2007

MarsCon 2007: Theme? We don't need no stinking theme! Theme? Nein! Rather, NINE! Perhaps... we shall go with a cow theme... Ahem. No theme=All themes apply. Create your own theme for the 9th annual MarsCon SF/Fantasy convention, being held March 2007 in Bloomington, MN. All themes/fans welcome.

126 The Poison Apple

Friday: 8:00pm—Midnight
 Saturday: 9:00pm—1:00am
 Hosts: Nicki, Sabra, Kristina

Friday is sci-fi madness! Relax for an evening with Doctor Who, Star Wars, and other cult favorites. On Saturday, Disney villains and villainesses offer toxic drinks, bobbing for poison apples, and a tantalizing mermaid fruit buffet.

127 Robots VS Aliens

Friday: 9:00pm—1:00am
 Saturday: 8:00pm—Midnight
 Hosts: Laura Gerald, Rachel Bendtsen

Last year the Space Pirates beat the Space Cowboys by two lousy points! Now the Aliens are taking on the Robots everywhere from the dance floor to the spaceship door. Bring your wit, wiles, costumes and competitive spirit. This year's initiations and scavenge will be bigger, better, and bolder!

Cabana Party Name and Information

128 Sci-Fab

Friday: 9:00pm—1:00am
 Saturday: 9:00pm—1:00am
 Hosts: Jason Tucker, Eric Harvieux

Celebrate all that is fabulous in science fiction, fantasy, and fandom! All-inclusive, with a GLBT/queer leaning. Cult movies & videos playing, music, and 3-D Full Contact Twister. Ultra-Fabulous! More information, volunteer and go-go dancer signup at www.sci-fab.org.

129 The Dreaming

Friday: 9:30pm—1:30am
 Saturday: 9:30pm—2:00am
 Group: The Dreaming

Come join us as we celebrate the many beautiful Asian themes that have decorated the Dreaming in *The Sandman* throughout the years. You'll have a chance to sit down and create your own art on a fan. Look for fliers posted with hourly surprises throughout the evening.

130 House of Toast

Friday: 8:00pm—12:00am
 Saturday: 9:00pm—1:00am
 Host: Joe Lyon

Years of painstaking observation of human customs and randomly sampled cattle mutilation have yielded numerous theories on the most coveted and pleasure-inducing of Terran comestibles. Although this is still in dispute, it is unilaterally agreed upon that nearly everything goes well on toast.

131 ROG

Friday: 5:00pm—2:00am
 Saturday: 5:00pm—2:00am
 Group: ROG

It's Happy Hour and we're celebrating another anniversary on our ship, *The Wraith*.



223	224	225	226	227	228	229	230	231	232
Second Floor Cabanas									
210	209	208	207	206	205	204	203	202	201

Cabana Party Name and Information

201 Captain Kirk's House of Ill Repute

Friday: 8:00pm—1:00am
 Saturday: 8:00pm—1:00am
 Group: ValleyCon

He's baaaack! The REAL Captain who knows how to party has returned! All are welcome (especially green chicks... hell, ALL chicks!) to hear about our upcoming massive fall event: **The Fargo Fantasy Festival—ValleyCon 32**, which will feature William Shatner himself! Captain Kirk wants YOU—to party!

Cabana Party Name and Information

202 Divination Station

Friday: 7:00pm—1:00am
 Saturday: 7:00pm—1:00am
 Group: Earth House Project

From kingly advisors and high priests to the scary woman who lives in the woods, divination, or fortune telling, has been a part of myths and legends for ages. Come join the Earth House Project of Minnesota and have, for entertainment purposes only, a look into your future.

203 Romana's Party TARDIS

Thursday: 6:00pm—Midnight
 Friday: 6:00pm—Midnight
 Saturday: 6:00pm—Midnight
 Host: DJ Particle as "Romana"

What else is there for a former Lady President without a home planet to do but PARTY! You never know what will go on in Romana's Type-80 TARDIS!

204 Cinema Apocalypse

Friday: 9:00pm—3:00am
 Saturday: 9:00pm—3:00am
 Sunday: Special 5:00am screening
 Group: Cinema Apocalypse

Cinema Apocalypse Horrorshow 2006 is a tour-de-force through all that is bad, great, forgotten or ignored in global science fiction, fantasy and horror cinema. Join us as we take the plunge into a tempest of terrifying and terrible films. Seating is limited.

205 D-Notice

Friday: 8:00pm—2:00am
 Saturday: 9:00pm—3:00am
 Group: Twin Ports Gaming & Sci Fi

Caution, caution, caution! Welcome to Mort, the world of progress. Enjoy our famous Skaktarian Steak Balls. Rehydrate yourself with our refreshing Machine Oil. Relax in our dark room, listening to industrial music. Don't forget the caution tape! D-NOTICE is based on SLA Industries, a roleplaying game of futuristic urban horror.

206 Minicon Party

Friday: 7:00pm—2:00am
 Saturday: 5:00pm—2:00am
 Group: MN-STF

Chill out at an old-fashioned room party with warm conversation, occasional music, and blog (the traditional drink of Minicon). Flashing lights are confined to the light-show on the balcony. Here's your chance to pre-register for Minicon 42 at low low low convention rates.

207 Intergalactic Chemistry Lab: Open House

Friday: 7:00pm—2:00am
 Saturday: 7:00pm—2:00am
 Group: Twin Cities Polyamory Discussion Group

Come join us for the first open house of the Intergalactic Chemistry Lab. We have spent many years experimenting with different elements and will have diagrams of our current and former "chemistry" projects on display. Various concoctions of food and beverage will be provided.

Cabana Party Name and Information**208 Bacon**

Friday: 8:00pm—1:00am
 Saturday: 8:00pm—1:00am
 Group: Bacon

Waffle, Duchess of Breakfast Breads, requests your attendance at her soiree to formally celebrate the start of a new day at a more acceptable hour. Also invited are Beer, Duchess of Breakfast Beverages, and our guest of honor, Bacon, Duchess of Breakfast Meat.

209 Con of the North

Friday: 7:00pm—Midnight
 Saturday: 7:00pm—Midnight
 Group: Con of the North

Stop by the Con of the North party room and learn about Minnesota's best & longest running gaming convention!

210 Source Party

Friday: 3:00pm—Midnight
 Saturday: Noon—Midnight
 Group: The Source

We're open early to help people find games at the show. Demos, Freebies, and Games. About 8:00pm, pizza will be served. Live jam session of music both days. Come meet the happy-go-lucky lads of Source Comics and Games. Don't forget to pick up a free coupon for in-store Source savings!

223 Wonka's Night Out

Friday: 7:00pm—1:00am
 Saturday: 7:00pm—3:00am
 Hosts: Jaclyn Taylor, Daniel Mohr

I, Willy Wonka, invite you to share my nights out. I will have chocolate, an accidentally oversized Oompa Loompa, chocolate, an experimental candy alcohol, and of course chocolate. Remember, somewhere in the chocolates we will pass out I have hidden golden tickets. Find one, and you will receive a prize.

224 Welcome to the Carnivale

Friday: 8:00pm—Late
 Saturday: 4:00pm—Late
 Host: David and Cathe Lewis

Carnies and rousties are welcome to step inside the world of the traveling Carnivale. It is 1934, at the height of the Great Depression: The crafty ape called Man stands caught between belief in magic and faith in the science of the coming Atomic Age. Carnival-style treats include cotton candy!

225-226 Station K7 Non-Tribble-Free Zone

Friday: 7:00pm—3:00am
 Saturday: 8:00am—3:00am
 Group: Universal Speculative Fiction Organization

So why IS that watermelon there? This and other answers and questions... LAN gaming, socializing, munchies, and movies.

Cabana Party Name and Information**227 Alien Sex Shoppe**

Friday: 8:00pm—2:00am
 Saturday: 8:00pm—2:00am
 Group: Delvian Seek

No luck shopping at the local drug store? Hard-to-fit tentacles? Two dozen nipples? Stop by the Alien Sex Shoppe and see how the rest of the galaxy gets things done. It's weird, it's erotic, and it's the best we could do on a small budget. We're titivating 'til it's titillating.

228 TARDIS Tea Society

Friday: 7:00pm—3:00am
 Saturday: 7:00pm—3:00am
 Group: TARDIS Tea Society

Step through the familiar blue doors and enter the newly upgraded TARDIS. We serve tea, ginger beer, English muffins (with jam and butter) and extra goodies found on our adventures. Watch some of your favorite *Doctor Who* episodes and regenerate before you move on to your next galaxy or party.

229 Galactic Geishas' House of Tea

Friday: 7:00pm—1:00am
 Saturday: 7:00pm—2:00am
 Group: Galactic Geishas

Geishas provide food, conversation, and strategic challenges with the game Go. Kung fu movies and a chance to have "Breakfast with the Geishas" add to the appeal. A touch of zen and happiness in a take-out box! <http://galacticgeisha.bravehost.com>.

230 Dystopia

Friday: 7:00pm—3:00am
 Saturday: 7:00pm—3:00am
 Group: Dystopia

In this post-apocalyptic wasteland, we offer shelter and the chance to forget the horrors of the outside world. Dystopia Video Bingo runs on the hour, 9:00pm—2:00am. Win fabulous prizes. Apply barcode tattoos. Consume soylent snacks.

231 The [Spoiler Deleted] Memorial Luau (FRIDAY NIGHT ONLY)

Friday: 6:00pm—2:00am
 Host: Heather Johnson

Come join the best gorrarn crew in the 'verse as we celebrate the life and mourn the loss of [Spoiler Deleted]. Among the activities will be Kaylee's chocolate fondue fountain and River's sandcastle building. Raise a chocolate covered strawberry to the memory of [Spoiler Deleted].

231 Hoth Beach Party (SATURDAY NIGHT ONLY)

Saturday: 7:00pm—3:00am
 Group: Minnesota Force

Want to limbo under an AT-AT? Dream about a luau, complete with spit-roasted Taun-Taun? Or a nice soothing snow pile to lounge in after your lava bath on Mustafar? If so, come and join the Minnesota Force for the Hoth Beach Party. Remember, you can't spell Hoth without Hot!

Cabana Party Name and Information

232 Vampire Hunters Union Local 542 Mission Control

Friday: 6:00pm—2:00am
Saturday: 6:00pm—2:00am
Group: VHU Local 542

There's only so much collateral property damage that the courts will accept before requiring community service. Come learn helpful tips about vampires at VHU Mission Control. VHU 542: Protecting you and yours from them and theirs. Join us for the second annual Buffy sing-along Friday at 11:59pm.

FOURTH FLOOR SATELLITE PARTY ZONE

Room Party Name and Information

402 Anime Detour

Friday: 7:00pm—2:00am
Saturday: 7:00pm—2:00am
Group: Anime Detour 2007

Anime Detour presents an exhibition of the best in anime music videos: Old favorites and new works from cutting-edge editors. Learn more about the Twin Cities' fastest growing fandom!

404 Edna's Place

Friday: 9:00pm—2:00am
Saturday: 9:00pm—2:00am
Host: Rae Lundquist

Drink tea with Edna, the superhero of SF and Fantasy fashion! Share your costume creation triumphs and failures. Show off your designs and be photographed for Edna's Wall of Costume Wonders! Beware the Fashionista Policia, Edna's gang of costume gurus, who patrol for fashion faux pas. And, remember, NO CAPES!

406 Chicago in '08 (SATURDAY NIGHT ONLY)

Saturday: 9:00pm—Late
Group: Chicago in '08 Worldcon Bid

A Chicago hotdog is a unique culinary experience, and we feel a Chicago Worldcon is just as unique. Have a real Chicago hotdog. Try the nuclear-green relish — if you dare! Sample authentic Chicago candy. Enjoy pleasant and (we hope) scintillating conversation.

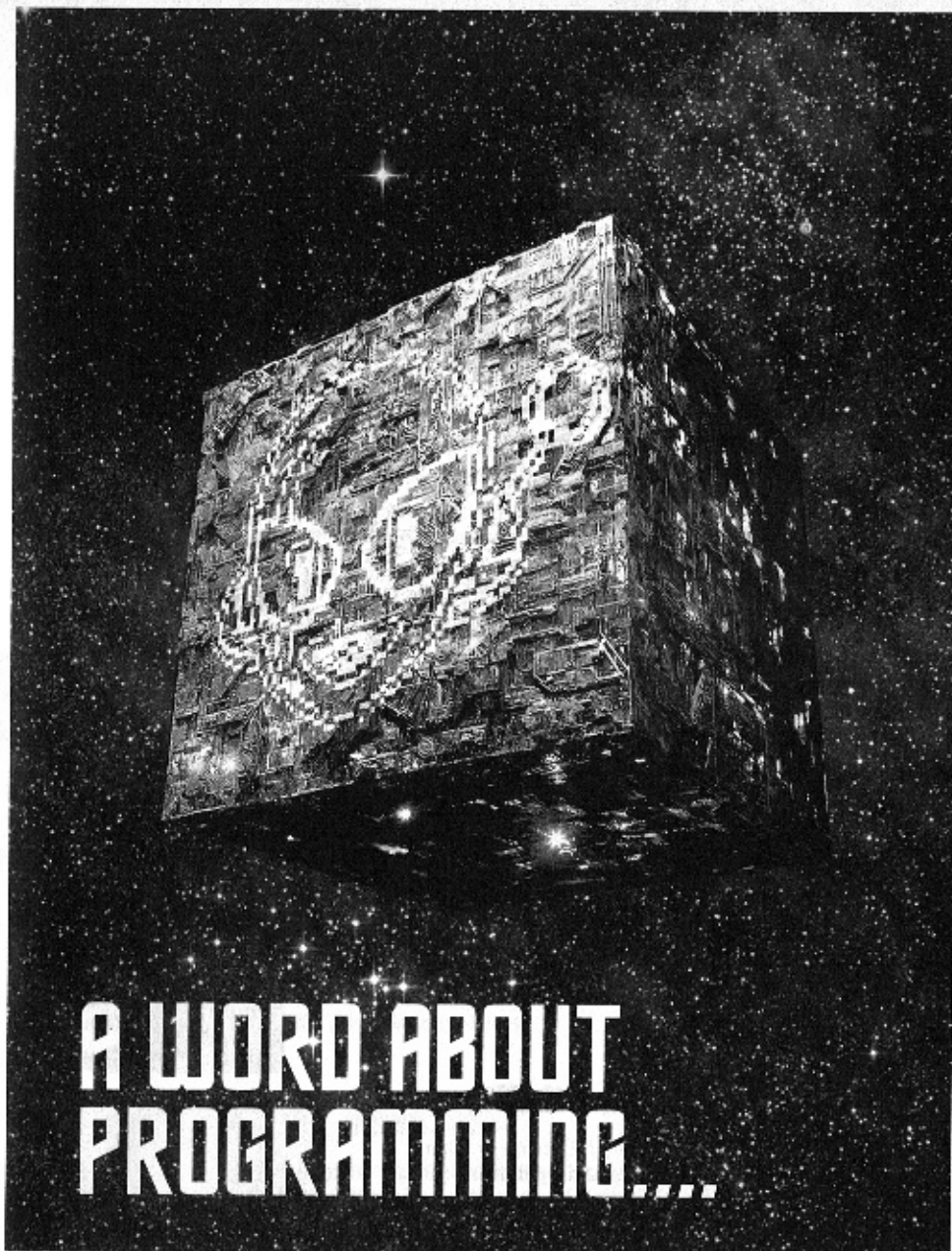
SILENT AUCTION

Atrium 1 (North Tower, Second Floor)

Friday 12:00pm—6:00pm / 8:00pm—11:00pm
Saturday 10:00am—6:00pm / 9:00pm—11:00pm

The Silent Auction is back with more generously donated treasures for you to bid on. Stop in to bid, or just to look. All proceeds from the Silent Auction go to benefit CONvergence's non-profit parent organization: The Minnesota Society for Interest in Science Fiction and Fantasy (aka MISFITS).

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



A WORD ABOUT PROGRAMMING....

Every year, CONvergence Programming is forced to abandon several ideas for panels that we feel our membership would have really enjoyed. Why? Because we didn't have volunteer panelists to sit them. This November our annual Programming Brainstorming Meeting will be held, and you're invited to join us and help generate ideas for panels for our 2007 convention. Not all those ideas will come with willing and available panelists, but all the ideas we would like to develop will be posted on the CONvergence website. Keep an eye on the Programming Section of the website and support that panels you want to see at CONvergence by volunteering to help make them happen.

GUEST 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. Below is a listing of Guest of Honor panels and appearances. For a more detailed description of these panels, refer to the listing starting on page 33.

There will be signing sessions at our Autograph Table across from the Bloomington Room by our Guests of Honor and other attending professionals. Please check the schedule posted there for scheduled signings.

Eric Flint

Friday / 2:00pm—3:00pm
Alternating History (Atrium 4/Literature)

Saturday / 9:30am—10:30am
Geeks Read: 1632 (Room 2201/Dorian Gray Lit. Lounge)

Saturday / 2:00pm—3:00pm
Questions of Honor: The Works of David Weber and Eric Flint (Cabanas 118-119/Krushenko's)

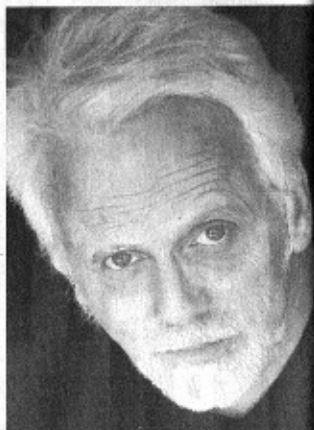
John G. Hertzler

Friday / 3:30pm—4:30pm
An Hour With J.G. Hertzler (Bloomington Room/Movies)

Friday / 9:30pm—10:30pm
Alien Invader Smackdown (Atrium 6/HotDish)

Saturday / 11:00am—12:00pm
We call it.... Acting! (Bloomington Room/Movies)

Saturday / 3:30pm—4:30pm
Acting in Star Trek (Edina Room/TV)



Bridget Landry

Friday / 2:00pm—3:00pm
The Influence of Star Trek (Edina Room/TV)

Friday / 3:30pm—4:30pm
Crafty Geek (Atrium 3/Arts)

Saturday / 9:30am—10:30am
Masquerade Workshop—The Mechanics (Atrium 4/HotDish)

Saturday / 11:00am—12:00pm
Women as Starship Captains in Fiction, TV and Media (Atrium 6/Literature)

Saturday / 2:00pm—3:00pm
Cassini (Plaza 1/AV)

Saturday / 5:00pm—6:00pm
40th Anniversary of Star Trek (Atrium 4/TV)

Sunday / 11:00am—12:00pm
Fashions of the Future (Atrium 3/Arts)

Sunday / 2:00pm—3:00pm
New Life Forms Discovered! Right Here on Earth (Atrium 2/Science)

Robert O'Reilly

Friday / 9:30pm—10:30pm
Alien Invader Smackdown (Atrium 6/HotDish)

Saturday / 3:30pm—4:30pm
Acting in Star Trek (Edina Room/TV)

Saturday / 11:00am—12:00pm
We call it.... Acting! (Bloomington Room/Movies)

Sunday / 11:00am—12:00pm
An Hour With Robert O'Reilly (Bloomington/Movies)



Kenneth Hite

Friday / 2:00pm—3:00pm
Alternating History (Atrium 4/Literature)

Saturday / 12:30pm—1:30pm
Making An Old Idea New Again (Bloomington Room/Movies)

Saturday / 3:30pm—4:30pm
If Buffy Were Nancy Drew (Edina Room/TV)

Saturday / 5:00pm—6:00pm
What Scares You In A Horror Movie (Cabanas 118-119/Krushenko's)

Sunday / 12:30pm—1:30pm
Writing Craft: World (Atrium 6/Literature)



Miles Teves

Saturday / 12:30pm—1:30pm
What Is A Conceptual Artist? (Plaza 1/AV)

Saturday / 5:00pm—6:00pm
A Digital Camera Doesn't Make You An Artist (Atrium 3/Arts)



David Weber

Friday / 3:30pm—4:30pm

What about Honor?:

The Honor Harrington Series (Atrium 4/Literature)

Saturday / 11:00am—12:00pm

Women as Starship Captains in Fiction, TV and Media (Atrium 6/Literature)

Saturday / 2:00pm—3:00pm

Questions of Honor:

The Works of David Weber and Eric Flint
(Cabanas 118-119/Krushenko's)

Saturday / 3:30pm—4:30pm

David Weber Reading (Room 2201/Dorian Gray Lit. Lounge)

Sunday / 2:00pm—3:00pm

The Future of Realistic Space Combat (Atrium 6/Literature)

Greg Weisman

Friday / 3:30pm—4:30pm

Writing Craft: Character (Atrium 6/Literature)

Friday / 5:00pm—6:00pm

Writing: The Art—

Does the subtext really exist? (Atrium 6/Literature)

Saturday / 9:30am—10:30am

DC By The Frog (Edina Room/TV)

Saturday / 11:00am—12:00pm

Gargoyles (Atrium 4/TV)

Saturday / 3:30pm—4:30pm

If Buffy Were Nancy Drew (Edina Room/TV)

Saturday / 5:00pm—6:00pm

Cartoons: Not Just For Kids (Edina Room/TV)

Sunday / 12:30pm—1:30pm

Iron Artist (Plaza 1/AV)

Sunday / 2:00pm—3:00pm

I Miss You, Cupcake: Dead Fandoms (Edina Room/TV)



Former Guests of Honor appearances:

Crist Ballas (2004 GoH)

Saturday / 10:00pm

Midnight: World Premiere Preview (Plaza 4/Cinema Rex)

Dr. James Kakalios (2005 GoH)

Sunday / 3:30pm—4:30pm

Physics of Superheroes (Plaza 1/AV)

Pam Keeseey (1999 GoH)

Saturday / 12:30pm—1:30pm

Making and Old Idea New Again (Bloomington/Movies)

Saturday / 5:00pm—6:00pm

What Scares You...? (Cabanas 118—119/Krushenko's)

Sunday / 2:00pm—3:00pm

Kong & Company (Cabanas 118—119/Krushenko's)

ATTENDING PROFESSIONALS

The following is a list of local professionals and returning guests who are expected to be in attendance at CONvergence 2006. Many of them are on panels or will be doing readings or signings during the weekend. Keep an eye out in the listing in this publication and posted around the convention for these talented people. Former CONvergence Guests of Honor are designated listed as "GoH" and the year in which they were a guest.

Eleanor Arnason (2001 GoH – Award-winning author; *A Woman of the Iron People*)

Crist Ballas (2004 GoH – Make-up/Physical effects artist)

Ruth Berman (SF&F and non-fiction Author)

Dylan Birtolo (Author; *The Shadow Chaser*)

Christian Colquhoun (2004 GoH – Propbuilder/Physical effects artist)

Karen Engelsen (Book shepherdess for non-fiction publisher – ask her for more details!)

Denise Garner (2004 GoH – Romantic fantasy artist)

Andre Guirard (Author and radio scriptwriter for *Star of Vengeance*)

Eric Heideman (Author/Editor; *Tales of the Unanticipated*)

Christopher Jones (Comic Book Artist; *The Batman Strikes!*, *Dr. Blink*)

Pam Keeseey (1999 GoH – Author; *Vamps!*)

Dr. James Kakalios (2005 GoH – Author; *The Physics of Superheroes*)

Jaye Lawrence (Author and Tiptree Award nominee in 2004)

May Lee (Hmong American poet, playwright, and short story writer)

Shoua Lee (Hmong American poet)

Sandra Lindow (Poet; *Walking the Labyrinth: Poetry of Conflict and Resolution*)

Catherine Lundoff (Author/Columnist; *Nuts and Bolts: Building a Better Story*)

Pacyinz Lyfoung (Hmong American poet, dancer, and short story writer)

Rebecca Marjesdatter (poet; member of Lady Poetesses from Hell)

Kelly McCullough (Author; *WebMage*, *Winter of Discontent*)

Hilary Moon Murphy (Author; *Nine-Fingered Maria*, *The Grand Cheat*)

Juliana Pegues (Taiwanese American poet and actress)

Bao Phi (Vietnamese American poet and writer)

Nick Pollotta (Author; *Illegal Aliens*, *Bureau 13* novels)

Ruth Souther (Author; *The Death of Innocence*)

Adam Stemple (Author/Musician; *Singer of Souls*)

Katherine Sullivan (SF&F Author)

Vincent Truiter (2004 GoH – CGI/animation artist; *Spider-man 2*)

Ka Vang (Hmong American writer and columnist)

Joan Marie Verba (Author; *Autumn World*, *Boldly Writing*)

Jason Wittman (Author; *On Bookstores, Burners, and Origami*)

Bryan Thao Worra (Laotian American poet and writer)

Peter Yang (Hmong American poet, actor, short story writer)

SIGNING TABLE

(Second Floor, near the Bloomington Room)

Friday: 5:00pm-6:00pm

Dylan Birtolo, local author

Saturday: 11:30pm-Noon

Joan M. Verba, local author

Sunday: 1:00pm-2:00pm

Dylan Birtolo, local author

These are the only signings scheduled at press time, but more will be scheduled at the convention. A schedule of signings will be displayed at the Signing Table.

PANELS AND PROGRAMMING



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

Programming items are divided into tracks, with an individual room dedicated to each track. Sometimes, in order to fit everything in, a panel will take place in a location other than the "home room" of its track. Please make note of the room listed as the panel's location.

Programming Track	Home Room
A/V Room	Plaza 1
Gaming	Atrium 2
Art & Comics	Atrium 3
Sci-Fi HotDish 1	Atrium 4
Programming Ops	Atrium 5
Literature	Atrium 6
Science & Technology	Atrium 7
Sci-Fi HotDish 2	Atrium 8
Television	Edina Room
Movies	Bloomington Room
Project Room	Cabana 101

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

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.

PROGRAMMING SCHEDULE

The Programming Schedule follows. For a condensed, pocket sized listing, please refer to the **CONvergence 2006 Programming Grid**.

FRIDAY PANELS AND EVENTS

2:00PM - 3:00PM

Alternating History

Atrium 4/Literature

A discussion about creating alternate histories for games, writing, and the like.
Eric Flint, Kenneth Hite, Kelly McCullough

Writing Craft: Writers Groups

Atrium 6/Literature

Many writers who have tried writers groups swear by them. Others swear at them. Writers who are or have been in groups discuss what makes a successful writing group or workshop.
Ruth Berman, Sean Murphy, Steve Ruthenbeck, Damian Sheridan, Jason Wittman

The Influence of Star Trek

Edina/TV

How has *Star Trek* changed television, society, and our view of the future.
Kristina Halseth, Rob Johnson, Bridget Landry

3:30PM - 4:30PM

Alien Slime

Cabana 101/Project Room

There's always room for Slime! **Rachael Salisbury**

Matrix Tag Orientation

Atrium 2/Gaming

Jack Barker, Shan Green

Crafty Geek

Atrium 3/Arts

Our annual craft discussion.
Teri Blauer, Jodie Gustafson, Bridget Landry, Amada Marquez-Azar, Erica Zaffke

What about Honor?

Atrium 4/Literature

Discuss the *Honor Harrington* series. **David Weber**

Writing Craft: Character

Atrium 6/Literature

Let's talk about character. How are convincing characters constructed? Is convincing the same thing as realistic? What makes people love or hate a character?
Melanie Alderson, Hilary Moon Murphy, Damian Sheridan, Ruth Souther, Greg Weisman

Radio From Space

Atrium 7/Audio

In audio dramas, there's no choice but to have sound in space. What are the best space-exploration audio dramas?
Craig A. Finseth, Andre Guirard, Kathy Sullivan

Writing Business/Craft/Life

Atrium 8/Literature

Every professional writer has answered a million questions from interested amateurs. What are the most common questions you've fielded? The most uncommon? Share the questions and the answers with those who are interested.
Kelly McCullough, Michael Merriam, Steve Ruthenbeck, Joy Ward

An Hour With J.G. Hertzler

Bloomington Room/Movies

An hour with our Guest of Honor discussing his career as an actor, life, and interests.
J. G. Hertzler

Mass Media in Motion: A Brief History of Vidding

Plaza 1/AV

What's so appealing about media we love set to music anyway? Find out what this crazy vidding thing is and how to get started. Learn a bit of vidding history and watch some of what's out there, from AMVs to LKBVs and everything in between.
Lori Fischer, Jessi Silver, Jo Thomsen

5:00PM - 6:00PM

Welcome To CONvergence!

A Beginners Guide to our Convention

Atrium 4/HotDish

As CONvergence rolls into year eight, we've become so big as to be daunting to newbies. Learn tricks to finding your way, as well as where the cool stuff is hiding.

Jen Manna, Thaadd Powell, Frank TC

Writing: The Art—Does the Subtext Really Exist?

Atrium 6/Literature

Anyone whose taken a good English course knows how easy it is to write a paper about the subtext of a piece. Many also know how easy it is to chose a subtext out of thin air and find supporting evidence in any piece of work. So, does the subtext exist in the intent of the writer? Or in the mind of the reader? Or someplace in between? *Ruth Berman, Hilary Moon Murphy, Becca Patterson, Steve Ruthenbeck, Greg Weisman*

Astronomy for Beginners

Atrium 7/Science

Where to start if you'd like to take up astronomy.

Hugh Gregory, G. David Nordley, Ron Schmit

Anime Fandom 101

Bloomington Room/Movies

Where to start, where to buy, where to borrow. Getting into anime that doesn't necessarily involve Cartoon Network.

Brian Jonas, Mara Kapp-Serotoff, Evan Miller, Jessi Silver, Jo Thomsen

Behind the Red Eye

Edina Room/TV

Battlestar Galactica explores themes through mythology and religion. From the names of Apollo, Hera and Kara to the use of Mormon symbolism this is one series where there is definitely more than meets the eye. *Daren Johnson, Laura McGowan, Sean Novack*

Intelligent Design Discussion

Cabana 118—119/Krushenko's

Weapons checked at the Door! *Ricky Foos (mod.), Eric M. Heideman, Paula Fleming*

You Look Like You Need A Doctor

Plaza 1/AV

Discuss the first series of the new *Doctor Who*; this will only cover what has aired on the Sci-Fi channel by the time of the convention.

Greg Bakun, Robert Franks, Shaun Lyon, Damon Thrift

Signing in the Autograph Area: Dylan Birtolo

Signing Table

6:00PM - 7:00PM

Mark Time Radio Show

Grand Billrm. East/MainStage

(For more info on the Mark Time Radio Show, see the MainStage Schedule on pg 16).

6:30PM - 7:30PM

Games to Kill a Day: Diplomacy, Rails Games, and Others

Atrium 2/Gaming

You don't have to devote a week of time and your biggest table to play strategy games.

Thaadd Powell, Kevin Trainor

Zombie Dystopia

Atrium 4/HotDish

We discuss the zombie apocalypse: what we know about the zombie menace, surviving the initial outbreak, transportation possibilities, where to find shelter, and plans for building new societies safe from the hordes of undead. The panel is led by members of the Zombie Preparedness Initiative, a small community dedicated to educating the world about the impending zombie invasion (<http://www.zombieinitiative.org>).

Teri Blauer, Lisa Gilbert, Nigel Isaac, Eliot Kohan, Nicole Lorenz

7:00PM - 8:00PM

Opening Ceremony

Grand Billrm. East/MainStage

(For more info on the Opening Ceremonies, see the MainStage Schedule on pg 16).

8:00PM - 9:00PM

Matrix Tag Friday

Cabana 101/Project Room

A central room for our matrix tag. *Jack Barker, Shan Green*

Klingon Costuming, Dos and Don'ts

Atrium 3/Arts

Duct tape, fashion choice or a cry for help? *Bill Hedrick, Susan Mianowski*

Writing Craft: Dialogue

Atrium 8/Literature

Let's talk about dialogue. How do you make it sound like real people talking and not get off the track? A real conversation involves a lot of irrelevancies. In writing, particularly for short stories you can't afford to get too far from the point.

Melanie Alderson, Andre Guirard, Catherine Lundoff, Sean Murphy, Steve Ruthenbeck

Japanese Horror Films

and their American Remakes

Bloomington Room/Movies

A recent trend in horror is to remake Japanese Horror for the American Audience—like the Ring, or the Grudge. What makes it work, or not?

Elaine Cason, Alexandra Howes, Jen Manna, Jo Thomsen

9:30PM - 10:30PM

Giant Lizard Theater 2006

Room 2201/Lit. Lounge

Join us for Giant Lizard Theater 2006 at the acclaimed Dorian Gray Memorial Literary Lounge as Asian American poets and writers pay homage to the giant lizards of our lives, be they dinosaurs, dragons, nagas, zaj or the Big G. himself, who celebrates his 50th year since coming to America. A tiny city may even be destroyed, so don't miss out on the fun!

Where the Heck Did All These

Vampire Romance Novels Come From?

Atrium 4/Literature

Do fangs make a guy/girl sexy? Could they still be bores? When did the shelves get filled with them? Are there any good ones? Do you hide the covers in public?

Elaine Cason, Craig A. Finseth, Ann Laabs, Melissa Wuori

Alien Invader Smackdown

Atrium 6/HotDish

Who will survive when all of the Aliens invade at once? *Kelvin Hatle, J. G. Hertzler, Christopher Jones, Melissa Kaercher, Robert O'Reilly, Tim Uren, Tim Wick*

The New Fandom: Squee-girl Culture

Atrium 8/HotDish

So just what IS a Squee Girl? Come to this panel and learn!

Eryn Hildebrand, Amada Marquez-Azar, Amanda Schuckman

Drum Jam Friday

Edina Room

Drums and dancing. *Avni Pandya (mod.)*

11:00PM - MIDNIGHT

Soylent Blue

Atrium 6/HotDish

Soylent Theater uncensored. Be prepared to be offended. Note: This is NOT for kids.

Kelvin Hatle, Jen Scott, Joseph Scrimshaw, Joshua Scrimshaw, Tim Uren.

Getting A Head In The Klingon Empire

Atrium 3/Arts

A Klingon Makeup Panel. *Bill Hedrick*

SATURDAY PANELS AND EVENTS

9:30AM - 10:30AM

Geeks Read: 1632

Room 2201/Lit. Lounge

The MISFITS Book Club's July pick is 1632 by Eric Flint. **Eric Flint**, *Alicia LaMunion*

Kitchen Chemistry!

(Fun with Baking Soda and Water)

Cabana 101/Project Room

If you take an acid and a base and a paper volcano... *Rachael Salisbury*

Masquerade Workshop—The Mechanics

Atrium 4/HotDish

A good Masquerade entry needs more than just materials. Learn from our panel ways of adding music, drama or even humor to your entry.

Windy Bowlsby (mod.), *Deb Jones*, **Bridget Landry**

Twin Cities Speculative Fiction Writers Meetup

Atrium 6/Literature

What is this group? What do they do? Discuss with some participants.

Ricky Foos, *Andre Guirard*, *Jaye Lawrence*, *Michael Merriam*, *Hilary Moon Murphy*

Aerobics With Cleo

Atrium 8/Arts

Seriously. We're not kidding. Get your butt up and work out with us in the morning.

Amada Marquez-Azar (mod.)

Anime That Doesn't Suck

Bloomington Room/Movies

Some suggestions for shows that are a bit outside of the mainstream and that don't necessarily fit into the stereotype of what most people think anime and manga is about.

Mara Kapp-Serotoff, *Teresa Kramer*, *Evan Miller*, *Jessi Silver*, *Jo Thomsen*

DC By The Frog

Edina Room/TV

A discussion of the animated series done by Warner Brothers based on DC. With the end of the Justice League animated series, an era is ending.

Daren Johnson, *Christopher Jones*, *Melissa Kaercher*, *David Kingsley*, **Greg Weisman**

11:00AM - NOON

Design a Space Ship!

Cabana 101/Project Room

All Ages—What Sort of Space Ship would you like? *Thaadd Powell*

Reading

Room 2201/Lit. Lounge

Steve Ruthenbeck at 11:00am, Nick Pollotta reads at 11:30am.

Nick Pollotta, *Steve Ruthenbeck*

Children of Gamers: The Next Generation

Atrium 2/Gaming

Ack! My kid just fragged me! Or how to get little Susy to stop playing Chaotic Evil

Paladins—tips and sob stories. *Dylan Birtolo*, *Sean Novack*

Set Construction On The Cheap

Atrium 3/Arts

For things like the façade, cheap video and film production, or art projects you need to get something that looks good for little money.

Rob Johnson, *Frost Simula*, *Jeremy Stomberg*, *Peter Verrant*

Gargoyles

Atrium 4/TV

Discuss the *Gargoyles* universe: both the old television show and the new comic book.

Greg Weisman

Women as Starship Captains

in Fiction, TV and Media

Atrium 6/Literature

Women starship captains were frequently walk-ons in the *Star Trek* universe, "Voyager" aside but there are plenty of other examples. Let's talk about the memorable ones and where we expect to see more women in the Captain's chair in the future.

Hugh Gregory, **Bridget Landry**, *Catherine Lundoff*, *G. David Nordley*, **David Weber**

Bellydance 101

Atrium 8/Arts

An introduction to belly dancing. *Klee Burke*, *Ruth Souther*

We call it... Acting!

Bloomington Room/Movies

A discussion of life as an actor beyond *Star Trek*. **J. G. Hertzler**, **Robert O'Reilly**

Is the Network Dead? The Future of Television

Edina Room/TV

How are the variety of new technologies changing television -- both on the business side and the creative side? *Dave Benhart*, *Craig A. Finseth*, *Michael Lee*, *Kevin Trainor*

Emblematics: Sound Effects That

Make the Scene in Audio and Films

Plaza 1/Audio

How do you effectively establish a setting when all you have is sound?

Scott Keever, *David Ossman*, *Brian Price*, *David Robison*, *Jerry Stearns*

Signing in the Autograph Area: Joan Marie Verba

Signing Table

11:30am—Noon

12:30PM - 1:30PM

Paper Airplanes!

Cabana 101/Project Room

Make them simple, make them fancy. Colored, folded, replica or those fun little wedge planes! *Rachael Salisbury*

Reading

Room 2201/Lit. Lounge

Michael Merriam starts at 1:00pm, Kelly McCullough reads at 1:30pm.

Kelly McCullough, *Michael Merriam*

The Twelve Principles of Animation

Atrium 3/Arts

What are the twelve principles of animation, and where are they used? Are they the same for pen-and-ink animation and CG animation? Come learn about the twelve principles, and how they're used to create the illusion of life. *Matt Waterhouse (mod.)*

Growing Up Geek

Atrium 4/HotDish

So when did you first know you were a geek?

Ben Ellis, *Paula Fleming*, *Rob Johnson*, *Rebecca Marjesdatter*, *Sam Thompson*

The Classics of Exploration Science Fiction

Atrium 6/Literature

Jules Verne, HG Wells, and other early "Classics" that set the pace of much of the Science Fiction to come. *Elaine Cason*, *Craig A. Finseth*, *G. David Nordley*, *Dave Romm*

Dude—Where's My Jetpack?

Atrium 7/Science

Shouldn't we all be vacationing on the moon by now? Where's my jetpack? Is HDTV the best we can expect? What did you expect to see in the future—and what are you missing? *Andre Guirard*, *Dave Stagner*

Heroines and Heroes Of The Old Country

Atrium 8/HotDish

Asia's heroic traditions are rich with tales of both women and men. Join us for a fun refresher course on heroic women and men from China, Laos, Vietnam and the Hmong.

(And of course, a few villains will pop up too.)

Juliana Pegues, *Bao Phi*, *Ka Vang*, *Bryan Thao Worra*

12:30PM - 1:30PM (CONTINUED)

Making An Old Idea New Again

Bloomington Room/Movies

Movies like War of the Worlds and King Kong show that old ideas can be reimagined for new audiences. How successful are they? *Windy Bowlsby, Kenneth Hite, Melissa Kaercher, Pam Keeseey, Tim Wick*

Space Camp

Connie's Space Lounge/Science

Did you go to space camp? Would you recommend it to today's children?
Dave Benhart, Hugh Gregory, Aaron Prust, Alex Turner, Laura Turner, Ellie Younger

4 8 15 16 23 42

Edina Room/TV

We're not afraid to open the hatch on Lost. Namaste.
Kristina Halseth, Michael Lee, Jen Manna, Luke Ski, Jo Thomsen

Boldly Go 101: Space Travel in Literary and Graphic Arts Media

Cabana 118-119/Krushenko's

A survey of space travel in novels, short stories, magazine illustrations, and comics/graphic novels. *Eric M. Heideman*

What Is A Conceptual Artist?

Plaza 1/AV

This presentation will show the works of our conceptual artist guest Miles Teves.
Miles Teves (mod.)

2:00PM - 3:00PM

Model Rocketry

Cabana 101/Project Room

Local Rocket Club pros will help you learn about this (explosive!) hobby.
Dana Connors Millard, Ed Eastman

Broad Universe Rapid Fire Reading

Room 2201/Lit. Lounge

Women reading rapidly. *Catherine Lundoff, Kathy Sullivan*

Manga Influence in America

Atrium 3/Comics

How has the increased popularity of Japanese comics impacted the America culture?
Teri Blauer, Alexandra Howes, Jo Thomsen, Kevin Trainor

Raptor Center

Atrium 4/Science

Come see the Raptors from the Raptor Center—sponsored by MISFITS. The Raptor Center at the University of Minnesota College of Veterinary Medicine specializes in the medical care, rehabilitation, and conservation of eagles, hawks, owls, and falcons. (This Programming Event continues until 4:30pm) *Amber Burnette, Erin Lorenz, Sharon Stiteler*

Writing Business:

Cover letters, manuscripts, and rejections

Atrium 6/Literature

Back to basics. There are books that handle this topic fairly well, but nothing substitutes for experience. Active pros and semi-pros in writing, editing and publishing talk about the dos and don'ts. *Melanie Alderson, Scott Lynch, Kelly McCullough, Michael Merriam*

Podcasts And You

Atrium 7/Audio

Discuss your favorite internet-distributed audio shows? Which ones have science fiction or fantasy connections? And which ones have true geek appeal?
Barbara Jungbauer, Dave Rust, Erica Zaffke

Out There: Sulu, Sex and Space

Atrium 8/HotDish

When George Takei came out earlier this year, it laid the groundwork for a frank discussion on Asian Americans, the GLBT community and sexuality as depicted in science fiction today. Here, the gloves come off as four Asian American writers and community activists

discuss the implications and hope for the future.

May Lee, Pacyinz Lyfoung, Juliana Pegues, Ka Vang

The Blond Bond-Shell

Bloomington Room/Movies

Can *Casino Royale* kickstart the James Bond franchise? Will Bond be Bourne again?
Romeo Azar, Ben Ellis, Jeremy Stomberg

So Say We All

Edina Room/TV

Time Magazine declared *Battlestar Galactica* the best television series of 2005. What does the future hold? *Jodie Gustafson, Daren Johnson, Shaun Lyon, Jen Manna, Laura McGowan*

Questions of Honor: The Works of David Weber and Eric Flint

Cabana 118-119/Krushenko's

Share your thoughts about our author guest's fiction, including the Honor Harrington universe and the 1632 universe. With the Second Foundation, a Twin Cities speculative fiction book-discussion group. *Eric Flint, Eric M. Heideman, David Weber*

Cassini

Plaza 1/AV

A presentation straight from the JPL about the latest Cassini results.
Bridget Landry (mod.)

3:30PM - 4:30PM

David Weber Reading

Room 2201/Lit. Lounge

Our Guest of Honor reading. *David Weber (mod.)*

Movie Poster Art

Atrium 3/Arts

How do you communicate a movie in a single sheet of art?
Romeo Azar, Jeremy Stomberg, Matt Waterhouse

Raptor Center Continued

Atrium 4/Science

Because one set is not enough. *Amber Burnette, Erin Lorenz, Sharon Stiteler*

Writing Craft: Scene

Atrium 6/Literature

Let's talk about scene. Descriptions of people and places are a vital tool for putting a reader into the story and setting the mood. All five senses should be engaged as often as possible. But description can also become tedious and disengage the reader. How do you do that? What constitutes enough description? What is too much?
Melanie Alderson, Dena Landon, Becca Patterson, Ruth Souther, Kathy Sullivan

Where Should Robots Boldly Go

Atrium 7/Science

What could and should robots do in the near future, and how would it change our lives.
Bryan Andersen, Richard Caylor, William Crolley, Robert Odegard, Michael Walsh

Acting in Star Trek

Edina Room/TV

Listen to our Guests of Honor share their stories on the set of various *Star Treks*.

J. G. Hertzler, Robert O'Reilly

If Buffy Were Nancy Drew

Edina Room/TV

She might not be from space, but Veronica Mars defies convention and network consolidation. Discuss the show. *Kenneth Hite, Greg Weisman, Erica Zaffke*

NASA Ambassadors

Plaza 1/AV

This volunteer program has guest experts in to talk about NASA programs. We've got one for you here. *Ron Schmit*

5:00PM - 6:00PM

A Digital Camera Doesn't Make You An Artist

Atrium 3/Arts

And neither does Photoshop. How can we use technical tools to enhance creativity instead of replacing it. *Guy Bock, Roger Pavelle, Laramie Sasseville, Dave Stagner, Miles Teves*

40th Anniversary of Star Trek

Atrium 4/TV

Discuss the entire 40 year history of *Star Trek*—what are the high points, and the low points of *Star Trek's* legacy? *Rob Johnson, Adam Kooyer, Bridget Landry, Sean Novack, Joan Marie Verba*

Writing Life: Happy Writers and Fast Writers

Atrium 6/Literature

There are any number of writers who talk about the agony of writing, both in terms of how long it takes them and how miserable it makes them. But that's not the only side of the story. A lot of writers love what they do—that's why they do it. There are also a lot of fast writers out there who turn out good books. *Scott Lynch, Michael Merriam, Becca Patterson, Kathy Sullivan, Jason Wittman*

Man Versus Machine

Atrium 7/Science

How can social theorists conceptualizations of humans and their relationships with machines help us better understand science fiction? *David McKay*

Writing Craft: Writing Combat

Atrium 8/Literature

Often in F&SF the story calls for a fight scene. Yet the number of writers who have been involved in a sword fight is pretty limited, and the number who have shot it out with plasma weapons is zero. How do you write convincing combat if you've never been there? Writers who are also familiar with various types of weapon craft talk about writing combat and answer questions. *Dylan Birtolo, Kelly McCullough, Sean Murphy, Steve Ruthenbeck, Ruth Souther*

Mirormask Discussion

Bloomington Room/Movies

Discuss this Dave McKean and Neil Gaiman film; was it this generation's *Labyrinth*? At least Helena never said, "It's not fair". *Craig A. Finseth, David Margosian, Melissa Wuori*

Cartoons: Not Just For Kids

Edina Room/TV

What animated series also appeal to adults, and what animated series are especially for adults? *Daren Johnson, Luke Ski, Jo Thomsen, Kevin Trainor, Greg Weisman*

What Scares You In A Horror Movie

Cabana 118—119/Krushenko's

Are they things you don't see? Is it gore? Clowns? *Windy Bowsby, Eric M. Heideman, Kenneth Hite, Melissa Kaercher, Pam Keeseey, Melissa McConnell*

Doctor Who: Looking Ahead

Plaza 1/AV

Now that we've had two new series of the show made, what does the future of the franchise hold? This is a spoiler-filled panel. *Greg Bakun, Robert Franks, Shaun Lyon*

7:00PM - 9:30PM

Masquerade

Grand Bllrm. East/MainStage

(For more info on the Masquerade, including the Soylent Theater Masquerade Half-time Show, see the MainStage Schedule on pg 16).

8:00PM - 9:00PM

Matrix Tag Saturday

Cabana 101/Project Room

A central room for our Matrix Tag. *Jack Barker, Shan Green*

9:30PM - 10:30PM

Art Auction

Atrium 4/HotDish

Buy art. Buy lots of art.

Open Music Circle

Atrium 6/TV

Twin Cities SF Writers Network Reading

Atrium 8/Literature

Many readings from members of the Twin Cities SF Writers Network. *Jaye Lawrence, Michael Merriam, Hilary Moon Murphy*

A Party for Readers and Viewers

Cabana 118—119/Krushenko's

Sponsored by Second Foundation, an SF book-discussion group whose members are also film buffs.

11:00PM - MIDNIGHT

The Pun-el

Atrium 8/HotDish

Puns so far gone, they hurt. *Ed Eastman, Margaret Eastman*

SUNDAY PANELS AND EVENTS

9:30AM - 10:30AM

Otaku: Your Wacky Fandom Neighbors

Atrium 3/Comics

Or, How I Learned to Stop Worrying and Love Anime Fandom. Bridging the gap between traditional sci/fantasy and anime.

Rebecca Marjesdatter, Evan Miller, Jo Thomsen, Kevin Trainor

Writing Life: Rejects and Acceptances

Atrium 6/Literature

Kicks in the teeth and pats on the back. Does the one justify the other? Bring stories of your favorite acceptances and worst rejections.

Ruth Berman, Michael Merriam, Hilary Moon Murphy, Damian Sheridan, Jason Wittman

Terrible Things: A Hmong Perspective

Atrium 8/HotDish

Get enough Hmong together and you'll soon hear a ghost story, writer Ka Vang says. Join four of Minnesota's best Hmong writers for a discussion of terrifying creatures from the past, and a few new ones that have arisen since coming to America.

May Lee, Shoua Lee, Pacyinz Lyfoung, Peter Yang

What Hath the Lord of the Rings Wrought?

Bloomington Room/Movies

It's a rebirth of fantasy in film? What are the positives and negatives of a movie like this being so successful? *Kristina Halseth, David Margosian, Tim Wick*

11:00AM - NOON

Solar System Mobiles

Cabana 101/Project Room

Fitting with the Exploration Theme, build a replica of our (or other) Solar Systems!

Rachael Salisbury

Fashions of the Future

Atrium 3/Arts

Is silver the new black? Join us for a critical examination of how sci fi presents what to wear in the future? *Windy Bowsby, Lori Fischer, Bridget Landry, Amada Marquez-Azar*

Star Wars TV Series Discussion

Atrium 4/TV

Not one, but two possible *Star Wars* TV series are on the horizon. What can you expect for the future of the *Star Wars* universe?

Romeo Azar, Ben Ellis, Eryn Hildebrand, Amanda Schuckman

Writing Craft: Plot

Atrium 6/Literature

Your characters may be fabulous, but if you put them into contrived circumstances, you'll lose your reader every time. *Melanie Alderson, Scott Lynch, Ruth Souther, Kathy Sullivan*

Comedy Music: The New Alternative!

Atrium 7/Audio

From Monty Python, Tom Lehrer, and Spike Jones to "Weird Al" Yankovic, Adam Sandler, & Tenacious D, more and more fans are flocking to "The Dr. Demento Show" or internet radio and podcasts to find audio that stimulates their funny bone as well as their mojo.

Come find out who the current stars of the funny music & sketch comedy world are. Eat it up, yum! *Scott Keever, Laramie Sasseville, Luke Ski*

Why do Sci-Fi Channel TV Movies Suck?

Atrium 8/TV

Mansquito. Enough said. And why do these do so well for the Sci Fi Channel?

Kristina Halseth, Melissa McConnell, Joy Ward, Jason Wittman

An Hour With Robert O'Reilly

Bloomington Room/Movies

An hour with our Guest of Honor discussing his career as an actor, life, and interests.

Robert O'Reilly

TV Shows on DVD: Season 5

Edina Room/TV

Our annual review of the best and worst release of television on DVD. Have we finally over saturated the market? *David Margosian, Matt Savelkoul*

Midnight

Plaza 1/AV

This local production involves a number of local fans throughout the process. Find out the details.

12:30PM - 1:30PM

New Land, New Stories

Room 2201/Literary Lounge

The Hmong trace their history over 4,000 years. Since the 1990s, the first writers in their culture have emerged. From the jungles of Asia to the mean streets of the inner city, hear some of their latest stories and poems and see what's coming ahead at the Dorian Gray Memorial Literary Lounge. *Shoua Lee, Pacyinz Lyfoung, Peter Yang*

**The Politics of Fandom—
How Are Decisions Made?**

Atrium 4/HotDish

Does the "Too Many Cooks" metaphor apply here, or should we be worrying about too few? *Kevin Austin, Michael Lee, Frank TC, Kevin Trainor*

Writing Craft: World

Atrium 6/Literature

Let's talk about world. F&SF as a genre is defined by worlds that differ from our own present world. How do you create a world with depth and reality? What makes a magic system or technology structure work? **Kenneth Hite, Scott Lynch, Becca Patterson, Ruth Souther, Kathy Sullivan**

More Serenity

Bloomington Room/Movies

How successfully did *Firefly* make the jump to the big screen? How does it compare to the television version? Is there a future for the characters?

Dave Benhart, Ben Ellis, Sean Novack, Melissa Wuori

Superman on Television

Edina Room/TV

Discuss *Smallville*, the various animated series -- why is this character such an appealing one for television? How have different generations interpreted the character, and how has it impacted the comics? *Ed Eastman, David Kingsley, Matt Savelkoul, Erica Zaffke*

Space Travel in Performance Media

Cabana 118-119/Krushenko's

Looks at the portrayal of space travel in stage and radio plays, TV broadcasts and motion pictures. *David Christenson (mod.), Craig A. Finseth, Eric M. Heideman, Damian Sheridan*

Iron Artist

Plaza 1/AV

The artists compete to create artwork in under an hour, based on the secret ingredient:

A reading by our author guest Greg Weisman. Who will be crowned Iron Artist 2006?

Chris Bowsby, Lou Frank, Eryn Hildebrand, Christopher Jones, Melissa Kaercher, Perrin Klumpp, Matt Waterhouse, Greg Weisman

2:00PM - 3:00PM

Mars on a Playground Ball

Cabana 101/Project Room

We've got good maps of Mars now, paint your own! *Rachael Salisbury*

New Life Forms Discovered! (Right Here on Earth)

Atrium 2/Science

What could be more alien than the zombie worm? Living on whale carcasses, sometimes at a depth of three kilometers, the females keep a harem of males inside their bodies, conveniently available to fertilize eggs. From sharks to sponges, from birds to wildflowers, modern science discovers a new species every week or so, some of them with unique features. What do these ongoing discoveries imply for our exploration of other planets and understanding of alien life forms? What do they imply about our ability to understand our own planet? **Bridget Landry, Paula Fleming, G. David Nordley, Joy Ward**

CONvergence 2006 At-Con Post-Mortem

Atrium 4/HotDish

How was your convention? Tell us. *Windy Bowsby, Christopher Jones, Perrin Klumpp, Jeremy Stomberg, Pat Wick, Tim Wick, Ishmael Williams*

The Future of Realistic Space Combat

Atrium 6/Literature

What works better than fiery explosions in space? Lasers? Asteroids with rockets?

Marty Byers, Craig A. Finseth, Hugh Gregory, Andre Guirard, David Weber

Reptiles, Robots and NASA in the Schools

Atrium 7/Science

One of MISFITS annual programs is to bring cool visitors to local schools in order enrich and entertain. *Ben Huset, Erin Lorenz, Sarah Richard, Emily Stewart, Rand Whillock*

Superman Returns

Bloomington Room/Movies

Is this a sequel to the 1970s Superman movies or a reimagining? How does this compare with *Batman Begins*, which was a complete restart?

Romeo Azar, Kristina Halseth, David Kingsley, Matt Savelkoul

I Miss You, Cupcake: Dead Fandoms

Edina Room/TV

Discuss fandoms where the main source material is no longer produced, or forgotten by time (*Invader Zim, Gargoyles, Due South*). Do you look for fanfiction? Fan comics? What about "extended universe" spin-off books or comics? And what happens when you're supposedly dead fandom comes crawling back from the grave—for good or for bad?

Lori Fischer, Rebecca Marjesdatter, Jessi Silver, Jo Thomsen, Greg Weisman

Kong and Company: Apes in

Fact, Folklore, Fiction, and Films

Cabana 118-119/Krushenko's

Continuing our scary critters series we this year look at fact and fancy about our closest relatives. *Eric M. Heideman (mod.), Melissa Kaercher, Pam Keesey*

3:30PM - 4:30PM

YellowSpace: 2Ks in Review

Atrium 2/HotDish

Join Asian American writers in a frank discussion of Asia and Asian Americans' depiction in speculative fiction. From Boomer and Serenity, the Grudge, the House of Flying Daggers, to Bai Ling, Jet Li and more, who walks away with pride, and who gets the dreaded Golden Horde Award? If time permits, we'll also traipse through yesteryear and review some of the forgotten heroes of Asian and Asian American sci fi!
Shoua Lee, Bao Phi, Bryan Thao Worra

The Multiple Genres of Manga

Atrium 3/Comics

It's not just science fiction, fantasy or martial arts—what else?
Teri Blauer, Alexandra Howes, Ann Laabs, Rebecca Marjesdatter, Damian Sheridan

Young Adult Literature Round Up

Atrium 6/Literature

What do you think are the best Gems of Young Adult Lit? Are there new books you would like to recommend? *Craig A. Finseth, Andre Guirard, Dena Landon, Jen Manna*

Bring in The Lizards

Atrium 7/Science

You saw the raptors yesterday, today you get to see the reptiles. The Minnesota Herpetological Society presents snakes, lizards, turtles, and frogs. "Oh My!" Learn about reptiles, their habits, and their care. *Erin Lorenz, Sarah Richard*

Starship Exeter: The Making of a Star Trek Fan Film

Bloomington Room/TV

Come hear from key members of *Starship Exeter*, the production team behind two full-length classic *Star Trek* episode fan films. You can see their most recent episode, *The Tressaurian Intersection* in Cinema Rex at noon on Sunday. *Josh Johnson, Gordon Smuder, David Weiberg*

TV Shows Being Remade

Edina Room/TV

Shows like *Battlestar Galactica* and *Doctor Who* are as successful as ever in their new incarnations. How did both shows take their original versions and remake them for a modern audience to critical acclaim?
Jodie Gustafson, Kristina Halseth, Michael Lee, Shaun Lyon

Physics of Superheroes

Plaza 1/AV

2005 Guest of Honor Dr. Jim Kakalios returns with his presentation about the science behind the capes and masks. *Dr. Jim Kakalios (mod.)*

5:00PM - 6:00PM

Closing Ceremony

Grand Ballrm. East/MainStage

(For more info on the Closing Ceremony, see the MainStage Schedule on pg 16).

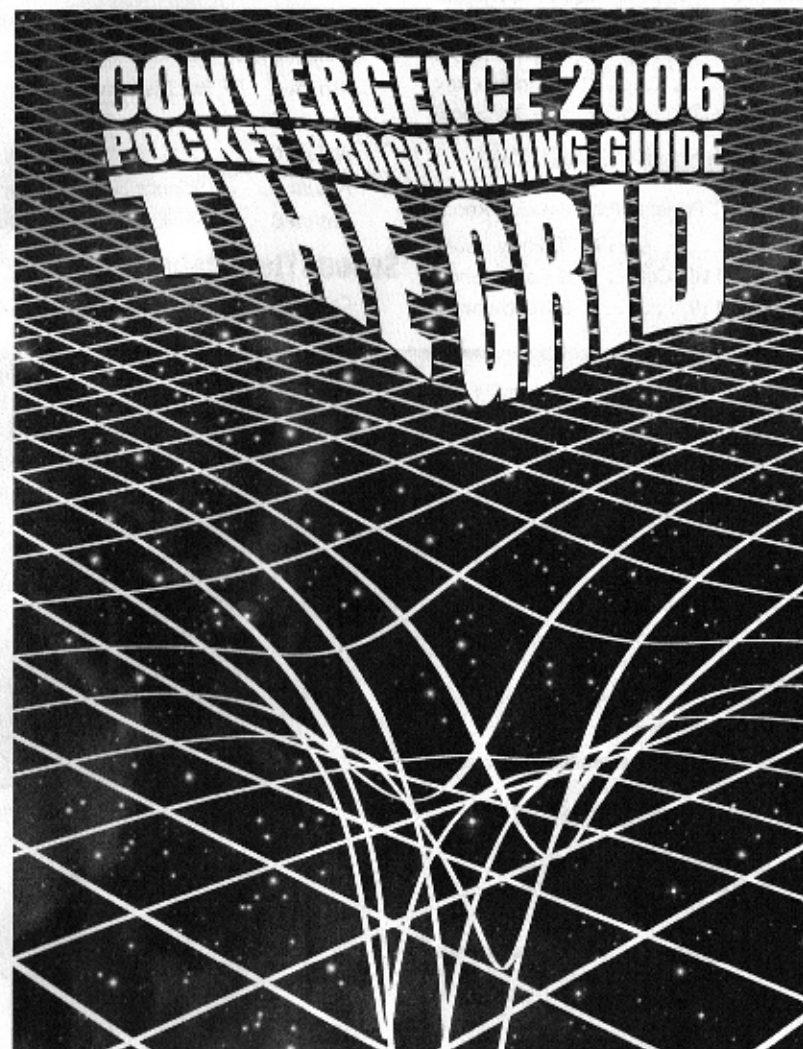
We hope you have a great time at CONvergence Programming this year.

If you were looking for a panel on a specific topic and didn't see it, remember, most panel ideas are cut by the Programming department because of a lack of volunteers to sit the panel. If you want to see a panel on a specific topic, get involved!

You can attend the Programming Brainstorming meeting, you can contact the department via email, and—most importantly—you can volunteer to sit panels yourself! There are no special qualifications to be a panelist, you just have to have some opinions and be willing to discuss those opinions with others.

To learn more about how you can get involved with CONvergence Programming, contact us at programming@convergence-con.org.

Remember, a condensed, grid-form version of this schedule is available in your Pocket Programming Guide. Carry it with you so you're sure not to miss out on any of the great panels and events to be found at CONvergence 2006.



Actual Size

SPACE ALLOCATION MAPS

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

First Floor Plaza Rooms

- Plaza 1 A/V Room
- Plaza 2 Theater Nippon Anime Room
- Plaza 3 Science Room
- Plaza 4 Cinema Rex
- Plazas 5-6 Art Show

First Floor Cabanas

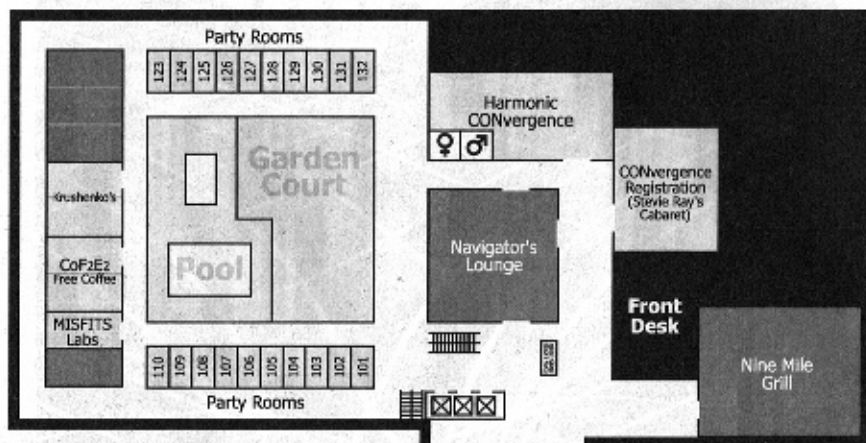
- Cabana 101 . Projects Programming Room
- Cabana 114 MISFITS Party Room
- Cabana 115-116 CoF2E2 Free Coffee Shop
- Cabana 118-119 Kruschenko's

Atrium Rooms

- Atrium 1 Silent Auction
- Atrium 2 Gaming Programming
- Atrium 3.... Arts & Comics Programming
- Atrium 4 . SF Hot Dish Prog. 1/Art Auction
- Atrium 5 Programming Ops
- Atrium 6 Literature Programming
- Atrium 7 Science & Technology Prog.
- Atrium 8 SF Hot Dish Programming 2

Second Floor Cabanas

- Cabanas 214-219 ConSuite



Sheraton Bloomington
First Floor



Second Floor Between North & South Towers

- Edina TV Programming
- Bloomington Movies Programming

Verandas

- Verandas 1-2 Operations Bridge
- Verandas 3-6 & 8 . Connie's Space Lounge

CONvergence Central

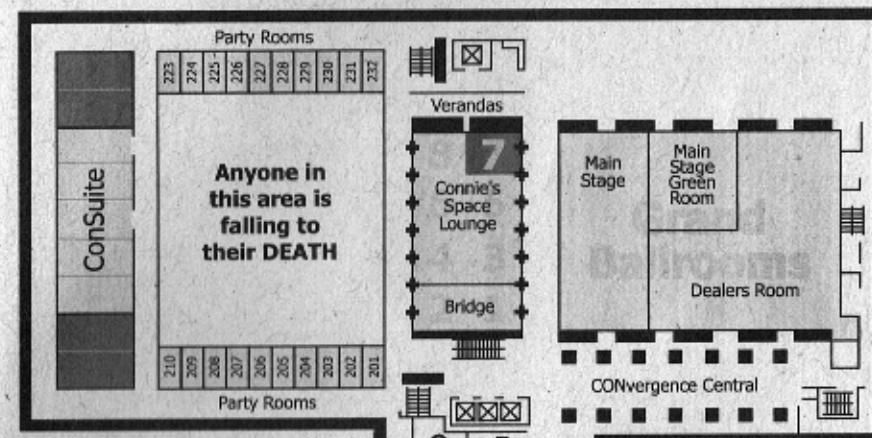
- Merchandise Table, Volunteers Desk, Information Services, Fan Table

Grand Ballrooms

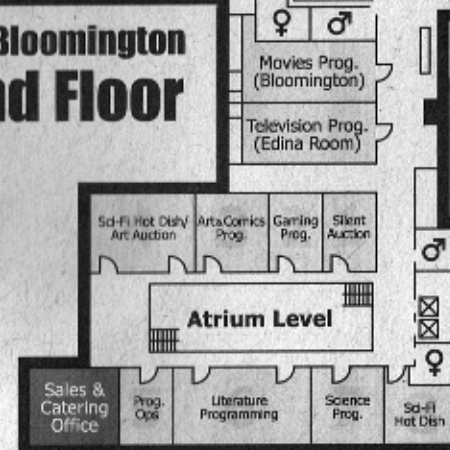
- Ballroom West & Center Front Dealers Room
- Rear Center Green Room
- Ballroom East Main Stage

South Tower Upper Floors (Not pictured)

- 4th Floor Satellite Party Floor
- 22nd Floor - 2201 Literary Lounge
- 22nd Floor - 2202-2208 . . . Gaming Suites



Sheraton Bloomington
Second Floor



Map Key

- ☒ = Elevator
- ♂ = Men's Room
- ♀ = Women's Room
- ≡ = Stairs
- ≡≡ = Escalator

