

Programming Guide

HOURS OF OPERATION & LOCATIONS

Registration

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

2007 Registration & Check-in:

Thursday 3:00pm—6:00pm
(Volunteers ONLY)
Friday 9:00am—11:00pm
Saturday 9:00am—8:00pm
Sunday (2008 Pre-Registration)
11:00am—6:30pm.
After 6:30pm, 2008 Pre-Reg
moves to the Operations Bridge
(Verandas 1—2).

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 8:00pm—Midnight

CONvergence 2008 Pre-Registration:

You can self-register for next year's convention
during this year's con and at a special rate too!
To pre-register, fill out the 2008 Registration
Form, put it in a (provided) envelope with a
check and drop it in the treasure chest. The
chest will be in Registration during our normal
hours and on the Bridge when we're closed.

Operations Bridge

Verandas 1—2 (Second Floor)

Open 24 Hours:

Friday 8:00am—Sunday 10:00pm

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 6)

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

CoF2E Free Coffee

Cabanas 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 1:00pm—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 Memorial

Literary Lounge

Room 2201 (South Tower, 22nd Floor)

Open 24 Hours:

Friday 5:00pm—Sunday 5:00pm

Literary Lounge Programming:

(See Literary Lounge schedule on page 10)

Gaming Suites

(South Tower, 22nd Floor)

Open 24 Hours:

Friday 5:00pm—Sunday 5:00pm

Scheduled Gaming:

(See Gaming schedules on page 12)

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 14)

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 15)

Friday 3:30pm—2:00am
Saturday 11:00am—6:00pm/
9:00pm—2:00am
Sunday 11:00am—6:00pm/
9:00pm—1:30am

MainStage

Grand Ballroom East (Second Floor)

(See MainStage schedule on page 17)

Masquerade

Sign-up (CONvergence Central, 2nd Floor)

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

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

Misfittle Labs (MISFITS Room Party)

Cabana 114 (First Floor)

Friday 9:00pm—1:00am
Saturday 9:00pm—1:00am

Parties

Individual parties have their own schedules and
hours of operation as determined by the party
hosts. (See Parties listing on page 22)

Programming Ops (Green Room)

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 2:00pm—5:30pm/
8:30pm—11:00pm
Saturday 10:00am—6:00pm/
9:00pm—11:30pm

Winners may pick up their items from Atrium 1
on Sunday between 10:00am and 4:30pm.

Theater Nippon Anime Room

Plaza 2 (First Floor)

Open 24 Hours

Friday 5:00pm—Sunday 5:00pm

(See Theater Nippon schedule on page 19)

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 Ceremonies)
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 parent organization The Minnesota Society for Interest in Science Fiction and Fantasy in our **Souvenir Book**.

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CONTACT INFORMATION

CONvergence (Care of):
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MISFITS eMail: info@misfit.org
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The CONvergence 2007 Programming Guide was designed by Christopher Jones for CONvergence Publications. Cover artwork by Christopher Jones. All other artwork, unless otherwise noted, is by Christopher Jones. Special thanks go to Windy Bowlsby, Jodie Gustafson, Michael Lee, Erica Lewerenz, Linda Petersen, Matt Savelkoul, Jody Wurl, Department Heads, the CONvergence Coordinators, and to everyone who provided content for their assistance with this publication.

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 (a Twin Cities Star Trek Fan Club: www.ussnokomis.org) is once again proud to host a CONvergence blood drive on Saturday, July 7th from Noon to 5:00pm.

- 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

If you haven't pre-scheduled your appointment, you can stop in to the USS Nokomis' room on Friday night and schedule with Mary. You may also stop by the lobby after Noon on Saturday to check for open appointments. Several Nokomis members will be wandering the halls to look for donors, too, so they will find you if you don't find them!

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

Garden Court (First Floor)
Qualifications/Sign-up: Saturday 9:00am
Tournament: Saturday 10:00am

Four years ago a group of Klingons arrived at CONvergence to fight against the disease of diabetes. Today it is said that a cure is within sight, which means our enemy is down but is not defeated. The day will come when diabetes will be a memory, when songs will be sung and tales told of our deeds. But until that day arrives we will let our blades do the talking!

Join us in our fifth year of fighting for a cure Saturday morning in the Garden Court. Qualifications start at 9:00am and the tournament will begin at 10:00am. A \$10 registration fee is required to participate with ALL proceeds going to the **American Diabetes Association**.

Drive for Used Eyeglasses at Registration

New this year, Registration will be a collection point for used eyeglasses. These glasses will be cleaned, recycled, and hand delivered to individuals in developing countries through the Give the Gift of Sight Foundation and Luxottica Group. More information can be found at www.givethegiveofsight.org.

The Wedding of Alyssia Rayl and Andrew Carlson

On Saturday, July 7th at 3:00pm **Alyssia Rayl** and **Andrew Carlson** will be exchanging vows in the Garden Court. They ask that anyone who's interested join and bear witness to this special event.

FAN TABLE

CONvergence Central (South 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.

ART SHOW AND AUCTION

Plazas 5-6 (First Floor, North Tower)

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)

Located in scenic Plazas 5 and 6 is a sight you must see. Artwork of all kinds from across the country for you to browse and buy. Yes, you can buy these wonderful works of art for your very own. There will also be awards for the artwork that you can vote on.

In addition to seeing the artwork on display, come and see some of the artists at work, demonstrating their craft for the visitors to the gallery.

There is no set schedule for when artists will be there, so stop back often to see what is going on.

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. Or come to our panel discussion Saturday morning at 11:00am in Atrium 3.

SILENT AUCTION

Atrium 1 (North Tower, Second Floor, South Tower)

Friday	2:00pm-5:30pm, 8:30pm-11:00pm
Saturday	10:00am-6:00pm, 9:00pm-11:30pm

The Silent Auction is back with more generously donated treasures for you to bid on. Stop in to bid, or just to look. This year's items will include a trifle, a roaring King Kong plush, a manual typewriter from the estate of Gordon R. Dixon, a Fairyland poster, a framed and numbered print by L.A. Williams, and much, much more! 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.

Winners may pick up their items from Atrium 1 on Sunday between 10:00am and 4:30pm.

Plaza 4 (North Tower, First Floor)

Rex has been at this a lot of years, and he's happy to be running his film room once again for Year Nine. He could not have asked for a better theme to work with and is looking forward to showing films featuring some of his monster friends. There were tough choices to be made and many good films did not end up on the schedule. For instance, Rex could only make room for one classic Universal horror film, one vampire film, and one Harryhausen film. If your favorite Creature Feature is not on Rex's schedule, it was probably considered.

Cinema Rex is all about comfort, atmosphere, and great movies. Rex turns his 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 show a variety of movies: Classics that everyone should have seen (but we know some of you haven't), films that are painful to watch on a small screen, films that are fun to see with a crowd, and films from past years' suggestion boxes.

Thanks again to all who filled out comment cards in past years. As always, we appreciate your input and hope to receive more this year. Rex reads every card personally, and your opinions and film suggestions are very helpful.

FRIDAY

3:00pm **Monsters, Inc.** G—2001—92 min.

dir. Pete Docter, David Silverman w/John Goodman, Billy Crystal, Steve Buscemi

A delightful film that is truly fun for all, this is Rex's favorite Pixar film. His only beef is that they didn't cast him in the movie.

5:00pm **The Mummy** NR—1932—73 min.

dir. Karl Freund w/Boris Karloff, Zita Johann

Rex agonized long and hard trying to pick the one classic 30's Universal horror film to represent the Creature Feature theme. Dracula and Frankenstein get more attention so Rex decided to even the odds.

6:30pm **The Thing** R—1982—109 min.

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

Easily one of John Carpenter's best, this version is more horrific and more faithful to the original story than the 1951 film. Plus, it's got Kurt Russell!

8:30pm **Cthulhu Fan Film Fest**

Rex and his Cthulhu advisory board carefully sifted through many independent short Lovecraftian films to create this installment of the *Cthulhu Film Fest*. Sorry, no Shoggoths allowed.

10:00pm **The Descent** R—2005—99 min.

dir. Neil Marshall w/Sharna Macdonald, Natalie Mendoza, Alex Reid

The first installment of the Neil Marshall double feature focuses on a "girls' night out in the wilderness." Almost two films in one, a group of women first must face the challenges of spelunking in a vast but claustrophobic cave complex. Then they must face another unexpected challenge. Ultimately they must face themselves.

Midnight **Dog Soldiers** R—2002—105 min.

dir. Neil Marshall w/Sean Pertwee, Kevin McKidd, Emma Cleasby, Liam Cunningham

Part two of the Neil Marshall double feature focuses on a "boys' night out in the wilderness." See how the boys fare compared with the girls as an isolated military exercise goes to the dogs.

2:00am **Aliens (director's cut)** R—1986—154 min.

dir. James Cameron w/Sigourney Weaver, Michael Biehn, Lance Henriksen, Paul Reiser

Rex knows what you're thinking: Oh, if only someone would show one of the greatest sci-fi/action movies of all time at 2:00am so I don't have to go to bed yet. Don't worry, Rex has got your back. Missing this would be a bad call, Ripley, a bad call.

SATURDAY

10:00am **The Valley of Gwangi** NR—1969—96 min.

dir. Jim O'Connolly w/James Franciscus, Gina Golan, Richard Carlson

Some cowpokes decide to lasso themselves an allosaurus and put him in a circus. What could go wrong? Rex thought that maybe you haven't seen his favorite Ray Harryhausen film.

Noon **Pathogen (with Emily Hagins)** NR—2006—68 min.

dir. Emily Hagins w/Tiger Darrow, Rose Kent-McGlew, Alec Herskowitz

Written and directed by Guest of Honor Emily Hagins, you'll find it hard to believe this zombie movie was made by a 12-year-old. Emily will be at this showing to chat with the audience about her experiences working on the film.

2:00pm **King Kong (restored version)** NR—1933—104 min.

dir. Merian C. Cooper and Ernest B. Schoedsack w/Fay Wray, Bruce Cabot, Robert Armstrong

Peter Jackson can keep his overblown 3 hour "epic"... groundbreaking and powerful, the original is still the best. A recently restored, gloriously luminescent print offers several scenes that had been cut since the film's original release, which Rex knows many of you have not seen.

4:00pm **The Call of Cthulhu** NR—2005—47 min.

dir. Andrew Leman w/Ramon Allen Jr., Leslie Baldwin, Daryl Ball

This fan film was too long to include in the Cthulhu Film Fest and is certainly worthy of its own time slot in the Cinema Rex schedule. Shot in black & white, this silent film does a great job of mimicking the era of 1920's filmmaking as it tracks a doomed ship on its fateful journey to an uncharted island.

5:00pm **Lake Placid** R—1999—82 min.

dir. Steve Miner w/Bill Pullman, Bridget Fonda, Oliver Platt, Betty White

Somethin' just ain't right in that there lake, and Bill Pullman 'n' Bridget Fonda are gonna find out what. A fun popcorn flick that features a giant crocodile and Betty White spewing profanities!

6:30pm **The Thing From Another World** NR—1951—86 min.

dir. Christian Nyby, prod. Howard Hawks w/Kenneth Tobey, Margaret Sheridan, James Arness

Howard Hawks' witty, fast-paced overlapping dialogue create a sense of tension and realism that is his trademark. This original film version of *The Thing* shares similarities with Carpenter's version but has a very different feel. Rex likes them both and he has decided that you will, too.

8:00pm **Resident Evil** R—2002—100 min.

dir. Paul W.S. Anderson w/Milla Jovovich, Michelle Rodriguez

With surprisingly good cinematography and stylish direction, this film will keep you entertained with lots of action, over the top banter and attitude. You don't have to be a fan of the video game to enjoy this movie. A fact known only by the few CONvergence attendees stalking the corridors on Thursday night is that this is the official Cinema Rex sound check movie; those geeks who appreciate great sound design are in for a treat.

10:00pm **Trailer Park**

See what the future holds as Rex dishes out trailers for hot upcoming releases, as well as some independent shorts. This is one trailer park that probably won't get hit by a tornado.

11:00pm **Midnight Chronicles: Behind the Scenes** NR—2007

w/commentary by Christian Petersen, Tod Gelle, Keith Hurley, and Jason Beaudoin

Still in post-production, this dark fantasy film based on Fantasy Flight Games' Midnight RPG world is nearing completion. Meet some of the film-makers as they discuss the filming process while showing scenes, outtakes and the new trailer.

Midnight **Pumpkinhead** R—1989—86 min.

dir. Stan Winston w/Lance Henriksen, Jeff East, John D'Aquino

Lance Henriksen delivers a top notch performance in this twisted story of vengeance and rage. This film is a hidden gem with a well-written script and great special effects designed by director Stan Winston. You won't be disappointed.

2:00am **Pan's Labyrinth** R—2006—112 min.

dir. Guillermo del Toro w/Ivana Baquero, Ariadna Gil, Sergi Lopez, Doug Jones

Don't bring the wee ones: This may be a fantasy, but this visually stunning film is alternately intense, gorgeous and disturbing. One of the best movies of 2006.

SUNDAY

10:00am **Monsters, Inc.** G—2001—92 min

dir. Pete Docter, David Silverman w/John Goodman, Billy Crystal, Steve Buscemi

(See Friday 3:00pm listing for description)

Noon **Pathogen** NR—2006—68 min.

dir. Emily Hagins w/Tiger Darrow, Rose Kent-McGlew, Alec Herskowitz

(See Saturday Noon listing for description - note that this is NOT the Q&A showing)

1:30pm **Dracula** R—1979—109 min.

dir. John Badham w/Frank Langella, Laurence Olivier, Donald Pleasance, Kate Nelligan

Striking visuals and strong performances dominate this unique adaptation of the classic Dracula story. Frank Langella does more than hold his own against Legosi, Lee, and Oldman. Lawrence Olivier is superb. The John Williams score is amazing. This film is a must see.

3:30pm **The Mummy** NR—1932—73 min.

dir. Karl Freund w/Boris Karloff, Zita Johann

(See Friday 5:00pm listing for description)

CoF2E2 FREE COFFEE

Cabana 115—16 (South Tower, 1st Floor)

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

Your favorite free java joint is back again for CONvergence 2007. 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 (Cranutters will be available, but in limited quantities). So stop by and see what's new, or just take advantage of the coffee shop atmosphere to hang out with friends and get off your feet for a while. Swing by 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 1:00—7:00pm / Reopens After Masquerade—2:00am (Sunday morning)

Ever wanted to visit The Cantina? How 'bout the Zocalo? Here at CONvergence we have our very own Space Lounge!

Space-faring races will feel right at home lounging on cushions in The Pod or capturing the memories of their travels in the black light photo booth, while monsters, fairies, and trolls can kick back with a smoothie in the high-comfort world of glowing, puffy, and furry furniture. Of course we continue to present our signature blend of out-of-this-world sights and sounds, games and entertainments, and frozen fruit frivolity! With new activities and things that go bleep in the night or glow in the dark, you'll definitely want to join us in Connie's Space Lounge.

2007 Events:

Live Electronic Music

Friday Night 8:00pm—2:00am

Space-Craft (NEW)

Starting at 1:00pm Saturday

We know you love sci-fi. We know you love crafts. Come pilot the Space-Craft! We'll have tables of different sci-fi related craft projects for all levels of crafting experience, or bring your own!

Sci-Fi Cabaret (NEW)

Starts after the Masquerade on Saturday night.

You be the Star! Saturday night in the Space Lounge is an all volunteer Sci-Fi Cabaret, and we want YOU to join our group of Cheerleaders, Lounge Singers, Black Light Puppeteers, Sci-Fi Poetry Readers, and more! Come Feature your Creature in a Space Cabaret! (Stop in and sign up Friday and Saturday).

CONSUIE

Cabanas 214—219 (Second Floor)

Open 24 Hours

Friday 3:00pm—Sunday 5:00pm

ConSuite is a place where you can get between-meal snacks and soda free with your convention membership. We will be continually serving rice, chips, and candy. There will also be some breakfast food available in the morning, and watch for special treats such as sandwiches, hot dogs, pizza, and Chinese food. These "special treats" are put out at unannounced times on a first-come, first-served basis, so stop by often.

There is also some space available for gaming and a suite for watching video from past CONvergence events. For more information about ConSuite Gaming, see the Gaming section on page 12.

DORIAN GRAY MEMORIAL LITERARY LOUNGE

Room 2201 (South Tower, 22nd Floor)

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

Welcome to your con away from con: The place you've come to love for quiet reading, local authors, and panel discussions in an intimate, restful setting. High atop the CONvergence hotel in Suite 2201, you can look out over the cityscape of the Twin Cities' Southern Suburbs while resting, reading, and enjoying all things literary.

Readings

The Literary Lounge features readings by Guests of Honor and other attending authors.

Panels

The Lounge is also home to literary-themed panels from CONvergence's programming schedule.

Open Mic Hours

Would you like to try reading something of your own creation? Come on up during one of our Open Mic hours and try your hand at prose, poetry, or anything else you've written!

Free Exchange Book Cart

The Lit Lounge is happy to bring back our Book Cart. You can donate books of your own to other fans, or you can take home a new book or two! Come on by and see what we've got! (Our first year, someone even donated a copy of *The Portrait of Dorian Gray*... you never know what you might find!)

LITERARY LOUNGE SCHEDULED PROGRAMMING

FRIDAY

6:00pm—7:00pm **Open Mic**

7:00pm—8:00pm **Quiet Reading**

8:00pm—9:30pm **Hybrids: Heroes and Horrors**

The depiction of multiracial and multispecies protagonists and antagonists tends to be a mixed bag. From half-elves to half-aliens like Sil, to mythological demigods like Hercules or Gilgamesh, what are underlying themes and implications over history, and where are we headed?

Juliana Pegues, Shannon Gibney, Brandon Lacy Campos

9:30pm—11:00pm **Roy C. Booth: Sherlock Holmes**

Roy C. Booth Readers' Theater Production of his Sherlock Holmes plays.

11:00pm—Midnight **Kathy Sullivan Reading**

The author of *Talking to Trees* will read from her body of work.

SATURDAY

9:30am—11:00am **Open Mic**

11:00am—Noon **Jason Wittman Reading**

Local game designer, Clarion graduate, and the author of "Femme Fatale" will read from his body of work.

Noon—1:00pm **Open Mic**

1:00pm—2:00pm **Anna Waltz Reading**

The author of "Swedish Lutheran Vampires of Brainerd" will read from her body of work.

2:00pm—3:00pm **EV Baldwin Reading**

The author of *Exile's Journey* will read from her body of work.

3:00pm—3:30pm **Open Mic**

3:30pm—5:30pm **Twin Cities Speculative Fiction Writers' Network Group Reading**

Authors Hilary Moon Murphy, Michael Merriam, and others will read from their bodies of work.

5:30pm—6:30pm **Twin Cities Speculative Fiction Writers' Network Meeting**

Drop by if you're interested in finding out more about this local writers' support group.

6:30pm—9:30pm **Quiet Reading**

9:30pm—12:30pm **Open Mic**

SUNDAY

9:30am—11:00am **Quiet Reading**

11:00am—12:30pm **Open Mic**

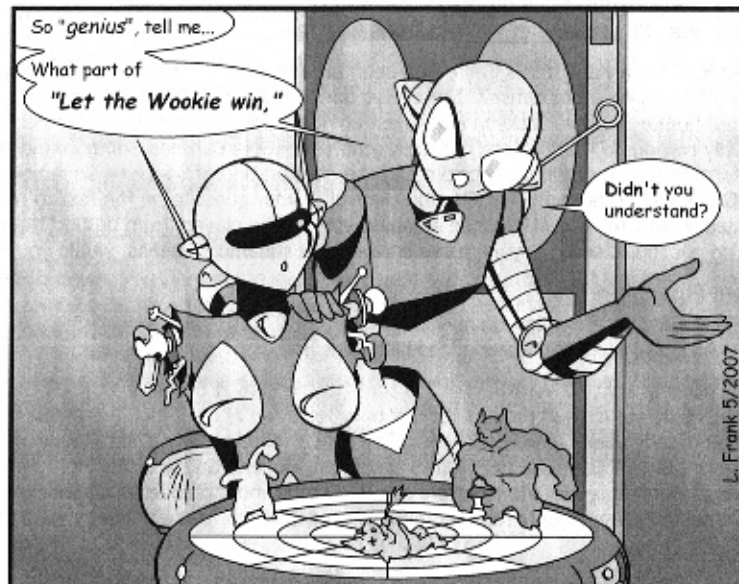
12:30pm—2:00pm **On The Other Side Of The Eye: Speculative Poetry Reading**

Six Twin Cities writers take on the fantastic, the mythic and the cosmic through speculative poetry and spoken word. And once again, the miniature city of Neo-Miniapolis might get destroyed in the process! *Ka Vang, Bao Phi, Shoua Lee, Robert Karimi, Bryan Thao Worra, Brandon Lacy Campos*

2:00pm—3:30pm **Michael Merriam Reading**

The author of "A Glimpse Through Smoke and Flame" and other short stories will read from his body of work.

3:30pm—4:30pm **Guest of Honor Brian Keene Interview**



22ND FLOOR GAMING SUITES AND CONSUITE GAMING

Split-Level Gaming! The Games Library! The Card Games Treasure Chest! The Source! Games and Puzzles Galore! It's all back, baby! With board games on the 2nd Floor in ConSuite Gaming and RPGs, LAN Gaming, Collectible Card Games, and our returning guest **The Source** on the 22nd Floor, we're here for you! Come on up, volunteer to be a Floor Host on 22, relax with friends, and even organize a game yourself!

22ND FLOOR GAMING SUITES *(South Tower, 22nd Floor)*

LAN Gaming (Room 2205)

Open 24 Hours: Friday 5:00pm–Sunday 3:30pm

Open Gaming (Room 2202)

Open 24 Hours: Friday 5:00pm–Sunday 3:30pm

Scheduled Gaming (Rooms 2203, 2204, 2206, 2207)

Friday 5:00pm–12:30am

Saturday 9:30am–12:30am

Sunday 9:30am–3:30pm

CREATURE FEATURED: THE CONTEST

All day Friday until Noon on Saturday, you can enter an original critter or beastie for use in a **Dungeons & Dragons** game! Referee **Dave Rust** will select a submission at random from the Entry Box on the 22nd Floor and utilize that original creation in the RPG "Quest For The..." The game will run on Saturday from 3:30pm–6:30pm in Room 2203! The winner will be invited to attend and will also receive (mailed to them after the con) an original black-and-white drawing of their creation by illustrator **Louis Frank**! Anyone may enter up to three critters and the game itself will handle eight players.

SCHEDULED GAMES

Munchkin Cthulhu

ConSuite Gaming: Friday 8:00pm–10:00pm

4-6 players: All ages and experience levels welcome

Oh R'yleh? Ya, R'yleh! If this game had been around in H. P. Lovecraft's day he would have been too busy playing it to shoot himself. The classic horror mythos distilled through the warped minds and twisted humor of Steve Jackson and Guest of Honor John Kovalic. Don your Fez of Fazoul and Boots Of Only Having To Run Faster Than You, grab your Triple Barreled Shotgun and Necromicon and set forth in search of eldritch horrors and the coveted title of Supreme Squamous Munchkin! Battle the Grape Old Ones and Great Cthulhu Himself in your quest to be the first to reach level ten and go mad, mad I tell you MAD while stopping your fellow players from getting there first. And once you do get there, see if anyone there knows what squamous means, would you?

Super Munchkin

ConSuite Gaming: Saturday Noon–2:00pm

4-6 players: All ages and experience levels welcome

Look! Up in the sky! It's a bird! It's a plane! It's the sun! It burns! It BURNS! Guest of Honor John Kovalic really did himself proud with this one. Touch an ancient idol, get bitten by a radioactive chihuahua. Ready your Claws, Beer Belch, Talking Car Sidekick and Giant Magnet and do battle with the forces of evil. Save the city from Slackerman, Generic Guy and Still More Wimpy Thugs. But above all don't let your fellow players reach level 10 and the coveted title of Super Munchkin Supreme first. There's only room in this town for ONE top hero and that's YOU, citizen!

Munchkin Impossible

ConSuite Gaming: Saturday 3:00pm–5:00pm

4-6 players: All ages and experience levels welcome

The Obligatory Bond Game. Seriously this would be SO MUCH funnier if it could have been run Friday right after The Obligatory Bond Panel but my Bulletproof Tuxedo won't be back from the cleaners before Saturday. Your mission, should you chose to accept it is to make the world safe from evil-doers like Sir Veillance, James Bomb and those kilted killers Clan Destine. But however will you manage? Just trust in your Karate Training, and Fruit Combat training. Run them over with your Flying Car, gun them down with your Submarine Sandwich Gun and, if all else fails, blow them up with your trusty Magic 8-Bomb. **KABOOM!**

All Flesh Must Be Eaten: Extinction Level Event

Room 2206: Saturday 8:00pm–?

4-6 players: All ages* and experience levels welcome

It just wouldn't be a creature con without zombies, would it? Six months ago astronomers spotted an asteroid the size of New Zealand headed for Earth in a great big hurry. One week ago the governments of Earth quit their squabbling long enough to nuke Asteroid ELE, or Ellie to her friends, into tiny little pieces. Three days ago the worldwide party that went on while Ellie burned up in Earth's atmosphere finally came to an end. This morning, you're pretty sure the hangover is finally gone. Too bad something in the asteroid interacted with something in the environment and something else in the nukes to bring back the recently dead. And BOY are they hungry. Join assorted other survivors in holding off the hordes of the hungry dead in an obligatory deserted manor. Or is it deserted? What's that noise coming from the basement? Game lasts until everyone dies, gets rescued or gets too tired to play. **Warning this IS a survival horror RPG scenario written by someone who considers "28 Days Later" and its sequel to be DATE MOVIES, not happy little elves skipping through hobbitland. Parents, please bear this in mind when clearing your kids to play.*

Munchkin Bites

ConSuite Gaming: Sunday Noon–2:00pm

4-6 players: All ages and experience levels welcome

What wears too much black and bursts into flames under the unforgiving light of the Sun? That's right! Convention-goers! But also Vampires, like the ones mocked shamelessly in this offering by Steve Jackson and Guest of Honor John Kovalic. Grab your Splatbook and put on your Ankh of Angst. Then go out and drown the Flat Bat in your Huge Dice Pool. While you're at it, get those creepy Crypt Kiddies too. Whatever you do, be the first to achieve supreme-but angsty-Munchkinhood by scoring treasure, killing monsters and above all stabbing your friends in the back.

All Flesh Must Be Eaten: Coffee Break of the Living Dead

ConSuite Gaming: Sunday 3:00pm–?

4-6 players: All ages* and experience levels welcome

CONvergence is winding down. You partied too much and slept too little. You feel like the walking dead. And so do the zombies in this offering from Eden Studios All Flesh Must Be Eaten zombie survival horror game. Actually, they ARE the walking dead. What you probably feel like is running and screaming when a freak accident at a nearby hospital causes them to infest your office building. Can six strangers including a heavily armed disgruntled former employee survive until help arrives? Cross your fingers, make for the roof and AIM FER THE HEAD! Game lasts until everyone is rescued, eaten or too tired to play. **Warning, this IS a survival horror RPG, not happy little elves skipping through hobbitland. Parents, please bear this in mind before clearing your kids to participate.*

HARMONIC CONVERGENCE

Shipside (South 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 **Mark Time Radio** (Mark Time Award-winning audio programs)
 9:00pm—9:30pm **Damian Sheridan** (Spoken Word)
 9:30pm—11:00pm **Riverfolk** (Vocals and guitar by Becca Allen and Chas Somdahl, with Andy Anda on Fiddle and Mandolin, and Rody Tate on Guitar. www.riverfolk.net)
 11:30pm—1:00am **The Dregs** (Irish / Folk Music)

SATURDAY

Noon—1:00pm **Mark Time Radio** (Mark Time Award-winning audio programs)
 1:00pm—1:30pm **Sean Larson** (Sean from Misplaced goes solo)
 1:30pm—2:30pm **Beth Kinderman** (original songs dealing with geeky topics ranging from *Farscape* to *Firefly* to *Star Wars* to *Babylon 5*)
 2:30pm—3:00pm **Possible Oscar** (Music drawn from a range of pop and geek culture subjects)
 3:30pm—5:00pm **Misplaced** (Celtic and Bluegrass)
 5:30pm—7:00pm **3 Pints Gone** (Celtic traditional-style folk songs, www.3pintsgone.com)
 7:00pm—9:30pm **Closed** during Masquerade
 9:30pm—10:30pm **Reve Du Faun** (The Irish band with the French name. www.revedufaun.com)
 11:00pm—1:00am **Machinery Hill** (Blending ska, klezmer, celtic, rock, and American folk)

SUNDAY

Noon—1:00pm **Mark Time Radio** (Mark Time Award-winning audio programs)
 1:00pm—2:00pm **The Great Luke Ski** (Fan comedy and musical parodies)
 2:30pm—3:30pm **TBA**
 4:00pm—5:00pm **Run at the Dog**
 (Playing sci-fi themes from film and TV in addition to original material)

This schedule reflects our best information at press time. Please stop by Harmonic CONvergence for a current schedule of performances.

KRUSHENKO'S

Cabana 118—119 (South Tower, First Floor)

This Way to Krushenko's!

Krushenko's, from a Manhattan bistro in CONvergence Guest of Honor Larry Niven's *Ringworld*, started at Minicon 1983 as a space that encouraged discussion of science fiction and fantasy at SF conventions. At CONvergence 2007, Krushenko's 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**
 5:00pm—6:00pm **The Frankenstein Tradition in Literature and Film**
 From Mary Wollstonecraft Shelley's novel *Frankenstein*, or *The Modern Prometheus* (1818) to the James Whale/Boris Karloff films *Frankenstein* (1931) and *Bride of Frankenstein* (1935), to *Edward Scissorhands* and beyond, Frankenstein and his monster have inspired dozens of stories and movies, while making us think about scientists' responsibility for their creations. Let's take a walk down Frankenstein Lane. Eric M. Heideman, mod.; Craig Finseth, Jason D. Wittman
 6:00pm—9:00pm **Closed** for dinner break & party set-up
 9:00pm—2:00am **Tales of the Unanticipated #28 Publication Party**

We're doing our darndest to bring the 28th edition of this 21-year-old small press publication, the "Heroes" issue, out in time for CONvergence. Hang out with staff and contributors, and have a look at the new issue and a lavish selection of back issues!

SATURDAY

11:00am—Noon **The Writings and Influence of Robert A. Heinlein**
 CONvergence weekend marks the centennial of Robert A. Heinlein's (1907-1988) birth. A Grandmaster of Science Fiction, Heinlein was good at predicting what the future might be like. He also had some ideas unusual for "major" writers of his time. Come talk about this! Rob Johnson, Brian Perry, David E. Romm
 12:30pm—1:30pm **Forward Momentum: The Works of Lois McMaster Bujold**
 Share your thoughts and/or come and learn about the science fiction and fantasy of our Author Guest of Honor. David Lenander & Eric M. Heideman, interviewers; Lois McMaster Bujold. Sponsored by The Rivendell Group, a Twin Cities fantasy-book discussion group that's been meeting regularly since 1973 or 1974, and Second Foundation, a speculative fiction-book discussion group meeting since 1983.
 2:00pm—3:00pm **Horror Literature 101: The 18th and 19th Centuries**
 An organized but unstuffy look at early-and-middle-period classic ghost and horror stories, from *The Castle of Otranto* to *Frankenstein*, "The Fall of the House of Usher," "Carmilla," *The Strange Case of Dr. Jekyll and Mr. Hyde*, *The Picture of Dorian Gray*, and *Dracula*, to *The Turn of the Screw*. Participants are encouraged to bring recommended reading lists to pass out.
 Eric M. Heideman, mod.; Brian Perry, Taylor Kent, Ann L. Laabs

3:30pm—4:30pm

Horror Literature 102: The 20th and 21st Centuries

From M.R. James, Arthur Machen, and Algernon Blackwood to Lovecraft, Fritz Leiber, Shirley Jackson, Richard Matheson, Stephen King, Anne Rice, Poppy Z. Brite, Tananarive Due, and beyond. Participants are encouraged to bring recommended reading lists to pass out.

Eric M. Heideman, mod.; Brian Perry, Taylor Kent, Ann L. Laabs

5:00pm—6:00pm

SF Writing Groups: The 2007 Scene

This annual gathering allows representatives of writing groups specializing in science fiction & fantasy to report on how their groups function, and gives groups that are looking for new members a chance to connect with individuals who are interested in joining an SF writing group, and/or gives individuals a chance to put their heads together and start a new writing group. *Eric M. Heideman, convenor; sponsored by the Minnesota Imaginative Fiction Writers' Alliance.*

6:00pm—9:00pm

Closed for dinner break & party set-up

9:00pm—2:00am

A Party for Readers & Viewers: The Creature Features Edition

Sponsored by Second Foundation, a Twin Cities speculative fiction book-discussion group, whose members are also film buffs. Enjoy conversation so interesting, it's scary!

SUNDAY

11:00am—Noon

Horror Cinema 101: 1896-1949

Within a chronological framework, we'll consider studios (UFA, Universal, RKO), producers (Carl Laemmle, Jr., Val Lewton), movements, directors (F.W. Murnau, Tod Browning, James Whale), actors (King Karloff, Screem Queen Fay Wray, Lugosi, Chaney Sr. & Jr.), films that are historically important and why, films we love most and why. Participants are encouraged to bring recommended viewing lists to pass out. *Eric M. Heideman, mod.; David Christenson*

12:30pm—1:30pm

Horror Cinema 102: 1950—

Keep Watching the Skies! After the Bomb. I was a Teenage Whatever. Giant Monsters from Tokyo. Hammer. American International. Norman Bates. Slasher sequels with too many numerals. Evil Kids. The Living Dead. The Sixth Sense and the re-invention of subtlety. There's so much to talk about the time will just fly by. Participants are encouraged to bring recommended viewing lists to hand out. *Eric M. Heideman, mod.; David Christenson*

2:00pm—3:00pm

Growing up in Monster Culture

From Shock Theater to Forry Ackerman and Famous Monsters of Filmland, "The Monster Mash," Aurora monster models, *The Munsters* and *The Addams Family*, to the present; an affectionate look at the history and subculture of Monster Fandom. *Eric M. Heideman, mod.; Terry Beatty, Emily Hagins, Wally Wingert*

3:30pm—4:30pm

Spiders in Fact, Folklore, Fiction, and Film

We continue our series of Bio-Horror panels about scary critters (previously we've surveyed bats, bees & wasps, apes, & ants). From *Arachne & Anansi* to *Tarantula*, Charlotte, Peter Parker, *Arachnophobia* and *Eight-Legged Freaks*, these web-spinning critters have always held a special sway over the human imagination. Let's talk about why. *Eric M. Heideman, mod.*

5:00pm—7:30pm

Closed for dinner break & party set-up

7:30pm—1:30am

Diversicon Party

Hang out with some volunteers for this multicultural, multimedia SF convention, the 15th edition of which will be held August 3-5 in the Holiday Inn Select International Airport—Mall of America, with Guests Andrea Hairston & CONvergence's own Christopher Jones & Melissa S. Kaercher.

MAINSTAGE SCHEDULE

Grand Ballroom East (South 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 Learning Curve or The Rise of Francis"

Megalomaniac MultiMedia Mogul releases billions of creatures to make up the largest consumer demographic audience ever. How will we educate them? How will we feed and house them? Will they go to the movies? Find out at the Mark Time Radio Show. Major Barnum Hack played by **David Ossman**. Big Jack Tarmack played by Guest Sta, **Wally Wingert**. Francis the creature played by Himself. Featuring the usual CONvergence Crazies: Tim Wick, Windy Bowsby, and Jerry Stearns.

Past Mark Time radio shows on compact disc are available at the Merchandise 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 be forewarned about the supernatural surprises of CONvergence 2007. Thrill to the **Mark Time and Ogle Audio Awards** and gasp at the results of **MISFITS Team Trivia Challenge!** Entertaining, eerie, and educational!

10:00pm Live Concert

Some secret guests will start the show, so bring your favorite ghouls to the Mainstage crypt and see who we've dug up!

Gothsicles

Please welcome our headline performers, the Gothsicles! In addition to a summer line-up that includes appearances on the bills of four national and international goth/industrial festivals (Blacksun, Reverence, Eccentrik and England's Infest), the two person traveling freakshow known as The Gothsicles is slated to bring their brand of fast paced, goofball oriented, Nintendo styled electro-industrial to this year's CONvergence. The Wisconsin act's intensely high energy audio/visual live shows have been electrifying audiences across the country for years, and their debut album "NESferatu" spent two weeks on the Metropolis Top Ten chart, peaking at number five. Bring a spare liver.
www.thegothsicles.com

SATURDAY

6:00pm Masquerade Pre-Show

DJ Monster Mash-up (Mike Hallenbeck) will spin a live web of spook-sounds and terror-tunes to set the mood for a night of creatures and creations.

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 Soyilent Theater: A comedy troupe made of people. Specifically, those people are: Kelvin Hatle, Joseph Scrimshaw, Joshua Scrimshaw, Tim Uren.

11:00pm DJ Dance & Masquerade Ball

All the coolest creatures stay up late and dance. Very, very late! Our first sixty minutes are dedicated to The Strobe-Free Sci-Fi Music Hour. The rest of the midnight hours will be filled with Retro, Funk, Pop, Disco, Noise, Techno, Trance and so much more. Brought to you by DJs **Dr. Boom, Oxygen, Nitrogen, sk.44, and noise**, with more guests to be announced.

SUNDAY

5:00pm Closing Ceremonies

CONvergence 2007 is nearly ready to rest in peace. Bid a final farewell to our Guests of Honor, and join us for some concluding screams during the annual closing sketch by the CONvergence Coordinators. Our contacts in the spirit world will also deliver the last words regarding events of this weekend and, perhaps, from beyond...

SCIENCE ROOM

Plaza 3 (North Tower, First Floor)

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

Come see how to transform science fiction into science fact and try your hand at landing the space shuttle!

Visit the Science Room on the First Floor North Tower next to Cinema Rex. Plus a large 3D Walk-thru Star Map in the North Tower First Floor Atrium. Check out the many hands-on displays by MN Space Frontier Society, MN Astronomical Society, MN Planetarium Society, MASA, MARCEE, MN Mad Science, Radio City and NASA.

MANY Thanks to the groups below for their assistance in creating the Science Room.

MN Space Frontier Society <http://www.mnsfs.org>
MN Astronomical Society <http://www.mnastro.org>
MARCEE <http://www.marcee.org>
MN Mad Science <http://madscience.org/locations/mn/>
MASA <http://www.masa-rocketry.org/>
Minnesota Planetarium Society <http://mplanetarium.org/>
NASA Glenn Research Center <http://www.grc.nasa.gov>
Radio City <http://www.radioinc.com>

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 Gokudo (Action/Comedy – Subtitled – 2001 – 13+)

Gokudo is the perfect adventurer: Reckless, greedy and ambitious, dumb. Because sometimes a hero... isn't the answer.

6:30pm Master of Mosquiton (Vampires – Subtitled – 2005 – 13+)

Once a terrifying vampire, Mosquiton ends up blood-bound to a seventeen-year-old treasure hunter who's obsessed with the secret of immortality. An army of ancient monsters stands in their way, along with Mosquiton's perpetually naked ex-wife of 300 years!

8:00pm Vampire Hunter D: Bloodlust (Vampires/Creatures/Kick@\$\$ – English – 2002 – R)

A thousand years in the future. Vampires once ruled the night but have seen their numbers reduced by fearless bounty hunters. When a girl from a rich family is taken from her home by the vampire Meier Link, her father contracts both D and the Markus brothers (a rival group of hunters) to race to retrieve her.

10:00pm Ghost in the Shell: Solid State Society (Action/Sci-Fi – English – 2007 – 16+)

A.D. 2034. The expanded new Section 9 confronts a rash of complicated incidents, and investigations reveal that an ultra-wizard hacker nicknamed the "Puppet Master" is behind a series of events.

11:30pm Parody (New and Classic Parodies)

SATURDAY

"Pervs, Pilots, and Vampire Hunting Priests" Block

1:00am Golden Boy (Comey/Adult – 2002 – English – 17+)

A 25-year-old dropout from Tokyo University Law School bicycles around Japan "learning about life." He's lucky he's a quick study, as he spends most of his time ogling pretty women, cleaning toilets, and getting beat up.

2:30am Gunbusters 2 (Sci-Fi/Pilot – 2007 – English – 13+)

Nono is a clumsy waitress who dreams of becoming a space pilot. She meets Raruku, a member of the elite psychic pilot team "Topless". But when space monsters appear to wreak havoc on their planet, Raruku calls out her Buster Machine. Raruku gets the surprise of her life when she sees Nono use her super-strength to help destroy the alien. From that point, Nono hangs along with Raruku in hopes of becoming a member of Topless.

4:00am Trinity Blood (Priests/Vampires – 2006 – English – 16+)

The Vatican vs. Vampires! An epic battle between vampires and humans—it's like Trigun with Vampires!

5:30am Hellsing Ultimate (Vampires – 2007 – Subtitled – 16+)

Armed with an enormous "anti-freak" gun and possessing mysterious and frightening powers, Arucard is forced to shoot Seras Victoria, a policewoman held hostage by a vampire. "Do you want to live?" he asks Seras, whose very answer changes the course of her existence. Now reborn as Arucard's servant, Seras is torn between her conflicting humanity and her vampire urges...

7:00am **Peacemaker** (Action – 2005 – Subtitled – 15+)

For 15 year-old Tetsunosuke Ichimura, childhood innocence has given way to a blinding thirst for revenge. Haunted by the vicious slaying of his parents, Tetsu joins a group of elite swordsmen to hunt down the rebels who murdered his parents.

9:00am **YuGiOh** (Action/Adventure – 2005 – English – All Ages)

In a remote area thousands of miles from Egypt lies a great pyramid that contains an incredible secret: a portal to another dimension! The World of the Capsule Monsters! It's a battle for survival as Yugi trades in his Duel Disk for a Capsule Shooter in a life-threatening challenge that is so much more than just a game!

10:30am **Origin Spirits of the Past** (Fantasy – 2007 – English – All Ages)

A young boy named Agito enters a forbidden sanctuary where a glowing machine resides. This machine preserves a young girl named Toola, who has a mission entrusted to her from the past. Three-hundred years into the future, the Earth's environment has been ruined by the interference of mankind, and in between the 300 years, the forest has come to life and is at constant war with man. It is an unsteady peace in an unnatural time. Only by searching their souls and examining the past will Toola & Agito realize the origin of all things and unite mankind with the forest.

Noon – 1:00pm Closed

1:00pm **Magical Shopping Arcade** (Comedy – 2003 – Subtitled – 16+)

From Studio Gainax offers a freefall zaniness similar to Excel Saga or Burn Up Excess, but with more appealing characters and sharper parodies. Sasshi and Arumi visit parallel universes, each boasting transmogrified Shopping Arcades that parody Evangelion, Fist of the North Star, 2001, Voltron, and Star Wars.

3:00pm **Soul Hunter** (Fantasy – 2001 – English – 12+)

The ancient Chinese Yin Dynasty is rotting from the inside out, infested with demon immortals. Project Soul Hunt was drafted by the Immortal High Council to capture all these "dangerous" souls and seal them away forever. Now all that remains is to find someone to carry it out.

4:30pm **This Ugly Yet Beautiful World** (Drama – 2006 – Subtitled – 16+)

Takeru is your typical teenaged Average Joe-until he meets Hikari, a beautiful girl who fell from the stars. Immediately Takeru's life turns upside down, as strange creatures and dark forces converge on the unlikely pair. But even while adversity brings them closer, Hikari's mysterious past threatens an even greater danger to Takeru and everything he's known. It's a cosmic love affair with the Earth hanging in the balance!

6:00pm **Bleach** (Action – 2007 – English – 13+)

Fifteen-year-old Ichigo Kurosaki never asked for the ability to see ghosts—he was born with the gift. When his family is attacked by a Hollow—a malevolent lost soul—Ichigo encounters a Soul Reaper and absorbs her powers. Now, he's dedicating his life to protecting the innocent and helping tortured souls find peace.

7:30pm **Full Metal Alchemist: The Conqueror of Shamballa** (Adventure – 2006 – English – PG)

The movie you've been waiting for is here! Taking place two years after the last episode, the Elric brothers must reunite to prevent ultimate catastrophe as the worlds of reality and alchemy collide.

9:30pm **Fate/Stay Night** (Action/Adventure – Subtitled – 2006)

The Holy Grail War Begins! Ten years ago there was a secret war fought by master mages and their servants to obtain the Holy Grail, and the result was devastating to everyone. Today, the Holy Grail War is beginning again with new masters.

11:30pm **Parody** (It's Gendo)

SUNDAY

Baddest Man Alive Block

They're big, they're bad, and right after they punch you they say: "You're already Dead!" It's the Baddest man alive block.

1:00am **Berserk** (Bad@\$ – Action – English – 2002 – 16+)

2:30am **Bastard!!** (Mage Bad@\$ – Action – English – 2001 – 16+)

4:00am **Fist of the North Star** (Ultimate Bad@\$ – Action – English – 1986 – 17+)

5:30am **Speed Grapher** (Action – Subtitled – 2006 – 17+)

Ten years after the Bubble War, the dichotomy between the rich and the poor in the world becomes more prominent and Japan is no exception. The rich seek to satisfy their desires and derive pleasure for themselves, and Tokyo has materialize into such a city as a result. Saiga, once a war photographer, has the power to make things explode once photographed.

7:00am **My Beautiful Girl Mari** (Fantasy – Subtitled – 2005 – PG)

Overwhelmed by feelings of abandonment, Nam-woo escapes into a fantastic dream world where he meets the mysterious Mari. As two young boys discover the true meaning of friendship, they must also learn the difference between fantasy and reality. With stunning visuals and a haunting score, *My Beautiful Girl Mari* will enchant and mesmerize you.

8:30am **Scrapped Princess** (Action/Fantasy – English – 2005 – 13+)

Pacifica Cassul is known as the "Scrapped Princess." According to prophecy, she is the person that will destroy the world on her 16th birthday. In order to avoid being killed, she must secretly wander the land along with her two siblings who vowed to protect the princess every step of the way. Just how long will they journey before time runs out?

10:30am **A Tree of Palme** (Adventure – English – 2005 – 14+)

From Takashi Nakamura (*Akira*) comes this visually compelling, existential retelling of the classic story of Pinocchio. In a remote corner of the planet Arcana, Palme, a sentient android crafted from a mystical wood that is said to absorb the memories of the civilizations it roots in, is awakened by Koram, a wounded warrior from the Sol tribe. Entrusting him with the mystical "Egg of the Roof", she implores Palme to take it to the legendary realm of Tamas.

Noon **My Hime** (Action/Sci-Fi – Subtitled – 2006 – 13+)

Before coming to the Fuka Academy, all Mai Tokiha wanted was to live an ordinary high school life, but that's the last thing she's going to get. It turns out that Mai is a HiME, one of twelve girls with super-natural powers that are gathered at this school to fight the Orphans, demons that dwell around the school. A secret organization has other plans for the HiME than just demon-busting and Mai and the other HiME will have to risk something precious to protect the ones they love.

1:30pm **Guyver** (Action/Adventure – Subtitled – 2006 – TVMA)

New Guyver with all the bells and whistles and mayhem that otaku have come to expect from an A-list title! Featuring electric action sequences, this timeless tale of a boy who discovers an otherworldly suit of armor and becomes caught in the crossfire of an interstellar war comes to life as you've never seen it before.

3:00pm **Law of Ueki** (Action – English – 2006 – 13+)

The fate of the world rests on battles fought by junior high students with bizarre abilities. Each of the 100 candidates for Celestial King endows a kid with a talent; Mr. Kobayashi selects Kosuke Ueki for his "righteousness" and gives him the ability to turn trash into trees. If Ueki loses, he returns to normal life, but if he wins the competition, he's granted any talent he desires. Ueki's grim dedication enables him to defeat candidates who turn fire into water and cotton into stakes.

PARTIES AND CABANAS

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

CONvergence parties are so great it's scary! 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

101 **CONvergence Programming Project Room**

102 **ROG**

Friday: 8:00pm—2:00am
Saturday: 6:00pm—2:00am
Group: ROG

Come drink to ROG's 20th anniversary in the crew's break room on our flagship "Wraith." Play card and board games (and a few hands of poker). Aching back? Enjoy "Pets for Pets": massage with donations going to the Animal Humane Society. And we're collecting non-perishables for a local food shelf!

103 **Midnight at the Oasis**

Friday: 8:00pm—2:00am
Saturday: 2:00pm—5:00pm, 8:00pm—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 dance troupe and guests perform hourly shows all night. Daytime more your thing? Join us Saturday afternoon as ITTSF hosts open dancing and water tasting.

104 **SuperCon (FRIDAY NIGHT ONLY)**

Friday: 8:00pm—Midnight
Group: SuperCon

SuperCon strikes again, bringing grown-up delicacies and relaxed, friendly conversations. Our agenda is simple: come have fun and see your friends actually hold still at a convention for a change!

104 **Icon 32 (SATURDAY NIGHT ONLY)**

Saturday: 8:00pm—Midnight
Group: Icon 32

Started in 1975, Icon is one of the Midwest's oldest conventions. Come join us for some home-brewed beer and Iowa hospitality.

Cabana Party Name and Information

105 **Kronos Hunting Club**

Friday: 9:00pm—1:00am
Saturday: 10:00pm—2:00am
Group: IKV RakeHell

The Kronos Hunting Club meets Friday from 9:00pm and Saturday following the Masquerade at your local pub.

106 **OmegaCon**

Thursday: Stop by
Friday: 9:00pm—1:00am
Saturday: 10:00pm—2:00am
Group: OmegaCon

The OmegaCon relax-a-con party is an extension of a quiet little con held in Wisconsin every year. We will have many of the same activities as the real con including a weenie roast, board games and pajama party. An entire convention in one room!

107 **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 **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 **MarsCon**

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

MarsCon 2008: Press Start To Continue. Celebrate the upcoming 10th annual MarsCon SF/Fantasy convention with us! Stop by and play video games and possibly win stuff.

110 **CONTropolis MetaHuman Employment Agency**

Friday: 9:00pm—1:00am
Saturday: 9:00pm—1:00am
Group: Knights of the Northern Realm

Having trouble finding your niche in the world of the super-powerful? Register with our agency, where we can find satisfying work for you in the fields of Heroic Crime-fighting, Megalomaniacal Villainy, Costumed Support Staff, and Secret Hideout Management. We're on your side, no matter what side you're on.

114 **Misfit Labs**

Friday: 9:00pm—1:00am
Saturday: 9:00pm—1:00am
Group: MISFITS

View experiments and eat tacos at Misfit Labs. Hear about the events, programs, and clubs we sponsor as part of the 365-day con that is MISFITS! Learn how to get an expert in Robotics, Engineering, Art, or the U of M Raptor Center to come to your kid's school.

Cabana Party Name and Information

115—116 **Cof2E2** (CONvergence's own free coffee shop - open 24 hours)

118—119 **Krushenko's** (See schedule on page 15)

123 **Tiki Bar**

Friday: 9:30pm—2:00am
Saturday: 9:30pm—2:00am
Group: TikiBarTV.com

Episodes of the world's most popular video podcast will be aired at the first annual "Tiki Bar TV" party. Join La La in dancing while Johnny Johnny mixes up Doctor Tiki's "prescriptions" in the form of alcoholic beverages. These elixirs are sure to cure what ails you!

124 **Debauchery Bordello**

Friday: 9:00pm—1:00am
Saturday: 9:00pm—1:00am
Group: Debauchery Bordello

Live streaming internet radio station with dancing, drinking, conversation and general debauchery.

125 **Manitoba ComicCon & Keycon**

Friday: 8:00pm—1:00am
Saturday: 10:00pm—2:00am
Group: Manitoba ComicCon

Join us for yummy Canadian beer and comic book discussion. Learn all about the comic con north of the border. Manitoba ComicCon will have great artist and media guests, including David Prowse (Darth Vader), Richard Hatch (*Battlestar Galactica*), and many more. Nibble some snacks and hang out for a while.

126 **Xenaversity of Minnesota**

Friday: 8:00pm—Midnight
Saturday: 8:00pm—Midnight
Group: Xenaversity of Minnesota

Xena for President! Games, stickers, and poster giveaways.

127 **Wonka's Night Out**

Friday: 7:00pm—1:00am
Saturday: 7:00pm—3:00am
Hosts: Daniel Mohr, Ryan Waldoch

Hello. I, Willy Wonka, enjoyed my Night Out in 2006. I have decided to do it again. We will have chocolate, candy, and the experimental candy vodka. Make sure you look for myself or my volunteers with candy bars; you could find a golden ticket and win a special prize.

128 **Sci-Fab**

Friday: 9:00pm—1:00am
Saturday: 9:00pm—1:00am
Hosts: Jason Tucker, Seth Kingman

Science fiction explores the boundaries of the imagination and attempts to broaden our experiences and conceptions of the world around us. Sci-Fab uses the themes of science fiction and fantasy to expand and explore people's conceptions of differing affectional orientations and gender identifications—all while being ultra-fabulous!

Cabana Party Name and Information

129 **The Dreaming**

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

Are you afraid of the dark? Something terrorize your dreams? Come and make a mask of the monster that frightens you. We'll have special homemade poisons and hourly give-aways straight from your darkest nightmares.

130 **House of Toast**

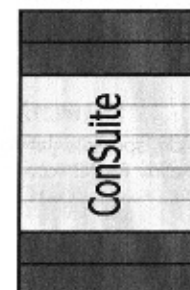
Friday: 8:00pm—Midnight
Saturday: 9:00pm—1:00am
Group: House of Toast

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 **Cow Asylum**

Friday: 8:00pm—Midnight
Saturday: 9:00pm—1:00am
Group: The Herd with Intergalactic Kegger

Friday, join the Herd! Mill around, graze on snacks, drink the mother's milk of WI. Saturday, don't get mad; beat the stampede to the Cow Asylum. Get tagged and get your shots: Good for what tails you. The real party starts after 1:00am and goes 'til the cows come home!



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 **The Freehold**

Friday: 7:00pm—10:00pm, 2:00am—3:00am
Saturday: 4:00pm—5:30pm, 7:00pm—10:00pm, 2:00am—3:00am
Hosts: Alyssia Rayl, Andrew Carlson

A party based upon White Wolf's Changeling setting. Come join us in celebration of faeries—from the beauty and fantasticality to the mischief and malice. We will be hosting tea, games, contests, conversation, a wedding reception and other fun. Vampires and other holders of great banality will receive "special" treatment.

202 **SERENITY Galley**

Friday: 9:00pm—2:00am
Saturday: 10:00pm—2:00am
Group: MN Firefly & The Dreamstitcher

The SERENITY Galley is a haven for all Firefly fans. You can relax, watching your favorite episode while indulging in such delicacies as "mudder's milk" and "wife soup," while listening to live music performances such as "The Hero of Canton" or the SERENITY theme song.

Cabana Party Name and Information**203 Welcome to the Carnivale**

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

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 treats include cotton candy! Based on the HBO series "Carnivale".

204 Brain Damage

Friday: 8:00pm—Midnight
 Saturday: Noon—5:00pm, 8:00pm—Midnight
 Sunday: Noon—3:00pm
 Host: Robert Ashby

Come enjoy Sudoku, crosswords, and other puzzles as well as brain food and brain-altering drinks. Stretch your mental limits!

205 D-Notice

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

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 43

Friday: 6:00pm—2:00am
 Saturday: 6:00pm—2:00am
 Group: Minnstf

Join us for an old-fashioned room party with friendly conversation, sporadic gaming and music, hot food, and blog (our traditional party drink). Sign up early for Minicon #43, coming to this same hotel Easter weekend.

207 Poly Purgatory & Paradise

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

Heavenly love, devilish fun! Lounge about and chat, enjoy a decadent snack, enter the "Otherworldly Creatures" costume contest, and have your picture taken in heaven or hell.

208 The Assassins' Guild

Friday: 5:00pm—Midnight
 Saturday: 10:00am—Midnight
 Sunday: 10:00am—Midnight
 Group: Elemental Productions

CONvergence's local Assassins' Guild is accepting new applicants! Murder! Intrigue! DDR? Join up now for gaming, assassinations, and sword fighting tournaments!

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 and longest running gaming convention!

Cabana Party Name and Information**210 Source Party**

Friday: 4:00pm—Midnight
 Saturday: 2:00pm—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!

214—219 ConSuite (Between-meal snacks and beverages around the clock.)**223 Cinema Apocalypse**

Friday: 9:00pm—3:00am
 Saturday: Noon—3:00am
 Host: Todd Wardrope

Cinema Apocalypse brings to you the strange and weird movies you won't see anywhere else at CONvergence. Prizes are offered to viewers who attend most, if not all of our movies, so plan to stay for the long haul! Viewer discretion is advised for screenings not scheduled during daytime.

224 Dirty Drs. Arkham Outreach Project

Friday: 8:00pm—3:00am
 Saturday: 11:00am—6:00pm, 8:00pm—3:00am
 Sunday: 11:00am—3:00pm
 Group: Cephalopod Living Interest Team

Stop by for anime viewing all day long. Stop by in the evening for pineapple drinks and the darker side of anime.

225 Arcana 37

Friday: 8:00pm—Midnight
 Saturday: 8:00pm—Midnight
 Group: Arcana

Arcana is a convention of the dark fantastic held in the autumn every year. This year it will be held on October 12—14, 2007 at the Best Western Hotel in Bandana Square in Saint Paul, Minnesota. Stop by and have a taste of Arcana!

226 The Torchwood Institute

Friday: 8:00pm—1:00am
 Saturday: 8:00pm—1:00am
 Group: MAS Productions

Torchwood reminds all CONvergence attendees that any alien life forms on the premises shall be relegated to within the Institute. Sightings of a large, blue box are to be reported immediately. Come party like it's the end of the world. For Queen and Country!

227 Alien Sex Shoppe

Friday: 9:00pm—1:00am
 Saturday: 9:00pm—1:00am
 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.

Cabana Party Name and Information

228

TARDIS Tea Society

Friday: 8:00pm—2:00am
Saturday: 8:00pm—2:00am
Sunday: Late brunch
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

Casino Royale

Friday: 7:00pm—2:00am
Saturday: 7:00pm—2:00am
Hosts: Courtney McAdams, Darren Wieland

This room party celebrates the James Bond world, both literary and in film. Activities include Bond trivia, movies, and casino-style games.

230

Dystopia

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

The glorious iParty has completed the overthrow of beige-box tyranny and seized the means of production. The People's Dystopia Video Bingo runs on the hour, 9:00pm—2:00am. Prizes awarded in an egalitarian fashion. Show your loyalty to the state with a barcode tattoo. Think proletariat!

231

Mos "Icee" Cantina

Friday: 8:00pm—1:00am
Saturday: 9:00pm—2:00am
Group: Minnesota Force

Come celebrate 30 years of *Star Wars*! Everyone's favorite hive of scum and villainy is partying in high style with Twi'lek dancers, the Modal Nodes, and, to combat the Twin Suns of Tatooine, an Icee machine.

232

VHU Presents: The Museum of Supernatural History

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

The Vampire Hunters Union presents the Museum of Supernatural History. We're showcasing a travelling collection of artifacts from around the globe, specializing in vampires but including items from both hunters and hunted alike. Donors include the Watcher's Council, the Van Helsing estate, the Winchester brothers, the SGC, and the VHU.

FOURTH FLOOR SATELLITE PARTY ZONE

Room Party Name and Information

401

America's Nightmare Boutique

Friday: 8:00pm—3:00am
Saturday: 9:00pm—3:00am
Group: TCNOC

Showcasing the strange, the bizarre, the best of the unexpected from a multicultural perspective, with discussions ranging from creatures of Asian folklore to African American horror cinema, and everything in between.

Room Party Name and Information

402

Anime Detour

Friday: 7:00pm—3:00am
Saturday: 7:00pm—3:00am
Group: Anime Detour

Come see some of your favorite Anime Music Videos, learn to love new ones, enjoy loud music, great Anime, good food, cold beverages, and better company!

403

Satellite of Love

Friday: 9:00pm—2:00am
Saturday: 5:00pm—2:00am
Sunday: 9:00am—Noon
Host: John Overholt

Join us in the not too distant future for a salute to *Mystery Science Theater 3000*. Three days of unconvincing special effects, wisecracking robots, and really big knees. Special guests will include Trumpy, Torgo, the Warwolf, Richard Basehart, and a shrill, peculiar succubus.

404—406

Romulan Consulate

Friday: 9:00pm—2:00am
Saturday: 9:00pm—2:00am
Hosts: Brett Kaminski, Noah Lee

Romulan Ale, and not that blue piss-water they serve at the *Star Trek Experience* in Las Vegas. Romulan-themed movies. Appropriate decor. Klingon mockery.

405

Restaurant at the End of the Universe

Friday: 7:00pm—2:00am
Saturday: 7:00pm—2:00am
Group: USFO: Universal Speculative Fiction Organization

Enjoy the hospitality of "The Restaurant at the End of the Universe." Partake of our cuisine and enjoy the atmosphere. Reservation not always required. Join us on Friday night when USFO BINGO will be explained and Saturday night at 11:00pm for our Vagon Poetry Night. Bring your best/worst poetry.

407

Deadly Delights

Friday: 7:00pm—11:30pm
Saturday: 7:00pm—11:30pm
Group: The Hellsing Organization

The People of Hellsing would like to invite you to Deadly Delights. We will be serving all kinds of cake decorated onsite. We'll play Hellsing the Series and the OVAs as well as music. Stop by for a bite!

408—410

The Haunted Hotel

Friday: 7:00pm—1:00am
Saturday: 7:00pm—1:00am
Group: The Fright Farm

We will put the Creature in your Feature... The Twin Cities Greatest Haunted Attraction brings your nightmares to life in the Haunted Hotel. Featuring the Zombie Zoo, Dolly's Closet, Bloody Black Jack, Games, Prizes, Haunted Face Painting/Makeup and more... (Not to mention our special formula reanimation serum!)

GUEST OF HONOR APPEARANCES

We want to make sure that you have every possible chance to meet and enjoy our **Guests of Honor** while they are here at CONvergence. 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 34.

Guests of Honor are also expected to attend **Opening and Closing Ceremonies**.

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.



Lois McMaster Bujold

Science Fiction and Fantasy Author; *Barrayer* and *Paladin of Souls*

Writing Science Fiction as Opposed to Writing Fantasy

Friday 5:00pm—6:00pm Literature/Atrium 4

Forward Momentum: The Works of Lois McMaster Bujold

Saturday 12:30pm—1:30pm Krushenko's Cabanas 118-119

Geeks Read (MISFITS Club): Lois McMaster Bujold

Saturday 3:30pm—4:30pm Literature/Atrium 6

Science Fiction/Fantasy Romances

Sunday 2:00pm—3:00pm Literature/Atrium 6



Emily Hagins

Young Filmmaker; *Pathogen*

Pathogen

Saturday Noon—1:30pm Cinema Rex/Plaza 4

Why Wait for Hollywood to Ruin It...?

Saturday 2:00pm—3:00pm Movies/Plaza 1

Zombie Jamboree

Saturday 9:30pm—10:30pm Movies/Plaza 1

Low-Budget Horror

Sunday 12:30pm—1:30pm AV/Plaza 1

Growing up in Monster Culture

Sunday 2:00pm—3:00pm Krushenko's Cabanas 118-119



Brian Keene

Horror Author; *The Rising* and *The Conqueror Worms*

Prodrom for Fans and Fandom for Pros

Friday 3:30pm—4:30pm Literature/Atrium 4

Smackdown 2007: Monster Mash

Friday 9:30pm—10:30pm SF HotDish/Atrium 4

The New Direction of Horror: Gore Porn

Friday 11:00pm—Midnight Movies/Bloomington Room

Writing Life: The Book as Vampire.

Or, Does the Muse Always Bite?

Saturday 11:00am—Noon Literature/Atrium 6

Writing Craft: Creature and Character

Saturday 12:30pm—1:30pm Literature/Atrium 8

EC Comics/Marvel Comics Monsters

Saturday 5:00pm—6:00pm Comics/Atrium 3

(continued on next page)



Brian Keene (continued)

Writing Life: Never Throw Up on an Editor's Shoes

Saturday 6:30pm—7:30pm Literature/Atrium 8

Zombie Jamboree

Saturday 9:30pm—10:30pm Movies/Plaza 1

Brian Keene: Reading to Give You Nightmares

Saturday 11:00pm—Midnight Literature/Bloomington Room

Writing About Creatures

Sunday 12:30pm—1:30pm Literature/Atrium 8

Interview with Brian Keene

Sunday 3:30pm—4:30pm Literature/Literary Lounge

John Kovalic

Cartoonist and game designer; *Dork Tower* and *Apples to Apples*

Smackdown 2007: Monster Mash

Friday 9:30pm—10:30pm SF HotDish/Atrium 4

Professional Comics Panel

Saturday 2:00pm—3:00pm Comics/Atrium 6

Elements of Game Design

Sunday 12:30pm—1:30pm Gaming/Atrium 2

Iron Artist

Sunday 2:00pm—3:00pm Comics/Plaza 1



Wally Wingert

Voice Actor, performer and producer; *Invader Zim* and *Bleach*

Prodrom for Fans and Fandom for Pros

Friday 3:30pm—4:30pm Literature/Atrium 4

Mark Time Radio Show

Friday 6:00pm—7:00pm MainStage/Grand Ballroom East

Welcome to Wally World

Saturday 11:00am—Noon Movies/Bloomington Room

Return of the Panel of the Living Dead

Saturday 5:00pm—6:00pm SF HotDish/Atrium 8

Monster Mayhem Improv Movie Show

Saturday 11:00pm—Midnight AV/Plaza 1

TV Shows on DVD: Season Six

Sunday 11:00am—Noon TV/Edina Room

Dark Crystal

Sunday 12:30pm—1:30pm Movies/Bloomington Room

Growing up in Monster Culture

Sunday 2:00pm—3:00pm Krushenko's Cabanas 118-119



Bernie Wrightson

Comic Book Artist and Illustrator; *Swamp Thing* and *Frankenstein*

Monster Comics

Friday 3:30pm—4:30pm Comics/Atrium 3

The Frankenstein Tradition in Literature and Film

Friday 5:00pm—6:00pm Krushenko's/Cabanas 118-119

The Art of Bernie Wrightson: Swamp Thing and Friends

Saturday 12:30pm—1:30pm Comics/Atrium 3

Professional Comics Panel

Saturday 2:00pm—3:00pm Comics/Atrium 6

ATTENDING PROFESSIONALS

The following is a list of attending professionals from SF-related fields who are expected to be in attendance at CONvergence 2007. 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. Is there a name that should be on this list and isn't? It's because we didn't know that person was coming or what they did, so make sure we know better in 2008!

- Evelyn Baldwin: SF author; Most recent novel *Exile's Journey*.
- Kelly Barnhill: Author and poet; <http://www.kellybarnhill.com/>
- Terry Beatty: Comics artist (inker), illustrator and sculptor; Most recent work inking *The Batman Strikes!* <http://www.terrybeatty.com/>
- Ruth Berman: Founding member of The Rivendell Group and Minn-Stf, author and poet; <http://www.tc.umn.edu/~d-lena/RuthBermanPage.html>
- Dylan Birtolo: SF author and gaming fan; Most recent novel *The Shadow Chaser*. <http://www.dylanbirtolo.com/>
- Roy C. Booth: Published author, short story writer, poet, journalist, essayist, game designer, scriptwriter (film/radio/TV), and internationally award winning playwright. <http://myspace.com/roycbooth>
- Brandon Lacy Campos: Diversity Consultant, Spoken Word Artist.
- Terry Faust: Freelance photographer, screenwriter and SF author.
- Shannon Gibney: Writer, Dancer, Arts Journalist; <http://shannongibney.net/>
- Andre Guirard: Published nonfiction and SF author; Most recent story "Night Shift of the Living Dead" in *Asimov's Science Fiction*. <http://home.comcast.net/~aguirard/>
- Jennifer Heinz: Community Activist, Writer.
- Christopher Jones: Comic book writer/artist; currently penciling *The Batman Strikes!* and artist of *Dr. Blink*, *Superhero Shrink*. <http://www.christopherjonesart.com/html/intro.html>
- Melissa Kaercher: Comic book letterer/colorist; current work *Dr. Blink*, *Superhero Shrink*, *Femme Noir* and books for Capstone Press and Troma. <http://www.tinlizardproductions.com/>
- Robert Karimi: Actor, Writer; <http://www.kaoticgood.com/>
- Shoua Lee: Writer, Actress, Spoken Word Artist.
- Kelly McCullough: Short story writer, poet, and SF novelist, winner of the L. Ron Hubbard Writers of The Future Contest, and writing teacher. Most recent novel *WebMage*. www.kellymccullough.com
Blog: <http://www.wyrdsmiths.blogspot.com>
- Michael Merriam: RPG designer and SF/F/H author nominated for the James B. Baker Award in Short Fiction and the Preditors and Editors Readers Choice award in short fiction. Two-time finalist in the L. Ron Hubbard Writers of The Future Contest.
- Hilary Moon Murphy: Organizer of the Twin Cities Speculative Fiction Writers Network, Clarion graduate and SF author. Most recent story "Nine-fingered Maria" appears in *New Voices in Science Fiction*. <http://www.sff.net/people/hmm/>
- Sean Murphy: SF author and short story writer. <http://www.seanmmurphy.com/>

- Juliana Pegues: Spoken Word Artist, Writer, Activist. http://voices.cla.umn.edu/vg/Bios/entries/pegues_juliana.html
- Shad Petosky: Creative Director of Puny Entertainment, animator and games designer. <http://www.punyentertainment.com/>
- Bao Phi: Writer, Spoken Word Artist. <http://www.baophi.com/home.html>
- Steve Ruthenbeck: SF author; Most recent novel *Dogs of War*.
- Caroline Stevermer: SF author for both adults and teens; Most recent novel *The Mislead Magician*. <http://members.authorsguild.net/carolinestev/>
- Kathy Sullivan: SF author, poet, and short story writer; most recent novel *Talking to Trees*. <http://kathrynsullivan.com>
- Doug Texter: Clarion and Viable Paradise graduate, L. Ron Hubbard Writers of the Future winner, and SF author and essayist.
- Ka Vang: Poet, Short Story Writer, Playwright.
- Dan Wallace: Freelance author specializing in *Star Wars*, *Marvel* and *DC Comics*, and gaming. Most recently contributed to *Star Wars: the Ultimate Visual Guide Special Edition* and *The Marvel Encyclopedia*. <http://danwall88.googlepages.com/>
- Anna Waltz: Short story writer and SF author; most recent chapbook "Swedish Lutheran Vampires of Brainerd."
- Jason D. Wittman: Local game designer, Clarion graduate and SF author. Most recent story "Femme Fatale" appears in *Baen's Universe*. <http://www.sff.net/people/jasondwittman/>
- Bryan Thao Worra: Writer and performer, recent poem series "The Kaiju & I" in *G-Fan Magazine*. <http://members.aol.com/thaoworra/>
- Twin Cities Speculative Fiction Writers Network:
Members from this group have contributed greatly to the Literature Track of programming - Our Thanks! <http://scifiwriting.meetup.com/2/about/>

FORMER GUEST OF HONOR APPEARANCES

Dr. James Kakalios (2005 GoH)

Superheroes Do Not Obey The Laws Of Physics

Saturday 12:30pm-1:30pm AV/Plaza 1

Bridget Landry (2006 GoH)

Authors and Others in the Schools Panel (MISFITS Program)

Friday 3:30pm-4:30pm Literature/Plaza 1

Costume Construction

Saturday 11:00am-Noon SF Ho/tDish Atrium 4

Downsizing your Solar System

Saturday 3:30pm-4:30pm Science/Atrium 7

Crafty Geek! (MISFITS Club)

Sunday 2:00pm-3:00pm Projects/Cabana 101

The Cassini Program at NASA

Sunday 3:30pm-4:30pm Science/Plaza 1

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

Programming can also be found in:

Krushenko's Cabanas 118-119
Dorian Gray Literary Lounge . . . Room 2201

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 2007 Programming Grid**.

FRIDAY JULY 6

FRIDAY 2:00PM - 3:00PM

Progression of Dragons

From Pete's Dragon to Eragon, and other biologically correct flying reptiles.
 Ken Justiniano, Komonda Nelson, Darryl W. Wilmoth

Movies/Bloomington Room

FRIDAY 3:30PM - 4:30PM

Monster Comics

From the classic EC comics to Swamp Thing. What are the classic monster comics?
 Terry Beatty, Christopher Jones, Melissa Kaercher, Tim Uren, **Bernie Wrightson**

Comics/Atrium 3

What Are the Good Podcasts?

What's good and where do you find it?
 Scott Jamison, Taylor Kent

Science/Atrium 7

Authors and Others in the Schools (MISFITS Program)

How is the MISFITS program working? What does it do? This is an opportunity to brainstorm raising awareness of the program and discuss the results.
 Kelly Barnhill, Jodie Gustafson, Bridget Landry, Erin Lorenz, Kelly McCullough

Literature/Plaza 1

Prodrom for Fans and Fandom for Pros

At many conventions, two related but not always compatible cultures are functioning side by side. Since the two can be very different sorts of creatures, this can lead to difficulties. Come share your experiences of how to navigate between the two.
Brian Keene, **Caroline Stevermer**, **Wally Wingert**

Literature/Atrium 4

Japanese Horror

The Grudge. The Ring. Why do we need American remakes when the originals were so good? **Karen Joan Kohoutek**, **Jacqui Stoner**

Movies/Bloomington Room

CONvergence 101

As CONvergence rolls into year nine, we've become so big as to be daunting to new attendees. Come learn where and when the cool stuff is and how to get the most from your weekend at CONvergence! **Jay Curry**, **Ed Eastman**, **Thaadd Powell**

SF HotDish/Atrium 8

Sid & Marty Krofft

Come relive your childhood! If you're under 40, find out what it's all about.
Joel Arnold, **Earl Luckes**, **Gordon Smuder**, **Rick Snyder**

TV/Edina Room

Alien Slime

Back by popular demand, it's Alien Slime! **Rachael Salsbury**

Projects/Cabana 101

FRIDAY 5:00PM - 6:00PM

Nymphs and Hooters

"Give those nymphs some hooters!" Discuss the phenomenon of huge breasts in comics, anime, and manga. **Jen Manna**, **David Margosian**

Comics/Atrium 3

Writing Science Fiction as Opposed to Writing Fantasy

How are these two genres different from a creation point of view? Some authors do strictly one or the other, others can work in both fields. Why?
Kelly McCullough, **Lois McMaster Bujold**, **Sean Murphy**, **Anna Waltz**

Literature/Atrium 4

MISFITS Writing Contest Reception/Discussion

Talk about the contest, meet the contestants. An annual event!
Joel Arnold, **Jodie Gustafson**, **Charlotte Nickerson**, **Jody Wurl**

Literature/Atrium 6

Miyazaki Creatures

Adorable little coal monsters, Totoro, and more. **Stephen Barrett**, **David Emerson**, **Melinda Kimberly**, **Amanda Newman**, **Alex Seymour**, **Kathy Sullivan**

Movies/Bloomington Room

FRIDAY 5:00PM - 6:00PM (CONTINUED)

The Frankenstein Tradition in Literature and Film Krushenko's/Cabanas 118-119
From Mary Wollstonecraft Shelley's novel *Frankenstein, or The Modern Prometheus* (1818) to the James Whale/Boris Karloff films *Frankenstein* (1931) and *Bride of Frankenstein* (1935), to *Edward Scissorhands* and beyond, Frankenstein and his Monster have inspired dozens of stories and movies, while making us think about scientists' responsibility for their creations. Eric Heideman, John Shea, Jason Wittman, **Bernie Wrightson**

Matrix Tag Info Session!

SF HotDish/Atrium 2

Join the Revolution...or fight it! Do you have what it takes to help Neo win the war for Zion? Or will you support Agent Smith in his quest to subjugate the humans? In Matrix Tag, two teams vie for power and the fate of the human race. Players choose the roles of Agent Smith, Neo, Morpheus, Trinity, Agent or Zionist. Any number of people can play, joining in and leaving at any time. Players are free to attend other programming during the Convention, as they seek out Agents and Zionists to gain strength for their team. Jack Barker, Shannon Green, Rich Miller

Shoggoth on the Roof (A Musical)

SF HotDish/Atrium 8

Learn about "Shoggoth on the Roof", a parody musical based on H.P. Lovecraft's Cthulhu mythos, meet a team in the early stages of planning a local production, and possibly get involved! Craig Finseth

Heroes

TV/Edina Room

This series has been the breakout hit of the season. How has it taken classic superhero storylines and translated them to television? Matt Everhart, Jason Gross, Tom Hogan, Michael Lee, Bob Wagner, Erica Zaffke

Introduction to Latex Masks

Projects/Cabana 101

This is a discussion panel about how latex masks are made, where prosthetics can be purchased, and how to apply them. Andrea Burish, Tod Gelle, Todd Murray, Chris Pasquarette

FRIDAY 6:00PM - 7:00PM

Mark Time Radio Show

MainStage/Grand Ballroom East

Windy Bowlsby, David Ossman, Jerry Stearns, Tim Wick, **Wally Wingert**

(See the MainStage Schedule on page 17 for further details)

FRIDAY 6:30PM - 7:30PM

Lovecraft and his Modern Incarnations

Literature/Atrium 6

Discuss the influence of hacker culture and other contemporary subcultures on the Cthulhu Mythos, as seen in the works of Charles Stross, Neil Gaiman, Matt Howarth and others. Kale Ganann, Pat Harrigan, Taylor Kent, Kevin Trainor

The Obligatory Bond Panel

Movies/Bloomington Room

Who is your favorite Bond? What's your take on the remake of Casino Royale? Shaken or stirred? Romeo Azar, Jason Gross, David Gustafson, Nick Schaub, Aaron Vander Giessen

Living Ships

SF HotDish/Atrium 7

How would a space ship that lives actually work? From fighter planes driven by rat brains to Moya and the Lexx, discuss the facts and fiction of living space ships. Stephen Barrett, Andre Guirard, Daniel Reising, Damian Sheridan, Kathy Sullivan

Hall Costumes vs. Masquerade

SF HotDish/Atrium 4

Why and how to take it on the stage. Lori Fischer, Bill Hedrick, Melinda Kimberly, Amada Marquez

To Live and Die in the 90's

TV/Edina Room

A discussion of *X-Files*, *Xena*, and other 90's shows about government conspiracies and heroines. David Margosian, Lynne Thomas, Michael Thomas

Homemade Games—Come Share Yours!

Gaming/Atrium 2

You don't have to be a big publishing company any more to produce a game. Get feedback, ask questions, share tips! Geoffrey Benson, Rebecca Benson, Martin Grider, Ken Justiniano, Jason Wittman

What's Good on YouTube?

AV/Plaza 1

YouTube favorites! Top 10s in a series of categories and room for suggestions. David Graves, Laine Worth

FRIDAY 7:00PM - 8:00PM

Opening Ceremonies

MainStage/Grand Ballroom East

Windy Bowlsby, **Lois McMaster Bujold**, **Emily Hagsins**, Christopher Jones, **Brian Keene**, Perrin Klumpp, **John Kovalic**, Jeremy Stomberg, Pat Wick, Tim Wick, Ishmael Williams, **Wally Wingert**, **Bernie Wrightson**

(See the MainStage Schedule on page 17 for further details)

FRIDAY 8:00PM - 9:00PM

Cryptozoology: There I was!

Science/Atrium 7

Bigfoot. Yetis. Coelacanth. Science or folklore? Nigel Isaac, Mary McKinley, Alyssia Rayl, Damian Sheridan, Darryl W. Wilmuth

Stephen King's Creatures

Literature/Atrium 6

Cars, dogs... and we always knew clowns were evil. Mark Goldberg

Hybrids: Heroes and Horrors

Literature/Lit. Lounge

The depiction of multiracial and multi-species protagonists and antagonists tends to be a mixed bag. From half-elves to half-aliens like Sil, to mythological demigods like Hercules or Gilgamesh, what are underlying themes and implications throughout history, and where are we headed? Shannon Gibney, Robert Karimi, Brandon Lacy Campos

Werewolf Movies

Movies/Bloomington Room

Owwwwool! From Loup-Garou and Lon Chaney to *An American Werewolf In London* and *Underworld*, a discussion of your favorite hairy-handed gents (and the occasional lady) on the silver screen. Tod Gelle, Tracy St. Germain, Brian Sveum

Geek Social Fallacies

SF HotDish/Atrium 4

A possible prerequisite for Geek Dating? Some of us have our own basements, thank you very much. Rachel Bendtsen, Guy Bock, Mariah Fryer, Laura Gerald, Jen Manna

Furry Fandom

SF HotDish/Atrium 8

What's it all about? What's true and what isn't? Jenne Hayden, Pseudo Manitau, Daniel Reising, Dave Rust

Vampires on TV

TV/Edina Room

Dark Shadows, *Kindred: Embraced*, *Buffy*, and other shows about blood-drinking folk that only come out at night. Tim Beumer, Larry Crisp, Heather Johnson, Holly Johnson, Andrew McKay, Danielle McKay

FRIDAY 9:30PM - 10:30PM

Roy C. Booth: Sherlock Holmes

Readers' Theatre Production of his Sherlock Holmes plays. Roy C. Booth

Literature/Lit. Lounge

Slash: Fun with Subtext and Anagrams

SF HotDish/Atrium 8

Discuss one of fan fiction's most prevalent subgenres from K/S to McShep and everything in between! Warning: This panel will contain mature content and discussion of homo-erotics in the fandoms you know and love. If you can never watch *Gundam Wing*, *Star Trek*, or *Stargate: SG-1* again after attending, don't blame us. *BlackSquirrel*, *DeadLegato*, *Garnet*, *Materia Indigo*, *Revolutionary Jo*, *Mara Kapp-Serotoff*, *Melinda Kimberly*

Smackdown 2007: Monster Mash

SF HotDish/Atrium 4

Who is the greatest monster of them all? This year's smackdown will pit classic and crazy monsters against each other. It's a monster mash! Will it be a graveyard smash? *Christopher Jones*, *Melissa Kaercher*, *Brian Keene*, *John Kovalic*, *Joe Scrimshaw*, *Joshua Scrimshaw*, *Tim Uren*, *Tim Wick*

Matrix Tag Game Friday

SF HotDish/Cabana 101

Join the Revolution... or fight it!

Do you have what it takes to help Neo win the war for Zion? Or will you support Agent Smith in his quest to subjugate the humans? In Matrix Tag, two teams vie for power and the fate of the human race. Players choose the roles of Agent Smith, Neo, Morpheus, Trinity, Agent or Zionist. Any number of people can play, joining in and leaving at any time. Players are free to attend other programming during the Convention, as they seek out Agents and Zionists and gain strength for their team. *Jack Barker*, *Shannon Green*, *Rich Miller*

The Ever-Expanding Universe of Dr. Who

TV/Edina Room

This panel covers the new *Doctor Who* series, including what has aired in the UK at the time of the convention, the spin-offs *Torchwood* and *Sarah Jane Adventures*, and may contain spoilers and/or speculation for Series 3 and beyond.

Michael Lee, *Steven Manfred*, *Matt Savelkoul*, *Lynne Thomas*, *Michael Thomas*

FRIDAY 11:00PM - MIDNIGHT

Kathy Sullivan Reading

Kathy Sullivan

Literature/Lit. Lounge

The New Direction of Horror: Gore Porn

Movies/Bloomington Room

Saw, its sequels and others: Are they just another crop of slasher movies, or something worse? *Romeo Azar*, *Andrea Burish*, *Brian Keene*, *Brian Sveum*, *Tristin Williams*

Five-Minute Panels

SF HotDish/Atrium 4

(With apologies to Donald J. Sobol) Late-night improv, panels based on audience suggestions for panel ideas/panelists/characters. ADULT HUMOR. PLEASE, NO CHILDREN!

Kelvin Hable, *Jen Scott*, *Joe Scrimshaw*, *Jeremy Stomberg*

SATURDAY JULY 7

SATURDAY 9:30AM - 10:30AM

Comics/Manga for Kids

Comics/Atrium 3

It's not all graphic novels, you know. Some good introductions and a guide to what's age appropriate. *Teresa Kramer*, *Jen Manna*

Dinosaurs

Science/Atrium 7

Rawr! Talk about the latest discoveries in the dinosaur field. *G. David Nordley*

POC Clock: Mortality for Characters of Color

Literature/Atrium 8

While the running joke has been that minorities rarely make it to the last reel in horror and science fiction films, we're putting it to the test as we look at recent and classic examples to examine: How soon is it before a character of color is introduced, and how long do they last? The answers will surprise you! *Jennifer Li*, *Robert Karimi*, *Bao Phi*

Children's/Young Adult Science Fiction, Fantasy and Horror

Literature/Atrium 6

Kids' SF & F and the adults who love it—works by Gaiman, Mieville and others. *Cynthia Booth*, *Andre Guirard*, *Kathy Sullivan*, *Sarajo Wentling*, *Jody Wurl*

Disney and Pixar

Movies/Bloomington Room

Disney has owned Pixar for over a year now. How has this affected both studios? Both studios have released their first movies after the merger. Were they any good? More to the point, will the movies that they make in the future be any good?

Brian Jonas, *Melinda Kimberly*, *Alex Seymour*, *Matt Waterhouse*

Geek Physique (MISFITS Club)

SF HotDish/Atrium 4

"Working out with Cleo, fo' real!" Bring your workout shoes and dress comfortably! We'll start our CONvergence Saturday morning with some light aerobics, yoga and stretching. Yes, you will want to shower and change after this class! Fun music and a supportive atmosphere supplied, you bring the rest! *Amada Marquez*

Mythbusters

TV/Edina Room

Has this Discovery Channel series and others like it made science more accessible? *Jay Curry*, *Rob Johnson*, *Bob Wagner*, *Darryl W. Willmuth*

Monster Gloves

Projects/Cabana 101

Do you fancy claws? How about tentacles? Scales? Come and make some decorated gloves! *Corwin Amyx*, *Angie Anderson*, *Rachael Salsbury*

SATURDAY 11:00AM - NOON

Art Show Primer

Arts/Atrium 3

A guided tour of the art show: where it is, what it is, how to get your art in there, and how to get what you want out legally. Hosted by the all star art show crew! *Charlie Horne*, *Charles Piehl*

The Ecology of Monsters

Science/Atrium 7

Why might Tribbles multiply like they do? Are there baby werewolves? What did Godzilla get called in school?

Andrew Berthke, *Lori Fischer*, *Melinda Kimberly*, *Daniel Reising*, *Kathy Sullivan*

The Writings and Influence of Robert Heinlein

Krushenko's/Cabanas 118-119

2007 is the centennial of Robert Heinlein's birth. A grandmaster of Science Fiction, Heinlein was good at predicting what the future might be like. He also had some ideas unusual for "major" writers of his times. Come talk about him!

David Gustafson, *Rob Johnson*, *Brian Perry*, *David E. Romm*

Writing Craft: World and the Creatures Within

Literature/Atrium 8

Fantasy and Science Fiction as a Genre is defined by worlds that differ from our own in terms of magic and tech as well as creatures that people the place. How do you create a world with depth and reality?

Evelyn Baldwin, *Dylan Birtolo*, *Cynthia Booth*, *Kelly McCullough*, *Caroline Stevermer*

Jason Wittman Reading

Literature/Lit. Lounge

Local game designer, Clarion graduate and author will read from his body of work. *Jason Wittman*

SATURDAY 11:00AM - NOON (CONTINUED)

Writing Life: The Book as Vampire.

Or: Does the Muse Always Bite?

Literature/Atrium 6

You'll often hear writers talking about bleeding for their work. Does it always have to be that way? Can you be happy and have fun writing or do you have to suffer for your art? Roy C. Booth, **Brian Keene**, Michael Merriam, Hilary Moon Murphy

Welcome to Wally World

Movies/Bloomington Room

Voice artist Wally Wingert discusses his voice work in movies, TV shows, cartoons, commercials, videogames, and promos. Audience questions welcomed! **Wally Wingert**

Costume Construction

SF HotDish/Atrium 4

Your glue gun is your friend, and other truths about putting together a costume. Windy Bowlsby, Gail Celio, Bridget Landry, Amada Marquez, Katie Nelson

Lost

TV/Edina Room

Gilligan's Island wasn't this long. Discuss the latest twists and turns of *Lost*. Let's hope it doesn't all turn out to be a dream. Marguerite Krause, Michael Lee, James McConnell, Simone Menier, Bob Wagner

Paper Masks

Projects/Cabana 101

Use paper, glue and other craft supplies to make your own mask! Corwin Amyx, Angie Anderson, Rachael Salisbury, Sharla Smith

MMORPGs: The Future of Gaming?

Gaming/Atrium 2

Massively multiplayer online role-playing games added together have over 15 million players worldwide - and didn't exist 20 years ago outside of science fiction. Kale Ganann, Rocky Lhotka, Thaadd Powell, Kevin Trainor, Aaron Vander Giessen

Low Budget Animation with Flash

AV/Plaza 1

Animators who have worked on projects for Cartoon Network, Nickelodeon, and the WB share tricks, tips, and techniques for making cartoons on a budget. Mike Owens, Shad Petosky, Tim Sievert

SATURDAY NOON - 1:30PM

Pathogen

Cinema Rex/Plaza 4

Guest of Honor Emily Hagins discusses and screens her film. **Emily Hagins**

SATURDAY 12:30PM - 1:30PM

The Art of Bernie Wrightson: Swamp Thing and Friends

Comics/Atrium 3

Guest of Honor Bernie Wrightson talks about his work. **Bernie Wrightson**

Advances in Science

Science/Atrium 7

Cool stuff that's happened lately in many areas of science! Discuss what's caught your attention. Stephen Barrett, Seth Eden Hollingsead, Bruce Glasrud, Eric Hopper, G. David Nordley, Michael Walsh

Writing Craft: Creature and Character

Literature/Atrium 8

Writing the human and the inhuman in a believable way is tough. Should the story be from the point of view of the Vampire, or the Vampire's significant other? What makes people love or hate a character or a creature? Andre Guirard, **Brian Keene**, Michael Merriam, Hilary Moon Murphy, Doug Texter

Gojira and Friends: Atomic Monsters!

Movies/Bloomington Room

Rubber suit monster movies, from nightmare to comic relief and back again. Melissa Kaercher, Taylor Kent, Earl Luckes, Todd Murray, Chris Pasquarette

Forward Momentum:

The Works of Lois McMaster Bujold

Krushenko's/Cabanas 118-119

Share your thoughts and/or come and learn about the science fiction and fantasy of our Author Guest of Honor. Sponsored by The Rivendell Group, a Twin Cities fantasy-book discussion group that's been meeting regularly since 1973, and Second Foundation, a speculative-fiction book discussion group.

Eric Heideman, David Lenander (interviewers), **Lois McMaster Bujold**

Vampires

SF HotDish/Atrium 6

Not just for Goths any more. Bring your sunblock!

Larry Crisp, Heather Johnson, Holly Johnson, Andrew McKay, Danielle McKay, Jim Spurrier

What Are the Masquerade Judges Looking For?

SF HotDish/Atrium 4

Tips and tricks. Windy Bowlsby, Melinda Kimberly, Eric Knight

The End of SG-1

TV/Edina Room

It's dead, Jim... but wait?! Is there more?

Amy Greeley, Travis Hildebrand, Simone Menier, Marilyn Pulley, Darryl W. Wilmuth

Monster Latex

Projects/Cabana 101

Local make up artists Brian Sveum and Andrea Burish demonstrate how to work with latex appliances. Andrea Burish, Tod Gelle, Brian Sveum

Starting Your Kids in Gaming

Gaming/Atrium 2

Games can be a great way to sneak some quality time with kids. Brainy games, silly games, games with hidden social skills training!

Jaffer Batica, Steven Miller, Christian Nelson, Jacqui Stoner, Eowyn Ward

Superheroes Do Not Obey the Laws Of Physics

AV/Plaza 1

Dr. Jim Kakalios talks about Superheroes, Creatures, and Physics... and possibly monsters! Dr. Jim Kakalios

SATURDAY 1:00PM - 2:00PM

Anna Waltz Reading

Literature/Lit. Lounge

Anna Waltz

SATURDAY 2:00PM - 3:00PM

Professional Comics Panel

Comics/Atrium 6

John Kovalic, Bernie Wrightson and other professional comics people talk about the comics business, careers in comics, and other aspects of being a professional in the comics world. Terry Beatty, Christopher Jones, Melissa Kaercher, **John Kovalic**, **Bernie Wrightson**

Building the Perfect Beast

Science/Atrium 7

Thinking about creatures in different environments: If a creature comes from a chlorine environment, what is it really going to look like? Craig Finseth, Darryl W. Wilmuth

Horror Literature 101: The 18th and 19th Centuries

Krushenko's/Cabanas 118-119

An organized but unstuffy look at early-and-middle-period classic ghost and horror stories, from *The Castle of Otranto* to *Frankenstein*, "The Fall of the House of Usher", *Carmilla*, *The Strange Case of Dr. Jekyll and Mr. Hyde*, and *The Picture of Dorian Gray*, to *Dracula* and *The Turn of the Screw*.

Kelly Barnhill, Eric Heideman, Ann L. Laabs, Chris Pasquarette, Brian Perry

Why Wait for Hollywood to Ruin It...

Movies/Plaza 1

...when you can do it yourself? Lowered cost barriers to getting involved in audio & video SF, featuring Guest of Honor Emily Hagins. **Emily Hagins**, Shad Petosky

EV Baldwin Reading

Literature/Lit. Lounge

Evelyn Baldwin

SATURDAY 2:00PM - 3:00PM (CONTINUED)

Transformers

Was it more than met the eye? *Earl Luckes, Foster Stangel, Jeremy Stomberg*

Movies/Bloomington Room

CONvergence 201

You know the basics... now how do you get involved? Why are we always asking for volunteers, and where do panelists come from? *Jay Curry*

SF HotDish/Atrium 8

Raptor Center Hour One (MISFITS Program)

Up close and personal—an introduction to birds of various types and sizes. *Erin Lorenz*

SF HotDish/Atrium 4

Shiny New Anime

A guide to the latest and greatest of anime. Come and see what you can look forward to in future releases, get some recommendations, and review what's come out in Japan in the last year! *Teresa Kramer, Jessi Silver, Jo Thomsen, Dave Vetrovec*

TV/Edina Room

Makeup: Undead and Loving It!

Becoming a vampire without any (well not much) bloodshed. Makeup artist Bill Hedrick will transform his volunteer into a blood sucking fiend right before your eyes!

Hal Bichel, Bill Hedrick

Projects/Atrium 3

Vampire Blood!

Go Zombie! Makeup and Fashion tips. All ages, but parents please accompany kids for this one! *Angie Anderson, Rachael Salisbury*

Projects/Cabana 101

Game Art and Graphics of Games

Just how does art get selected? How does this fit in with game development?

Seth Eden Hollingsead, Andrew Navarro, William Schar

Gaming/Atrium 2

SATURDAY 3:30PM - 4:30PM

Are Bad Guys Monsters?

Nature or nurture: Are monsters automatically evil? Do villains necessarily become monsters? *Marguerite Krause, Catherine Lundoff, G. David Nordley, William Schar*

Comics/Atrium 3

Downsizing Your Solar System

Poor Pluto. Say goodbye to the ninth planet. How'd that happen?

Stephen Barrett, Ruth Berman, Ben Huset, Bridget Landry

Science/Atrium 7

Writing Craft: The Other Does Not Speak as We Do

Writing creature dialogue is an art similar to but different from the traditional forms. How do you make it sound like a real elf is talking to a real human?

Evelyn Baldwin, Kelly Barnhill, Roy C. Booth, Melinda Kimberly, Kelly McCullough

Literature/Atrium 8

Geeks Read: Lois McMaster Bujold (MISFITS Club)

The MISFITS book club Geeks Read discusses *The Sharing Knife* by our guest of honor Lois McMaster Bujold. If you have read the book, come and discuss it.

Alicia LaMunio, Lois McMaster Bujold

Literature/Atrium 6

Twin Cities Speculative Fiction Writers

Network Group Reading

Members of the TCSFWN read from their works. (Continues until 5:30pm)

Twin Cities Speculative Fiction Writers Network

Literature/Lit. Lounge

Horror Literature 102: The 20th and 21st Centuries

From M.R. James, Arthur Machen, and Algernon Blackwood to Lovecraft, Fritz Leiber, Shirley Jackson, Richard Matheson, Stephen King, Anne Rice, and beyond. Participants are encouraged to bring recommended reading lists to hand out.

Eric Heideman, Ann L. Laabs, Brian Perry

Krushenko's/Cabanas 118-119

Muppet Creatures

Discuss how puppets can be a great way to visualize monsters. Are they the cutest creatures of them all? *Jen Manna, David Margosian, Charlotte Nickerson, Gordon Smuder*

Movies/Bloomington Room

Raptor Center Hour Two (MISFITS Program)

More fun with winged creatures. *Erin Lorenz*

SF HotDish/Atrium 4

Buffy & Angel: A Look Back

How have the two series held up, and how does comic book Buffy compare to her movie and TV predecessors? *Mark Goldberg, Lynne Thomas, Michael Thomas, Jody Wurl*

TV/Edina Room

Face Painting

Kids, come and get your face painted!

Angie Anderson, Kaley Rotering, Rachael Salisbury

Projects/Cabana 101

The New Generation of Console Gaming

Wii? Xbox 360? What's good about these (and other) new systems? Are they just faster, or have they fundamentally changed things? *Dylan Birtolo, Matt Everhart, Bob Wagner*

Gaming/Atrium 2

Filmmaking in the Twin Cities:

Low Budget Sci Fi, Horror, and Friends

How does a movie get from idea to production and release in Minnesota? Technology and a skilled base of locals make it possible to film here. Hear from the people behind *Planetfall, Midnight, Cinema Apocalypse* and *Living Dead Girl*. *Jason Beaudoin, Troy LaFaye, Gordon Smuder, Jon Springer, Brian Sveum, Todd Wardhope*

AV/Plaza 1

SATURDAY 5:00PM - 6:00PM

EC Comics/Marvel Comics

EC Comics spawned the CryptKeeper. Marvel is home to many other monsters. Who are your favorites? Who would win in a fight? *Terry Beatty, Christopher Jones, Brian Keene*

Comics/Atrium 3

Victorian Nightmares

Classic creatures from the 19th century: How did these creations reflect the times and why they still interesting today?

Ruth Berman, Catherine Lundoff, Chris Pasquarette, Jason Wittman

Literature/Atrium 6

SF Writing Groups: The 2007 Scene

This annual gathering allows representatives of writing groups specializing in science fiction & fantasy to report on how their groups function, and gives groups that are looking for new members a chance to connect with individuals who are interested in joining an SF writing group, and/or in which individuals have a chance to put their heads together and start a new writing group. *Eric Heideman*

Krushenko's/Cabanas 118-119

New Time Audio SF from Old Time Radio

What's great and not so great about all the new Audio SF&F, from the people who make it. *Jeffrey Adams, Taylor Kent, Kris Markman, David Ossman, Brian Price, Jerry Stearns*

SF HotDish/Atrium 7

Return of the Panel of the Living Dead

So zombies have overtaken the earth. What can YOU do? The Zombie Preparedness Initiative discusses the impending zombie apocalypse—how to survive in the new zombie wasteland, rebuilding society, etc.

Teri Blauer, Lisa Gilbert, Nigel Isaac, Abby Lehrke, Nicole Lorenz, Wally Wingert

SF HotDish/Atrium 8

Everything I Wanted To Know

About Doctor Who (But Was Afraid To Ask)

Join LINDA as we reminisce about *Doctor Who* history. If your first Doctor was Christopher Eccleston or David Tennant, but have odd questions about the hundreds of previous stories and characters, this is your chance to discuss the inner workings. If you're a fan of the classic series, now is your chance to make recommendations. *Lori Fischer, Michael Lee, Matt Savelkoul, Lynne Thomas, Michael Thomas, Jo Thomsen*

TV/Atrium 4

Battlestar Galactica: Old and New

Funny, I don't remember Cylons looking *that* good. What else has changed from the original? *Romeo Azar, Dylan Birtolo, Mark Goldberg, Rob Johnson, Eric McEnroy*

TV/Edina Room

SATURDAY 5:30PM - 6:30PM

Twin Cities Speculative Fiction Writers Network Group Meeting

Hey everybody! We're having a meeting! *Twin Cities Speculative Fiction Writers Network*

Literature/Lit. Lounge

SATURDAY 6:00PM - 7:00PM

Masquerade Pre-Show

MainStage/Grand Ballroom East

DJ Monster Mash-up (Mike Hallenbeck) will spin a live web of spook-sounds and terror tunes to set the mood for a night of creatures and creations.

SATURDAY 6:30PM - 7:30PM

From Mickey Mouse to Omaha

Comics/Atrium 3

Anthropomorphic animals: Mickey Mouse, Donald Duck and the other cartoon critters. What's so appealing about animals that act like us?

David Emerson, Jenne Hayden, Earl Luckes, Chris Pasquarette, Daniel Reising

Outdated Science

Science/Atrium 7

Phrenology, phlogiston, Lamarck, Lysenko and other theories that didn't work.

Ib Jensen, Mary McKinley

The Legacy of Vampires in Literature

Literature/Atrium 6

From Bram Stoker to Octavia Butler to Laurell K. Hamilton. There are many different ways to interpret the theme! *Danielle McKay, Jim Spurrier*

Writing Life: Never Throw Up on an Editor's Shoes

Literature/Atrium 8

Networking tips for new writers. How to get connected with your peer group and into the business! *Joel Arnold, Brian Keene, Hilary Moon Murphy*

Horror Games

Gaming/Atrium 2

From Arkham Horror to Zombies!!! What are your favorite horror-themed games? What do you do to set the mood? *William Crolley, Bob Wagner*

SATURDAY 7:00PM - 9:00PM

Masquerade

MainStage/Grand Ballroom East

Gordon Smuder (Master of Ceremonies), Erin Kasper (Producer)
(See the MainStage Schedule on page 17 for further details)

SATURDAY 8:00PM - 9:00PM

Adopted! A Roll of the Dice

Literature/Atrium 8

From the beginning to the present, adopting is a frequent element of mythology, folklore and speculative literature. From Oedipus and the Peach Boy to Damien and Worf, images of adoptees run the gamut. This is more than just a plot device, though. Why is this a popular theme, and how is it presented in different cultures?

Shannon Gibney, Jennifer Li, Bryan Thao Worra

Rebooting the Series

Movies/Edina Room

How do movie franchises like *Star Trek* and *James Bond* reinvent themselves successfully? *Romeo Azar, Rob Johnson*

SATURDAY 9:30PM - 10:30PM

Sex, Space, Sulu: Future Frontiers for the GLBT

Literature/Atrium 6

In a genre rife with Boy/Girl-meets-Alien scenarios, they don't all have to be straight! The depiction of prominent GLBT characters has been evolving, so in this open and out discussion, *Queers of Color* will discuss everything from the new *Batwoman* and the work of Samuel Delany to the lingering questions of R2-D2 and C-3PO, *Batman* and *Robin*, and of course, Mr. Sulu, Spock and Kirk. *Brandon Lacy Campos, Juliana Pegues*

Zombie Jamboree

Movies/Plaza 1

Zombies, Zombies and more Zombies! *Emily Hagins, Brian Keene, Taylor Kent*

Harryhausen Creatures

Movies/Bloomington Room

From King Kong to clockwork owls, Ray Harryhausen's love of dinosaurs and fantasy creatures propelled his entire career. Learn more about the young geek who grew up to be the man who saved stop-motion animation from extinction.

Guy Bock, Steve Fastner, Earl Luckes, Damian Sheridan

Matrix Tag Game Saturday

SF HotDish/Cabana 101

Join the Revolution... or fight it!

Do you have what it takes to help Neo win the war for Zion? Or will you support Agent Smith in his quest to subjugate the humans? In *Matrix Tag*, two teams vie for power and the fate of the human race. Players choose the roles of Agent Smith, Neo, Morpheus, Trinity, Agent or Zionist. Any number of people can play, joining in and leaving at any time. Players are free to attend other programming during the Convention, as they seek out Agents and Zionists and gain strength for their team.

Jack Barker, Shannon Green, Rich Miller

SATURDAY 11:00PM - MIDNIGHT

Brian Keene: Reading to Give You Nightmares

Literature/Bloomington Room

GoH Brian Keene reads to you. You didn't want to sleep anyway, did you?

Brian Keene

YellowSpace: 2007 in Review

SF HotDish/Atrium 6

YellowSpace is back by popular demand! As always, our panelists will review the year in cinema, comics, books and television for Asians and Asian Americans. From the new *Atom* to *Hiro* from *Heroes*, to the Great 10 and the return of *Egg Fu*, this year has been a mixed bag. And see who gets the dreaded Golden Horde Award!

Jennifer Li, Shoua Lee, Bao Phi, Ka Vang

The Pun-el

SF HotDish/Atrium 4

It's Kryptonian? Who knew? *Ed Eastman, Margaret Eastman*

Monster Mayhem Improv Movie

AV/Plaza 1

While random film clips play, our expert panelists will improvise monster movie dialogue... and a whole new *Theremin* soundtrack! *Jerry Belich, Kelvin Hatle, Melissa Kaercher, Perrin Klumpp, Joe Scrimshaw, Wally Wingert*

SUNDAY JULY 8

SUNDAY 9:30AM - 10:30AM

Backyard Astronomy

Science/Atrium 7

How to get started and what can be seen. *Ben Huset, G. David Nordley*

SUNDAY 9:30AM - 10:30AM (CONTINUED)

Books into Movies

Movies/Bloomington Room

What worked? What bombed? How much adaptation is acceptable?
Joel Arnold, Mariah Fryer, Jason Wittman

Radio Horror

SF HotDish/Atrium 8

Orson Welles and others use the power of radio to scare the cr@p out of you.
Jeffrey Adams, Terry Faust, Craig Finseth, Jerry Stearns

Babylon 5 Direct-to-DVD Movies

TV/Edina Room

What can happen in 17 years? Where does it go without G'Kar?
David Margosian, Charlotte Nickerson, Matt Waterhouse

SUNDAY 11:00AM - NOON

The Manga Invasion of Comics

Comics/Atrium 3

Manga effects on traditional comics titles. Discuss changes in DC and Marvel Comics driven by the massive popularity of manga. *William Schar*

Chimerae: Human/Animal Hybrids

Science/Atrium 7

They're not just science fiction any more, they're real science. Paging Dr. Moreau...
Ken Justiniano, G. David Nordley, Daniel Reising

Writing Craft: The Plot that Ate My Book

Literature/Atrium 8

Plot and Structure are key elements of writing. How do you make them work for you instead of against you?
Roy C. Booth, Terry Faust, Michael Merriam, Kathy Sullivan, Doug Texter

Manga

Literature/Atrium 6

Manga is getting to be bigger and more mainstream. What's new and good? What are good starter titles for people trying to get into Manga? *Scott Jamison, Teresa Kramer, Aaron Vander Giessen, Anna Waltz*

Harry Potter

Movies/Bloomington Room

A panel about this series of movies from the popular books.
Ruth Berman, Amada Marquez, Andy Rotering, Nick Schaub

Horror Cinema 101: 1893-1949

Krushenko's/Cabanas 118-119

Discuss the roots of horror cinema from the 19th century to the beginning of the American Century. There's so much to talk about the time will just fly by. Participants are encouraged to bring recommended viewing lists to hand out.
David Christenson, Eric Heideman

Growing Up Nerd

SF HotDish/Atrium 4

Nerds of Color discuss their experiences growing up as fans of science fiction, fantasy and horror and how it has affected their outlook and approach to life.
Shannon Gibney, Brandon Lacy Campos, Bao Phi, Ka Vang

TV Shows on DVD: Season Six

TV/Edina Room

Join us for our annual review of the best and worst of TV Shows on Shiny Disc. We're now in our sixth year. Have we jumped the shark yet?
David Margosian, Matt Savelkoul, Wally Wingert

Storytime with Caryn Lengkeek

Projects/Cabana 101

Come listen to stories! *Caryn Lengkeek, Rachael Salisbury*

SUNDAY 12:30PM - 1:30PM

SF/F Literature, Collecting, and Academic Libraries

Literature/Atrium 6

Lynne Thomas, Head of Rare Books and Special Collections at Northern Illinois University, talks about her experiences as a SFWA depository, working with collectors and authors to create a research collection for SF/F literature in the upper Midwest. Also hear advice on maintaining personal SF/F collections. *Jenni Klumpp, Lynne Thomas*

Writing About Creatures

Literature/Atrium 8

What does it take to get a believable monster in your story?
Evelyn Baldwin, Dylan Birtolo, Roy C. Booth, Brian Keene, Michael Merriam

On The Other Side of the Eye:

Speculative Poetry Reading

Literature/Lit. Lounge

Six Twin Cities writers take on the fantastic, the mythic and the cosmic through speculative poetry and spoken word. And once again, the miniature city of Neo-Minneapolis might get destroyed in the process! *Robert Karimi, Brandon Lacy Campos, Shoua Lee, Bao Phi, Ka Vang, Bryan Thao Worra*

Dark Crystal

Movies/Bloomington Room

Discuss the 1982 fantasy film by Jim Henson and Frank Oz, and its upcoming sequel. Does Tartakovsky have the vision? *Guy Bock, Jen Manna, Daniel Reising, Wally Wingert*

Horror Cinema 102: 1950-present

Krushenko's/Cabanas 118-119

Keep Watching the Skies! After the Bomb. I was a Teenage Whatever. Giant Monsters from Tokyo. Hammer. American International. Norman Bates. Slasher sequels with too many numerals. Evil Kids. The Living Dead. The Sixth Sense and the re-invention of subtlety. There's so much to talk about the time will just fly by. Participants are encouraged to bring recommended viewing lists to hand out. *David Christenson, Eric Heideman*

At-Con Post Mortem

SF HotDish/Edina Room

So, how did you like the con? Tell the folks in charge - the good, the bad, and the ugly. (Hopefully it's mostly good...!) *Windy Bowlsby, Christopher Jones, Perrin Klumpp, Jeremy Stomberg, Pat Wick, Tim Wick, Ishmael Williams*

Good Guys and Creatures

SF HotDish/Atrium 4

Monsters who turned out to be the good guys. *Joel Arnold, Ed Eastman, Craig Finseth*

Elements of Game Design

Gaming/Atrium 2

What goes into the design of a good game? How does mechanics balancing work? What's the secret to writing flavor text, and ensuring frequent replays?
Ken Justiniano, John Kovalic, Rocky Lhotka

Low-Budget Horror

AV/Plaza 1

Discuss your favorite low-budget horror flicks, and how to do it yourself.
Romeo Azar, Emily Hagins, Taylor Kent, Todd Wardhope, Jason Wittman

SUNDAY 2:00PM - 3:00PM

Iron Artist

Comics/Plaza 1

Once again the Iron Artists will be given one hour to bring to life a reading from our Secret Ingredient, engaging in a frenzied battle to win the people's acclaim forever. Whose art scene will reign supreme? *Lou Frank, Christopher Jones, Melissa Kaercher, Perrin Klumpp, John Kovalic, Gordon Smuder, Matt Waterhouse and a Secret Ingredient*

SUNDAY 2:00PM - 3:00PM (CONTINUED)

When Do Humans Stop Being Human?

Science/Atrium 7

A philosophical look at post-humanism. Cyborging. More human than human? Cue the White Zombie, maestro... *Andre Guirard, Sean Murphy, Thaadd Powell, Bob Wagner*

Michael Merriam Reading

Literature/Lit. Lounge

Michael Merriam

Science Fiction/Fantasy Romances

Literature/Atrium 6

This genre crossover leaves some readers squirming, but it's one that is increasingly popular. *Tae Kidd, Lois McMaster Bujold, Michael Merriam, Laramie Sasseville, Jody Wurl*

Responding to the Wrath of Whiteness

SF HotDish/Atrium 4

Monsters, Aliens and Cyborgs as Racialized Others. From Replicants and Ming the Merciless, to Lilith and Boomer and more, we'll examine the paradoxes and history of de-racialized visions of the future that still incorporate race-based tropes.

Shannon Gibney, Juliana Pegues, Bao Phi

Fitness Panel (Theory)

SF HotDish/Atrium 8

In this panel, exercise is disgust- er, discussed. Will the Wii help? Why don't your exercise videos do any good? *Amada Marquez, Emily Stull*

Growing up in Monster Culture

Krushenko's/Cabanas 118-119

From *Shock Theater* to *Forry Ackerman & Famous Monsters of Filmland*, "The Monster Mash," Aurora monster models, *The Munsters* and *The Addams Family*, to the present; an affectionate look at the history and subculture of Monster Fandom.

Terry Beatty, Emily Hagins, Eric Heideman, Wally Wingert

Dr. Who Creature Panel

TV/Edina Room

Creatures BBC-style: Who knew a salt cellar armed with a plunger could be so menacing? *Lori Fischer, Michael Lee, Kathy Sullivan, Michael Thomas*

Crafty Geek! (MISFITS Club)

Projects/Cabana 101

Crafty Geeks Unite! Knit, sew, scrapbook, bead or just sit and chat about your favorite projects. Come and bring your projects! Informal!

Jodie Gustafson, Bridget Landry, Simone Menier, Amy Tucker, Erica Zaffke

SUNDAY 3:30PM - 4:30PM

The Photography Panel: It's worth a thousand words

Arts/Atrium 3

All things photography related. How has technology changed the hobby?

Guy Bock, Terry Faust, Laura Gerald, Jim Verrant, Peter Verrant, Darryl W. Willmuth

The Cassini Program at NASA

Science/Plaza 1

Featuring the Bridget Landry Cassini Roadshow! *Bridget Landry*

Spiders in Fact, Folklore, Fiction, and Film

Krushenko's/Cabanas 118-119

We continue our series of Bio-Horror panels about scary critters (previously we've surveyed bats, bees & wasps, apes, & ants). From *Arachne* to *Tarantula* to Charlotte, Peter Parker, *Arachnophobia* and *Eight-Legged Freaks*, these web-spinning critters have always held a special sway over the human soul. *Eric Heideman*

Ditching the Mary Sue

Literature/Atrium 8

Many young writers are introduced to writing through fan fiction. What happens when they want to write something without copyrighted characters in it? Seasoned fan fiction writers and readers discuss how to make the leap from fan fiction to original stories.

Garnet, Lisa Gilbert, Nicole Lorenz, Kiah Nelson, Anna Waltz

Interview with Brian Keene

Literature/Lit. Lounge

An interview with Brian Keene by his biographer, Taylor Kent. *Brian Keene, Taylor Kent*

Blogging as Literature

Literature/Atrium 6

National Novel Writing Month: How do you get involved and how does it work? Your chance to find out how well you work under a deadline comes around every year.

Jaffer Batika, Karen Joan Kohoutek, Jacqueline Lentz, Ben Lindstrom, Sean Murphy, Laramie Sasseville

Vincent Price

Movies/Bloomington Room

His first movie was in 1938, and he's had an undeniable influence on the monster movie genre ever since. *David Gustafson, Melissa Kaercher, Melissa McConnell, Jennifer Menken*

The Apologists: If You Can't Say Anything Nice, Then Lie

SF HotDish/Atrium 4

A humorous discussion of films where only allow positive comments are allowed, regardless of how shallow and ridiculous those comments may be. Bonus points awarded for level of difficulty and genuine or well-faked sincerity.

Tony Karna, Nathan Nolan, Scott Keever

TV and the Internet

TV/Edina Room

YouTube, iPod downloads, and other ways to avoid the networks.

Michael Lee, Shad Petosky

Role-Playing and Story in Games and Playable Media

Gaming/Atrium 2

Interactive, or "playable" media such as tabletop and video role-playing games, MMOs, improvisational theater, and others. *Pat Harrigan, Tim Uren*

SUNDAY 5:00PM - 6:00PM

Closing Ceremonies

MainStage/Grand Ballroom East

Windy Bowlsby, Lois McMaster Bujold, Emily Hagins, Christopher Jones, Brian Keene, Perrin Klumpp, John Kovalic, Jeremy Stomberg, Pat Wick, Tim Wick, Ishmael Williams, Wally Wingert, Bernie Wrightson.

(See the MainStage Schedule on page 17 for further details)

Fairies and Other Mythical Creatures

Movies/Bloomington Room

They're basic to fantasy, whether cute, dangerous, or pressed.

Corwin Amyx, Margaret Eastman, Ken Justiniano, Burtrum Russell

Writing Business:

Cover Letters, Manuscripts, and Rejections

SF HotDish/Atrium 8

Active pro and semi-pros in writing, editing, and publishing talk about the do's and don'ts involved in the business side of writing.

Roy C. Booth, Catherine Lundorff, Hilary Moon Murphy, Caroline Stevermer, Doug Texter

Creatures of Star Trek

TV/Edina Room

Salt vampires, Horta, tribbles and Borg, among many others.

Todd Hansen, Rob Johnson, Sharla Smith, Rick Snyder

Avoiding Online Game Addictions

Gaming/Atrium 2

WoW will not pay the bills. How to keep balance in your life while playing games. What signs to look for in yourself and others for problem playing. *Chris Pasquarette*

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 2007.



Actual Size



We hope you enjoy all the events and activities to be found at CONvergence 2007.

We've done our best to make this Programming Guide accurate and error free, but not only do mistakes happen, but sometimes changes occur after the guide goes to press.

Please check out schedules posted on with our official con signage and outside panel rooms around the hotel.

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 Krushenko'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

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

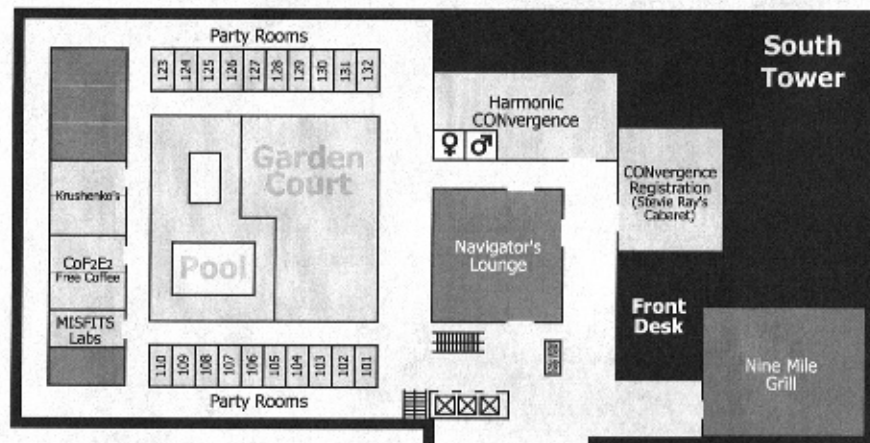
Merchandise Table, Volunteers Desk,
Information Services, Fan Table

Grand Ballrooms

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

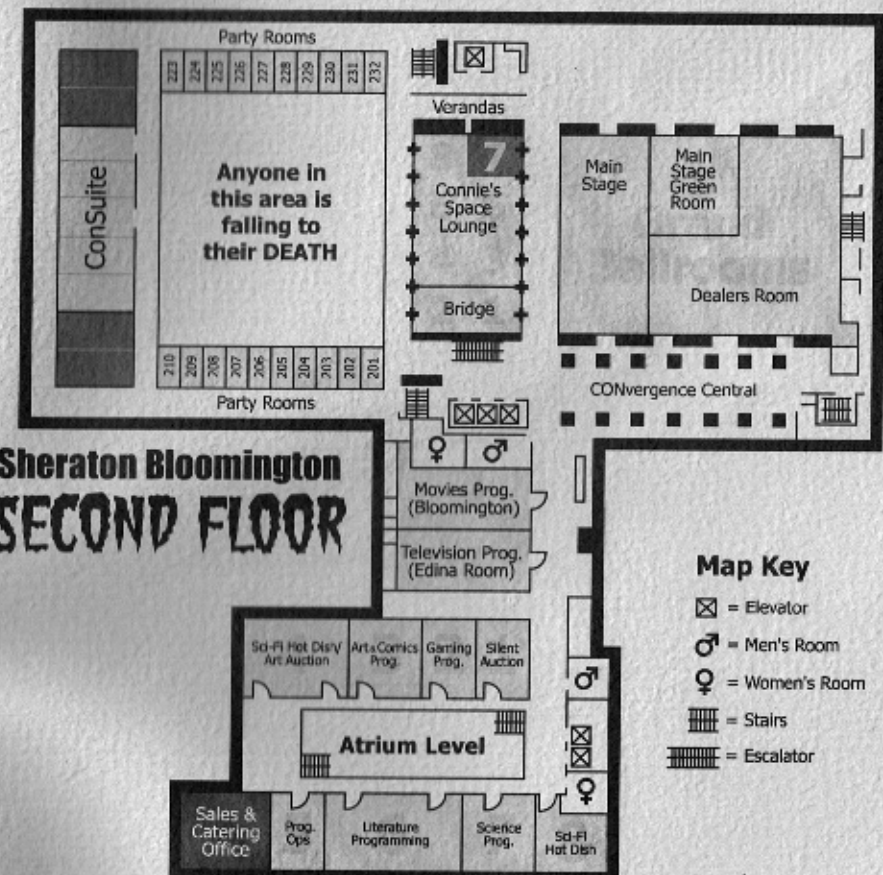
South Tower Upper Floors (Not pictured)

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



Sheraton Bloomington
FIRST FLOOR

First Floor Map



Sheraton Bloomington
SECOND FLOOR

Second Floor Map

Map Key

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