

EVENTS QUICK GUIDE

SAN DIEGO
COMIC CON
INTERNATIONAL

COMPLETE SCHEDULE OF EVENTS
JULY 25-28, 2024
PREVIEW NIGHT JULY 24



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COMIC-CON 2024 EVENTS QUICK GUIDE



WELCOME to the **Comic-Con Events Quick Guide**, your guide to the show through maps and the schedule-at-a-glance programming grids! This year, we have combined the **Quick Guide** and the **Events Guide into one publication!** Up-to-date information on all programming and events at Comic-Con are also available on our website, linked with handy QR codes throughout this publication. Don't forget to download your copy of the **Souvenir Book** at <https://comic-con.org/cc/publications> ! Check it out to see amazing art and articles all celebrating comics and the popular arts!

CONTENTS

4	Convention Policies
6	Where Is It?
7	Comic-Con 2024 Programming & Event Locations
8	RFID Badges • Harbor Drive • Exclusives Portal
10	Blood Drive • Art Show • Hospitality Suite • Freebie Table
12	Parking • Volunteers • Bag Check • Costume Props Policy
13	Shuttle Stops & Map
14	Deaf & Disabled Services • Merch • Program Premiums • Newsletter • Inkpot Awards
16	The 36th Annual Will Eisner Comic Industry Awards
18-19	Masquerade
20-21	Hall H Wristband Information • Hall H Next Day Line Map
22-23	Convention Center Upper Level Map • Mezzanine Map
26	Rooms 3-11 Line Map
30-31	Marriott Marquis Programs & Events
34-35	Hilton San Diego Bayfront Programs & Events
36-37	Manchester Grand Hyatt Programs & Events
38	Omni Programs & Events
40	San Diego Central Library Programs & Events
Centerspread	Comic-Con 2024 Exhibit Hall Map • Exhibitor List • Small Press • Artists' Alley
42-43	Comic-Con Museum Programs & Events
44-46	Programming Introduction
48-63	Programming Grids, Wednesday through Sunday
64	CCI Independent Film Festival
66	Children's Film Festival • Films
70	Portfolio Review
72	Games
74	Autograph Area
76	Anime
78-79	FAQ
80	How Do I Get To...

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Scan the QR codes throughout the publication for full event listings!

MISSION STATEMENT

The SAN DIEGO COMIC CONVENTION (Comic-Con International) is a California Nonprofit Public Benefit Corporation organized for charitable purposes and dedicated to creating the general public's awareness of and appreciation for comics and related popular art forms, including participation in and support of public presentations, conventions, exhibits, museums, and other public outreach activities which celebrate the historic and ongoing contribution of comics to art and culture.



JULY 25-28
PREVIEW NIGHT JULY 24
SAN DIEGO CONVENTION CENTER



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EXHIBIT FLOOR HOURS:

Wednesday: 6pm - 9pm
Thursday: 9:30am - 7pm
Friday: 9:30am - 7pm
Saturday: 9:30am - 7pm
Sunday: 9:30am - 5pm

Programming Hours Continue
on Thursday - Saturday

WWW.COMIC-CON.ORG

Visit the OFFICIAL
Comic-Con & WonderCon blog at
[WWW.COMIC-CON.ORG/
TOUCAN](http://WWW.COMIC-CON.ORG/TOUCAN)

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Events Giveaways: Anastasia Hunter
Films: Josh Glaser, Diana Ruiz
Games: Ray Rappaport, Erik Wintz, Laura Wintz
Masquerade: Martin Jaquish
Newsletter: Chris Sturhann
Signs: Pam Ford-Robles, John Robles

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Director of Exhibits: Justin Dutta
Exhibits Sales: Rod Mojica
Exhibits Registration: Madison Reddington
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Artists' Alley: Clydene Nee
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Daniel Kresge, Monique Lomibao, Kathryn Pedreira, Aliya Pereira, Antonio Quirarte

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Blood Drive: Cecile Fleetwood
Deaf Services: Julie Pickering
Disabled Services: William Curtis, Robert Doty, Heather Siemens
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Logistics: Dan Davis
Materials: Alex Cazares
Merch: John Smith
Program Premiums: Lisa Fellows
Pro Suite: Robyn Reynante

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Program Guests Liaison/Programming Coordinator: Tommy Goldbach
Operations/Programming Coordinator: Laura Jones
CCI-HFF/Programming Coordinator: Adam Neese
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Industry Registration Specialist: Amy Ramirez

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COMIC-CON 2024 EVENTS QUICK GUIDE

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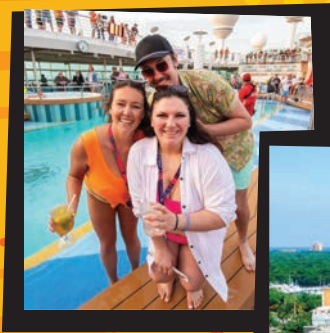
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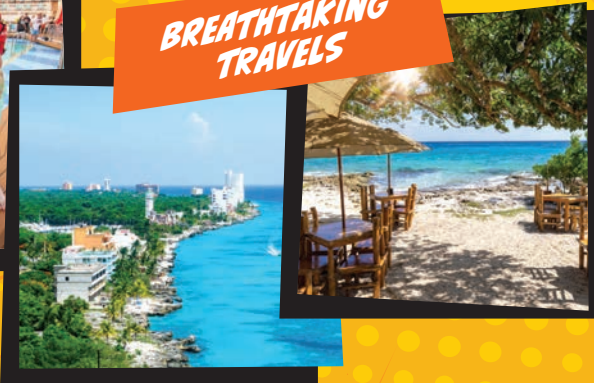
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Join The Ultimate Fan Adventure™ and indulge your passion for all things Comic-Con®. Dive into classic con experiences like screenings, panels, photo ops, meet-and-greets, and more. PLUS, enjoy *Comic-Con: The Cruise's* exclusive events – all specially curated for fans – like nightly shows, themed cosplay parties, unique performances, games, karaoke, and meaningful one-on-one experiences all day and night long. Rub shoulders with awesome talent like Warwick Davis, George Takei, Ernie Hudson and many more. You won't want to miss this truly unforgettable experience!

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LEARN MORE

A QR code that links to the event's website.

CONVENTION POLICIES

Comic-Con has a few policies we must all follow that are necessary for the safety and comfort of everyone. We appreciate your cooperation in helping to make Comic-Con a place that everyone can enjoy.

To help prevent scalping and counterfeit badges, Comic-Con badges are once again enabled with RFID (Radio Frequency Identification) tags. A complete Comic-Con badge is made up of two pieces only: **the plastic badge holder with an RFID sticker attached and your daily or 4-Day paper name badge.**

At various points of entry to the San Diego Convention Center, Hall H, and the Indigo Ballroom at the Hilton San Diego Bayfront hotel, you will encounter gates with a “SCAN HERE” indicator near the top of the gate. All you need to do is tap your badge briefly to the indicator. When you do, you’ll get a green light that indicates you’ve been validated and are okay to enter. When you leave, you **MUST** tap your badge out so you may re-enter when you return.

It is extremely important to remember to tap your badge when you leave, or you could be denied re-entry! If you forget to tap out or if you experience an issue with your RFID sticker, please visit one of the **RFID Badge Help Desks** located in Lobby A, D, and G of the San Diego Convention Center or visit the Registration Area located upstairs in the Sails Pavilion and look for the **Attendee Badge Solutions** desk. If you are sent to an RFID Badge Help Desk to resolve a badging issue, you will need a photo ID to validate that you are the badge holder of record.

Always wear your badge and hang on to it! You will need your badge to attend any Comic-Con function, including all daytime and nighttime panels and events at the San Diego Convention Center and other program and event locations around downtown (including the Marriott, Hilton, Hyatt, and Omni hotels, and the San Diego Central Library) and, of course, browsing or shopping in the Exhibit Hall. Keep your badge visible so guards do not stop you. If you’re asked to show your badge and photo ID, please do so.

Badges are nontransferable. Please do not give your badge to a friend or to people outside the Convention Center when you leave Comic-Con. Security will perform random ID checks throughout the convention, so make sure the name on your badge matches your photo ID! Access to the Convention Center area is restricted during the event. You will need to show your badge—or your badge confirmation email—to get onto Convention Center property, from Hall A through Plaza Park on the south end of Hall H.

Badge Privacy Notice
Your event badge is encoded with a number that allows exhibitors to obtain your full name, company name, address, phone number, and email address. If you allow an exhibitor to scan your badge using RFID or the barcode, they can get this information. If you do not want exhibitors to have your contact information, do not allow your badge to be scanned or give your badge to anyone else.

If an exhibitor scans your badge and obtains your contact information, they may contact you, send you information or share your information with others. SDCC does not rent, sell, lend, or give its mailing list to anyone other than parties that need the information to assist in producing our events (e.g., the registration and housing companies).

Code of Conduct
Attendees must respect commonsense rules for public behavior, personal interaction, common courtesy, and respect for private property. Harassing or offensive behavior will not be tolerated. SDCC reserves the right to revoke, without refund, the membership and badge of any attendee not in compliance with this policy. Persons finding themselves in a situation where they feel their safety is at risk or who become aware of an attendee not in compliance with this policy should immediately locate the nearest member of security or staff member so that the matter can be handled in an expeditious manner.

The Comic-Con Information Desks are located in the lobbies of Halls B and D of the San Diego Convention Center. During show hours you can always find a Comic-Con staff member or security guard at the Information Desks. Please stop by there if you have any questions or concerns.

Costume Props Policy
No functional props or weapons are allowed at Comic-Con. All costume props and weapons must be inspected **daily** at one of the Costume Props Desks. If you do not want to have your costume props or weapons inspected or tagged, or if you are not willing to comply with these policies, please do not bring your costume props or weapons to Comic-Con. For the full costume props policy, see the article on page 12.

COVID-19 Health and Safety
While San Diego Comic Convention (“SDCC”) cannot guarantee that its participants will not become infected with COVID-19 or other illnesses, SDCC will, at a minimum, comply with all federal, state, and local laws, mandates, and requirements, including masking, social distancing, limiting attendance, postponing and/or canceling an event, if required. SDCC reserves the right to modify requirements or limits for attending or participating in an event, including by requiring masks and/or vaccinations. By attending our events you agree to abide by entry requirements in effect at the time of the event. Before you attend Comic-Con 2024 each day, please be sure to visit our website, www.comic-con.org, for the latest COVID-19 information.

While not required at this time, SDCC recommends that participants do the following:

- Get vaccinated and boosted for COVID, if appropriate;
- Wear a medical quality mask while attending the event; and
- Obtain a negative COVID test result prior to attending the event.

If you do not have a face covering and would like one, please visit one of our information desks in the lobby.

No Handouts
No distribution of any materials—including flyers, stickers, cards, or any promotional item—is allowed in any area inside or outside the San Diego Convention Center, except from within a booth in the Exhibit Hall or when preapproved for placement on the Freebie Table in the Sails Pavilion.

No Bicycles, Scooters, Segways, or Hoverboards at Comic-Con
Scooters, bicycles, and Segways are not allowed on the San Diego Convention Center grounds, including inside the building. By order of the fire marshal, hoverboards are not allowed at Comic-Con, including all inside or outside areas of the San Diego Convention Center, and additional venues featuring Comic-Con events.

CONVENTION POLICIES

No Handcarts, Trolleys, Rolling Luggage, or Oversized Strollers in the Exhibit Hall

Please be aware that, for safety reasons, no handcarts, trolleys, rolling luggage, or oversized strollers are allowed in the Exhibit Hall. Attendees found on the exhibit floor with these items will be asked to leave the Exhibit Hall.

No Live Streaming of Any Program or Event at Comic-Con

The usage of live streaming apps and software on any electronic device (smartphones, tablets, laptops, etc.) is not allowed in any official Comic-Con program and event room, both on-site at the San Diego Convention Center and in other Comic-Con venues.

No Market Research at Comic-Con

SDCC does not allow third-party market research, surveys, or information gathering in any public area—indoors or outdoors—of the San Diego Convention Center, or any other venue featuring Comic-Con events.

No Paging

Please keep in mind that there will be no personal pages over the P.A. system. Set a time and place to meet with your family and friends and communicate with them via text or phone when necessary. There is also a message board available in Lobby B where you can post written messages.

No Pets Allowed

If you have pets, including iguanas, parrots, boa constrictors, or other nonhuman critters, please leave them at home. The San Diego Convention Center will not allow animals into the building except for service animals. If your service animal is not wearing any kind of ID identifying them as a service animal, you may be stopped by security. For your convenience, please stop by Disabled Services in the lobby of Hall A for Service Animal Stickers for your Comic-Con badge.

No Retail Sales Unless Exhibit Space Has Been Purchased

No retail sales are allowed anywhere in Comic-Con unless you purchased or were allocated exhibit space. This includes the Exhibit Hall, common areas such as lobbies, hallways, and Program rooms, or outside venues such as the San Diego Convention Center grounds as well as any venue featuring official Comic-Con events. Retail sales are strictly limited to the exhibitors in the Comic-Con Exhibit Hall. In addition, there is no solicitation of tips, fees, or donations for any reason, unless you have a booth, table, or official space allocated by Comic-Con.

No Running

For the safety of all, there is absolutely no running anywhere at Comic-Con. This includes the

Program rooms, the hallways and lobbies, in our outside spaces, and in the Exhibit Hall at all times, especially in the morning when we first open the hall. We understand the urgency to get to a favorite booth (or program or anime screening or event) right away, but running is a safety hazard for EVERYONE, not just the person running. People caught running may have their badges taken away from them and be ejected from the convention. Don't run . . . it's not worth it!

No Selfie Sticks or Similar Devices

Selfie sticks, GoPro poles, stilts, or any device that extends your camera or phone away from your hand or body are not allowed at Comic-Con. If you're seen with one of these devices, you will be asked by security to put it away and not use it at Comic-Con. This includes all of the San Diego Convention Center: Exhibit Hall, Program and event rooms, etc., on Convention Center grounds outside, and any official Comic-Con events outside the Center, including the hotels, theaters, and the Library.

No Sitting in Exhibit Hall Aisles

By order of the fire marshal, sitting in the Exhibit Hall aisles is not allowed. Lounges are located throughout the Comic-Con Exhibit Hall and near food concessions for your convenience.

No Smoking, Including E-cigarettes and Vaping Products and Devices

Smoking is not allowed at any Comic-Con function or space at any time and in any location. No smoking at Comic-Con includes traditional cigarettes, any vaping products or devices (e.g., "vape pens"), E-cigarettes, pipes, and cigars. This policy includes all function, exhibit, and event spaces at the San Diego Convention Center or any other additional Comic-Con venues.

The Convention Center is a non-smoking facility. You are welcome to use the designated areas outside the building where smoking and vaping are permitted, but please be considerate of others when you do. This policy is in place not only for the comfort of attendees but also to comply with state and local ordinances prohibiting smoking at public buildings near any doorway, entrance, exit, or operable window. Please comply with this policy; non-compliance may result in ejection from the convention.

No Strollers Allowed in the Program Rooms

By order of the fire marshal, strollers are not allowed in any of the programming rooms. Stroller parking is located in various areas in the San Diego Convention Center; see the maps in this publication for exact locations. Stroller

parking will be free of charge and provided on a first-come, first-served basis. Please note: Comic-Con will not provide security or check-in/check-out for the strollers.

No Video or Audio Recording of Panels for Public Display

Cameras and recording devices are permitted in Program and panel rooms but cannot be used to reproduce the presentation and must not interfere with other fans' enjoyment of the presentation. Any recording of panels or programs is allowed only for personal use and not for broadcast in any form. No video or audio recording is allowed of the footage on the screens during movie and television panels. The footage shown in these panels is exclusive, brought to us by the studios and networks. Please respect their rights and allow us to continue to show this type of material to our attendees.

Prohibited Items

Alcohol or alcoholic beverages are not allowed inside the San Diego Convention Center or at any of our official offsite events. Bag searches may be performed at various entry locations. Wanding and metal detectors may be used at some locations as well. Make sure to leave your drones, helium balloons, helium-filled products, fireworks, handcarts, trolleys, rolling luggage, and pets (excluding service animals) at home. Absolutely no functioning props or weapons are allowed. Only active on-duty police officers may carry firearms within the Convention Center. All other persons are strictly prohibited regardless of license or status.

Wearable Cameras/Video Recorders/Camera Phones

Remember that recording of footage on the screens during panels is prohibited (see above: No Video or Audio Recording of Panels for Public Display). This includes any recording device, whether digital, analog, or otherwise, including Google Glass, Snapchat Specs, or any wearable cameras. You cannot wear these devices during footage viewing in any Program room. If your Google Glass is prescription, please bring a different pair of glasses to use during these times.

Please turn off your devices (phones, tablets, laptops, etc.) and put them away during the screening of panel footage. Not doing so interferes with everyone's viewing quality and causes security to think you're recording the clip.

SDCC reserves the right to change or modify any policy or rule at any time and without notice.

WHERE IS IT?

Use this guide to locate Comic-Con events and services. All locations are in the Convention Center unless stated otherwise. To find specific rooms, consult the maps in the center of this publication, or see “How Do I Get to . . .” on page 80.

Anime	Marriott Marquis Grand Ballroom 1–4
Art Show	Hyatt Grand Ballroom CD
Artists’ Alley	Exhibit Hall G
ATMs	Lobby, by elevator in front of Hall C and in front of Hall E; Marriott Marquis South Lobby
Attendee badge pick-up	Sails Pavilion
Autograph Area	Sails Pavilion
Badge Solutions	Sails Pavilion
Bag Check	Lobby, Hall E and Hall F
Bags, Books, Lanyards	Sails Pavilion, enter from Lobby 20
Blood Drive	Hyatt Hotel Coronado Ballroom
Blood Drive desk	Sails Pavilion near Lobby 6
Comic Arts Conference	Room 26AB, Upper Level
Comic-Con Merch	Marriott Marquis Pacific Ballroom 23–26
Comic-Con Museum	2131 Pan American Plaza, Balboa Park
Comics Creator Connection	Marriott Marquis Marina Ballroom D
Deaf and Disabled Services	Lobby, Hall A
Eisner Awards	Hilton Bayfront Indigo Ballroom Friday night, 8:00
Exhibitor Registration	Lobby, Hall D
Fan Club tables	Mezzanine; Exhibit Hall
Film Festival (CCI-IFF)	Marriott Marquis Grand Ballroom 6
Films	Marriott Marquis Grand Ballroom 5; Convention Center Room 4 (nighttime only)
First Aid	Lobby, Hall C
Gaming	Mezzanine: Rooms 14–19; Marriott Marquis Pacific Ballroom 18–22, Santa Rosa Room
GRT desk	Lobby D
Hospitality Suite	Marriott Marquis Grand Ballroom 8, Thursday–Saturday

Hotel desk	Sails Pavilion
How-To Sessions	Room 3, Upper Level
Industry Registration	Sails Pavilion
Info desks	Walkways B1, E2; Lobbies D and B, Plaza Park
Information Board	Lobby, Hall D
FedEx Office	Lobby, Hall D
Lost & Found	Lobby, Hall D
Masquerade	Ballroom 20, Upper Level, Saturday night, 8:30 PM
Masquerade desk	Ballroom 20 foyer, Upper Level
Newsletter (daily)	Online at our website: www.comic-con.org
Pinball Lounge	Marriott Marquis Pacific Ballroom 14–16
Portfolio Review	Sails Pavilion
Press desk	Sails Pavilion
Pro Suite	Room 8, Upper Level
Professional Registration	Sails Pavilion
Programming	Convention Center Rooms 3, 4, 5AB, 6A, 6BCF, 6DE, 7AB, 9, 10, 11, 20, 23ABC, 24ABC, 25ABC, 26AB, 28DE, 29AB, 29CD, 32AB, Hall H; Hilton Bayfront Indigo Ballroom; Marriott Marquis Grand Ballroom 10 & 11 and 12 & 13, Marina D; Omni Hotel Grand Ballroom ABC, Grand Ballroom DE; San Diego Central Library
Programming/ Technical office	Room 30E, Upper Level
Program Premiums Room	Hyatt Hotel Grand Ballroom AB
RFID Badge Help Desk	Lobbies A, D, and G; Sails Pavilion
Starbucks	Lobby, Halls A, C, and F
Video Game Lounge	Marriott Marquis Pacific Ballroom 18
Volunteer Check In	Marriott Marquis Ballroom F-G
Workshop Sessions	Room 11, Upper Level

Downtown San Diego Essential Services

MAIL/SHIPPING

Postal Annex+: 113 W G St; 619-702-7522
Go Postal: 1501 India St. #103; 619-237-0374 (offers notary services, closed Sun)
Post Office: E Street between 8th and 9th (closed Sat/Sun).

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ART SUPPLIES

Blick: 1844 India St., 619-687-0050.

OFFICE SUPPLIES

Office Depot: 825 West E Street, one block south of Broadway.

MARKETS

Ralph’s Market: between 1st and 2nd, Market and G. Closes 1:00 AM
Grocery Outlet: between 10th and 11th on Market. Closes 10:00 PM
Smart & Final: between 14th and 15th on G. Closes 10:00 PM

HARDWARE STORE

Ace Hardware: 675 Sixth Avenue.

DRUG STORES

CVS Drugs: 645 Market St., between 6th and 7th; 400 5th Ave

HEALTH CARE

Sharp Urgent Care: 300 Fir St., 858-499-2600;
UC San Diego Health – Express Care: 203 W F Street. Open 8:00 AM to 8:00 PM

PROGRAMMING & EVENT LOCATIONS



1 San Diego Convention Center 111 West Harbor Drive *(see maps and info on pages 22-23)*

Headquarters for Comic-Con 2024: Artists' Alley (Hall G); Attendee and Industry (Exhibitor, Press, Professional) Badge Pick-Up and Bag, Books, and Lanyard Pick-Up (Sails Pavilion); Autographs (Sails Pavilion); Bag Check (Lobby, Hall E and Hall F); Blood Drive desk (Sails Pavilion); Children's Film Festival (Sun.); Deaf and Disabled Services (Lobby A); Exhibit Hall (ground level, Halls A-G); Fan Club Tables (Mezzanine); First Aid (Lobby, Hall C); Games (Mezzanine, Rooms 14-17); Lost & Found (Lobby, Hall E); Masquerade (Ballroom 20; Sat. night), Masq. Desk (Ballroom 20 foyer), and Masq. Party (Sails Pavilion, Sat. night); Portfolio Review (Sails Pavilion); Program Rooms (upper level, plus Hall H on the ground level); Pro Suite (Room 8)

2 Marriott Marquis and Marina 333 West Harbor Drive *(see maps and info on pages 30-31)*

Anime (Grand Ballroom 1, 2, 3, 4); CCI-IFF Film Festival (Grand Ballroom 6); Comic-Con Merch: Apparel & Merchandise Pick-Up and Sales (Pacific Ballroom 23-26); Extended Education Programming (Marina D, including Comic Creator Connection and Gaming

Creator Connection); Fan Culture Programs (Grand Ballroom 10 & 11); Films (Grand Ballroom 5); Games (Pacific Ballroom 17 - 22); Hospitality Suite (Grand Ballroom 8); Pinball Pop-Up Arcade (Pacific Ballroom 14-16); Programs (Grand Ballroom 12 & 13); Volunteer Registration (Marina Ballroom FG).

3 Hilton San Diego Bayfront 1 Park Boulevard *(see maps and info on pages 34-35)*

Indigo Ballroom programming, Thu.-Sat.; Will Eisner Comic Industry Awards (Friday evening)

4 Manchester Grand Hyatt One Market Place *(see maps and info on pages 36-37)*

Art Show (Grand CD); Blood Drive (Coronado Ballroom); Her Universe Fashion Show (Thu. only, Harbor Ballroom); Program Premiums (Grand AB)

5 San Diego Central Library 330 Park Boulevard *(see map and info on page 40)*

Educational programs (Shiley Events Suite, 9th floor, Wednesday-Sunday); Programs (Neil Morgan Auditorium, ground level, Thursday-Saturday). No badge required.

6 Omni San Diego 675 L Street *(see map and info on page 38)*

RPG Play Theater (Grand Ballroom ABC, 4th floor) and Programs (Grand DE, 4th Floor). Thursday-Saturday

7 Comic-Con Museum 2131 Pan American Plaza *(see map and info on page 42-43)*

Comic-Con Museum is open daily: 10:00-5:00
Purchase tickets at:
<http://comic-conmuseum.org>

HOW TO USE YOUR RFID BADGE — TAP IN/OUT

To help prevent scalping and counterfeit badges, Comic-Con badges are once again enabled with RFID (Radio Frequency Identification) tags. At various points of entry to the San Diego Convention Center, Hall H, and the Indigo Ballroom at the Hilton San Diego Bayfront Hotel, you will encounter gates with a “SCAN HERE” indicator near the top of the gate. All you need to do is tap your badge briefly to the indicator. When you do, you’ll get a green light that indicates you’ve been validated and are okay to enter. When you leave, you **MUST** tap your badge out so you may re-enter when you return.

It is important to remember to tap your badge when you leave, or you could be denied re-entry! If you forget to tap out or if you experience an issue with your RFID badge, please visit one of our RFID Badge Help Desks located in Lobby A, D, and G of the San Diego Convention Center or visit Badge Solutions in the Registration Area located upstairs in the Sails Pavilion. Remember, to resolve a badging issue, you will need a photo ID to validate that you are the badge holder of record.

Always wear your badge and hang on to it! You will need your badge to attend any Comic-Con function, including all daytime and nighttime panels and events at the San Diego Convention Center and other program and event locations around downtown (including the Marriott, Hilton, Hyatt, and Omni hotels, plus the San Diego Central Library and of course, browsing or shopping in the Exhibit Hall. Keep your badge visible so guards do not stop you. If you’re asked to show your badge and photo

ID, please do so. **Badges are nontransferable. Please do not give your badge to a friend or to people outside the Convention Center when you leave Comic-Con.** Security will perform random ID checks throughout the convention, so make sure the name on your badge matches your photo ID!

A complete Comic-Con 2024 badge is made up of two pieces only: **the plastic badge holder with an RFID sticker attached and your daily or 4-Day paper name badge(s).** You must wear and display your complete badge at all times while on-site at any official Comic-Con event.

Your badge is considered invalid if it is missing a paper name badge or the plastic holder with an attached RFID sticker.

Anyone with damaged or tampered with badges/RFID stickers will not be allowed access to the San Diego Convention Center. If your RFID sticker is damaged, or has been removed, please bring your badge confirmation, damaged badge/sticker, and a valid photo ID to the Badge Solutions Desk in the Sails Pavilion when you arrive on-site.

HARBOR DRIVE RESTRICTIONS FOR COMIC-CON 2024

In order to maximize safety and security during Comic-Con 2024, access to Harbor Drive in front of the San Diego Convention Center will be temporarily restricted during the annual convention. The San Diego Convention Center, in partnership with the Port of San Diego and the City of San Diego, are providing information to assist attendees, the general public, and stakeholders about pedestrian and vehicular access, restrictions and detours during Comic-Con.

Harbor Drive—between First Avenue and Park Boulevard—will be restricted to ALL traffic, including cars, bicycles, scooters, skateboards, and shared mobility devices (dockless bicycles and scooters) on the following days and time:

Wednesday: from 3:00 pm to 10:00 pm

Thursday–Saturday: from 7:00 am to 10:00 pm

Sunday: from 7:00 am to 8:00 pm

A valid Comic-Con 2024 badge or confirmed registration in-hand is required for access to any part of the San Diego Convention Center, including the front drive, terraces, sidewalks, Plaza Park area, or the Ace Parking underground garage during the event times listed.

STUDIO OR EXHIBITOR SIGNINGS AND MERCHANDISE TIME SLOTS

The online Exclusives Portal was designed to help decrease the time spent waiting in line for ticketed exclusives, and increase the time available for doing the things you love!

If you were selected to participate in a studio or exhibitor exclusive signing or an exclusive merchandise purchasing time slot, please refer to your selection confirmation for details on where to pick up your wristband or item.

Fans that were selected online must read their selection confirmation for detailed redemption details (where to go, when to go, and what to bring).

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48TH ANNUAL ROBERT A. HEINLEIN BLOOD DRIVE

Please join Comic-Con and San Diego Blood Bank for our 48th Robert A. Heinlein Blood Drive. Your donations are desperately needed and will save countless lives. Our blood drive is the San Diego Blood Bank's largest and longest-running drive.

The growth of the blood drive over the years has been phenomenal. The Robert A. Heinlein Blood Drive began at Comic-Con in San Diego back in 1977, at the El Cortez Hotel. In that first year, 148 pints of blood were collected; in 2023 the blood drive collected 14,748 pints. Over the years, a total of 77,573 pints of blood have been donated by Comic-Con attendees, exhibitors, professionals, volunteers, and staff!

Donation areas are located in the **Coronado Ballroom at the Manchester Grand Hyatt Hotel** and at San Diego Blood Bank Donation Centers. Donors will receive a **free Deadpool/Wolverine T-shirt from Marvel Studios** and other great goodies (while supplies last). Some donors will win big prizes in the donor drawing as well. You can take a look at the drawing prizes at the Blood Drive Desk in the Sails Pavilion near Lobby 6.

Blood Drive Hours:

- ▶ Wednesday–Saturday, 9:00 AM to 6:00 PM
- ▶ Sunday, 9:00 AM to 3:30 PM



THE ART SHOW

The Comic-Con Art Show is located in the Manchester Grand Hyatt Hotel in Grand Halls C & D. You'll see numerous original drawings, paintings, sculptures, pieces of jewelry, and more "unusual" items, all created and displayed by more than 100 professional and amateur artists.

If you want to add something to your collection, many of the pieces are offered for purchase by either Silent Auction or Quick-Sale. To purchase artwork, you must be 18 or older and have legal identification. Payments may be made with cash or a credit card. Ask for details at the Administration table inside the Art Show.

The Art Show also displays the books and comics nominated for this year's Will Eisner Comic Industry Awards. Come and see the best comics and graphic novels of 2023!

The Art Show is open to the public; you do not need a badge to come in and enjoy or purchase artwork. However, everyone entering the Art Show is expected to comply with all Convention Policies expected of Comic-Con attendees.

For your convenience, the Art Show is open **one hour after** the Exhibit Floor closes on Thursday, Friday, and Sunday to make it easier to bid on or pick up your art.

Art Show Hours:

- ▶ Thursday, 11:00 AM to 8:00 PM
- ▶ Friday, 9:00 AM to 8:00 PM
- ▶ Saturday, 9:00 AM to 6:00 PM
- ▶ Sunday, 9:00 AM to 6:00 PM

HOSPITALITY SUITES

Looking for a place to enjoy a light snack and beverage in between the day's events? Come to the Hospitality Suite at the Marriott Marquis, in the Marriott Grand Ballroom 8–9. The Hospitality Suite is open from 2:00 to midnight on Thursday, Friday, and Saturday of the convention (closed on Sunday). You must have a valid Comic-Con badge to enter the suite.

Professionals! Are you looking for a place to take a break, or to discuss business between panels? Come to the Pro Suite in Room 8 at the Convention Center. The Pro Suite opens daily at 9:00 AM and closes at 8:00 PM on Thursday through Saturday and at 5:00 PM on Sunday. Complimentary coffee, tea, and lemonade are served. You need to show a valid convention professional badge or guest ribbon to enter the Pro Suite. A professional may invite a guest into the Pro Suite (as room capacity allows), but they must accompany that guest at all times.

FREEBIE TABLE

At the Freebie Table located in the Sails Pavilion you'll find a variety of promotional items, exhibitor advertisements or coupons, flyers promoting panels, Blood Drive information, Art Show information, a QR Code link to the Comic-Con Daily Newsletter, and sometimes other surprises.

Only exhibitors, program participants, attending professionals, and authors may submit items for placement on the Freebie Table. All items must be appropriate for all ages. Any links to websites on any flyers must be appropriate for all ages. The websites may not contain additional links that are inappropriate.

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PARKING - PLAN AHEAD

Parking can be one of the most challenging aspects of coming to Comic-Con, but a little knowledge ahead of time will help. While Comic-Con itself has no control over parking in downtown San Diego, our advice is simple: Come early and be prepared with a map of parking locations, so you don't have to spend your time driving in circles trying to find another lot if your first choice is full.

Keep in mind that event parking rates will be in place for the entire weekend of Comic-Con throughout San Diego. These rates are higher than normal daily parking rates and are set by the individual parking companies, not by Comic-Con. Rates could change from day to day. Comic-Con therefore highly recommends that you use the trolley or take advantage of the free shuttles that service most of the official Comic-Con hotels and designated parking lots (see page 13 in the *Events Quick Guide*). For more information on the trolley, visit the MTS website at www.sdmmts.com/inside-mts/events/comic-con.

For updated information on parking and public transportation to and from Comic-Con, visit www.comic-con.org/cc/plan-your-visit/getting-heretransportation

VOLUNTEERS

There is no on site registration for volunteers. If you have signed up to be a Comic-Con volunteer, report to the Volunteer desk at Marina Ballroom FG at the Marriott Marquis & Marina. If you are interested in volunteering next year or for any of Comic-Con's other events, visit the Volunteer desk to get information about future shows.

BAG CHECK

It's 10:00 AM on Thursday and you've already purchased two giant superhero statues that you just can't live without! But you've a full day of Comic-Con ahead of you . . . what do you do?

Luckily you've got the Bag Check! The two Bag Check stations are located in the main lobby on the ground floor level of the Convention Center, near Hall E and Hall F. You can check your purchases and other items until you're ready to leave the building. The charge is \$5.00 per bag. Don't forget to pick up your treasures before leaving the building, as items cannot be left overnight.

BAG CHECK SCHEDULE:

- ▶ Wednesday | 2:00–9:00 PM
- ▶ Thursday–Saturday | 7:00 AM–12:00 AM
- ▶ Sunday | 7:00 AM–6:00 PM

COSTUME PROPS POLICY

All costume props must be inspected daily at one of the Costume Props Desks. **The Costume Props Policy is subject to change at any time and final approval on costume props will be at the sole discretion of our Prop Safety Officers.**

There are two Costume Prop Desks: one near the outside door in the lobby of Hall E, and the second in Lobby C2, between the escalators. Prop Safety Officers will also be walking entry lines each morning.

After your costume prop(s) have been checked, they will be tagged by security to designate that your costume prop(s) have been checked and approved. This tag must remain visible on your costume prop(s) while you are at the event. Security will escort you to the Costume Props Desk for inspection if your costume prop(s) is not tagged.

Simulated or costume props may be allowed as a part of your costume, subject to prior approval by security and compliance with the following:

- All cosplay must abide by Comic-Con's Code of Conduct.
- No functional or sharp-edged props or weapons are allowed at Comic-Con.
- All costume props must conform to state and federal law.
- Replica projectile costume props must be rendered inoperable and covered with brightly-colored caps.
- Functional (real) arrows must have their tips removed and be bundled and zip-tied to a quiver.
- Certain props may need to be tied to your costume in such a way that they can't be drawn. Our Prop Safety Officers will make these determinations.

- Costumes featuring stilts must be approved at the Costume Props Desk.
- Realistic cosplay of first responders and/or security is not permitted.
- At certain times, due to crowds and safety issues, oversized costumes may be asked to leave the Exhibit Hall and/or programming rooms.

If you do not want to have your costume prop(s) inspected or tagged, or if you are not willing to comply with these policies, please do not bring your costume prop(s) to Comic-Con.

The Costume Props Policy is subject to change at any time. Please be sure to continue to check this website closer to the event to ensure your costume prop(s) comply with the current Costume Props Policy.



PHOTO: B. JACKSON © 2023 SDCC

SERVICES FOR THE DEAF & DISABLED

Comic-Con is dedicated to serving all of its attendees. The Deaf and Disabled Services Department was established to offer a hand to visitors with special needs, including:

- ▶ Badge pick-up service (including child badges) for those with mobility issues
- ▶ ADA stickers and Service Animal stickers
- ▶ Certified ASL interpreters at large panels and the Masquerade
- ▶ A limited number of volunteer interpreters available for individual assistance
- ▶ A limited number of wheelchairs for loan in up to three-hour increments on a first-come, first-served basis
- ▶ A limited number of rental scooters available on a first-come, first-served basis
- ▶ A rest area for the disabled, the elderly, expectant mothers, and parents with small infants
- ▶ Special limited seating for some programming, events,

and the Masquerade

- ▶ Comfort Rooms that can be used for nursing infants, administering medication, or as a sensory shroud for attendees with special needs
- ▶ Those with mobility issues can request a runner to pick up ticketed giveaways from Program Premiums for you (at the Hyatt Hotel).

The Deaf and Disabled Services team is here to help. By working together, we can make the convention experience enjoyable for everyone. For more information, see the Comic-Con website, or go to Deaf and Disabled Services in Lobby A.

Desk Hours:

Tuesday:	1:00 PM to 5:00 PM
Wednesday:	12:00 PM to 9:00 PM
Thursday:	8:30 AM to 7:00 PM
Friday:	8:30 AM to 7:00 PM
Saturday:	8:30 AM to 7:00 PM
Sunday:	8:30 AM to 5:00 PM

COMIC-CON MERCHANDISE

This year, there are four ways to pick up those must-have items:

▶ **Comic-Con Merch Store (on-site at the Marriott)**

Right next door to the Convention Center at the Marriott Hotel you'll find the all-new Comic-Con Merch Store, where you can buy this year's Comic-Con Event Shirt, only available on site, beautiful new Comic-Con branded shirts designed by Fanatics, and many other exciting new items to make your friends jealous.

Merch Store items are limited to stock on hand, so don't delay. Some sizes or styles may not be available if you wait too long! You'll find the giant Comic-Con Merch Store at the Marriott Hotel & Marina, in Pacific Ballroom 23–26 (at street level).

▶ **Comic-Con Gaming Room**

Games, located in Pacific Ballroom 21 at the Marriott Hotel & Marina, will be selling Comic-Con gaming mats and dice right inside the Gaming Room from 4:00 to 8:00 on Thursday, Friday, and Saturday.

▶ **Comic-Con Merch Shop (online)**

Our Comic-Con Merch Shop (available through the Comic-Con website), has a wide selection of all the newest Comic-Con and Comic-Con Museum branded products: www.comic-con.org

▶ **Comic-Con Museum Shop (at the Comic-Con Museum)**

While enjoying everything Comic-Con Museum has to offer, stop by the gift shop. They have many unique items for sale that you won't find in our Merch Store or the online Merch Shop. It's the perfect place to find fantastic gifts for people like you!

▶ **Hudson News (at the San Diego Airport)**

For the first time, a limited number of selected items will be available at Hudson News at the airport. If you are flying in from out of town, be sure to pick up that special Comic-Con merch as you arrive, or shop for family and friends when you head home.

PROGRAM PREMIUMS ROOM

If you received a ticket for special items while attending a program, the place to go to pick up your goodie is the Program Premiums Room at the Manchester Grand Hyatt in Grand Hall AB. To enter, please use the bay side of the hotel, next to the roll-up door.

The room is open from 10:00 AM to 8:00 PM on Thursday, Friday, and Saturday and from 10:00 AM to 6:00 PM on Sunday.

DAILY NEWSLETTER

Comic-Con Today, the daily newsletter of Comic-Con, returns as an online publication and will be available each day of the show at

<http://www.comic-con.org/ci/newsletter> or via the QR codes posted around the center. Each morning, look for a new edition full of highlights, updates, and our ever-popular photo galleries. Also stay up-to-date with our hard-hitting investigative journalism covering controversial topics, such as what time the Exhibit Hall opens and how to get line tickets for limited signings.

Scan Here!



INKPOT AWARDS

Comic-Con will be presenting its own special awards, the Inkpots, to their recipients at Spotlight or other programs. When you attend these programs, be sure to help celebrate the achievements of these creators and contributors to comics and related fields.

This year marks the 50th anniversary of this iconic award, given out to honor a lifetime of achievements in the comic arts as well as other areas of pop culture. Be sure to read all about their illustrious history in this year's *Souvenir Book*, available online.

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FRIDAY NIGHT: THE 36TH ANNUAL WILL EISNER COMIC INDUSTRY AWARDS

The 36th Annual Will Eisner Comic Industry Awards: Friday Night at the Hilton Bayfront

The 36th annual Will Eisner Comic Industry Awards ceremony will be held **Friday night, July 26** in the Indigo Ballroom at the Hilton Bayfront, just a short walk south from the Convention Center. The doors of the Indigo Ballroom will open at **7:45**, and the ceremonies will get underway at **8:00**. Attendance at the event is free to all Comic-Con members. Be sure to bring your convention badge to be admitted—and your I.D. if you wish to purchase alcoholic beverages. Advance seating for VIPs (nominees, sponsors, presenters) will begin at 7:00. No-host bars will be set up both in the ballroom and the ballroom lobby. The ceremony is expected to run until about 10:30. It will be followed by a VIP reception in the Indigo Ballroom foyer, with a live jazz duo for entertainment.

The Eisners: Comics' "Oscars"

Named for the pioneering comics creator and graphic novelist Will Eisner, the Eisner Awards, considered the "Oscars" of the comic book industry, will be given out in 32 categories for works published in 2023. A complete list of all the nominees can be found in the Souvenir Book and at www.comic-con.org. All attendees will also get a souvenir program listing the nominees.

Hosting the ceremony this year are voice actor **Phil LaMarr** (*Futurama*, *Samurai Jack*, *Justice League*) and screenwriter/actor **Thomas Lennon** (*Reno 911*, *Balls of Fury*). Among presenters are actor/comedian/comics writer **Patton Oswalt**; producer/writer **Jordan Blum** (*Community*, *American Dad*, *M.O.D.O.K.*); actress/stuntwoman **Janeshia Adams-Ginyard** (*Black Panther*, *Falcon and the Winter Soldier*); actor/voice actor **Keone Young** (*Deadwood*, *Ultraman Rising*, *Avatar: The Last Airbender*); actor **Gigi Edgley** (*Farscape*), actor/TV personality **Ming Chen** (*ComicBook Men*); voice actors **Maurice LaMarche** (*Brain in Pinky and the Brain*), and **Sarah Natochenny** (*Ash Ketchum* and other characters, *Pokémon*); filmmaker/comics writer **David Avallone** (*Batwheels*, *Elvira Meets HP Lovecraft*, *Drawing Blood*); and comics creators **Kevin Eastman** (*Teenage Mutant Ninja Turtles*), **Mike Mignola** (*Hellboy*, *Gotham by Gaslight*), **Bill Morrison** (*Simpsons Comics*, *Yellow Submarine*), and **Jill**

Thompson (*Scary Godmother*, *The Sandman*, *Beasts of Burden*).

The major sponsor of the 2024 Eisner Awards is **Lunar Distribution**. The principal sponsors are **Gentle Giant Studios** (which manufactures the Eisner trophies), **Comixology**, **mycomicshop.com**, **Pan-Universal Galactic Worldwide**, and **Space Cadets Collection Collection**. Supporting sponsors are **Alternate Reality Comics** (Las Vegas), **Atlantis Fantasyworld** (Santa Cruz, CA), **Diamond Comics Distributors**, and **Golden Apple Comic and Art Foundation** (Los Angeles). The afterparty is sponsored by **HarperAlley**.

The Eisner Hall of Fame

The Will Eisner Hall of Fame awards will be presented in a special ceremony on Friday morning in **Room 29CD**. Trophies will be presented for 19 judges' choices inductees and 4 inductees chosen by voters. For more information on this year's inductees, visit the Comic-Con website, www.comic-con.org.

Other Awards

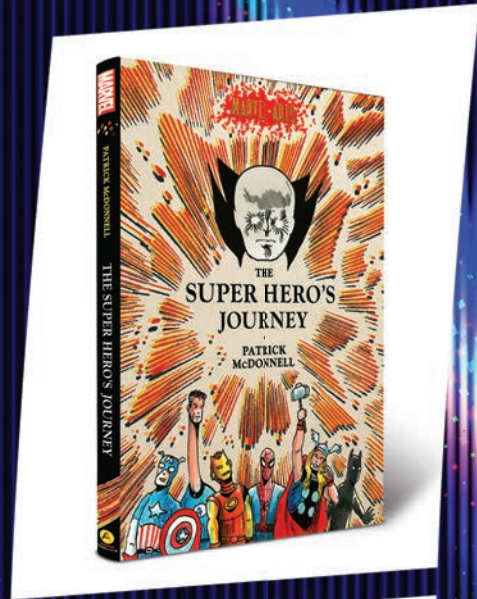
The Eisner Awards evening includes the presentation of several other special awards. Since 1984, Comic-Con has been bestowing the annual **Bob Clampett Humanitarian Award** (to be presented by Bob's daughter Ruth). This year's recipient is **Women in Comics Collective International (WinC)**. The nominees and winner of the **Russ Manning Promising Newcomer Award**, which has been handed out since 1982, will be announced by past Russ Manning winner **Scott McCloud**. Also being presented is the **Will Eisner Spirit of Comics Retailing Award**, presided over by **Joe Ferrara**.

This is the 20th year for presentation of the **Bill Finger Award for Excellence in Comic Book Writing**. The 2024 recipients are comics writer/editor **Jo Duffy** (*Power Man and Iron Fist*, *Catwoman*, *Batman*, *Wolverine*, *Fallen Angels*, *Nestrobber*) and Harvey Comics writer **Ralph Newman** (*Casper the Friendly Ghost*, *Wendy the Good Little Witch*, *Sad Sack*, *Little Audrey*, *Little Lotta*, *Richie Rich*, *Spooky*, *Little Dot*, *Hot Stuff*). The Finger Awards will be presented by **Mark Evanier**. The major sponsor for the Finger Award is DC Comics. Supporting sponsors are **Heritage Auctions** and **Maggie Thompson**.



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COMIC-CON PRESENTS: THE 2024 MASQUERADE



COMIC-CON PRESENTS: THE 50TH ANNIVERSARY OF THE MASQUERADE!

Our on-stage costume competition was first added to Comic-Con events back in 1974, when the entire attendance of the convention, set at the El Cortez Hotel, was just over 1,900 people. While the early years of music on audiocassette tape and modest stages enhanced with hotel light stands are far behind us, the original idea is still the same, just expanded on, with more amazing and clever costumes, a much better venue, and with audiences numbering over 5,000. This year, after an estimated 2,000 costumes have crossed our stages, we once again present our Saturday evening event that gives costuming the spotlight it deserves and offers the big show stage to our attendees to show that creativity, imagination, and talent are in all of us, not just our attending professionals!

Comic-Con is a celebration of the popular arts, and costumes play a vital role in all of them. Costumes define characters, and enhance stories, setting, and mood in multiple ways. They are even an art all by themselves, not needing a movie, stage show, music video, comic book or computer game to have impact. Our Exhibit Hall displays them on posters, comic book covers, collectibles and more, but the ones we really notice are those brought to life for us, the cosplay creations crafted and worn by our attendees as they stroll the halls or pose for photos. Not a dance or party as the name implies, it is an on-stage competition, where re-created and original design costumes are brought to life in clever and entertaining presentations with drama, humor, storyline and more, each with specially selected music and lighting. And, with trophies and generous cash and other awards for the top costumes!

The Masquerade will start at **8:30 pm Saturday in Ballroom 20** of the Convention Center. **Doors will open for audience seating at 8:00 pm, but the line for choice seating will start forming earlier.** To help audience members avoid waiting in a lengthy line, **FREE** seating tickets will be given out at 12 noon Saturday near Ballroom 20, and again after 3:00 PM at the

Masquerade desk nearby. A ticket assures that you will have a seat, so you can then go enjoy the panels and return later. Tickets are **NOT** required, however, and once the ticketed line has all gone in, then anyone without a ticket is welcome while seating remains. There will be a seating section for convention special guests and approved press that reserve a seat at the Masquerade desk near Ballroom 20. Disabled attendees should visit the Deaf and Disabled Services desk to coordinate seating, and there will be a signer for the hearing impaired. The ballroom holds nearly 4,000 and sometimes fills. The show will also be shown simultaneously on large screens in the Sails Pavilion (about 500 seats) and Ballroom 6A (no tickets needed for either).

The event will run until 11:00 pm, including an intermission for judging, and then the presentation of awards. Along with the Comic-Con awards bestowed by our guest judges, representatives from organizations and companies will also be selecting their own winners of generous cash prizes and trophies. To ensure great viewing for everyone, multiple cameras will be capturing close-up views for projection onto the high-definition screens.

Our emcees will again be the always entertaining five-time Hugo Award-winning artists and writers Phil Foglio and Kaja Foglio. Together the husband-and-wife team have created, published, and contributed to a variety of comics, art, novels and games in the science fiction, fantasy, and steampunk genres through their company and website StudioFoglio.com, featuring their popular *Girl Genius* series.

During the Judging Intermission there will be a new dance performance by The Corps Dance Crew! Founded in 2013, the group is comprised of dancers from all over southern California who are trained in numerous genres of dance including jazz, ballet, tap, and all foundations of hip-hop. The group has placed highly in many dance competitions, and performs regularly at Comic-Con International, WonderCon,

Anime California, Anime Los Angeles, and Sabakon in Las Vegas.

Also returning for the Intermission will be the San Diego chapter of The Saber Guild, Jedha Temple. For the first time ever, they will be joined by members from Temples Skywalker, Concordia, Nar Shaddaa, and Temple Prime to perform their newest show: "Hidden Path: The Trials of the Jedi: When the Galactic Empire descends on an annual celebration held by a peaceful outer rim world, the Jedi Knights of the Hidden Path unite to train the captives to rebel against the Emperor's Sith forces. But when an Inquisitor sets her sights on the festival, a Padawan will be forced to face the trials of the Jedi or risk losing himself and the prisoners to the dark side of the Force."

The Saber Guild is a global not-for-profit Lucasfilm-recognized Star Wars choreographed lightsaber performance club, of which Jedha Temple is the San Diego branch. Saber Guild provides original Star Wars stories through exciting lightsaber battles in media-accurate costumes. They perform at many charity and community events, as well as comic and sci-fi conventions, to raise money for charitable causes and share their love of Star Wars.

Photography

- Cameras are allowed, but no flash photography is permitted in the ballroom.
- All photographs and video recordings must be for personal, nonprofit use only and may not be used for commercial purposes. News media and journalists should request permission via Comic-Con's Press desk.
- No equipment or standing is allowed that will block aisles or interfere with other audience members' viewing. Please help ensure that everyone in the audience can enjoy the show.
- We have a Masquerade Photo Op Area in a nearby room where the costumers will pose after their stage presentations. Flash photography is allowed there, but spaces are limited. Those wishing access must sign

COMIC-CON PRESENTS: THE 2024 MASQUERADE

up ahead of time at the Masquerade Desk to reserve a spot.

Contestant Information

Although we filled up back in May, cancellations MAY have opened up contestant spots. You may inquire at the Masquerade desk by Ballroom 20 Thursday and Friday, 9:30 am-5:30 pm, or before 10:30 am Saturday to check for openings. Costumes worn at the con prior to the Masquerade are not accepted in the show. Complete rules and information are available there and at our www.comic-con.org website. A one-hour Orientation for contestants-only will be held Saturday at 10:30 am. Please stop by the desk to learn the room number.

Masquerade-Related Panels For Those Who Wish to Learn More

- ▶ Masquerade 101 - Thursday 6:00-7:00 pm, Room 23ABC
- ▶ Fifty Years of Comic-Con Masquerades! – Friday 6:00-7:00 pm, Room 28DE
- ▶ Masquerade Playback – Sunday 2:30 pm, Room 10. A video presentation for those who missed the show or wish to see it again.

Awards and Cash Prizes

Comic-Con International trophy medallions will be given to winning costumes in categories of Best in Show, Judges' Choice, Best Re-creation, Best Original Design, Most Beautiful, Most Humorous, Best Workmanship, and Best Young Fan. These custom awards were fabricated for us by the same company that produces trophies for the Emmy Awards® and Golden Globes®. Any entry winning one of Comic-Con's own award categories (excepting honorable mentions) will also receive a free 4-day membership to Comic-Con in 2025! Awarded badges are non-transferable; if a group wins in a category, each member will receive a badge and trophy, up to a maximum of six.

In addition, generous prizes will be presented by representatives of the following companies and organizations:

- ▶ Frank And Son Collectible Show, of the City of Industry, Calif., "Your one-stop show for all your collectible needs" will present to the entry their representative deems the audience favorite by applause a generous prize of \$1,000 cash, plus a very impressive trophy!
- ▶ The Art Directors Guild, IATSE Local

800. The ADG, which has presented panels at Comic-Con for over a dozen years, has among its members art directors, graphic artists, illustrators & storyboard artists, model makers, pre-vis artists, production designers, scenic artists, set designers and title artists of the motion picture, theater, and TV industries. The ADG is presenting two awards: The Art Directors Guild Cosplay Award for Original Concept Design, presented to the entry most exemplifying a wholly original concept, and The Art Directors Guild Cosplay Award for Best Visual Media Design, presented to the entry whose design best interprets a character or concept from a television show or motion picture. Each award comes with a \$500 prize.

- ▶ The Costume Designers Guild, IATSE Local 892 will be presenting Best Costume entry with a trophy designed by CDG illustrator Felipe Sanchez and created by Lucid Studios Specialty Costume Fabrication Character FX Rentals in Burbank California and a \$500 gift certificate from International Silks and Woolens in Los Angeles. The CDG is a labor union representing costume designers, assistant costume designers, and costume illustrators working in motion pictures, TV, commercials, music videos, and new media.

- ▶ The Costume Designers Guild will also present another award, in honor of the late Costume Designer Guild member Shawna Trpcic, whose work was one of the founding designs in the Star Wars television world for Disney. The CDG has proudly created an award that will live on in her memory at San Diego Comic-Con's Masquerade – Best Sci-Fi Costume. We hope this will serve as a lasting tribute to her excellence in costume design and her personal commitment to Comic-Con. In addition to the award, the winner will receive a gift bag worth over \$500.

- ▶ Oksana Shore Award for Excellence in Craftsmanship. This special award, arranged by professional costume designer Jennifer May Nickel, is given in the memory of Oksana Shore, an exceptionally talented tailor, pattern maker, and friend to many in the industry. A member of IATSE Local 479, she made costumes for film and TV that are cosplayed around the world, and her attention to detail and craftsmanship were superb. *Gotham Knights, Legacies, Loki,*

Stranger Things, and WandaVision were just a few of her projects. She was a wonderful, caring person who quietly worked to make the world a little better and brighter by helping her friends and family in Ukraine. This award is given to the entry that captures her spirit and skill of Patterning, Construction, and Craftsmanship, and will include a trophy and a new Benina/Benette sewing machine!

- ▶ Comickaze Comics & Pop Culture Store, San Diego's #1 source for comics, graphic novels, & collectibles, located in the Clairemont Mesa area since 1993, will present an award for what they deem the Best In-Character Performance, with a generous prize of a limited-edition special collectible statuette, an Amazon gift card of \$300, and a \$200 Comickaze store gift card.

- ▶ Comic-Con International will present a special award given in memory of a long-time Committee and Board member Alan Campbell, who passed away and is sorely missed. Alan was a great fan of the Masquerade, often donating his own prize. The Alan Campbell Award will be \$500 cash, presented to the entry deemed Best Re-Creation of a Comics or Related Media Character or Characters, as selected by a representative of the Board of Directors.

- ▶ The Costumer's Guild West (CGW), southern California's costuming fandom group, will present a one-year membership to CGW, as well as a full scholarship and a complimentary 1-night hotel stay to their weekend conference, Costume College®, held each July at the Sheraton Gateway Los Angeles Hotel. This year their event was a week before Comic-Con, so their winner may choose 2025 or 2026. It will be given to the entry their representatives select as Showing the Most Promise. Costume College provides educational lectures and workshops in every aspect of costuming!

- ▶ Pontik.com, an international source for the latest entertainment, music, fan convention, cosplay and international fashion news, including everything for the Geek Community, with a YouTube channel to promote all of that, will be participating for their first time providing a \$500 cash award for what their representative deems the Best Prop (craftsmanship and how well it suits the costume idea) accompanying a costume in the show.

DON'T MISS THE ANNIVERSARY ARTICLE ABOUT THE MASQUERADE IN THE SOUVENIER BOOK!

Hall H First-Seating Wristbands and Guidelines

Hate waiting in line? We do too! To help you manage your valuable time at Comic-Con and to discourage line cutting, the First-Seating (formerly Toucan Tracker) wristbands will be returning to Hall H for 2024!

First-Seating wristbands give attendees flexibility based upon their priorities at Comic-Con. If you wish to get a front section seat in Hall H, you are welcome to wait in line overnight once you receive your First-Seating wristband. If seat placement is not a priority to you, First-Seating wristbands allow you to reserve general seating in Hall H and come back in the morning. First Seating wristbands are essentially a way for you to know that you have a seat in Hall H, whether you are physically in line or not!

For safety reasons we cannot allow anyone to line up until all tents, canopies, stanchions, delineators, and more are completed at the event. This includes all adjacent areas to Plaza Park, the Embarcadero, and other areas as well. There is to be absolutely no waiting nearby for the work to be completed. We estimate that all work and setup will be completed by Wednesday, July 24, however this timeframe is not guaranteed.

SO HOW DO THEY WORK?

First-Seating wristbands will be given out the night before, for the next day's first Hall H panel. Please note: You must have a valid badge for the day listed on the wristband being distributed. For example, Saturday morning's First-Seating wristbands will be given out on Friday night, and those receiving them must have a valid badge for Saturday. After verifying your badge, you will receive a First-Seating wristband that must be securely attached to your wrist.

Once you receive your First-Seating wristband, you have three options:

1. You may leave, get a good night's rest, and return to the end of the wristbanded line **before 7:30 am**. Please keep in mind that you **must** be there before 7:30 am.
2. You may leave someone to hold your place in line, and return before 7:30 am to meet them. You will be allowed to join them in line as long as you have a matching First-

Seating wristband for your group. If your group wishes to enter together, all members of your group will need to get First-Seating wristbands at the same time, so plan accordingly.

3. You may immediately line up for the following day's first panel in Hall H.

If you decide to leave the line at any point, you may return to the end of the First-Seating wristbanded line prior to 7:30 am and still gain entry to the first panel of the day in Hall H. You do not need to wait overnight! If you return after 7:30 am, you will have to go to the end of the entire Hall H line and may not receive first seating.

Note: Someone must be present in the line at all times. You can hold space for yourself and up to 2 other people 13 years old or older, and up to 2 additional children 12 years old or under with a child badge. Children must be badged to enter Hall H, please see our child badge policy (<https://comic-con.org/cci/child-badge-policy-0>) for more information.

Please note: As above, all persons in your group must have a valid badge for the day listed on the wristband being distributed. All persons in the group **MUST** be present when First-Seating wristbands are distributed. First-Seating wristbands will be placed on the wrist of the wearer, and no additional wristbands will be handed out.

In an effort to accommodate as many people as possible with the least amount of impact for all, please follow the rules below:

- Camping is not allowed.
- Absolutely no tents, canopies, inflatables, cots, beds, furniture, oversized coolers, space heaters, large fans, large umbrellas, chaise lounges, open flames, or anything of a similar nature of any kind as determined by the Convention Center and the Port.
- You are permitted to have one chair per person of relatively normal size. You may also use a blanket or sleeping bag, provided it is only taking up the space of one person.
- **You cannot leave unattended personal items (chairs, sleeping bags, umbrellas, etc.) as a placeholder in line.** Someone must be present at all times.

WHERE DO YOU GET THESE FABULOUS FIRST-SEATING WRISTBANDS?

First-Seating wristbands will be distributed at the front of the Next Day Line for Hall H. Distribution times vary by day. Please see the map for the location of the Next Day Line. You will need your Comic-Con 2024 badge or your barcode confirmation to receive a wristband. Be aware that IDs will be checked, and the name on your photo ID must match the barcode confirmation.

DISTRIBUTION DATES/TIMES

- Wednesday, July 24: First-Seating wristband distribution for Thursday panels in Hall H will begin at 7:30 pm in the general Hall H line in Plaza Park.
- Thursday, July 25: First-Seating wristband distribution for Friday panels in Hall H will begin at 7:30 pm at the front of the Next Day Line.
- Friday, July 26: First-Seating wristband distribution for Saturday panels in Hall H will begin at 8:00 pm at the front of the Next Day Line.

To address front-of-line crowding issues, our Line staff will begin distributing "line" wristbands to the first portion of the line each day to assist our staff in keeping track of the number of people in line at that time. This "line" wristband alone will not allow access into Hall H, it is only being used to assist our staff in monitoring the front of the line and will be replaced with the First-Seating wristband as they are distributed in the evening. These "line" wristbands will allow the wearer to save space for up to an additional 2 people as described above, until the First-Seating wristbands are distributed.

Remember, you do not need to wait in line overnight to receive first seating. Your First-Seating wristband ensures first seating for the first panel of the day in Hall H. You are welcome to have someone hold your place in line or simply return to the end of the wristbanded line prior to 7:30 am.

Wristbands will only be used for the first panel of the day in Hall H. Once the wristband line has been let into the hall, individuals without wristbands will be allowed to enter.

HALL H ENTRANCES/EXITS AND PLAZA PARK LINE

WHAT ABOUT THE ADA HALL H NEXT DAY LINE?

We're glad you asked! The ADA Hall H Next Day line will also have First-Seating wristbands. Please visit the Deaf and Disabled Services in Lobby A for detailed information about ADA First-Seating wristbanding.

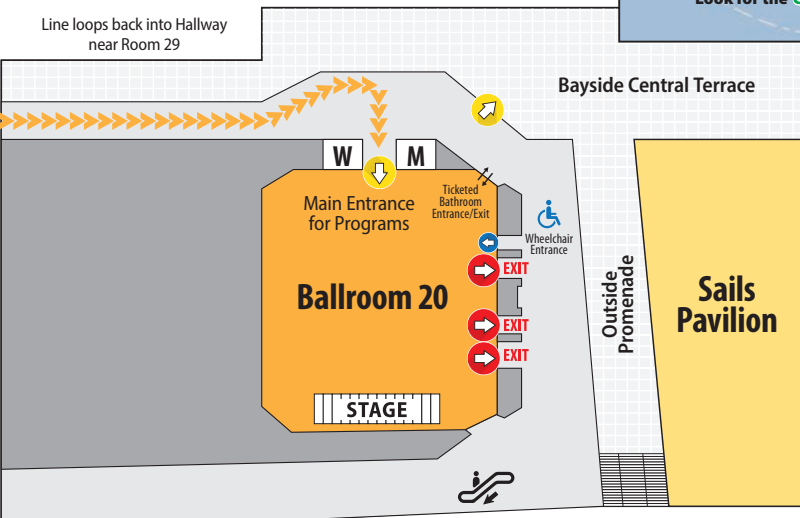
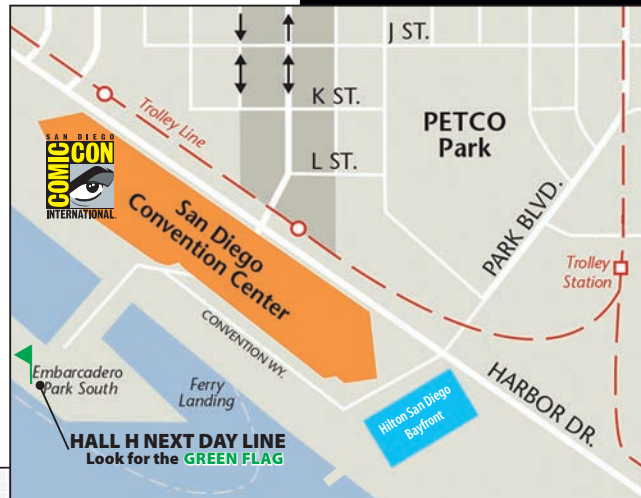
THE FINE PRINT:

First-Seating wristbands are issued such that the wristband holder will be eligible for first seating for Hall H on the day listed on their First-Seating wristband (barring any unforeseen circumstances). We anticipate that all holders of First-Seating wristbands will be able to get seating for Hall H if you follow the guidelines above. Comic-Con reserves the right to refuse entry to any person for any reason.



First-Seating wristbands cannot be traded or sold. By receiving a wristband, you agree not to sell, trade, transfer, or share your wristband. In the event that San Diego Comic Convention/Comic-Con International (SDCC) determines that you have violated this policy, SDCC has the right to cancel your badge(s) with no refund.

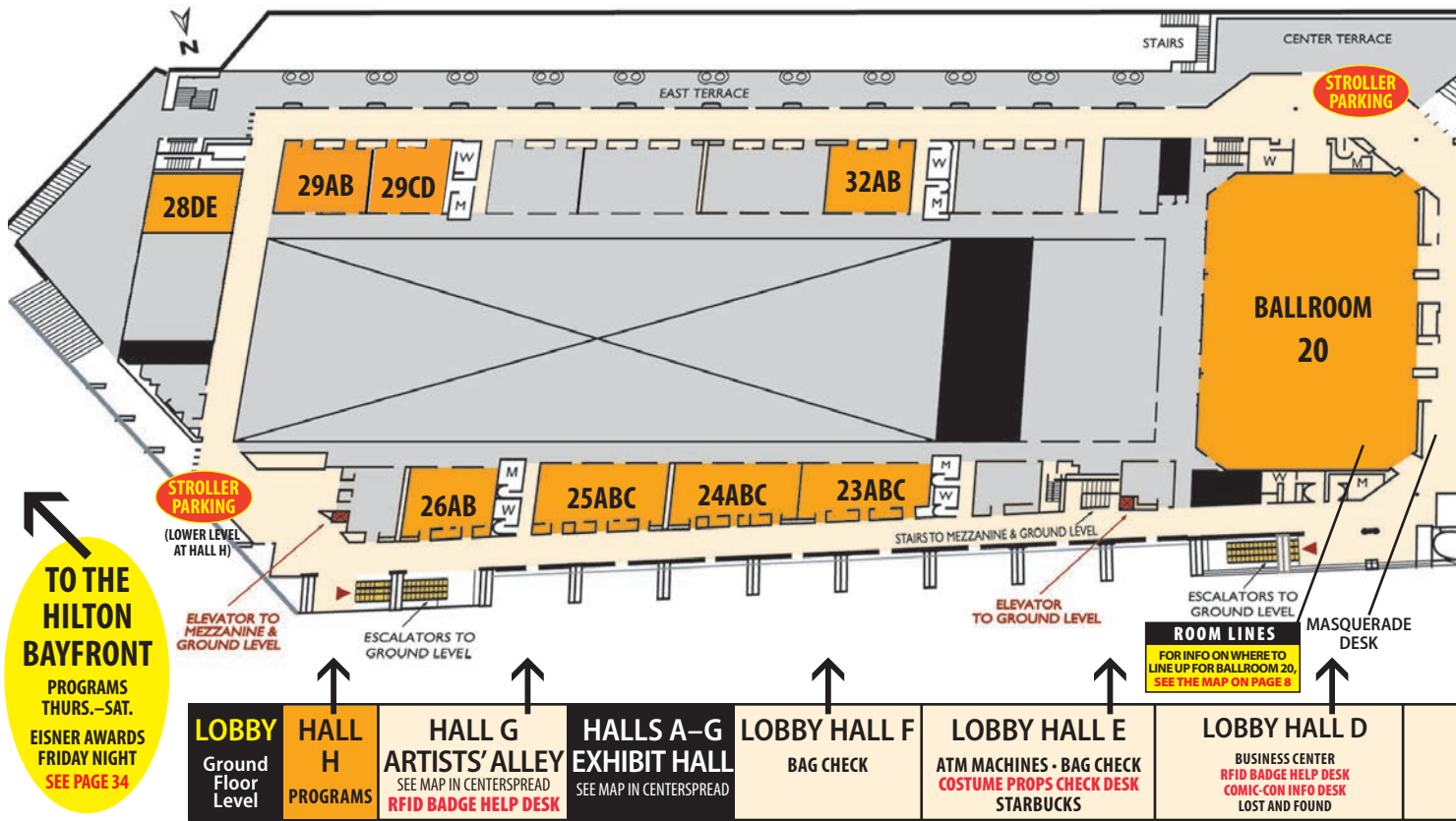
SDCC reserves the right to change times or procedures for distributing any wristbands for any reason. Safety concerns, and requests from the Convention Center, the fire marshal, police, city, or Port may require we change these published plans.



**BALLROOM 20
ENTRANCES/
EXITS
AND LINES**

ROOM LINES
ON THIS SIDE OF THE BUILDING LINE UP IN FRONT OF THE ROOMS

CONVENTION CENTER UPPER LEVEL



TO THE HILTON BAYFRONT
PROGRAMS THURS.-SAT.
EISNER AWARDS FRIDAY NIGHT
SEE PAGE 34

LOBBY Ground Floor Level	HALL H PROGRAMS	HALL G ARTISTS' ALLEY SEE MAP IN CENTERSPREAD RFID BADGE HELP DESK	HALLS A-G EXHIBIT HALL SEE MAP IN CENTERSPREAD	LOBBY HALL F BAG CHECK	LOBBY HALL E ATM MACHINES • BAG CHECK COSTUME PROPS CHECK DESK STARBUCKS	LOBBY HALL D BUSINESS CENTER RFID BADGE HELP DESK COMIC-CON INFO DESK LOST AND FOUND
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TO THE LIBRARY
330 Park Blvd.
Educational Programs & Podcast/Web Series
USE THE PEDESTRIAN BRIDGE BY THE HILTON
SEE PAGE 40

SEE THE CENTERSPREAD MAP FOR EXACT LOCATIONS

TO THE OMNI SAN DIEGO
675 L Street
SEE PAGE 38

SHUTTLE INFO DESK ON FRONT DRIVE

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2024 Comic-Con Gaming Guide

GAMES GUIDE
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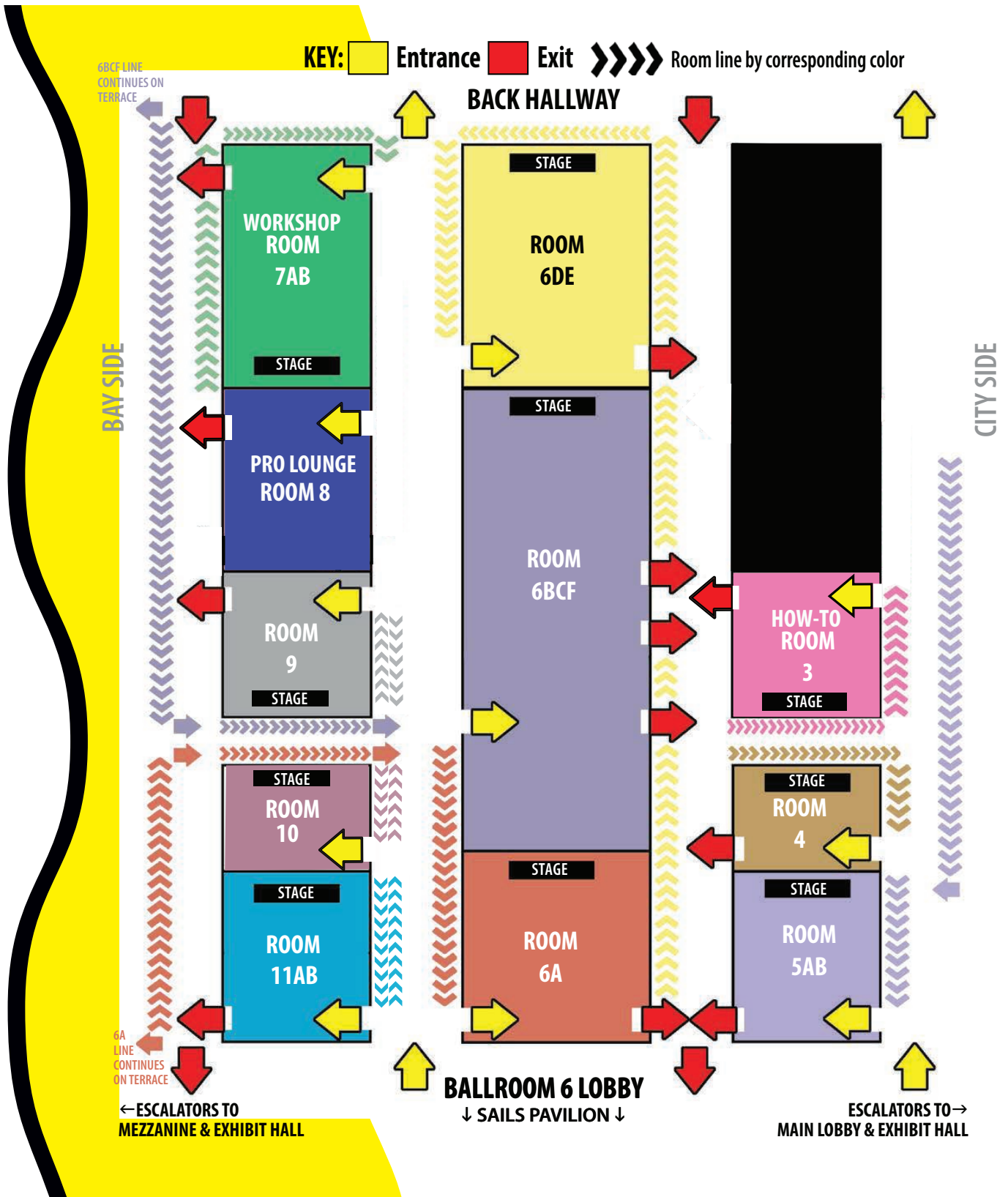


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PACIFIC BALLROOM 23

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MARRIOTT MARQUIS SAN DIEGO PROGRAMS & EVENTS



LOCATED ON HARBOR DR.

Adjacent to the Convention Center on the Hall A side

WEAR YOUR COMIC-CON BADGE TO GET IN

The **Marriott Marquis San Diego** is located directly adjacent to the San Diego Convention Center (next to the Hall A side). Spread out over two buildings, the **Marriott Marquis Hotel** and **Marriott Marquis Facility** will play host to even more Comic-Con programming and events. These panels and activities will be open to Comic-Con attendees, so make sure to bring your badge when you head over!

MARINA D:

The **Marina D Ballroom** is in the South Tower on level three; this special room is packed with informative and inspiring programming for individuals seeking careers in comics, the arts, or the gaming industry! Whether you are looking to hone your skills or seeking out a co-creator, the Marina D Ballroom has you covered.

Comic Creator Connection: Join in on “creator speed dating” as participants are paired up in groups of writers and artists and given five minutes to pitch their ideas to one another. After that five minutes is up, you’ll meet a new person and start all over again. This is a fantastic opportunity to meet some great potential collaborators! Sign-ups for this event were taken in advance, but there may be space available on the day of the event, so be sure to check it out!

Gaming Creator Connection: Industry professionals are here to offer advice and one-on-one assistance with your gaming industry questions. Whether you’ve got an idea and need to figure out your next step, looking to figure out a business plan, or want to go over your portfolio, take this chance to sit with industry professionals and gain insight to what it takes to develop and expand your career in today’s market. Sign-ups for this event were taken in advance but there may be space available on the day of the event.

Also featured in the **Marina D Ballroom** are the **Industry and Community Advisory for Comic-Con Museum Education**, **The Writer’s Workshop**, **The Writers Coffeehouse**, a **Mixer for Creators**, **TWO Creators Assemble Networking Events**, and the **Table Top Game Design Shark Tank**. See the full listing of programs for the Marina D Ballroom and all Marriott Marquis events on the Programming Grids starting on page 48.

Volunteer Registration can be found in the **Marina Ballroom (Rooms E-G)** on Level 3.



PACIFIC BALLROOM:

Pacific Ballroom: Located on the Lower Level (Street Level) of the Marriott Marquis, the Pacific Ballroom is where you’ll find two separate gaming areas as well as a spot to pick up your official Comic-Con merchandise.

The **Pinball Pop-Up Arcade (Pacific Ballroom 14-16)**, will include all of the latest Stern Pinball machines featuring the award-winning Insider Connected platform. Both casual and serious players are encouraged to stop by the Pop-up Arcade to hang out, relax, earn achievements, high scores and enjoy endless hours of free pinball play. Registration for Insider Connected is available at insider.sternpinball.com/. Players can register at a connected game by scanning a QR code or at the Stern Pinball website. Once a player registers, they are issued a unique QR Code that can be used to identify that player at any connected Stern pinball machine anywhere in the world. When a player logs into the machine, they can track progress, earn new game specific achievements, engage with the player community, and participate in promotions and Challenge Quests.

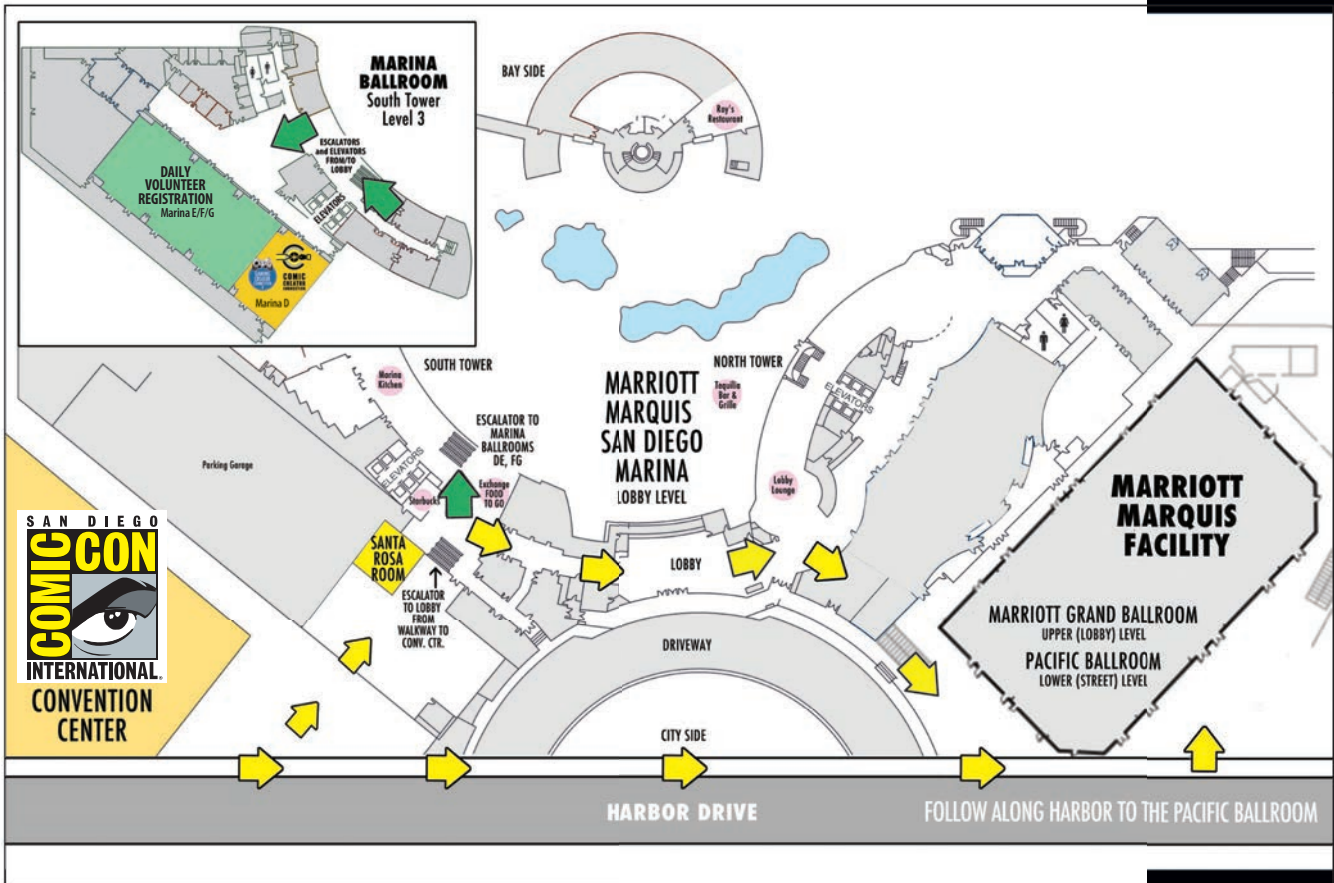
The **Comic-Con Games Area (Pacific Ballroom 18-22)**, as well as the Mezzanine level at the Convention Center, is where attendees can access a complete games experience including board, card, and dice games, new and classic role-playing games, and LARPs. There are tournaments, demos, and a huge free game library!

Comic-Con Merch (Pacific Ballroom 23-26) is the spot to pick up this year’s exclusive merchandise available only at Comic-Con. T-shirts and much more are available here.

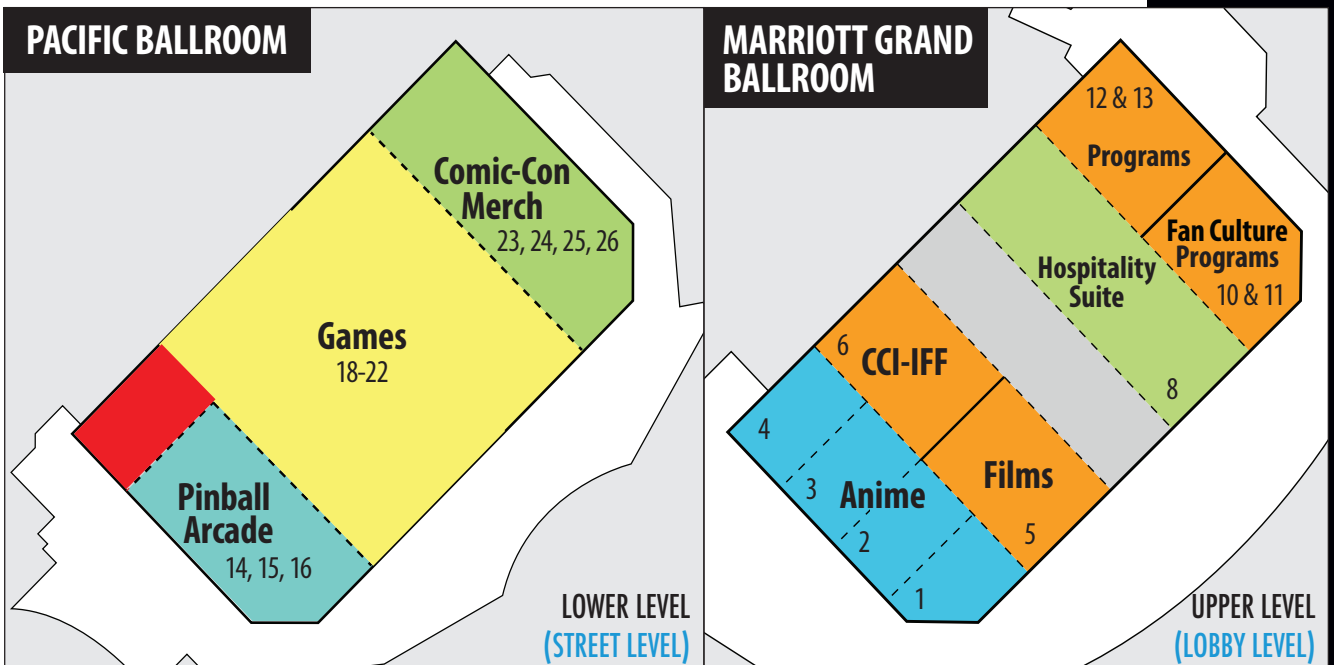
GRAND BALLROOM:

Grand Ballroom: Don’t forget about the Upper Level. Two more Program rooms are located here, **Grand 12 & 13** and **Grand 10 & 11**. You can also catch a break at the **Hospitality Suite (Grand 8 & 9)**. Catch a flick in the Films room (**Grand 5**) or the ever-popular **CCI-IFF (Grand 6)** which can all be found in this area. The **Anime** rooms, also located here, (**Grand 1, 2, 3, & 4**) offer a staggering lineup of anime!

MARRIOTT MARQUIS SAN DIEGO MARINA MAPS



MARRIOTT MARQUIS FACILITY

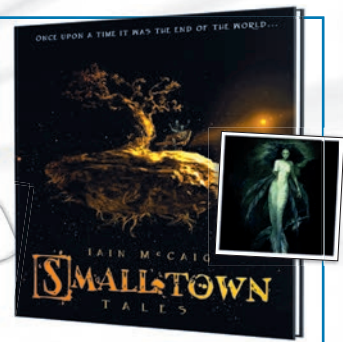
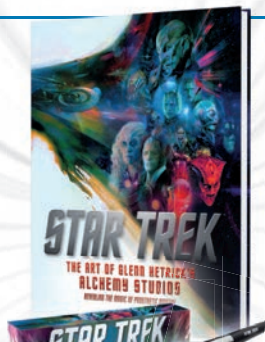
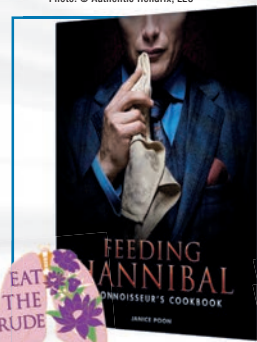
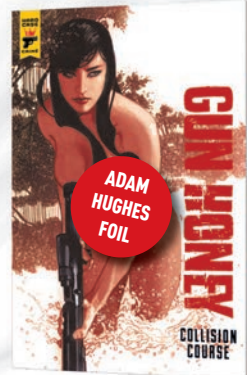


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DON'T MISS THESE PANELS:

THE WORLD OF BLADE RUNNER - A NEW COMIC SAGA BEGINS IN TOKYO!
THURSDAY 12:30PM
ROOM: 24ABC

HARD CASE CRIME CELEBRATING 20 YEARS!
THURSDAY: 2:00PM
ROOM: 5AB

BOB WAYNE'S FIRST SIXTY-FIVE YEARS IN COMICS
SATURDAY: 11:00AM
ROOM: 4

STAR TREK: THE ART OF GLENN HETRICK'S ALCHEMY STUDIOS
SATURDAY: 4:00PM
ROOM: 4

CONAN: THE BATTLE OF THE BLACK STONE
SUNDAY: 11:00AM
ROOM: 29AB

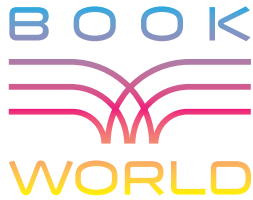
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on the Hall H side

**WEAR YOUR COMIC-CON BADGE
FOR PANEL ADMITTANCE**

(space permitting)



PROGRAMS AVAILABLE THURSDAY THROUGH SATURDAY

Located next to the Convention Center is the scenic and luxurious Hilton Bayfront Hotel. Within the hotel is the Indigo Ballroom, where you'll find panels about fan favorite topics such as comics, music, television, film, and the ever popular all-day animation slate on Friday. Programming starts every day as early as 10:00 and goes throughout the day, but refer to the Programming Grids (starting on page 48) for more info.

WILL EISNER COMIC INDUSTRY AWARDS

Friday night brings the 36th annual **Will Eisner Comic Industry Awards**, the “Oscars” of the comics industry. Celebrity presenters will be giving out awards for 2023



**Will Eisner
COMIC INDUSTRY
AWARDS**

works in over 30 categories, from Best Continuing Series and Best Graphic Album—New to Best Writer and Best Publication for Kids. The ceremony is open to anyone with a four-day or Friday badge.

- **Indigo Ballroom**
- **Friday: 8:00–10:30 PM**

MORE ON THE EISNER AWARDS

Don't miss the Eisner Awards Hall of Fame Presentation at the Convention Center at 10:00 Friday morning in room 29CD. Celebrate the 2024 Eisner Awards Hall of Fame inductees at this special ceremony! Trophies will be given out to 17 individuals selected by the Eisner Hall of Fame judges, along with 4 recipients selected by voters. Hosted by Eisner Awards Administrator Jackie Estrada.

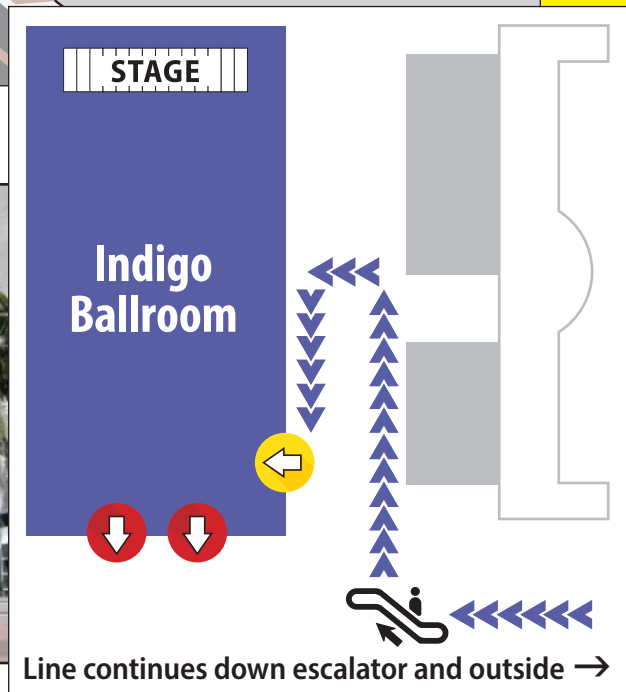
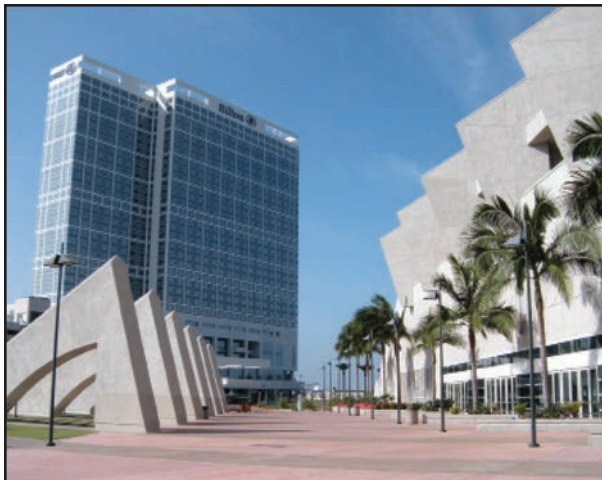


PHOTO: A. ORTEGA © 2023 SDCC

HILTON SAN DIEGO BAYFRONT MAPS



KEY: Entrance Exit



MANCHESTER GRAND HYATT PROGRAMS & EVENTS

ON HARBOR DRIVE

North of the Marriott Marquis
and Convention Center

CORNER OF HARBOR DRIVE AND MARKET STREET

HARBOR TOWER

(Nearest to the Convention Center)

SEAPORT TOWER



PROGRAMS AVAILABLE THURSDAY THROUGH SUNDAY

On Harbor Drive you'll find the Manchester Grand Hyatt, home to some of Comic-Con's annual events. Please note that your attendee badge is required for entry!

COMIC-CON/ROBERT A. HEINLEIN BLOOD DRIVE

Community is a big part of Comic-Con and you can do your part and help to save a life by giving of your time and your ichor. The annual **Comic-Con International/Robert A. Heinlein Blood Drive** is the spot for you to help donate to a very worthy cause, supporting the continuing efforts of the San Diego Blood Bank. Donors also receive goodie bags, a special T-shirt, and have access to special prizes, and much more. This event lasts through the duration of the show, but you'll need to register at the **Blood Drive Desk in the Sails Pavilion**, located on the upper level of the Convention Center.

Coronado Ballroom • Fourth Level

Wednesday–Saturday: 9:00 AM–6:00 PM

Sunday: 9:00 AM–3:30 PM

Register at the Blood Drive Desk in the Sails Pavilion at the San Diego Convention Center

PROGRAM PREMIUMS ROOM

Did you receive a ticket in a Program room for a special giveaway? Head on over to the Program Premiums room to pick it up. Redeem your ticket here for some awesome swag!

Grand Hall AB • Lobby Level

Thursday–Saturday: 10:00 AM–8:00 PM

Sunday: 10:00 AM–6:00 PM

ART SHOW

The **Art Show** showcases works using all kinds of media from a number of creators, both amateur and professional. These pieces are available for purchase if you want to add something to your collection, but you must be over the age of 18 with proper identification. In this room you'll also find the comics and books nominated for this year's **Will Eisner Comic Industry Awards**. **Grand Hall CD • Lobby Level**

Thursday: 11:00 AM–8:00 PM • Friday: 9:00 AM–8:00 PM

Saturday: 9:00 AM–6:00 PM • Sunday: 9:00 AM–6:00 PM

HER UNIVERSE FASHION SHOW

The **Her Universe Fashion Show**, which takes place on Thursday at 6:00 pm in the Harbor Ballroom, will have 25 designers competing for the chance to design a Her Universe collection. Don't miss this one-of-a-kind geek couture runway!

Harbor Ballroom • Second Level

Thursday 6:00 PM

MANCHESTER GRAND HYATT MAPS

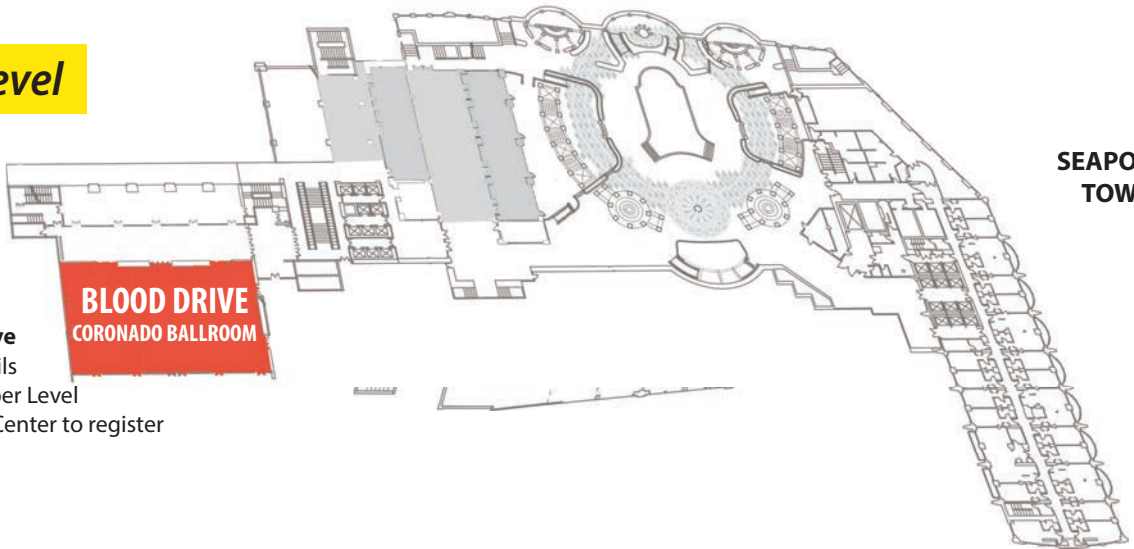
Fourth Level

HARBOR TOWER

SEAPORT TOWER

BLOOD DRIVE
CORONADO BALLROOM

Visit the **Blood Drive Info Desk** in the Sails Pavilion on the Upper Level of the Convention Center to register

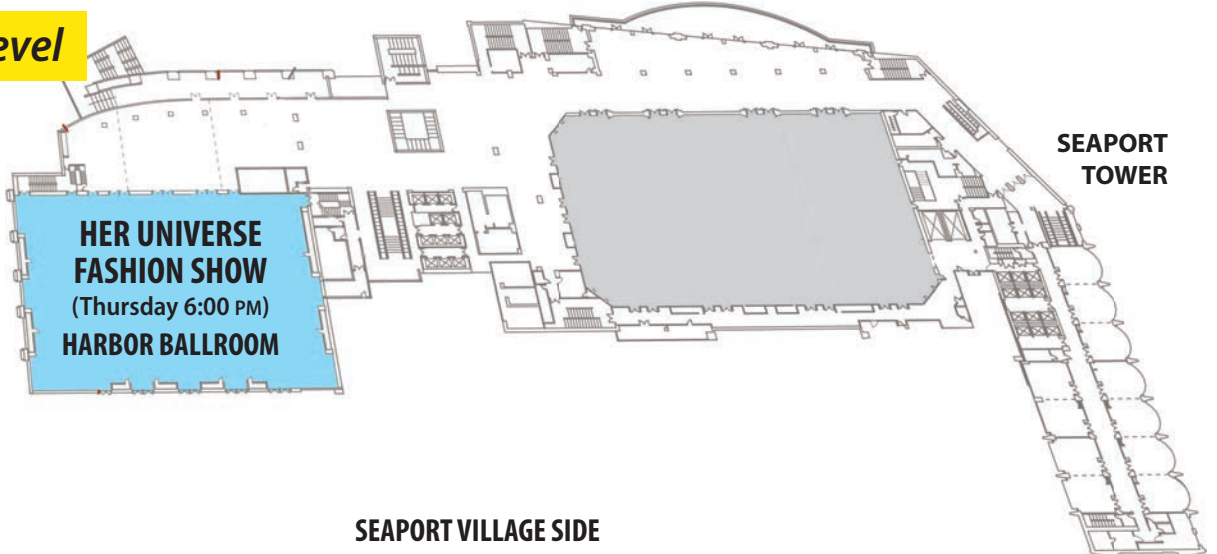


Second Level

HARBOR TOWER

SEAPORT TOWER

HER UNIVERSE FASHION SHOW
(Thursday 6:00 PM)
HARBOR BALLROOM



Lobby Level

HARBOR TOWER

SEAPORT TOWER

If you were given a ticket in one of the programs, bring it to the **Program Premiums Room** in Grand Hall AB to redeem for your free item! (Enter Seaport Village side)

SEAPORT VILLAGE SIDE

GRAND HALL

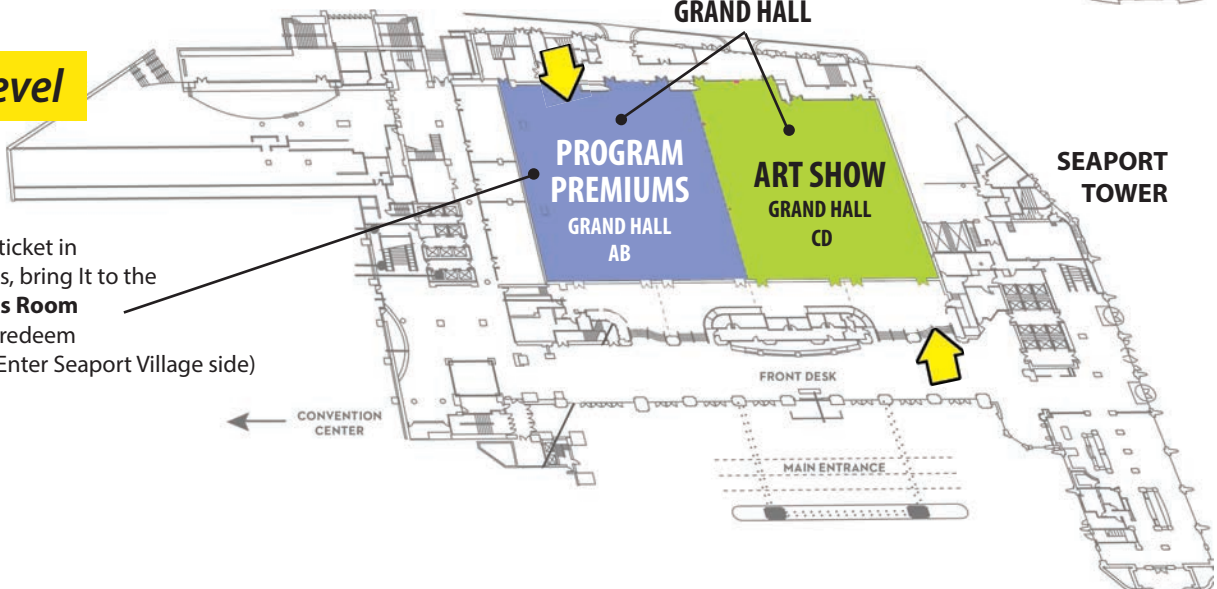
PROGRAM PREMIUMS
GRAND HALL AB

ART SHOW
GRAND HALL CD

FRONT DESK

CONVENTION CENTER

MAIN ENTRANCE



OMNI SAN DIEGO PROGRAMS & EVENTS

RPG PLAY THEATER

Prepare for adventure with the Comic-Con RPG Play Theater! We are excited to announce the return of the live role-playing game theater where people can enjoy live RPG games with master storytellers and celebrated personalities from the tabletop game industry. Join the audience to embark on epic adventures and live tabletop game experiences! You can find these immersive and entertaining gaming experiences in the **Grand ABC**. Check the programming grid starting on page 48 for event listings.

EXTENDED PROGRAMMING

Programming is also returning to the Omni in the **Grand DE** from Thursday through Saturday. Be sure to check out the programming grid starting on page 48 and the panel descriptions online to check out this full slate of panels, including content from your favorite creators of comics, books, shows, movies, and more! There will also be some great interactive panels, so be sure to head on over and enjoy all the Omni has to offer during Comic-Con.

PROGRAMS AVAILABLE THURSDAY THROUGH SATURDAY 10:00 am–6:00 pm



COMIC-CON 2024 EXHIBITOR LIST

ARTISTS' ALLEY

Table listing exhibitors in the Artists' Alley section, including names like 9monkeys, Abstract Studio, Adalisa Zarate, and Howard M. Shum.

SMALL PRESS

Table listing exhibitors in the Small Press section, including names like 10 Ton Press, A.T. Comics, and Marv Wolfman.

COMIC-CON 2024 EXHIBITOR LIST

COMIC-CON TABLES

Table listing exhibitors in the Comic-Con Tables section, including names like 1000+caras, Alex Nino, and Doris Fish Forever.

FAN TABLES

Table listing exhibitors in the Fan Tables section, including names like 1701st Fleet USS Navras, Com Station Z, and Gaslight Steampunk Expo.



PHOTO: M. GARRISKE © 2023 SPOCC

COMIC-CON 2024 EXHIBITOR LIST

COMIC-CON BOOTHS

Table listing exhibitors in the Comic-Con Booths section, including names like 1 Sixth by OC633, Badali Jewelry, and Comic Book Legal Defense Fund.

COMIC-CON 2024 EXHIBITOR LIST

COMIC-CON BOOTHS

Table listing exhibitors in the Comic-Con Booths section, including names like KikiDoodle & Purmaids, The Pokémon Company, and Ryan Benjamin - Comic Pro Boot.

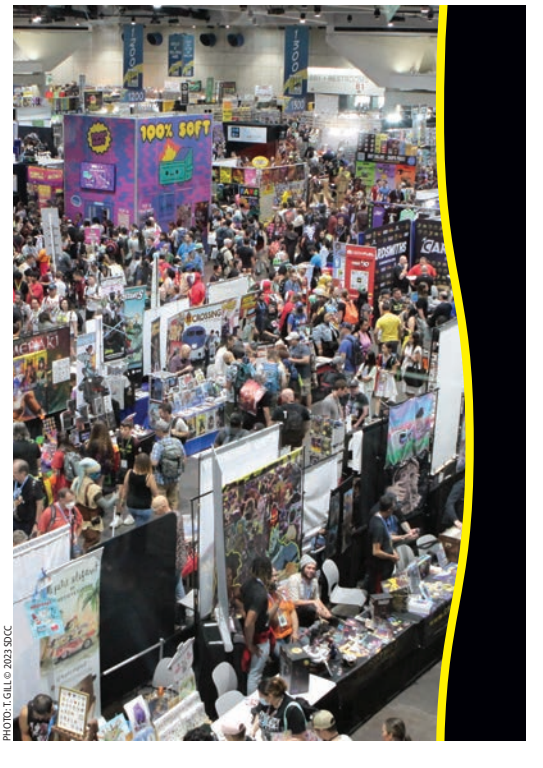


PHOTO: T. LEE © 2023 SPOCC

BADALI BOOTH

JEWELRY 715

OFFICIALLY LICENSED AND ORIGINAL JEWELRY

BRANDON SANDERSON'S

COSMERE™



THE WHEEL OF TIME™



WHEEL OF TIME™ © 2004 Star Pacific Television Inc. and Amazin' Comics Services LLC. All Rights Reserved.

BADALI ORIGINAL PRIDE COLLECTION



BADALI ORIGINAL MISKATONIC COLLECTION



PIERCE BROWN'S RED RISING™



J.R.R. TOLKIEN'S LORD OF THE RINGS™



PATRICK ROTHFUSS'S KINGKILLER CHRONICLE™



JIM BUTCHER'S DRESDEN FILES®



SWING BY
BOOTH 715
TO SEE ALL OF OUR
OFFICIALLY LICENSED
COLLECTIONS

PREVIEW NIGHT ONLY

30% OFF

ENTIRE PURCHASE AT BOOTH 715

SOME RESTRICTIONS MAY APPLY
PREVIEW NIGHT ONLY
JULY 24TH 2024

ENTER OUR FREE JEWELRY DRAWING

WINNER DRAWN JULY 28TH
YOU DO NOT HAVE TO BE PRESENT TO WIN.

BADALIJEWELRY.COM

PRESENT THIS COUPON AT BOOTH #715

20% OFF

ANY ONE ITEM

BOOTH ONLY. NOT AVAILABLE FOR ONLINE PURCHASES.
SOME RESTRICTIONS MAY APPLY
JULY 25-28TH 2024

SAN DIEGO CENTRAL LIBRARY PROGRAMS



Comic-Con's expanded campus once again includes the San Diego Central Library. This state-of-the-art location will be home to two panel rooms, which will run specific programming tracks featuring targeted content.

EDUCATION PROGRAMS

Comic-Con's multi-day **Comic-Con Conference for Educators and Librarians** (CCEL) brings together industry professionals, providing immersive workshops and enlightening discussions that delve into the boundless potential of comics as a medium for inspiration and personal growth in the fields of education and library science.

The Comic-Con Conference for Educators and Librarians 2024 is a FREE five-day event located at the downtown San Diego Central Library in the **Shiley Special Events Suite on the 9th floor, 330 Park Blvd, San Diego, CA 92101**. Join us as we explore the transformative power of comics in education, featuring engaging panels with educators, librarians, publishers, and more. Discover the latest trends and tools for integrating comics into classrooms, from K-12 to college, at this dynamic conference.

Panels start on Wednesday evening at 4:00 and continue through Sunday.

PODCAST, WEB SERIES, AND BOOKS/GENRE FICTION PROGRAMS

The second track of panels, dedicated to podcasts, web series, and books/genre fiction, will take place in the **Neil Morgan Auditorium**, on the 1st floor of the Library. This state-of-the-art space will feature comic and fandom podcasts and a series of panels devoted to web series and a selection from your favorite authors from Thursday, July 25 through Saturday, July 27.

Panels start on Thursday at 10:00 and include returning favorite podcasts and YouTube shows, and also include appearances by award-winning authors and comic creators.

SAN DIEGO CENTRAL LIBRARY LOCATION

The San Diego Central Library's official address is 330 Park Blvd., but the quickest way to get there from the Convention Center is to take the pedestrian bridge next to the Hilton San Diego Bayfront, which exits onto Park Blvd. Walk up to 11th Avenue and make a left and the Library will be front of you. The entrance opposite 11th Ave. and K St. is where the Neil Morgan Auditorium is located. The 330 Park Blvd. entrance is on the opposite side of the building, adjacent to the trolley tracks.

See the Program Schedule Grids beginning on page 48 for the complete San Diego Central Library schedule.



ORIGINALS

EXCLUSIVES

NEW PRINTS

ENAMEL PINS

BOOKS & MORE



ARTIST. CREATOR.
POP SURREALIST.
BOOTH 4723.



Camilla
Camilla d'Errico

COMIC-CON MUSEUM

Comic-Con Museum® will be open an additional day during the week of Comic-Con to welcome as many fans as possible. For the week of July 22 to July 29, the Museum will be open every day from 10 am to 5 pm. Come to beautiful Balboa Park and see our current exhibits: *Becoming Betty Boop*, *Collaboration(s)! A Journey with John Jennings*, *Border Blitz: Artistas del Cómic de Tijuana*, *Logo Legacy*, *Masquerade*, and our main exhibit, *POPnology*, which leaves the Museum this August. Visit our website for details, tickets, and special daily programming during Comic-Con 2024.

Located at: 2131 Pan American Plaza, San Diego, CA 92101
Purchase tickets at: comic-con.org/museum

Exciting Panels and Museum Activities You Don't Want to Miss:

Thursday, July 25, from 11 am to 12 pm - San Diego Convention Center, Room 9

Comic-Con Museum Coming Attractions! - Myths, mysteries, movies, and more ... you don't want to miss hearing the news first! Comic-Con's Eddie Ibrahim (Director of Programming), Rita Vandergaw (Executive Director, Comic-Con Museum), and special mystery guests will give you a peek at upcoming exhibits and events. Where, or *when*, will they take you next? Which beloved characters will you see? Prepare to be surprised!

Thursday, July 25, from 4 pm to 5 pm - Omni San Diego Hotel, Omni Grand Ballroom DE, 4th Floor

BORDER BLITZ - Charles Glaubitz and Alejandra Yépiz Portillo (Comic Artists, Tijuana), Jonothan Glus (CEO, San Diego Arts & Culture Commission), and Gaspar Orozco (Cultural Attaché, Office of the Mexican Consulate in San Diego). Art plays a vital role in promoting cross-cultural understanding and communication. In its various forms, it transcends linguistic barriers and can help create an awareness of cultural differences while cultivating empathy, compassion, and a universal sense of humanity. Panelists will explore the role that the popular arts play in bridging cultural divides, fostering empathy, challenging stereotypes, and celebrating the rich tapestry of human experiences across cultures.

Sunday, July 28, from 10:30 am to 11:30 am - San Diego Convention Center, Room 29CD

Becoming Betty Boop - The Evolution of an Animated Icon—The Fleischer Studios team holds a discussion about Betty Boop, her history, popularity, and her impact on pop culture. Includes Mark Fleischer (Chairman and CEO of Fleischer Studios, grandson of animation pioneer Max Fleischer), Susan Wilking Horan (VP of Business Operations, co-author of *Betty Boop's Guide to a Bold and Balanced Life*), Kristi Ling Spencer (Director of Marketing, co-author of *Betty Boop's Guide to a Bold and Balanced Life*), Frank Caruso (Creative Director, Betty Boop cartoonist), Jeni Mahoney (VP of Digital Media, historian), and Bill McClinton (President of Global Icons). Moderated by Jerry Beck (author and animation historian).

Sunday, July 28, from 11 am to 12 pm - Marriott Marquis San Diego Marina, Marina D

Industry and Community Advisory for Comic-Con Museum Education - Calling industry, educator, and community members: the Comic-Con Museum Education Center wants your input. Imagine what your childhood could have been if you had access to programs designed to inspire and prepare our youth for creative careers, and build a safe space for kids in the geek world to engage and connect. In this interactive session, hosted by Emily Schindler (Comic-Con Museum Education Director), Jewyl Alderson (San Diego County Office of Education), and other engaged educators, we hope to catalyze a community of industry and community stakeholders to make industry-aligned education programs more accessible, more representative, and more responsive to the needs of Comic-Con and the education community. The following industries are focus areas, and we encourage your attendance and input: Comics Industry, TV/Film, Costuming/Cosplay, eSports/Game Design, or any others in the Creative Workforce.

Activities at Comic-Con Museum

Thursday, July 25, from 11 am to 4 pm - Comic-Con Museum
Cardboard Superheroes Workshop, One day only—July 25! Your chance to create your own Cardboard Superhero with teenage entrepreneurs and co-creators of Cardboard Superheroes, Connor and Bauer Lee. Buy your Museum ticket today!

Sunday, July 28, Starting at 10:00 am - Comic-Con Museum
TCM & Julien's Auction!!! Comic-Con Museum presents TCM & Julien's 2024 Spotlight Series Auction. This year's auction includes Harry Potter and other heroes (with over 10 character wands from Harry Potter as well as amazing items from Batman, Spider-Man, Captain America, X-Men, and more). The Auction will also honor and feature a personal collection from Warner Bros. Consumer Products founder Dan Romanelli with proceeds going to charity. And can't talk capeless crusaders without mentioning this guy ... Looks like Deadpool's crashing the party. Yes, the auction will also include a special collection of very memorable Deadpool memorabilia donated by Ryan Reynolds. More information available at www.JuliensAuctions.com

Legend Membership

Friends or family suffering from Comic-Con FOMO? Comic-Con Museum Legend-level memberships including a 4-day badge plus Preview Night for Comic-Con 2024 are still available online. Purchase here today and join in the fun: comic-con.org/museum/join. Set your membership to auto-renew and say goodbye to pre-badge sale anxiety.

Become a Legend member today to secure your badge for Comic-Con 2025, available in person only at the **Comic-Con Museum booth #1714** or at Comic-Con Museum.

COMIC-CON MUSEUM

WONDER

DISCOVER

IMAGINE



CURRENT EXHIBITS FEATURING

*POPnology | Becoming Betty Boop | Border Blitz: Artistas del Cómics de Tijuana
Collaboration(s)! A Journey with John Jennings | Logo Legacy Exhibit | Masquerade*

Visit our booth #1714 in the Exhibit Hall to learn more!

Be the first to hear exciting announcements and exhibition news at our panel:

Thursday, July 25, at 11:00 a.m. in room 9



Plan your visit today at comic-con.org/museum

Comic-Con, Comic-Con Museum, and logos are registered trademarks of San Diego Comic Convention.

COMIC-CON 2024 PROGRAMMING



PHOTO: C. FLORES © 2023 SDCC

Important Notes About Programs and Events at Comic-Con

Comic-Con International once again features a massive schedule of programming events—the largest of any comics or popular arts convention in the country. It spans all four days and includes 20 separate rooms in the Convention Center, ranging from 256 seats to the massive 6,500-seat Hall H.

On Saturday night, the Sails Pavilion is turned into “Party Central” for the gala annual Masquerade party, where you can watch the show on the big screen with a live DJ.

Beyond the Convention Center, you will find Comic-Con programming at four other locations in or close to downtown: the San Diego Central Library, the Hilton Bayfront Hotel, the Marriott Marquis, and the Omni San Diego Hotel.

Programs at the **Central Library** are located in the Shiley Special Events Suite and The Neil Morgan Auditorium. The Library is in downtown across the Harbor Drive pedestrian bridge at 330 Park Blvd. Programs at the **Hilton Bayfront**, just south of the Convention Center, are in the Indigo Ballroom. The **Omni San Diego Hotel** is on L Street, across Harbor Drive from the Convention Center next to Petco Park.

The **Marriott Marquis San Diego Marina Hotel** has once more opened their meeting space to us. The main facility is located on the Harbor Drive side of the hotel which is adjacent to the Convention Center on the Hall A side. Programs are in Grand Ballroom 6, Grand Ballroom 10 & 11, Grand Ballroom 12 & 13, and Marina Ballroom D. The Marriott Marquis serves as the headquarters hotel for Anime, Films, nighttime Games, the Hospitality Suite, and the Comic-Con International Independent Film Festival. Once again the Comic Creator Connection and the Game Creator Connection will be held in Marina Ballroom D, and Starship Artemis in the Santa Rosa room.

Returning to Comic-Con this year as an offsite programming location is the **Omni San Diego Hotel**. Programs in the Omni Hotel will be located on the 4th floor, in the Omni Grand Ballroom DE. For the third year, Comic-Con features a track of gaming-based programs in the Omni Hotel, also on the 4th floor, in Omni Grand Ballroom ABC.

As attendance at Comic-Con has grown, so has the number of people attending the programs. To make everyone’s programming experience as pleasant as possible, please follow these guidelines. While they apply to all events and rooms at Comic-Con, including Anime, film screenings, and Games, they are particularly important in the larger programming venues: Rooms 6A, 6BCF, 6DE, Ballroom 20, Hall H, and the Indigo Ballroom. These procedures are for safety purposes and to help ease line and crowd control issues. They include:

In the primary Program room area (Rooms 3 through 11 on the top level of the Convention Center), the four hallways leading into these rooms have been designated as either entrance only or exit only. Please see the map on page 26 in the Events Quick Guide and look for the signage over each of the Program room hallways upstairs.

In addition, each room has a definite entrance and exit, and some of the larger rooms have specific areas for lining up. When you’re in a room, please watch the presentations on the screens that occur between events for directions for leaving once a program is over. The various maps in the Events Quick Guide show the locations of specific room entrances, exits, and lines. Also, look for signage that will help you locate the correct line for each Program room.

Comic-Con has a break built in between programs in the five largest Program rooms (6A, 6BCF, 6DE, Ballroom 20, Hall H, and the Indigo Ballroom). This break is to help get attendees in and out in a timely manner. **Rooms will not be cleared during these breaks.** (The programs in the other rooms—3, 4, 5AB, 7AB, 9, 10, 11, 23ABC, 24ABC, 25ABC, 26AB, 28DE, 29AB, 29CD, and 32AB—will still run back-to-back and without breaks.)

Please keep in mind . . .

Seating in all event rooms at Comic-Con is on a first-come, first-served basis. Because of the sheer number of attendees, simply having a badge does not guarantee a seat in programs and events or an autograph from a specific celebrity. If there is a specific program or presentation you would like to see, it’s always a good idea to plan accordingly and arrive early.

Seating is limited in each room, from the smallest (256 seats) to the largest (6,500). To help everyone, please:

- ▶ Do not put your bags, food, or other items on the seat next to you.
- ▶ Please do not save seats.
- ▶ Do not leave gaps in seating. Please fill in all seats.
- ▶ If you are standing in a room, you may be asked to move

or to find a seat. This request is for safety reasons and is under the jurisdiction of the fire marshal. Standing in any Program room at any time is not recommended.

▶ There is no reserved seating for press. Press badges do not guarantee entry to any event.

▶ Comic-Con does not clear rooms between events. You are permitted to stay in the same room for multiple programs (with certain



PAULA HSU



E.J. SU

TAIWAN ARTISTS

JULY 25 [THU] — 28 [SUN] @SDCC 2024

BOOTH 5524

BIRD ERA 鳥時代
IG @bird_era

10:30 AM - 12:00 AM

SHAOGAO 薯搞
IG @shaohao

01:00 PM - 02:30 PM

PAULA HSU
IG @paulahsuart

02:30 PM - 04:00 PM

PANEL ROOM 91 7/27 [SAT]

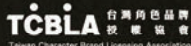
Connecting Eastern and Western Market
with Character IP Licensing

5:00PM - 6:00PM at Room 9

ARTIST ALLEY HH-19

E. J. SU 蘇義傑
IG @ejsu28

[All the events are subject to change.]



社團法人中華動漫出版商協會
Chinese Animation & Comic Publishers Association



國家漫畫博物館籌備處
PREPARATORY OFFICE OF NTMC



COMIC-CON 2024 PROGRAMMING

exceptions; if a room is to be cleared, it will be announced).

Full rooms: Rooms filled to capacity will be closed, and no additional attendees will be admitted. This policy is under the jurisdiction of the fire marshal.

Recording of any of the video footage or images projected onto the screens in any of the rooms is strictly prohibited. Hollywood movie and television studios go to great lengths and expense to bring these special presentations for Comic-Con. In many cases they are exclusive, specifically for you, the Comic-Con attendees. Recording of any of these presentations, by any means, including cameras, camera phones, and smart eyewear, is a violation of copyright law. Please don't ruin it for everyone! If any of these special presentations appear on the Internet, the studios may stop bringing the footage and exclusive content we all love so much. Comic-Con has an exemplary record in this regard, and that's why you'll continue to see exclusive material only at our events, but only you can make sure that continues.

Photography: Each program has its own set of rules, and sometimes photography is allowed. When taking pictures, please keep these guidelines in mind:

- ▶ Keep flash photography to a minimum.
- ▶ Take photographs from your seat.
- ▶ Selfie sticks, GoPro poles, or any device that extends your camera or phone away from your hand are not allowed.
- ▶ Follow the rules of each particular panel. Some events will not allow photography of any kind. An announcement will be made if that is the case.

Q&A: When asking questions of the people on stage, please be courteous. For example, please don't ask for a kiss, a hug, an autograph, a baby, a prom date, or the chance to give speakers a copy of your script, résumé, or movie. Such requests stop a program in its tracks. These celebrities are taking time out of their busy schedules to see you. Please treat them with respect. Because of time constraints, sometimes not everyone who gets in line will be able to ask a question. In the bigger rooms (Rooms 6A, 6BCF, 6DE, Ballroom 20, Hall H, and the Indigo Ballroom), your question will be screened before you can ask it.

Cell phones: Just like in a movie theater, please silence all

cell phones when you enter any Program room. If you must take a call, please leave the room to do so, but be advised that if the room is full and closed, you may not get back in. At all times, please be courteous to your neighbors.

Trash: Please take your trash with you. Remember that other people will also be attending events in the room following you. Do not leave trash on the chairs or in the area around your seat.

Cancellations: In rare instances, a panel will have to be cancelled because of a situation out of Comic-Con's control. Keep in mind that all programs, events, and listed appearances are subject to change.

In Hall H . . .

Comic-Con is once again using the massive 6,500-seat hall known as Hall H. This hall is so huge that in addition to the notes above, it has some specific guidelines:

The line for Hall H starts outside the building in Plaza Park. Look for the sign that reads "Hall H line begins here." Note that you cannot camp out in the Plaza Park area—see the rules listed on page 20.

The Toucan Tracker wristband policy returns for its seventh year after some minor modification in 2023. Wristbands will be given out for the first panel of each day in Hall H.

Please remain seated once an event starts and leave only after the event finishes.

There are restrooms in Hall H. When you are facing the stage, the restrooms are to your right. If you leave the hall—for any reason—you may not be allowed back in or you may have to get in line to get back in. Again, because of fire marshal rules, this policy will be strictly enforced, with no exceptions.

Comic-Con International has the best attendees in the world, and comics publishers, Hollywood studios, and everyone in the pop culture industries knows this. That's why Comic-Con has the most incredible guests and programs of any convention. We know you're here because you love this stuff as much as we do. We are all fans. We want you to share your experiences and enjoy them together. Please keep the above guidelines in mind at all times, and everyone will have a safe, courteous, and fun time at the show!



PHOTO: S. OSON © 2023 SDCC

EXCLUSIVE PINS ONLY FOR SDCC

Ukiyo-e Heroes

Booth 606

Scan here to see my location on the map



COME EARLY - My pins sell out fast



San Diego Ocean Dragon

EXCLUSIVE ONLY at SDCC 2024



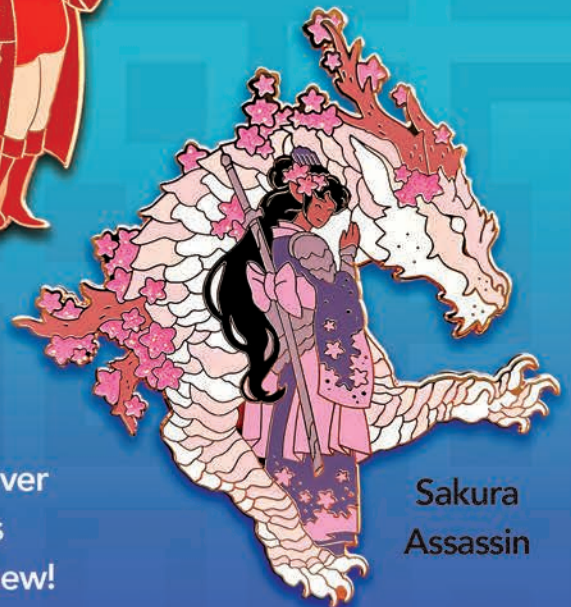
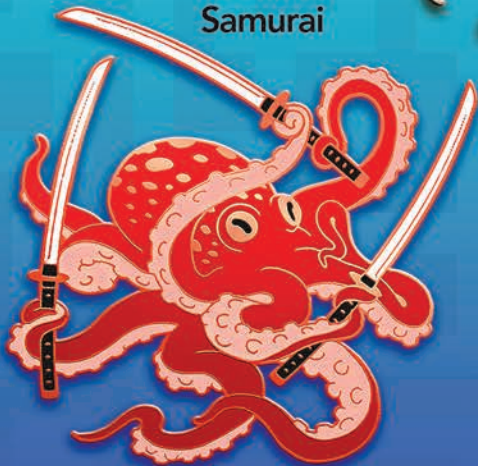
Moon Dragon

Sun Dragon



Witchy Necromancer

Octopus Samurai



Sakura Assassin

I'm bringing over 25 designs
Many brand new!

COMIC-CON PROGRAMMING GRIDS

Panel Descriptions Here!



The Programming Grids

The Comic-Con 2024 schedule-at-a-glance programming grids contain the complete daily schedules of events by hour so you never miss your favorite panel. Color-coded by categories for Comics, Animation, Movies, Television, Games, Prose/Fiction, and Other, these grids include information for over 40 different program rooms/venues. For in-depth program details, including descriptions of all the panels, please consult the Comic-Con website at <https://comic-con.org/ci/programming-schedule>

KEY

- COMICS
- MOVIES
- CC COMIC-CON SPECIAL GUEST
- ANIMATION
- TELEVISION
- BIPOC
- GAMES
- OTHER
- LGBTQIA+
- BOOKS/GENRE FICTION
- KIDS PROGRAM

*BIPOC and LGBTQIA+ icons are self reported by panelists

Wednesday · Wednesday · Wednesday

ROOM/LOCATION	4PM	5PM	6PM	7PM	8PM	9PM	10PM	11PM
SHILEY (CCEL) CENTRAL LIBRARY	Teaching & Learning with Comics: An Interactive Workshop							
GRAND 5 MARRIOTT MARQUIS			FILMS 6:00: <i>The 'Burbs</i> 8:00: <i>Barbie</i> • 10:00: <i>Oppenheimer</i> (R)					
GRAND 4 MARRIOTT MARQUIS			Anime Screenings (see website for exact listings)					
MEZZANINE 14A			Table Top Games					
MEZZANINE 15A			Table Top Games					
MEZZANINE 17B			Paint and Take					
MEZZANINE 18			Artemis Bridge Simulator					
PACIFIC 21 MARRIOTT MARQUIS			Game Library/Open Gaming					



Visit the FandomWorld, **PREVIEWS**, and Diamond Comic Distributors Booth #2401 to purchase our San Diego **PREVIEWS** Exclusives and fandom favorites!

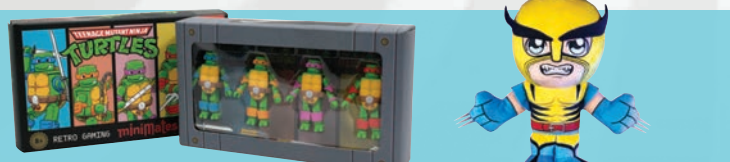
GET A FREE GIFT WITH PURCHASES OVER \$60, WHILE SUPPLIES LAST!



DC HEROES BATMAN B&W **PX** PVC 1/8 STATUE

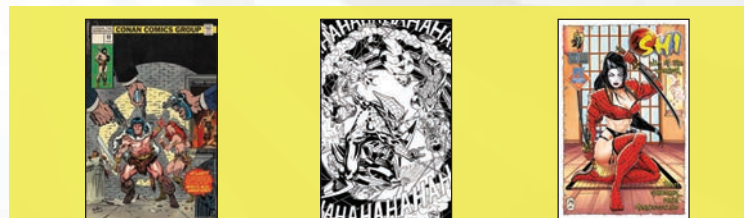
HALLOWEEN JC COMICS **PX** SOUVENIR CUP

MARVEL COMICS DS-151 WOLVERINE D-STAGE **PX** STATUE



TMNT RETRO GAME MINIMATES BOX SET

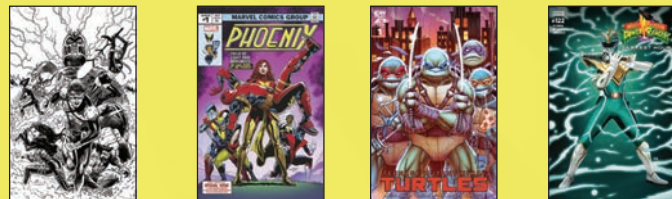
MARVEL HULK #181 WOLVERINE KURICHA **PX** 8IN PLUSH



CONAN THE BARBARIAN **PX** VARIANT

AMAZING SPIDER-MAN #53 BWPX VARIANT EDITION

SHI #1 WOTW **PX** 30TH ANNIVERSARY COLOR EDITION



X-MEN #1 TONY DANIEL B&W **PX** VARIANT EDITION

PHOENIX #1 WILL SLINEY **PX** VARIANT EDITION

TEENAGE MUTANT NINJA TURTLES #1 TUCCI VARIANT

MIGHTY MORPHIN POWER RANGERS #122 **PX** VARIANT



POP PREMIUM DC HEROES KITE MAN **PX** VINYL FIGURE

MARVEL SCUBA JEFF LAND SHARK 8IN **PX** KURICHA PLUSH

SMASHIES HELLO KITTY **PX** STRESS BALL



X-MEN #1 TONY DANIEL B&W **PX** VARIANT EDITION

THUNDERCATS CHEETARA #1 **PX** VARIANT EDITION

DESTRO #1 (OF 5) **PX** VARIANT EDITION

GATCHAMAN #1 DEODATO JR B&W **PX** EXCLUSIVE



MARVEL COMICS YELLOW WOLVERINE BUST

MARVEL HULK #181 HULK KURICHA **PX** 8IN PLUSH

MARVEL COMICS DS-150 DEADPOOL D-STAGE **PX** STATUE

SPIDER-MAN #1 DOUBLE SIDED **PX** FLEECE BLANKET

EXQUISITE SUPER CURSED EARTH DREDD 1/12 **PX** ACTION FIGURE

Discover. Collect. Embrace Your Fandom.

ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
GRAND 6 (IFF) MARRIOTT MARQUIS	Bring Indie Animation to Life 🇧🇷🇮🇪	Animation Screenings (see website for exact listings)		Mike Mignola: <i>Drawing Monsters - The Secret Origins of Hellboy</i>	Animation Screenings (see website for exact listings)			
GRAND 10 & 11 MARRIOTT MARQUIS	I'm In The Nerd Business	Toy Stories: Collecting Memories	Collectibles: Hobby, Community, and Business	StreetPass OC: Nintendo Quiz Bowl The Ocho!				
GRAND 12 & 13 MARRIOTT MARQUIS	Pop Culture Debate: Best Super-Hero Crossover Comic 🇧🇷🇮🇪	Lawyerbots, Rollout!	Celebrating Neurodiversity in Fandom	What You Always Wanted to Know About the Stunt Industry 🇧🇷🇮🇪				
GRAND ABC OMNI HOTEL	DesiQuest							
GRAND DE OMNI HOTEL								
HARBOR BALLROOM MANCHESTER GRAND HYATT		The Her Universe Fashion Show <i>Harbor Ballroom, Manchester Grand Hyatt</i>						
SHILEY (CCEL) CENTRAL LIBRARY	Using Comics to Teach Social Justice							
GRAND 1 MARRIOTT MARQUIS GRAND 2	Anime Screenings (see website for exact listings)							
GRAND 3 MARRIOTT MARQUIS GRAND 4	Anime Screenings (see website for exact listings)							
GRAND 5 MARRIOTT MARQUIS	FILMS (see website for exact listings. R-rated films start at 10:00)							
MEZZANINE 14A	Table Top Games							
MEZZANINE 14B	Table Top Games							
MEZZANINE 15A	Table Top Games							
MEZZANINE 16A	RPGs							
MEZZANINE 17A	Pokémon							
MEZZANINE 17B	Paint and Take							
MEZZANINE 18	Artemis Bridge Simulator							
MEZZANINE 19	Maker Space							
SANTA ROSA MARRIOTT MARQUIS	Star Wars Unlimited							
PACIFIC 18 MARRIOTT MARQUIS	Digital Gaming							
PACIFIC 20 MARRIOTT MARQUIS	Magic the Gathering							
PACIFIC 21 MARRIOTT MARQUIS	Game Library/Table Top Gaming/RPGs							

Thursday · Thursday · Thursday · Thursday · Thursday

COMIC-CON INTERNATIONAL INDEPENDENT FILM FESTIVAL

Comic-Con International's Independent Film Festival (CCI-IFF) takes place in the **Marriott Marquis and Marina Hotel**, next door to the Hall A side of the Convention Center. The Film Festival room is on the second level of the Marriott in **Grand Ballroom 6**.

The 23rd year of this fantastic event features 57 great films from 7 popular culture genres, including Action/Adventure, Animation, Comics-Oriented, Documentary (pop culture oriented), Horror/Suspense, Humor, and Science Fiction/Fantasy.

Participating filmmakers come from all over the world, including Canada, France, Israel, Italy, Malaysia,

New Zealand, Portugal, South Korea, Spain, Sweden, and the United Kingdom, as well as the United States.

The schedule also includes the return of the popular ongoing panel series Comic-Con Film School, a daily series of how-to panels on filmmaking, plus additional film-related panels on Thursday, Friday, and Saturday.

On Sunday, the CCI-IFF Awards will be presented, followed by screenings of the award-winning films.

This year's judges are film journalist and film critic, producer, and curator Leslie Combemale, actress, director, producer and writer Juliet Landau and actor Phil LaMarr.



Scan for the full schedule!



Leslie Combemale is a film journalist and film critic, producer, and curator/gallerist. Her writing, which is focused on women and diversity in film, can be seen on the Motion Picture Association's The Credits and on the Alliance of Women Film Journalists site, where she is senior contributor. She has a passion for screen artisans, celebrating them as owner of ArtInsights Animation and Film Art Gallery, now in its 31st year. She also exclusively represents the art estate of John Alvin, creator of movie posters for *Blade Runner*, *E.T.*, *Willow*, *The Lion King*, and over 250 other films. An expert on the history of animation and film, she is dedicated to amplifying the careers of animators important to classic animated features and tv shows, production artists integral to tentpole franchises like Star Wars, Star Trek, and Lord of the Rings, as well as filmmakers bringing smaller indie features to the screen. She has produced panels at conventions and film festivals around the world since 1999, including at Comic-Con International. Since 2015, she has produced the SDCC panel Women Rocking Hollywood, which highlights the projects and careers of female filmmakers, and has featured Gina Prince-Bythewood, Hanelle Culpepper, Victoria Alonso, Catherine Hardwicke, Nisha Ganatra, and dozens of other talented women in film.



Juliet Landau is an actress, director, producer & writer. As an actress, highlights include Drusilla on *Buffy the Vampire Slayer* & spin-off *Angel*, co-starring in Tim Burton's *Ed Wood* as Loretta King, recurring as Rita Tedesco on Amazon's *Bosch* and recurring as Cordelia on TNT's *Claws*. Juliet will soon be back recurring as Rita again, this time on season 3 of *Bosch Legacy*. Juliet's visionary, multi-award-winning feature, *A Place Among the Dead*, had its worldwide streaming and Blu-ray release October Friday the 13th 2023. The picture stars Juliet with Gary Oldman, Ron Perlman, Robert Patrick, Lance Henriksen and Anne Rice, appearing for the only time ever in a scripted movie. The release plan was an extended period of worldwide, interactive, screening events and film festivals to build the conversation and prestige. This worked in spades! *A Place Among the Dead* was only submitted to 21 festivals, and, not only did it get into all 21, but swept every major category at every festival. Juliet reprised Drusilla, starring as the Big Bad opposite many original cast members in Audible's recent audio original *Slayers: A Buffyverse Story*. She just recorded 2 seasons of a new Big Finish audiobook series that was written for her. She worked with BF before on Doctor Who audiobooks in conjunction with the BBC. Other acting work includes starring in over 20 films, appearing in many more, guest-starring frequently on television, extensive voiceover work and extensive work in the theater. Juliet previously directed two short subjects: *Take Flight* with Gary Oldman and *Dream Out Loud* with Guillermo del Toro, Joseph Gordon-Levitt and Rian Johnson. She and her husband Deverill Weekes are in the throes of making *The Undead Series*... The only documentary series ever to gather the A-list of the genre together in one place. Every one of the talented artists from *A Place Among the Dead* came back to participate in the series, as did Tim Burton, Willem Dafoe & many other notables. Juliet is a member of The Actors Studio, Women in Film, Film Independent, The Alliance of Women Directors, BAFTA and is an alum of Sundance Collab.



Phil LaMarr: A Los Angeles native, and Yale University alum, Phil has thrilled audiences for decades with his TV and film work on projects such as *Pulp Fiction*, *Futurama*, *Samurai Jack*, *Static Shock*, *MAD tv*, *Family Guy*, *Justice League*, *Star Wars: The Clone Wars*, as well as video games series including Metal Gear Solid, Injustice and Mortal Kombat. In addition to developing the animated adaptation of the webcomic *Goblins* and writing on the sitcom *Extended Family*, Phil is performing monthly onstage with improv comedy group The Black Version in *Hamster & Gretel*, the *Craig of the Creek* movie, *Invincible*, new episodes of *Futurama*, and playing the role of "Sherlock Holmes" in Audible's series *Moriarty*.



CHRONICLE BOOKS AT COMIC-CON! **BOOTH #1508**

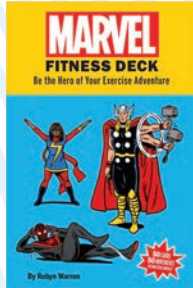
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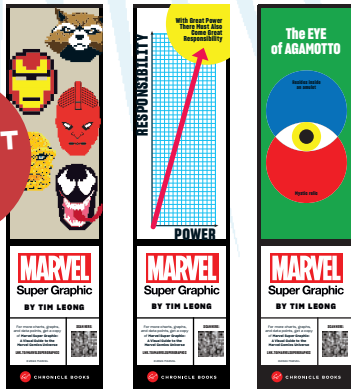
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CROSSWORD PUZZLE!***

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VISIT **BOOTH #1508** EACH DAY AND REQUEST A BADGE SCAN
TO ENTER FOR A CHANCE TO WIN EACH OF THESE PRIZES,
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THURSDAY • 7/25

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FRIDAY • 7/26

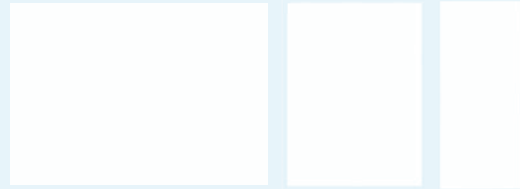
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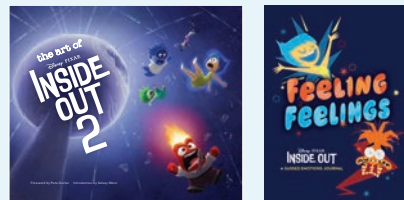
SATURDAY • 7/27

DISAPPOINTING AFFIRMATIONS SET



SUNDAY • 7/28

**DISNEY/PIXAR INSIDE OUT 2
BOOK & GUIDED JOURNAL**



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*NO PURCHASE NECESSARY TO ENTER. ELIGIBILITY RESTRICTED TO 18+ IN THE U.S.
PROMOTION ENDS AT 7:00 PM PT ON 7/28/24. ONE WINNER FROM EACH GIVEAWAY
WILL BE NOTIFIED BY EMAIL AFTER THE SHOW AND MUST PROVIDE A VALID
MAILING ADDRESS TO RECEIVE PRIZE. VOID WHERE PROHIBITED.



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SAN DIEGO INTERNATIONAL CHILDREN'S FILM FESTIVAL



Comic-Con International welcomes the **San Diego International Children's Film Festival** back Sunday for its 17th big year. This year's day-long programming of some of the finest short films for children of all ages also officially launches the 20th annual edition of the festival, continuing with short films from 10 am to 5 pm on August 17 at the San Diego Central Library downtown - free admission for all. For updates and to sign up for the email list, please visit www.childrensfilmsd.org

The San Diego International Children's Film Festival this year features creative, exciting, and imaginative animated and narrative short films from around the world, good for all ages, **all day Sunday in Room 9**. Enjoy films from the United States, U.K., the Netherlands, Australia, Switzerland, Canada, and beyond. Throughout the day, animators and filmmakers will talk about their work, how kids can make their own films, and careers in animation and filmmaking.

COMIC-CON FILMS DEPARTMENT

The **Comic-Con Films Department** is here to entertain you with quality screenings from morning until late into the night at the **Marriott Marquis Hotel Grand Ballroom 5**, and in the evening in **Convention Center Room 4**, Preview Night, through Saturday.

This year's screenings start on Preview Night at 6:00, then each day at 10:00 am. So whether it's a film you've been dying to see or you just really want to have someplace to sit and relax a bit, drop by the Film rooms and escape to realms of myth and legend, run away with friends in search of adventure in imaginary worlds, and join with extraordinary heroes and heroines to save mankind from utter destruction!

Preview Night

Starting at 6:00 in Marriott Marquis Grand Ballroom 5, tour *The 'Burbs* starring Tom Hanks and Carrie Fisher. Are their neighbors serial killers or just eccentric artists who favor the color red? Afterwards re-experience *Barbenheimer!* Journey to Barbie Land and watch Barbie discover what it means to be a woman. Afterwards we stroll through the life of Robert Oppenheimer as told through the narrative lens of his Salieri: Lewis Strauss.

Thursday

In Marriott Grand Ballroom 5, we start our day at 10:00 AM celebrating 40 years of *The Adventures of Buckaroo Banzai Across the 8th Dimension*. Join *The Wizard* in his journey to win a video game competition or a different wizard as he battles to prove magic is better than computers in the *Dungeonmaster*. Prefer your dice bags, then celebrate 50 years of D&D with *Dungeons & Dragons: Honor Among Thieves* and *The Gamers: Dorkness Rising*. Delve deeper into Hollywood with back-to-back documentaries *Stuntwomen: The Untold Hollywood Story* and *Albert Pyun - King of Cult Movies*, followed by *Mean Guns*, directed by Pyun himself. We close out the day with Aatami retrieving and defending his gold from the Nazis in *Sisu*. In the Convention Center Room 4: It's been 25 years since Brendan Fraser and Rachel Weisz first faced off against *The Mummy*. See how accurately *A Boy and His Dog* predicted 2024.

Friday

In Marriott Grand Ballroom 5, start the day celebrating the 50th anniversary of *Dark Star* and the 40th anniversary of *Cloak and Dagger*. Continue our D&D adoration with *Dark Dungeons* and *Mazes and Monsters*. 25 years ago we saw the first fateful steps in the journey of Anakin Skywalker in *Star Wars Episode I: The Phantom Menace*. Relive the anticipation of Episode I in *Fanboys*. Fly into the realm of Trekkies with *Star Trek III: The Search for Spock* and *Free Enterprise*. End the day in Tromaville with *The Toxic Avenger*. In the Convention Center Room 4: We begin our celebration of 50 years of Troma studio with *Sgt Kabukiman N.Y.P.D.* and *Squeeze Play*.

Saturday

We celebrate the life of another king of cult, Roger Corman with *The Little Shop of Horrors* (1960) and *The Intruder* (1962). Close out our celebration of Troma studio with *Monster in the Closet*. Our salute to D&D draws to a close with *Humans and Households*. Enjoy space and aliens with *Ice Pirates*, *Starman*, *Godzilla vs Space Godzilla*, *Galaxy Quest*, and *Starman*. Guard a princess with *Conan the Destroyer*. Fight crime with the *Velocipastor* and *The Crow*. We bring the film room to a close by doing the time warp again in *The Rocky Horror Picture Show*.

The Comic-Con Films department is proud to show movies in high-definition video, with stereo sound, and open captioning when available. Please enjoy the shows, and respect your fellow attendees by silencing your cell phones and not speaking during the movies (with the exception of sing-a-longs and audience participation films like *The Rocky Horror Picture Show*).

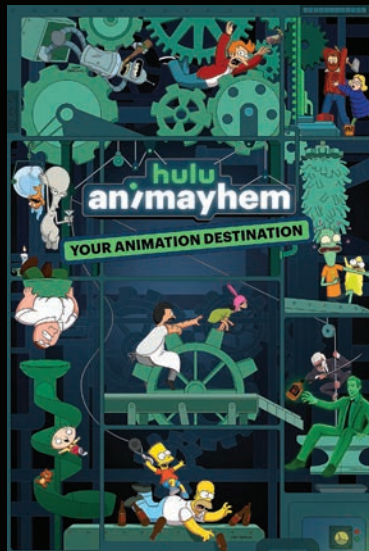


Full listing here!



VISIT BOOTH 4229

Exclusive Giveaways, Signings, Photo Opportunities, and more!



AND CHECK OUT OUR OTHER ACTIVATIONS OUTSIDE OF THE CONVENTION CENTER!



Abbott Elementary
located at Fifth Avenue Landing
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FXSDCC
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My Little Pony (Gala)

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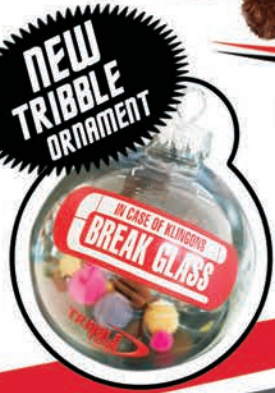


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PORTFOLIO REVIEW

Portfolio Review Area time grids and company information sheets will be posted daily no later than 9:00 am. This information will include participating companies for that day and the eligibility requirements necessary to participate in each review. Applicants are expected to evaluate the information prior to applying for a review slot.

To make the procedure for Portfolio Review participation more equitable, if not predetermined by each company and explained in their requirements, the on-site process is as follows:

1. Each morning applicants may sign up to be on the list for a review for any of the companies participating that day. Applicants may fill out a Portfolio Review Sign-up Ticket for the company they wish to be reviewed by up to 30 minutes prior to that company's first review time. Applicants may fill out a Portfolio Review Sign-up Ticket by:
 - ▶ going to the Portfolio Review Area and using the computer provided to fill out a Sign-up Ticket (the computer will be available no later than 9:00 AM); or
 - ▶ going to the Portfolio Review Area in the Sails Pavilion and filling out a paper Sign-up Ticket and handing it to a staff member.
2. A randomized list of participants will be printed for each company 30 minutes prior to the start of each review. Duplicate entries will

be excluded. This list will be available at that company's booth approximately 15 minutes prior to the start of its review time. It is the applicant's responsibility to find their place on the list and be in the Portfolio Review area when their name is called.

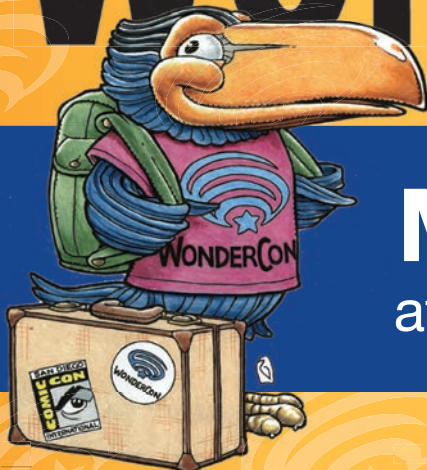
3. A CCI Portfolio Review volunteer will be assigned to the company's booth and will call the names of each participant on the list as needed by the reviewer. A chair will be available next to the volunteer for the next participant to wait in. Each upcoming participant slot name will be called up to three times. If a participant does not answer after the third time, he or she will be marked as a no-show, and the next participant on the list will be called.
4. If there are more applications than available slots for a company's schedule, after all slots are filled the remaining names will be placed on a waitlist in the order in which they were picked. There is no guarantee that a company will complete its list or waitlist. In the case of a company not completing its list, it is up to each company to decide whether the list will be continued the next day or to have a new list drawing for that session.

Check here
for listings!



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March 28 - 30, 2025
at the Anaheim Convention Center

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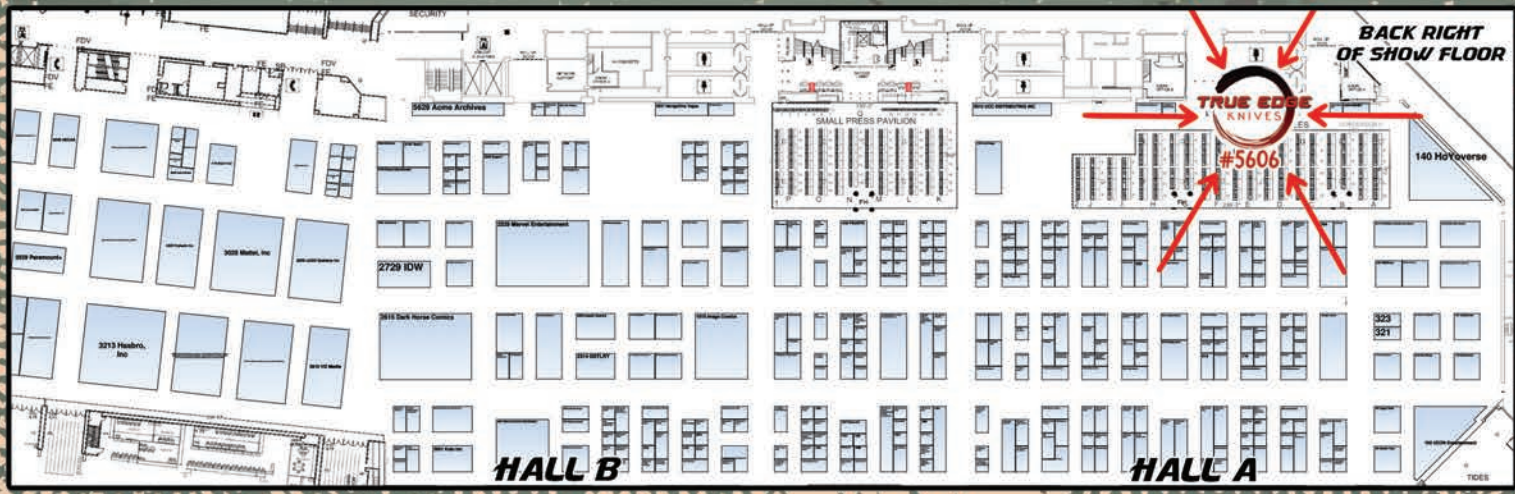
Wolverine Pin



"Tango with Evil" Pin



AS SEEN IN **DEADPOOL & WOLVERINE**



GAMING AT COMIC-CON



Comic-Con Games offers hundreds of games to play during the convention, including RPGs, tabletop demos, TCGs and tournaments. Comic-Con also features a gaming library with over 200 titles you can check out and play in our open gaming room at the Marriott Marquis Marina. Bring your competitive spirit and come on down. Tabletop demos are starting regularly at both the Marriott Marquis Marina and on the Mezzanine level of the Convention Center. Stop by and learn how to play a game from an expert on it, and maybe even the game designer. Games are on the Mezzanine Level of the Convention Center daily and will continue at the Marriott Marquis Marina each night in the Pacific Ballrooms.

Game companies include: Artemis Bridge Simulator, Barrel Aged Games, Battleground Studios, Binary Cocoa, Blue Rondo Games, Boss Battle Games, Brocks Play Games, CardLords, Catan Studio, Dinky Board Games, Doomlings, Dungeons & Dragons, Eternal Kings, Flooded Basement Games, Gap Closer Games, Glass Cannon Unplugged, Golden State Gaming Network, Historical Miniatures Gaming Society, Indy Game Alliance, Koalatie Games,

Magic the Gathering, Mega Moth Studios, Naughty Jester Games, Nerd News Social, Ninja Star Games, No Limit Games, Obscure Reference Games, Pathfinder, Pique Games, Pokémon, Pull the Pin Games, Safe Haven Games, Slugfest Games, Solis Game Studio, Star Wars Unlimited, Steve Jackson Games, Stone Blade Entertainment, Studio Merlonghi, Sunrise Tornado, Tavern Crawl Games, War Games LV, and Yoton Yo Studios.

Free paint-and-take and painting classes will be happening in the Convention Center on the Mezzanine Level room 17B. Sign up for the classes, or stop by at 9am, 11am, 1pm, or 3pm to pick up tickets for one of the free paint-and-take sessions.

Gaming will continue every night at the Marriott Marquis Marina. Digital gaming, Magic the Gathering and Star Wars Unlimited, are open till 10pm, with the main gaming room including game demos, Dungeons & Dragons, and the game library open till midnight in Pacific Ballroom 21/22.

CONVENTION CENTER: MEZZANINE LEVEL ROOMS

(14AB, 15AB, 16AB, 17A, 17B, 18, 19)

WEDNESDAY: 5:00 PM – 9:00 PM

THURSDAY, FRIDAY, SATURDAY: 10:00 AM – 6:00 PM

SUNDAY: 10:00 AM – 4:00 PM

No new games started one hour prior to close.

MARRIOTT MAQUIS MARINA

(SANTA ROSA BALLROOM, PACIFIC BALLROOMS 18, 19/20, 21/22)

WEDNESDAY: 6:00 PM – MIDNIGHT

THURSDAY, FRIDAY, SATURDAY: 10:00 AM – MIDNIGHT

SUNDAY: 10:00 AM – 3:00 PM

No new games started one hour prior to close.

SUBSCRIBE



The Christian Comic Arts Society

Special Preview OF THE PRAYER BIBLE

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THE POWER OF COLOR

🕒 Friday, 6:30-7:30 PM

THE ISSUE OF COLOR IS A HOT TOPIC IN THE POP-CULTURE COMMUNITY. JOIN WITH A GROUP OF COMIC ARTISTS, WRITERS, AND HISTORIANS AS THEY DISCUSS THE DIVERSITY TRENDS IN POP CULTURE.

👤 PANELISTS INCLUDE KEVIN GREVIOUX, B. DAVE WALTERS, KAYDEN PHOENIX, SCOTT MARCANO, DR. THOMAS PARHAM, AND RALPH MILEY

📍 ROOM: 26AB

CHRISTIAN COMIC ARTS SOCIETY MIXER

🕒 Friday, 8:30-10:00 PM

THE CCAS AND GG4G PRESENT THE 15TH ANNUAL MIXER WHERE CHRISTIANS IN THE POP-CULTURE COMMUNITY GATHER TO MEET, HEAR FROM PROS, & ENCOURAGE EACH OTHER IN THEIR FAITH AND CREATIVE PURSUITS.

👤 PANELISTS INCLUDE BRYAN MERO, ERIC JANSEN, PHILIP NATION, LUIS SERRANO, CHRISTOPHER STEWART, AND SCOTT A. SHUFORD.

📍 ROOM: 26AB

SPIRITUAL THEMES IN COMICS

🕒 Saturday, 7:00-8:00 PM

DO MODERN STORIES HAVE A SPIRITUAL CORE? THIS PANEL EXPLORES THE WAY SPIRITUAL THEMES IN TODAY'S MOST POPULAR COMICS, TELEVISION, AND MOVIES IMPACT CONTEMPORARY CULTURE.

👤 PANELISTS INCLUDE CASEY ROBIN, TRAVIS HANSEN, SCOTT MARCANO, DR. YVONNE CHIREAU, B. DAVE WALTERS, RALPH MILEY, AND KYLE KEENE.

📍 ROOM 29AB

POP CULTURE AND THE CHRISTIAN CHURCH

🕒 Sunday, 10:00-11:00 AM

HOW EFFECTIVELY IS THE CHRISTIAN CHURCH REACHING OUT TO THE COMIC BOOK, ANIMATION & GAMING CULTURE? WHAT STRATEGIES CAN THE CHURCH USE TO BECOME MORE EFFECTIVE IN CONNECTING WITH THE POP-CULTURE COMMUNITY?

👤 PANELISTS INCLUDE ALEXANDER JAMES, JOE QUEEN, CHRISTOPHER STEWART, KAYRN KEENE, BRENDAN PROUT, ANDREW NATION, KELLY FELLOWS, AND KYLE KEENE.

📍 ROOM 7AB

📍 Stop by our booth **SMALL PRESS P-08** to pick up your free swag and shop!

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AUTOGRAPH AREA

Located on the Upper Level in the Sails Pavilion, the **Autograph Area** is the place to go for a special memento from a variety of artists, authors, and actors from every area of popular culture. Some sign directly after a panel, so check the programming grid daily.

The Autograph Area is open from 10:00 to 7:00 Thursday through Saturday and from 10:00 to 5:00 Sunday. No autograph sessions will be held before or after these times.

Changes and surprise additions will occur throughout the week; for the most up-to-date information, check out the Comic-Con website, www.comic-con.org. Updated schedules will also be publicized in the daily newsletter, on information boards located throughout the Center, and at the Autograph Area Information desk, which is staffed from 9:00 to 7:00 Thursday through Saturday and from 9:00 to 5:00 Sunday.

Because of high demand and the limited time available from Autograph Area participants appearing to sign autographs, some signings may require tickets. These tickets are dispersed through a line-drawing procedure. Additionally, the Autograph Area Coordinator may at any time shut down a line, even if people are still waiting for an autograph. If shutting down becomes necessary, we apologize for any inconvenience or disappointment.

Please note that Autograph Area participants may charge for their autograph in the Autograph Area as long as the participants work with the Autograph Area Coordinator to ensure that all rules are followed and that all of the required paperwork is prepared in advance.

Autograph Area Participants must sign one copy of an official Comic-Con publication, such as the Events Quick Guide, for any attendee at no charge. Participants may sign one other item instead of the publication at no charge instead, if the attendee would prefer and the participant agrees. A purchase may not be required to sign an official Comic-Con publication or the substituted, agreed-upon item. Autograph Area participants are not expected to sign anything they deem offensive or that violates contractual agreements.

Rules for Line Drawings

Because of the popularity of many signings, some of which are limited by time or by the number of people the participant has agreed to sign for, those signings may be ticketed. Tickets for limited signings are distributed by drawings.

To participate in the drawing, please go to the indicated line and pick a ticket out of a container or push the button on the Box of Decision. The winning tickets will have a distinct stamp on the back, and the Box of Decision will light up green. Once a winner has been determined, they will immediately receive a wristband that will admit the wearer into the designated autograph line at the specified location and time. If you do not draw a winning ticket or if the Box of Decision lights up red, you may return to the end of the line to try again until all the wristbands have been given out.

Prior to the start of the ticket drawings, an area will be designated for those who wish to wait for the drawings to begin. You may line up for that day's drawings each morning as soon as you enter the building. No other lines will be recognized other than those in this officially designated area. When space becomes available, each line will be escorted to the proper queue for the drawings to be done that morning. Winning the drawing for a line ticket grants you, with your winning wristband, the opportunity to stand in line to get an autograph at the location and time designated when you drew the winning ticket.

The duration of the autograph session is considered when determining the number of winning tickets. The fire marshal may shut down any line believed to be a hazard at any time. Your badge does not guarantee autographs at any event.

PROCEDURE FOR ATTENDEES WITH MOBILITY ISSUES

This procedure may be used by any attendee with mobility issues who has registered at the Deaf and Disabled Services department and wishes to obtain autographs from talent appearing in the Autograph Area, participate in any ticket drawing in the Autograph Area, or picking up an exclusive signing wristband in the Autograph Area.

▶ If there is a line to obtain an autograph or a line to pull a ticket to gain entrance into an autograph line or to pick up an exclusive signing wristband, Comic-Con will provide someone to stand in your place.

▶ You must arrive prior to the scheduled autograph time, drawing time, or wristband pick up time and check in at the Autograph Area Mobility Assistance desk with the proper credentials from the Deaf and Disabled Services department.

▶ When you check in, your name will be placed on a list and a volunteer will be assigned to stand in your place in the line you have chosen. The assigned volunteer will go to the end of the chosen line and proceed through the line with the rest of the attendees.

▶ You and your assigned volunteer will discuss the best course of action (for example, you will wait near the front of the line and when the volunteer has reached the front, you will trade places with the volunteer and obtain the autograph or pull the ticket, or you may choose to have the volunteer pull a ticket from the bag and meet you in a designated location).

▶ If there is more than one autograph or drawing you wish to participate in simultaneously, you may have the assigned volunteer do one after the other, but you may not have two volunteers assigned.

▶ When the assigned volunteer has completed the task, the volunteer will return to the Autograph Area Mobility Assistance desk and check back in.

If you do not check in and request a volunteer to stand in your place, it is expected that you will wait in any autograph area line with all other attendees. During Autograph Area sessions, attendees with credentials from Deaf and Disabled Services department will not be ushered from the side of the autograph area table to the front of the line unless they have followed the above procedure and they are taking the place of their assigned volunteer in the line.

My Autographs



Life on Apokolips is hell.
And she's ready to break free.

BARDA



New York Times
bestselling
writer and artist
NGOZI UKAZU
tells an all-new
tale of DC's
fiercest warrior



A New Graphic
Novel for
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ANIME

Comic-Con Anime Programming will be screening over 150 different anime titles this year with daytime programming screening from Thursday thru Sunday, and evening to nighttime programming screening from Thursday thru Saturday. These titles will consist of older classics, new releases, and fan favorites.

Anime programming will be at the **Marriott Grand Ballrooms 1-4, in the San Diego Marriott Marquis Hotel**. On Preview Night the programming will only run from 6:00pm to 10:15pm in Ballroom 4. The regular programming will run in Ballrooms 1-4 from 10:00am to 1:00am Thursday thru Saturday and 10:00am-5:00pm on Sunday. After 10:00pm, Thursday thru Saturday, due to some mature themes and contents, no one under 18 will be allowed in the anime rooms unless accompanied by a parent or adult legal guardian.

Check the Comic-Con website for a full list of the anime screenings. Use the QR code on this page!



ANIME



Comic-Con 2025 Attendee Badge Sale Events

Comic-Con 2025 Returning Registration:

September 21, 2024

Comic-Con 2025 Open Registration:

October 26, 2024



COMIC-CON 2025

JULY 24 - 27
Preview Night: July 23

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FREQUENTLY ASKED QUESTIONS

How does your badge system work? To help prevent scalping and counterfeit badges, Comic-Con badges are enabled with RFID (Radio Frequency Identification) tags. At various points of entry to the San Diego Convention Center, Hall H, and Indigo Ballroom, you will encounter gates with a large “Scan Here” indicator. All you need to do is tap your badge briefly to the indicator. When you do, you’ll get a green light that indicates you’ve been validated and are okay to enter. When you leave, you must tap your badge out so you may re-enter when you return. For more information on badges, see the Convention Policies on page 4–5.

Why do I have to wait until 9:30 AM to get into the Exhibit Hall? With such a large number of attendees to coordinate, the Comic-Con staff, exhibitors, and security need the few available morning hours to set up and get ready for the day’s events.

What is the fastest way to get into the Exhibit Hall when the show opens in the morning? For the safety of the thousands of people who attend the show each day, Comic-Con needs to control the lines for entrance into the Exhibit Hall. There are two lines that you can wait in. One is located in the Sails Pavilion; the other is via the Bayside Corridor from Room 20 down to Room 27. These lines move first, and most of the people in them are let in before entry is allowed through the front doors of the Main Lobby. Waiting to enter from the Main Lobby doors can add a 25+ minute delay. Of course, you can always just wait for the line to be done and then walk in. Please note that there is also a separate line for programming in Hall H (see next paragraph). People with disabilities should contact the Deaf and Disabled Services desk in Lobby A to access a separate waiting area.

Where’s the Hall H line? The Hall H line begins outside the Convention Center near the glass doors directly in front of Hall H—look for the large tents and chutes occupying Plaza Park. If you want to get in line for Hall H programs before the doors open in the morning, make sure you are in that line and not in the line to get into the Exhibit Hall or the Badge Member line, which runs parallel to the Hall H line outside in the morning. Keep in mind that the first loading of the day in Hall H is wristbanded, please see the article on the Hall H/Plaza Park Lines on page 10.

Does my membership badge get me into everything? All event spaces have limited capacity as set by the fire marshal. Even though a badge is needed to get into all programming events, it does not guarantee you access to an event that has reached its capacity limit. In addition, tickets will be needed for viewing the Masquerade in Ballroom 20, but these tickets are complimentary.

Do I have to wear my badge all the time? Yes! Always wear your badge and hang on to it! You’ll need your badge to get in the front doors and into the Exhibit Hall. You will also need your badge to attend any Comic-Con function, including those at the Hilton Bayfront Hotel, the Manchester Grand Hyatt, the Marriott Marquis & Marina, the Omni, and the San Diego Central Library, as well as nighttime events at the Convention Center and convention-sponsored parties. If you’re asked to show your badge, please do so. Your name and contact information are encoded in your barcode. Do not let anyone scan your

barcode unless you want that person to have your mailing address. Please do not give away your badge to people outside the Convention Center when you leave Comic-Con. Also keep in mind that security will be spot-checking badges against IDs. Hold on to your badge!

How can I pre-register for Comic-Con 2025? There is no on-site pre-registration for next year’s convention at this year’s show. As an attendee who purchased a badge for 2024, you will be able to participate in Returning Registration for 2025.

Where is the Blood Drive? If you wish to give blood, please sign up at the Blood Drive booth in the Sails Pavilion upstairs at the Convention Center. The Blood Drive is at the Hyatt (next to Seaport Village) on the fourth floor in Coronado Ballroom D. You can give blood on Thursday, Friday, or Saturday from 9:00 to 6:00 or on Sunday from 10:00 to 3:30, but please check in first at the booth in the Sails Pavilion.

My friend is inside the hall with my badge—can you let me in to find her? No, but you can use the message area on the Information Board located in the Lobby of Hall B to leave her a message. It is strongly recommended that prior to entering the convention you arrange a meeting point with all members of your party just in case. Keep in mind that there is no paging.

How do I get to the Mezzanine, the program rooms, the bag check, first aid, etc.? See the article on pages 8, for directions to all Convention Center locations.

What are the Eisner Awards? Considered the “Oscars” of comics, the Will Eisner Comic Industry Awards will be held Friday night at 8:00 in the Indigo Ballroom at the Hilton Bayfront. For more complete information, see page 11. There is no charge to attend the Eisners, all you need is a four-day or a Friday badge. However, it’s a gala event, so you are advised to dress nicely.

What is the Masquerade? The Masquerade is the on-stage costume competition held on Saturday night, starting at 8:30 in Ballroom 20 at the Convention Center. There is no charge for the Masquerade; all you need is a four-day or a Saturday badge. Because of limited seating in the Ballroom itself, a ticket is required for those seats ONLY, but these tickets are free and are available to those who get in line on Saturday (see the article on page 12-13). Tickets are not required for viewing the Masquerade in the Sails Pavilion or the overflow rooms (6A and 5AB).

Where are the Films rooms? There are two Film rooms. In the Convention Center films are shown each night in Room 4, Thursday through Saturday. At the Marriott Marquis, films are shown all day in Grand Ballroom 5, Thursday through Saturday.

Where do I find out if my favorite artist, writer, actor, etc., is signing autographs? Please check the listings for autograph signings starting on page 168 in this guide. If your favorite is associated with a booth or publisher in the Exhibit Hall, please check that booth for possible signing schedules. For schedule changes, please check the online daily Newsletter at www.comic-con.org or check our Comic-Con app for iOS and Android.

FREQUENTLY ASKED QUESTIONS

I got a ticket for a giveaway when I was at a program. How do I exchange it for the actual item? Giveaway tickets from most programs are redeemable at the Program Premiums Room, located in the Hyatt (next to Seaport Village) in Grand Ballroom AB on the first floor.

If I leave, can I come back in? You can come back into the Exhibit Hall and all the events (space permitting) as long as you have your Comic-Con badge with you and it's valid for the day you wish to reenter. Single-day memberships are valid only for the day for which they are purchased. You do not need a hand stamp. Please note: Some of the bigger program rooms may require a ticket to leave and return, and that ticket is good only for the specific panel. Check at the door if you need a bathroom or food break. If you leave the Convention Center building, be sure to scan/tap out as you depart, so that you will be able to scan/tap in to reenter.

How late are you open? The Exhibit Hall is open from 9:30 to 7:00 Thursday through Saturday and from 9:30 to 5:00 on Sunday. The program rooms upstairs and on the Mezzanine have events running until late at night on Thursday through Saturday, including games and film screenings. At the Marriott Marquis, games, Anime, and Films continue late into the evening, Thursday through Saturday, and the Comic-Con Merch room is open on Wednesday from noon until 9:00, Thursday through Saturday 9:00 until 8:00, and on Sunday 9:00 until 5:00. At the Hyatt, the Program Premiums Room is open until 8:00 Thursday through Saturday and 6:00 on Sunday. Also at the Hyatt, the Art Show is open Thursday/Friday until 8:00 and on Saturday/Sunday until 6:00 pm.

Do you have childcare? How much does it cost? Comic-Con will not be offering childcare.

Where do the shuttle buses go? How late do they run? The shuttle buses can take you from the Convention Center to downtown hotels and other locations (such as Horton Plaza, Ralph's Grocery, parking lots) as well as hotels in Mission Valley, Shelter Island, and North Harbor Island. Check page 8 in this publication for route information and the shuttle schedule. If you have questions on the shuttle service or any special needs, ask at the Shuttle Info Desk outside of Hall E.

I have a paper cut—where can I get a Band-Aid? The Convention Center First Aid station is located at the south end of the main lobby in Hall C. An EMT is on duty during Exhibit Hall hours.

Why is there no parking? We encourage you to use public transportation (the Trolley stops opposite the Convention Center, at both Hall A and Hall E) and our shuttle service, which stops at several of the available parking lots downtown. See page 8 in this publication for locations. You'll find more parking info on the Comic-Con website.

Where's the ATM? In addition to the ATMs located next to the elevators in Hall B, ATMs can be found in front of Hall E, next to the Starbucks.

Where can I get an official Comic-Con event T-shirt? The Comic-Con event T-shirt, as well as other branded new and vintage merchandise offerings are available at the Comic-Con Merch room in Pacific Ballroom 26 of the Marriott Marquis, or via our website. There is no booth in the Exhibit Hall. Quantities may be limited for some items. In addition, a small number of Comic-Con items will be available for sale at Comic-Con Museum in Balboa Park and Hudson News at the San Diego International Airport.

I'm tired of carrying all the stuff I bought. Is there somewhere I can store it? Bag Check is available from the Convention Center for a nominal fee and is located in the lobbies of Halls E and F. If you would like to purchase boxes to ship your items, you can visit the Business Center, located in the lobby of Hall D.

I lost my wallet—what should I do? Check at the Lost & Found Office in the Hall D Lobby. If you get home and realize you may have left something at the Convention Center, please contact the Convention Center's Lost and Found.

I'm lost—what do I do? Look for the people on the front drive outside of the Convention Center with the "Ask Me!" T-shirts! They can provide general information and directions. They have desks in front of the Hall B1 and Hall E2 doors marked with large banners that say Information; the latter is also the Shuttle Info Desk. In addition, look for the large "You Are Here" maps in the Lobby, on the walkway, in the Sails Pavilion, and in other areas. And don't forget to consult the maps in this publication.

My costume has a weapon ... will that be a problem? No functional weapons are allowed at Comic-Con. Please read the costume props guidelines on page 8.

Why don't you let us all in for free? San Diego Comic Convention (Comic-Con International) is a California Nonprofit Public Benefit Corporation organized for charitable purposes and dedicated to creating the general public's awareness of and appreciation for comics and related popular art forms, including participation in and support of public presentations, conventions, exhibits, museums and other public outreach activities which celebrate the historic and ongoing contribution of comics to art and culture. All revenues are used to finance various aspects of the show, including Convention Center rental, security, equipment rentals, shuttle buses, office expenses, and the kinds of things you can't find at other conventions, such as the Art Show, the Films program, Deaf and Disabled Services, the Masquerade, and the many programming tracks.

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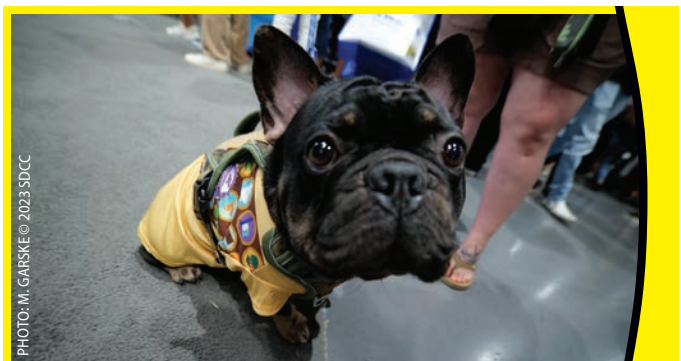


PHOTO: M. GARSKE © 2023 SDCC

HOW DO I GET TO...

Registration/Badge Pick-Up?

At the Convention Center, Registration Areas are upstairs in the Sails Pavilion. Enter the C2 doors of the Center and go up the escalator/stairs/elevator to the open area under the white sails. In the Sails Pavilion you will find Attendee Registration and Badge Solutions as well as Industry Registration, which includes Press, Program Participant, Professional, and TR Registrations.

Bags, Books, and Lanyards?

At the Convention Center, bags, Events, Quick Guides, and lanyards are available upstairs in the Sails Pavilion. Enter the Center and go up the G escalator or E escalator/stairs/elevator to the lobby of Ballroom 20, and follow the signage to the entrance of the Bags, Books & Lanyards area in the Sails Pavilion.

Volunteers?

Volunteer Registration is at the Marriott Marquis in the Marina Ballroom. From the Convention Center, head west and make an immediate left turn at the Marriott Walkway along Hall A. Enter the glass doors and go up the escalator to the left, which will bring you to the South Lobby area. Continue across the lobby to the next set of escalators, which will bring you to the Marina Ballroom Lobby. Volunteers Registration is in Marina Ballroom EFG.

Deaf and Disabled Services?

Enter the Convention Center Lobby at the Hall A door and look for the "Deaf and Disabled Services" banner. The desk is across the Lobby to the left.

The Hotel Desk?

The Hotel Desk is located upstairs in the Sails Pavilion near Industry Registration.

The Mezzanine?

The Mezzanine is only on the Hall A–C side of the Center. To access, enter the Lobby on that side and go up the escalators/stairs/elevator to the top level. Cross the 6 Lobby to the escalators/stairs/elevators at the back of the building, then go down one level to the Mezzanine. It can also be reached through the escalators and elevators at the back of Exhibit Halls A–C.

Programs?

The majority of programs are on the upper level of the Center. Enter the Lobby and use the escalators/elevator to get to the upper level. Program Rooms 2–11 are on the west side of the upper level, 20–32 are on the east side. The line for Hall H programs is located outside the building in Plaza Park. Offsite locations include the Indigo Ballroom in the Hilton Bayfront, just south of the Convention Center, and the Grand Ballroom at the Omni Hotel, across Harbor Drive at 6th and J. There are also panels at the Marriott Marquis in Grand Ballroom 10 and Grand Ballroom 12. To access panels at the San Diego Central Library at 11th & K, take the pedestrian bridge over Harbor Drive and head northeast on Park Blvd. past Petco Park. Turn left at 11th Avenue, and continue north. The Library is on the east side of the street. For more information, see the maps in this publication.

The Programming Premiums Room?

When you leave the Convention Center, turn left/west and go down Harbor Drive to the Manchester Grand Hyatt. The Programming Premiums Room is located on the first floor in Grand Ballroom AB.

The Art Show?

When you leave the Convention Center, turn left/west and go down Harbor Drive to the Manchester Grand Hyatt. The Art Show is located on the first floor in Grand Ballroom CD, next to Programming Premiums.

The Blood Drive?

When you leave the Convention Center, turn left/west and go down Harbor Drive to the Manchester Grand Hyatt. The Blood Drive is located upstairs on the fourth floor in the Coronado Ballroom.

The Blood Drive Desk?

Enter the B2, C2 or E doors of the Center and go up the escalator/stairs/elevator to the upper level. The Blood Drive desk is in the Sails Pavilion on that level, next to the glass doors leading to Ballroom 6.

The Autograph and Portfolio Review Areas?

Enter the B2, C2 or E doors of the Center and go up the escalator/stairs/elevator to the upper level, in the Sails Pavilion.

First Aid?

Enter the Convention Center Lobby at the Hall C3 door. The First Aid office is directly to your left.

Lost and Found?

Enter the Lobby at the Hall D door and go to the Lost & Found Desk across the Lobby.

The Security Office?

For general security issues, enter the Lobby at the Hall D door and go to the Information Desk on the far side.

Bag/Coat Check?

There are two locations for Bag/Coat check in the Lobby, in Hall E and Hall F. Enter the Lobby at those doors.

The RFID Help Desk?

There are three RFID Help Desk locations in the Center Lobby: in Hall A, Hall D, and Hall G. Enter the Lobby at those doors.

The Anime Rooms? Films?

Anime is located in Grand Ballroom 1–4 and Films is located in Grand Ballroom 5 of the Marriott Marquis. From the Convention Center, the Marriott Marquis is directly to the northwest. Walk to the North Tower expansion area of the Marriott, then go upstairs to the Grand Ballroom on the second level of that complex. Films will also be doing evening screenings in Room 4 at the Convention Center Thursday–Saturday.

The Hospitality Suite?

The Hospitality Suite is in Grand Ballroom 8 of the Marriott Marquis. From the Convention Center, the Marriott is directly to the northwest. Walk to the North Tower expansion area of the Marriott, then go upstairs to the Grand Ballroom on the second level of that complex.

Comic-Con Museum?

Comic-Con Museum is in the Federal Building in Balboa Park, at 2131 Pan American Plaza. There will be a museum-only shuttle between the Center and the museum, with pick-up/drop-off at the shuttle stop between the Marriott Marquis and the Grand Hyatt. You will need your Comic-Con badge and your museum ticket confirmation to board the museum-only shuttle.



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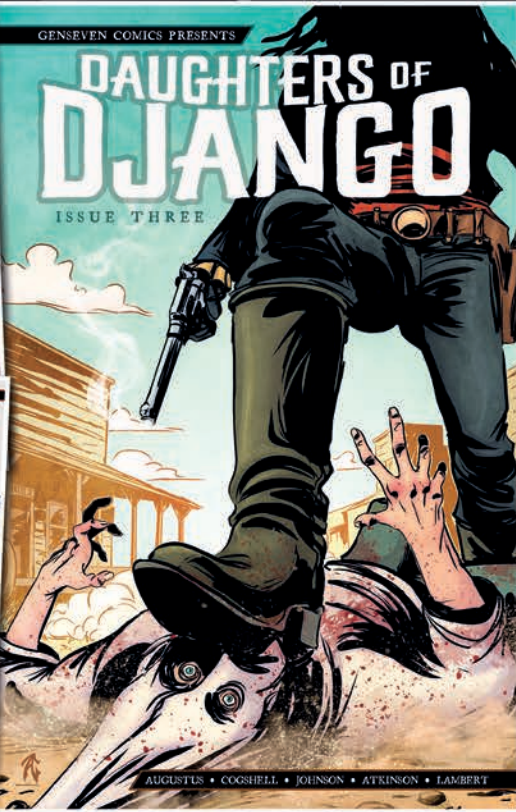
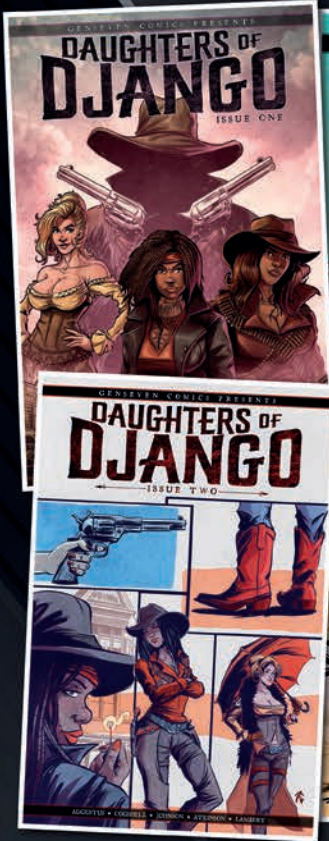


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MEET

SHERMAN AUGUSTUS

CO-CREATOR OF
DAUGHTERS OF DJANGO
ALSO ACTOR OF ROLES IN
STRANGER THINGS
AS LT. COL. JACK SULLIVAN
INTO THE BADLANDS
AS NATHANIEL MOON
WESTWORLD • DEXTER
AND DOZENS OF OTHER PROJECTS



MEET

ARAMIS KNIGHT

VOICE OF OUR
ANIMATION OF
THE RESCUER
ALSO ACTOR OF ROLES IN
INTO THE BADLANDS
AS M.K.
MS. MARVEL
AS RED DAGGER
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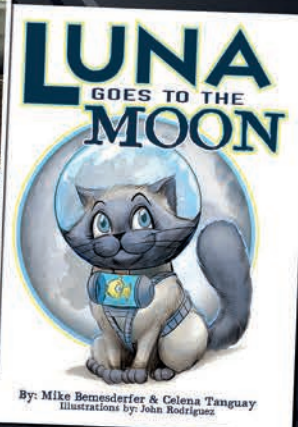
THE RESCUER
BITING SUPERHERO
DRAMA



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