

COMPLETE SCHEDULE OF EVENTS

JULY
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2025

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JULY 23RD

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COMIC-CON 2025 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! Up-to-date information on all programming and events at Comic-Con is 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!



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COMIC-CON INTERNATIONAL 2025 EVENTS QUICK GUIDE

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San Diego Comic Convention
Toucan Art by Rick Geary

**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.



COMIC-CON 2025

JULY 24-27

PREVIEW NIGHT JULY 23

SAN DIEGO CONVENTION CENTER



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EXHIBIT FLOOR HOURS:

Wednesday: 6:00 PM - 9:00 PM

Thursday: 9:30 AM - 7:00 PM

Friday: 9:30 AM - 7:00 PM

Saturday: 9:30 AM - 7:00 PM

Sunday: 9:30 AM - 5:00 PM

Programming Hours Continue on
Thursday - Saturday

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COMIC-CON.ORG

Comic-Con International
P.O. Box 128458
San Diego, CA 92112

Visit the OFFICIAL
Comic-Con & WonderCon blog at
COMIC-CON.ORG/TOUCAN

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Newsletter: Chris Sturhann • Signs: Pam Ford-Robles, Kirby Mitchell

EXHIBITS

Director of Exhibits: Justin Dutta

Exhibits Sales: Rod Mojica • Exhibits Registration: Madison Reddington • Exhibits Assistant: Jamar Everett, Andy Manzi

Artists' Alley: Rachel Cook, Rodney Lee • Exhibit Floor Managers: Ruslan Batenko, Taeir Bryant, Michelle Hylton

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Associate Line Manager: Aimee Fain • Zone Managers: Ronnie Bautista, Manny Corrales, Christian Cuellar, Daniel Kresge,

Monique Lomibao, Kathryn Pedreira, Aliya Pereira, Antonio Quirarte • Front of House: Sean Webb

Front of House Assistants: Noel Martin, Jheanna Poblete

OPERATIONS

Art Show: LaFrance Bragg • Badge Solutions: Frank Alison, Shelley Fruchey • Blood Drive: Cecile Fleetwood

Deaf Services: Julie Pickering • Disabled Services: William Curtis, Robert Doty • Hospitality Suite: Mikee Ritter

Information: Alicia Shirley • Logistics: Dan Davis • Materials: Alex Cazares • Merch: John Smith

Program Premiums: Lisa Fellows • Pro Suite: Robyn Reynante

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Operations & Programming Coordinator: Laura Jones • IFF/Programming Coordinator: Adam Neese

Programming Office Manager: Victoria Lamerton • Programming Assistants: Amy Judd, Ashleigh Messerman

How-To Room Programming: Javier Velasco • Guests Relations: Janet Goggins, Becky Hurt

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Professional Registration: Chris Schoenthal, Anna-Marie Villegas • Industry Registration Specialist: Amy Ramirez

Industry Registration Assistant: Jennymelva Moral

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Studio Relations Registrar: Krista Montgomery • Studio Relations Assistant/Staff Coordinator: Alex Orlina

Studio Relations Staff: Pam Noles, Alexander Huynh

COMIC-CON MUSEUM

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Grants Coordinator: Noelle Collins • Database Assistant: Mary Max Holston

Senior Director of Learning and Engagement: Emily Schindler • Lead Educator: Danny Beckwith

Education Team: Jennem Hobson • Director of Operations and Guest Services: Will Gelvin

Retail and Guest Services Manager: Juliana Jimenez • Facilities Manager: Jimmy Beigel

Volunteer and Events Manager: Angel De Luz • Retail Lead: James Velez • Retail Team: Diana Arciniega, Alex Bajenski, Titus

Borus, Nancy Faulkner, Jo Gibson, Julia Holden, Alexia Limon, Hannah Smith

Editor & Designer:

Dave Olbrich, Kirby Mitchell

Contributing Editors:

Robin Donlan, Mike Stoltz

Thank You to:

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Anaheim, CA

COMIC-CON APP



3. **APP CONTAINS:
SCHEDULES
ANIME
GAMES
FILMS**



ALL IN



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Vol. 1 The Zoo

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Written by **SCOTT SNYDER** • Art and cover by **NICK DRAGOTTA**

ON SALE in AUGUST

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.

► **Airspace (Balloons, Drones, etc.)**

No devices may be flown or tethered within the confines of the Exhibit Hall or at any Comic-Con function in the San Diego Convention Center and on Convention Center grounds. This includes drones, helium balloons, and helium-filled products, or any lighter-than-air objects, either powered or unpowered.

► **Badges**

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(s).**

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 the lobbies of Halls 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 **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, browse or shop 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 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, nor 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 common-sense rules for public behavior and personal interaction, practice common courtesy, and have 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 expeditiously.

► 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 diseases such as COVID-19, SDCC will, at a minimum, comply with all state and local requirements. By registering to attend these events, you agree to abide by entry requirements in effect at the time of the event. Check Comic-Con’s COVID-19 Information site leading up to the event for the latest protocols.

► **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 Freebies 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.

► **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,

CONVENTION POLICIES

tablets, laptops, etc.) is not allowed in any official Comic-Con program or 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 the lobby of Hall 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 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 Convention Center, including the hotels, theaters, and the San Diego Central 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; noncompliance 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 Program 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 the 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, hand carts, 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 Hall 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 Grand Hall A
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
Panel Premiums Room	Hyatt Grand Hall B
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 BC, Grand Ballroom DE; San Diego Central Library
Programming/ Technical office	Room 30E, Upper Level
RFID Badge Help Desk	Lobbies A, D, and G; Sails Pavilion
Starbucks	Lobby, Halls A, C, and F
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 & 2nd, Market and G. Closes 1:00 AM
Grocery Outlet: between 10th & 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 & 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

COMIC-CON 2025 PROGRAMMING & EVENT LOCATIONS



1 SAN DIEGO CONVENTION CENTER

111 West Harbor Drive
(see maps and info on pages 22-23)

Headquarters for Comic-Con 2025: 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; Saturday night), Masquerade Desk (Ballroom 20 foyer), and Masquerade 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 SAN DIEGO 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 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, Thursday-Saturday;
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 Hall CD); Blood Drive (Grand Hall A); Her Universe Fashion Show (Thursday only, Seaport Ballroom); Panel Premiums (Grand Hall B)

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-Sunday

7 COMIC-CON MUSEUM®

2131 Pan American Plaza, Balboa Park
(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 Lobbies 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, to browse or shop 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 2025 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 2025

In order to maximize safety and security during Comic-Con 2025, 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, is providing information to assist attendees, the general public, and stakeholders about pedestrian and vehicular access, restrictions, and detours during Comic-Con.

Harbor Drive — Only cars with pre-purchased under-the-convention-center parking from ACE will be allowed on Harbor Drive between First Avenue and Park Boulevard; all others will be

prohibited, including cars, bicycles, scooters, skateboards, and shared mobility devices (dockless bikes and scooters) on the following days and times:

- ▶ **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 2025 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 & 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 who were selected online must read their selection confirmation for detailed redemption details (where to go, when to go, and what to bring).

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/cc/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. In addition, we'll be back with impactful reporting on crucial Comic-Con issues like how to get to Artists' Alley and who won Best in Show at the Masquerade on Saturday night.



VISIT TITAN AT BOOTH #5537!



DAN PANOSIAN FOIL!



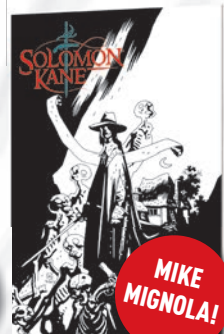
TEHANI FARR FOIL!



ROMAN DIRGE!



KAEL NGU FOIL!



MIKE MIGNOLA!



JOE JUSKO FOIL!



EXCLUSIVE AT COMIC-CON® WITH LIMITED EDITION FRIDGE MAGNET



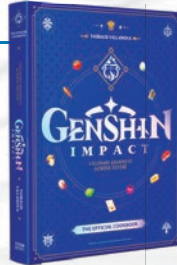
EXCLUSIVE AT COMIC-CON® COVER AND PIN



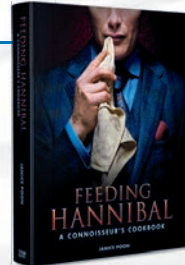
EXCLUSIVE AT COMIC-CON® WITH FOIL ART PRINT



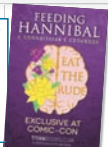
EXCLUSIVE AT COMIC-CON® WITH GLITTER PIN



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EXCLUSIVE AT COMIC-CON® WITH EXCLUSIVE NEW PIN



"TARDIS VISITS SAN DIEGO" T-SHIRT



THIRTEEN-PIECE TARDIS ENAMEL PIN COLLECTION

EXCLUSIVE AT COMIC-CON®!



EXCLUSIVE AT COMIC-CON® WITH FREE T-SHIRT



JUNJI ITO HORROR PINS

SIX TERRIFYING DESIGNS!

DON'T MISS THESE PANELS:

**CONAN THE BARBARIAN:
SCOURGE OF THE SERPENT
THURSDAY: 1:00PM - 2:00PM
ROOM: 5AB**

**BLADE RUNNER COMICS:
A NEW SAGA BEGINS!
SATURDAY: 11:00AM - 12:00AM
ROOM: 4**

**MAX ALLAN COLLINS:
A TITAN AT HARD CASE CRIME
SUNDAY: 11:00AM - 12:00AM
ROOM: 32AB**

SEE OUR BOOTH FOR CREATOR SIGNINGS!

WWW.TITANBOOKS.COM WWW.TITAN-COMICS.COM WWW.TITANMERCHANDISE.COM

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49TH ANNUAL ROBERT A. HEINLEIN BLOOD DRIVE

Please join Comic-Con and San Diego Blood Bank for our 49th 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 2024, the blood drive collected 15,631 pints. Over the years, a total of 93,204 pints of blood have been donated by Comic-Con attendees, exhibitors, professionals,

volunteers, and staff! Donation areas are located in the the Manchester Grand Hyatt Hotel Grand Hall A and at San Diego Blood Bank Donation Centers. Donors will receive a **free Fantastic 4 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 2024!

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 Hall 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 pm 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 **approval and 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.



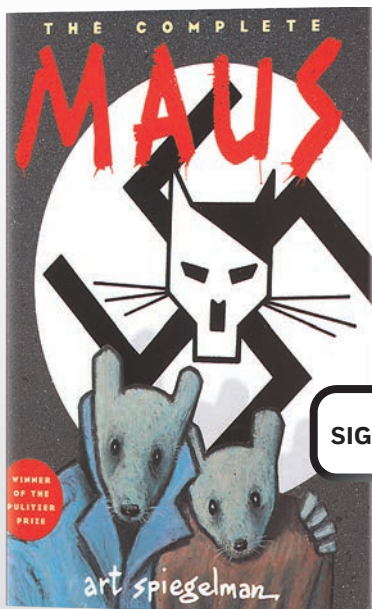
Penguin
Random
House

A NOVEL IDEA

BOOTH #1514/1515



Visit the interactive PRH Audio kiosk
featuring quizzes, trailers, prizes, and more!



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ADVANCE COPY
GIVEAWAYS



*Homeland:
Dungeons &
Dragons* by
R. A. Salvatore
CON EDITION



FIRST EDITION
COPIES

AUTHOR APPEARANCES BY

TERRY BROOKS • ARVIND ETHAN DAVID • MATT DINNIMAN
DANIELLE L. JENSEN • MIRANDA MUNDT • PURPAH • ALLISON SAFT
CRAIG THOMPSON • SERENA VALENTINO • SENLINYU • AND MORE!

Visit PRHBookWorld.com for complete details on booth happenings!

PARKING - PLAN AHEAD

Parking can be one of the most challenging aspects of attending Comic-Con, but having some knowledge ahead of time can 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, and Comic-Con does not

receive any portion of parking fees. 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 this publication). For more information on the trolley, visit the MTS website at www.sdmts.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-here/transportation

VOLUNTEERS



There is no on-site registration for volunteers. If you have signed up to be a Comic-Con daily volunteer, report to the Daily Volunteer area in **Marina Ballroom FG at the Marriott Marquis San Diego Marina Hotel**. If you are interested in volunteering next year or for any of Comic-Con's other events, visit the Daily Volunteer area 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 \$10.00 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 props have been checked, they will be tagged by security to designate that your costume props have been checked and approved. This tag must remain visible on your costume props while you are at the event. Security will escort you to the Costume Props desk for inspection if your costume props are not tagged.

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

- ▶ All cosplayers 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 Program rooms.

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

The Costume Props Policy is subject to change at any time. Please be sure to continue to check this website (<https://www.comic-con.org/cc/plan-your-visit/convention-policies/>) closer to the event to ensure your costume props comply with the current Costume Props Policy.



SHUTTLE SCHEDULE

WEDNESDAY, JULY 23, 2025
 3:00 p.m. - 7:00 p.m. Every 20 minutes
 7:00 p.m. - 12 MIDNIGHT* Every 15 minutes

THURSDAY, JULY 24, 2025
 5:00 a.m. - 8:00 a.m. Every 30 minutes
 8:00 a.m. - 9:00 p.m. Every 15 minutes
 9:00 p.m. - 1:00 a.m.* Every 30 minutes

FRIDAY, JULY 25, 2025
 5:00 a.m. - 8:00 a.m. Every 30 minutes
 8:00 a.m. - 9:00 p.m. Every 15 minutes
 9:00 p.m. - 1:00 a.m.* Every 30 minutes

SATURDAY, JULY 26, 2025
 5:00 a.m. - 8:00 a.m. Every 30 minutes
 8:00 a.m. - 9:00 p.m. Every 15 minutes
 9:00 p.m. - 1:00 a.m.* Every 30 minutes

SUNDAY, JULY 27, 2025
 5:00 a.m. - 8:00 a.m. Every 30 minutes
 8:00 a.m. - 7:00 p.m.* Every 15 minutes



SEAT PLANNERS PARTNERS WITH THE BONNEVILLE ENVIRONMENTAL FOUNDATION TO OFFSET THE CO₂ GENERATED BY THE SHUTTLE BUSES BY CREATING RESPONSIVE AND CREDIBLE CLIMATE SOLUTIONS.

Please note that Harbor Drive, between Park Blvd & 1st Avenue will be closed at the following times:
 Wednesday, July 23rd 2:00 p.m. - 10:00 p.m.
 Thursday, July 24th 7:00 a.m. - 8:00 p.m.
 Friday, July 25th 7:00 a.m. - 9:00 p.m.
 Saturday, July 26th 7:00 a.m. - 9:00 p.m.
 Sunday, July 27th 7:00 a.m. - 7:00 p.m.

*The ending time above is the last departure from the San Diego Convention Center to official hotels. The last bus departing the hotels going to the San Diego Convention Center is approximately 30 minutes prior to the end time listed.

Attendees with impaired mobility who require special transportation should make advance arrangements with the SEAT Planners' ADA shuttle supervisor by calling (619) 921-0307 during shuttle hours or visit the ADA Information Desk Located at Hall A. For all other shuttle question, please call (619) 921-0307 during shuttle hours.

Subject to change and traffic conditions

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www.seatplanners.com

Shuttle Information
 ☎619-921-0307

YOU MUST BE AN OFFICIAL BADGE MEMBER TO USE THE SHUTTLE BUS SERVICE

PINK ROUTE	SHUTTLE SERVICE PROVIDED TO & FROM PETCO PARK, A SHORT WALK TO COMIC-CON	APPROXIMATE MINUTES FROM STOPS TO CONVENTION CENTER	APPROXIMATE MINUTES FROM CONVENTION CENTER TO STOPS
INTERCONTINENTAL SAN DIEGO - CURBSIDE ON BROADWAY		33	7
RESIDENCE INN SAN DIEGO DOWNTOWN BAYFRONT - CURBSIDE ON BROADWAY		33	7
SPRINGHILL SUITES SAN DIEGO DOWNTOWN BAYFRONT - CURBSIDE ON BROADWAY		33	7
WYNDHAM SAN DIEGO BAYSIDE - CURBSIDE ON HARBOR DRIVE		32	8
HAUTON INN SAN DIEGO DOWNTOWN - CURBSIDE ON PACIFIC HIGHWAY		30	10
RESIDENCE INN DOWNTOWN SAN DIEGO - CURBSIDE ON PACIFIC HIGHWAY		28	12
HILTON GARDEN INN SD DOWNTOWN/BAYSIDE - USE RESIDENCE INN STOP ON PACIFIC HIGHWAY			
THE LITTLE ITALY HOTEL DOWNTOWN SAN DIEGO - ACROSS CEDAR STREET AT FRONT STREET		23	17
THE DEXTRIO, BEST WESTERN PREMIER COLLECTION - USE THE LITTLE ITALY HOTEL STOP ON CEDAR STREET			
BEST WESTERN PLUS BAYSIDE INN - CURBSIDE ON COLUMBIA STREET		16	24
CARTE* HOTEL - USE THE BEST WESTERN STOP ON COLUMBIA STREET			

BLUE ROUTE	SHUTTLE SERVICE PROVIDED TO & FROM PETCO PARK, A SHORT WALK TO COMIC-CON	APPROXIMATE MINUTES FROM STOPS TO CONVENTION CENTER	APPROXIMATE MINUTES FROM CONVENTION CENTER TO STOPS
COURTYARD BY MARRIOTT SAN DIEGO DOWNTOWN - CURBSIDE ON 6 TH AVENUE AT BROADWAY		22	18
ALMA SAN DIEGO HOTEL - USE COURTYARD BY MARRIOTT STOP ON 6 TH AVENUE			
PALMISTEL SAN DIEGO - USE COURTYARD BY MARRIOTT STOP ON 6 TH AVENUE			
ANDAZ SAN DIEGO - USE COURTYARD BY MARRIOTT STOP ON 6 TH AVENUE			
MOXY SAN DIEGO DOWNTOWN GASLAMP - USE COURTYARD BY MARRIOTT STOP ON 6 TH AVENUE			
THE WESTGATE HOTEL - CURBSIDE ON BROADWAY AT 2 ND AVENUE		19	21
THE SOFIA HOTEL - USE WESTGATE STOP CURBSIDE ON BROADWAY AT 2 ND AVENUE			
THE BRISTOL HOTEL - USE WESTGATE STOP CURBSIDE ON BROADWAY AT 2 ND AVENUE			
THE US GRANT SAN DIEGO - USE WESTGATE STOP CURBSIDE ON BROADWAY AT 2 ND AVENUE			
THE WESTIN SAN DIEGO - CURBSIDE ON BROADWAY		16	24
HOTEL REPUBLIC - USE WESTIN STOP ON BROADWAY			
ONE AMERICA PLAZA / ANTIKAK / COASTER - USE WESTIN STOP ON BROADWAY			

YELLOW ROUTE	SHUTTLE SERVICE PROVIDED TO & FROM MANCHESTER GRAND HYATT, A SHORT WALK TO COMIC-CON	APPROXIMATE MINUTES FROM STOPS TO CONVENTION CENTER	APPROXIMATE MINUTES FROM CONVENTION CENTER TO STOPS
SHERATON SAN DIEGO MARINA MARINA TOWER - CURBSIDE ON HARBOR ISLAND DRIVE		23	25
SHERATON SAN DIEGO MARINA BAY TOWER - CURBSIDE ON HARBOR ISLAND DRIVE		22	26
HILTON SAN DIEGO AIRPORT HARBOR ISLAND - CURBSIDE ON HARBOR ISLAND DRIVE		21	27

TEAL ROUTE	SHUTTLE SERVICE PROVIDED TO & FROM MANCHESTER GRAND HYATT, A SHORT WALK TO COMIC-CON	APPROXIMATE MINUTES FROM STOPS TO CONVENTION CENTER	APPROXIMATE MINUTES FROM CONVENTION CENTER TO STOPS
DOUBLETREE BY HILTON SAN DIEGO BAYSIDE - CURBSIDE ON NORTH HARBOR DRIVE		40	20
HUMPHREYS HALF MOON INN & SUITES - CURBSIDE ON SHELTER ISLAND DRIVE		36	24
BAY CLUB HOTEL & MARINA - CURBSIDE ON SHELTER ISLAND DRIVE		35	25
BEST WESTERN PLUS ISLAND PALMS HOTEL & MARINA - CURBSIDE ON SHELTER ISLAND DRIVE		31	29
KONA KAI RESORT SPA & MARINA - CURBSIDE ON SHELTER ISLAND DRIVE		30	30

RED ROUTE	SHUTTLE SERVICE PROVIDED TO & FROM PETCO PARK, A SHORT WALK TO COMIC-CON	APPROXIMATE MINUTES FROM STOPS TO CONVENTION CENTER	APPROXIMATE MINUTES FROM CONVENTION CENTER TO STOPS
HANDLERY HOTEL SAN DIEGO - CURBSIDE ON HOTEL CIRCLE NORTH		34	15
CROWNE PLAZA SAN DIEGO MISSION VALLEY - CURBSIDE ON HOTEL CIRCLE SOUTH		32	17
DOUBLETREE BY HILTON SAN DIEGO HOTEL CIRCLE - CURBSIDE ON HOTEL CIRCLE SOUTH		27	22
DAYS INN SAN DIEGO HOTEL CIRCLE NEAR SEA WORLD - CURBSIDE ON HOTEL CIRCLE SOUTH		25	24
LEGACY RESORT HOTEL & SPA - USE DAYS INN HOTEL STOP ON HOTEL CIRCLE SOUTH			
COURTYARD SAN DIEGO MISSION VALLEY - USE DAYS INN HOTEL STOP ON HOTEL CIRCLE SOUTH			
TOWN & COUNTRY RESORT - CONVENTION CENTER ENTRANCE		20	29

PURPLE ROUTE	SHUTTLE SERVICE PROVIDED TO & FROM PETCO PARK, A SHORT WALK TO COMIC-CON	APPROXIMATE MINUTES FROM STOPS TO CONVENTION CENTER	APPROXIMATE MINUTES FROM CONVENTION CENTER TO STOPS
HILTON SAN DIEGO MISSION VALLEY - CURBSIDE ON CAMINO DEL RIO SOUTH		36	15
SHERATON SAN DIEGO MISSION VALLEY - CURBSIDE ON CAMINO DEL RIO SOUTH		33	18
SPRINGHILL SUITES SAN DIEGO MISSION VALLEY - CURBSIDE NEAR FRONT ENTRANCE		30	21
SAN DIEGO MARRIOTT MISSION VALLEY - EAST ENTRANCE OF BUILDING		26	25
DOUBLETREE BY HILTON SAN DIEGO MISSION VALLEY - CURBSIDE ON HAZARD CENTER DRIVE		23	28

WALKING HOTELS	THE HOTELS LISTED BELOW ARE WITHIN WALKING DISTANCE OF THE SAN DIEGO CONVENTION CENTER
AC HOTEL BY MARRIOTT SAN DIEGO GASLAMP	COURTYARD SAN DIEGO GASLAMP CONVENTION CENTER
THE WESTIN GASLAMP QUARTER	OMNI SAN DIEGO
EMBASSY SUITES SAN DIEGO BAY	PENDRY SAN DIEGO
MANCHESTER GRAND HYATT	RESIDENCE INN GASLAMP QUARTER
HARD ROCK HOTEL	HILTON SAN DIEGO GASLAMP QUARTER
SAN DIEGO MARRIOTT GASLAMP QUARTER	SAN DIEGO MARRIOTT MARQUIS AND MARINA
HOTEL INDIGO SAN DIEGO GASLAMP	MARGARITAVILLE HOTEL
HILTON SAN DIEGO BAYFRONT	SENTRAL SAN DIEGO GASLAMP QUARTER HOTEL

SHUTTLE

YOU MUST BE AN OFFICIAL BADGE MEMBER TO USE THE SHUTTLE BUS SERVICE

Hop on the FREE Shuttle to the San Diego Convention Center!
 Comic-Con's **FREE** shuttle service stops in downtown, Mission Valley, and hotels near the airport on Shelter Island and Harbor Island. The shuttle service, coordinated by SEAT Planners, kicks in Wednesday from 3:00 pm until 12:00 am for Comic-Con's Preview Night. On Thursday, Friday, and Saturday, service begins at 5:00 am and runs until 1:00 am; on Sunday, it runs from 5:00 am until 7:00 pm, with the frequency changing throughout each of the days. Pick which shuttle route is best for you, and show your Comic-Con badge when you get on ... it's that simple! Visit www.comic-con.org/cc/plan-your-visit/shuttles/ for more information.

Please note: There is no shuttle service from 1:00 am to 5:00 am each day.

WEDNESDAY

3:00 PM - 7:00 PM Every 20 minutes
 7:00 PM - 12:00* AM Every 15 minutes

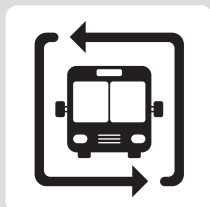
THURSDAY-SATURDAY

5:00 AM - 8:00 AM Every 30 minutes
 8:00 AM - 9:00 PM Every 15 minutes
 9:00 PM - 1:00* AM Every 30 minutes

SUNDAY

5:00 AM - 8:00 AM Every 30 minutes
 8:00 AM - 7:00* PM Every 15 minutes

*Ending time is last departure from Convention Center to official hotels. The last bus departing the hotels going to the Convention Center is approximately 30 minutes prior to the end time listed.



SERVICES FOR THE DEAF / SERVICES FOR THE DISABLED

Comic-Con is dedicated to serving all of its attendees. The Deaf Services and Disabled Services departments were established to offer assistance to visitors with special needs, including:

- ▶ Badge pick-up service (including child badges) for those with mobility issues
- ▶ ADA stickers and service dog stickers
- ▶ Certified ASL interpreters at large panels and the Masquerade
- ▶ A limited number of volunteer interpreters are 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 are 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 Panel Premiums (at the Hyatt Hotel).

The Deaf Services and Disabled Services teams are 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 Services and/or Disabled Services in the lobby of Hall 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)

Next door to the convention center at the Marriott Marquis San Diego, you'll find the 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 from 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 Marquis San Diego, in Pacific Ballroom 23-26 (at street level).**

▶ Comic-Con Games Room

Games, located in Pacific Ballroom 21 at the Marriott Marquis San Diego Marina, will sell Comic-Con gaming mats and dice inside the Games room from 4:00 to 8:00 pm 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 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 San Diego Airport)

A limited number of selected items are 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.

PANEL 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 Panel 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.

INKPOT AWARDS

Comic-Con will be presenting our Inkpot awards in recognition of select individuals who have made significant contributions to the worlds of comics, science fiction/fantasy, film, television, animation and fandom services. The awards will be distributed at panels and programs throughout the show. Keep your eyes peeled for those lucky individuals who receive the prestigious award.

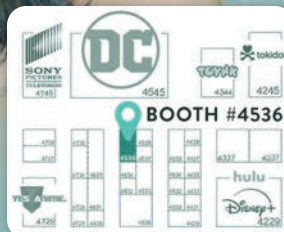
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FRIDAY NIGHT: THE 37TH ANNUAL WILL EISNER COMIC INDUSTRY AWARDS

The 37th annual Will Eisner Comic Industry Awards ceremony will be held **Friday night, July 25**, in the Indigo Ballroom at the Hilton Bayfront, just a short walk south from the convention center.

The doors of the ballroom will open at **7:45 pm**, and the ceremony will get underway at **8:00 pm**. 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 pm**. 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 pm. 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 2024. A complete list of all the nominees can be found in the Souvenir Book online 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 comics artist/writer/editor **Bill Morrison** (*The Simpsons*, *Futurama*). Among presenters are actor/comedian/comics writer **Patton Oswalt**; actor/director/screenwriter **Kevin Smith** (*Jay and Silent Bob*, *Clerks*, *Mallrats*); actress/stuntwoman **Janeshia Adams-Ginyard** (*Black Panther*, *Falcon and the Winter Soldier*); actor/voice actor **Keone Young** (*Deadwood*, *Ultraman Rising*, *Avatar: The Last Airbender*); actress **Chase Masterson** (Leeta on *Star Trek: Deep Space Nine*); actor/comics writer **David Dastmalchian** (*Suicide Squad*, *Murderbot*, *Count Crowley*); voice actors **Zeno Robinson** (Cyborg/Victor Stone on *Young Justice*, Hawks on *My Hero Academia*), **Eric Bauza** (Looney Tunes characters), and comics creators **Bob Burden** (*Flaming Carrot*, *Mystery Men*), **Eddie Campbell** (*From Hell*, *Bacchus*), **Rantz Hoseley** (editor-in-chief, Z2 Comics), and **Greg and Karen Evans** (the *Luann* newspaper strip).

The major sponsor of the 2025 Eisner Awards is **Lunar Distribution**. The principal sponsors are **Comic Shop Assistant**, **Comixology Originals**,

mycomicshop.com, and **Pan-Universal Galactic Worldwide**. Supporting sponsors are **Alternate Reality Comics** (Las Vegas), **Atlantis Fantasy-world** (Santa Cruz, CA), **Cape & Cowl Comics** (Oakland, CA), **DSTLRY**, and **Midwest Tape/Hoopla Distribution**. 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 at 10:00 am in Room 29CD**. Trophies will be presented for 21 judges' choice inductees and 6 inductees chosen by voters. For more information on this year's inductees, visit the Souvenir Book on 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 **Mad Cave Studios** for their *L.A. Strong* charity comic. 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 assistant **Bill Stout** and **Jennifer Stevens Bawcum**, sister of Dave Stevens, who was the first recipient of the award. Also being presented is the **Will Eisner Spirit of Comics Retailer Award**, presided over by **Lee Oeth** and **Joe Ferrara**.

This is the 21st year for presentation of the **Bill Finger Award for Excellence in Comic Book Writing**. The 2025 recipients are author/comics writer **Don Glut** (*Dagar the Invincible*, *The Occult Files of Doctor Spektor*, *The Invaders*, *Kull the Destroyer*) and DC Comics writer/editor **Sheldon Mayer** (*Sugar & Spike*, *Scribbly*, *The Three Mouseketeers*). The Finger Awards will be presented by **Mark Evanier** and Bill Finger's granddaughter **Athena Finger**. The major sponsor for the Finger Award is **DC Comics**. Supporting sponsors are **Heritage Auctions** and **Maggie Thompson**.



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SDCC 2025

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Beer
Dragon



San Diego
Beach Dragon
2025 Exclusive Pin



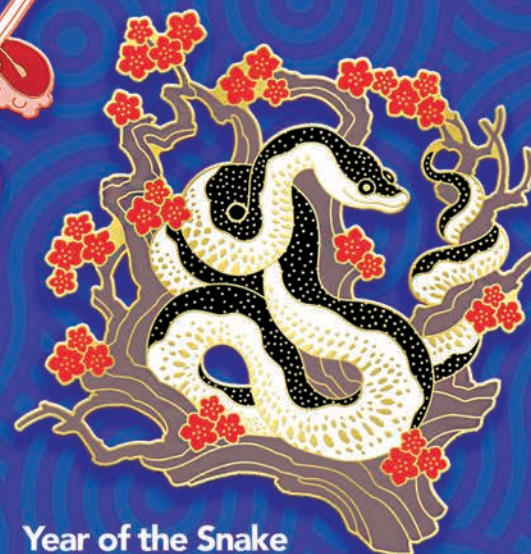
Coffee
Dragon



Octopus
Samurai



Moon Dragon



Year of the Snake



COMIC-CON PRESENTS: THE 2025 MASQUERADE

2024 Winner: Best in Show – “Assassin’s Creed: Brotherhood” This amazing 14-person entry based on a video game was made by VinnyTwist. It was worn by JimmyB, Derd, VinnyTwist, Phoenix Cosplay, Bob the Builder, Robophant, Patches O’Houlihan, Corwin, Jennifer Wuestling, Cass, Tyler L, Cory, Paul O’Hern, and Binx.

Comic-Con is a celebration of the popular arts; costumes play a vital role in all of those arts. Costumes define characters, and they enhance stories, setting, and mood in essential ways. Beyond their use in movies, stage shows, comic books, and, increasingly, video games, they are even an art form all on their own. In our Exhibit Hall, you can find thousands on posters, book covers, collectibles, and more, but the ones we really notice most at Comic-Con are those cosplay creations crafted and worn by our attendees as they stroll the halls or pose for photos!

This year’s Masquerade on-stage costume competition (or cosplay competition for those who favor that term), an annual Comic-Con tradition since 1974, will be **Saturday evening, July 26, starting at 8:30 pm**. The event celebrates not only our talented costume-making attendees but also the importance of costuming itself to storytelling. The costume presentations, intermission entertainment, and awards presentation will run until 11:00 pm in the San Diego Convention Center’s 3,900-seat Ballroom 20, with overflow seating available and large projection screens in the Sails Pavilion and in Ballroom 6A.

Not a dance or party as the name may imply, it is similar to the style of a talent show, set on a large stage in front of an audience, presenting amazing costumes crafted by our non-professional but highly creative attendees. Most costumes will be impressive re-creations from movies, television, anime, comic books, fantasy art, Broadway shows, and video games; others will be completely original designs from the imagination of our attendees. Some entries will be solo costumes; others will be groups with a shared theme. Our giant high-definition projection screens and multiple cameras provide great close-up views of the costumes to everyone. Audience members need not wear a costume, but feel free to add to the fun and spirit of the event and dress in something unique and fun!

Masquerade tickets assure a seat, but are not required. Doors will open for audience seating at 8:00 pm, but the line for choice seating will start forming much earlier. Rather than standing in line for hours on Saturday to be certain of getting a seat, free tickets will be given out at 12 noon on Saturday to those lining up near Ballroom 20, and tickets will be available again from 3:00–5:00 pm at the Masquerade desk until all are given out. Once you have your ticket, you are guaranteed a seat, and you can go enjoy other programming and line up later knowing there is a chair for you. After the ticket-holders line has gone into the ballroom, there is open seating for anyone with a Saturday badge until the room is filled, no ticket required. Don’t let the big line scare you. Ballroom 20 holds nearly 4,000, with 500 more seats in the Sails Pavilion (where the Masquerade Party is held), and there are always seats in Ballroom 6A (no tickets needed for either).

Professional badge holders who are program participants and a limited number of representatives of the credentialed press may obtain seating tickets ahead of time at the Masquerade desk near Ballroom 20 on Thursday, Friday, and Saturday from 9:30 am to 5:30 pm. Invited guests of the convention may request VIP seating. Attendees with special needs should visit the Deaf Services or Disabled Services desks in the lobby of Hall A to learn about and reserve their seating for the show. As always, there will be a signer for the hearing-impaired.

Our emcee will again be the always entertaining five-time Hugo Award-winning artist and writer Phil Foglio. Together with his wife, Kaja Foglio, he has created, published, and contributed to a variety of comics, art, and games in science fiction, fantasy, and steampunk genres through their company and website StudioFoglio.com, featuring their popular Girl Genius series.

COMIC-CON PRESENTS: THE 2025 MASQUERADE

After the costume presentations, while the judges tally their scores, the audience will be entertained by the Jedha Temple chapter of The Saber Guild, the largest not-for-profit Lucasfilm-recognized Star Wars lightsaber club in the world, thrilling us with an original Star Wars storyline, great screen-accurate costumes, and impressive choreographed action. After their show, we will see the exceptionally talented Corps Dance Crew returning to our stage. The Corps, a non-professional entertainment group that melds cosplay, various modern dance styles, and lively popular music, performs all over Southern California to bring anime, comics, movies, and other pop culture to life, bringing new shows each year to Comic-Con, WonderCon, and many other events.

We filled all our contestant entry slots in early May; however, cancellations MAY have opened up spots. Inquire at the Masquerade desk by Ballroom 20 on Thursday and Friday, 9:30 am–5:30 pm, or before 10:30 am Saturday to check for openings. Costumes worn at the convention prior to the Masquerade are not accepted in the show. Complete rules and information can be found at our www.comic-con.org website. A pre-show orientation for contestants only will be held on Saturday at 10:30 am in room 31AB.

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 interfere with other audience members' viewing or block aiseways. 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 costumeders will pose after their stage presentations. Flash photography is allowed there, but spaces are limited. Those wishing access must sign up ahead of time at the Masquerade desk to reserve a spot.

Trophies and more for winners

Our Comic-Con Masquerade trophy medallions, custom-designed for us by popular fantasy artist Sue Dawe and fabricated by the same company that produces awards for the Emmy®, Golden Globes®, and People's Choice® Awards, are bestowed upon winners by the judges panel in categories of Best in Show, Judges' Choice, Best Re-Creation, Best Original Design, Best Workmanship, Most Humorous, Most Beautiful, and Best Young Fan. Those trophy winners will also receive free 4-day badges to Comic-Con International 2026! Group entries will be limited to six trophies and complimentary badges.

Additional awards

Several companies and organizations are generously supporting the event by offering cash and other impressive prizes of their own to winners selected by their representatives:

- ▶ **Frank & Son Collectible Show of the City of Industry, California, "the first and last stop for all your collectible needs,"** will once again take a break from their large bi-weekly mini-cons to **present a generous \$1,000 cash prize**, plus a beautiful trophy, to the entry they deem to be the audience favorite (so everyone should generously applaud their favorites!).
- ▶ **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 from 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 entrant whose design best interprets a character or concept from a television show or motion picture. **Each award comes with a \$500 prize.**
- ▶ **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 one-night hotel stay to their weekend conference, Costume College®,** held each July at the Sheraton Gateway Los Angeles Hotel. This year, their event is the weekend immediately after Comic-Con, so the winner may choose 2026 or 2027 to attend. Their prize 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.
- ▶ **Comic-Con International** will once again present a special award given in memory of long-time Committee and Board member Alan Campbell, who passed away and is sorely missed. Alan was a great fan of the Masquerade, at times generously 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 one of the guest judges.
- ▶ **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 gift card.** Other organizations and companies may also be presenting additional awards.

HALL H WRISTBANDS • HALL H NEXT DAY LINE MAP

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 wristbands will be returning to Hall H for 2025!

First-Seating wristbands give attendees flexibility based on 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 **no waiting nearby** for the work to be completed. We estimate that all work and setup will be completed by Wednesday, July 23, 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:

- ▶ **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.**
- ▶ 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.

- ▶ 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://www.comic-con.org/cc/badges/child-badge-policy/>) 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 must 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 San Diego Convention Center and the Port of San Diego. 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 2025 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 23:** 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 24:** First-Seating wristband distribution for Friday panels in Hall H will begin at **8:15 pm** at the front of the Next Day Line.
- ▶ **Friday, July 25:** First-Seating wristband distribution for Saturday panels in Hall H will begin at **7:00 pm** at the front of the Next Day Line.
- ▶ **Saturday, July 26:** First-Seating wristband distribution for Sunday panels in Hall H will begin at **7:15 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. Please rejoin them prior to 7:30 am. Otherwise, if no one is holding your spot, simply join the end of the wristbanded line before 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?

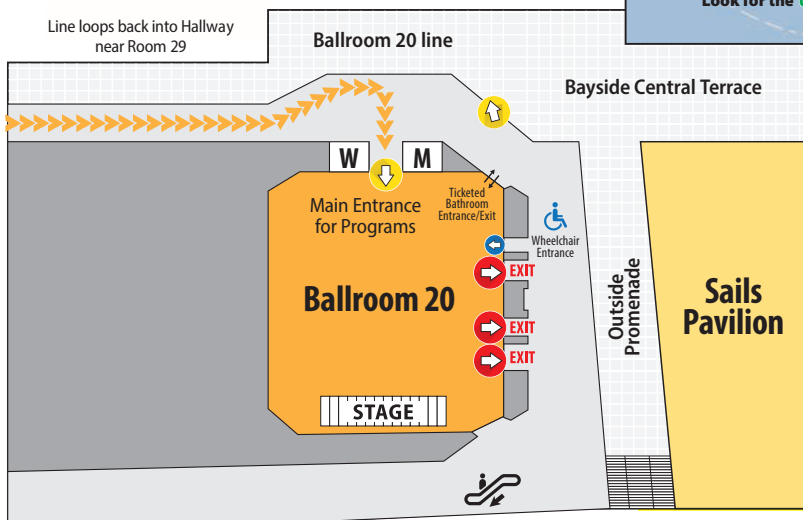
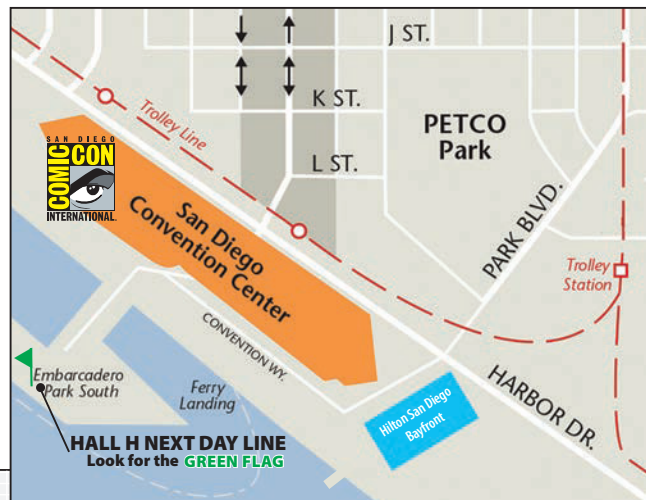
We're glad you asked! The ADA Hall H Next Day line will also have First-Seating wristbands. Please visit Deaf Services and Disabled Services in the lobby of Hall A for detailed information about ADA First-Seating wristbanding.

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 ("SDCC"), organizer of Comic-Con, determines that you have violated this policy, SDCC has the right to cancel your badge(s) with no refund.

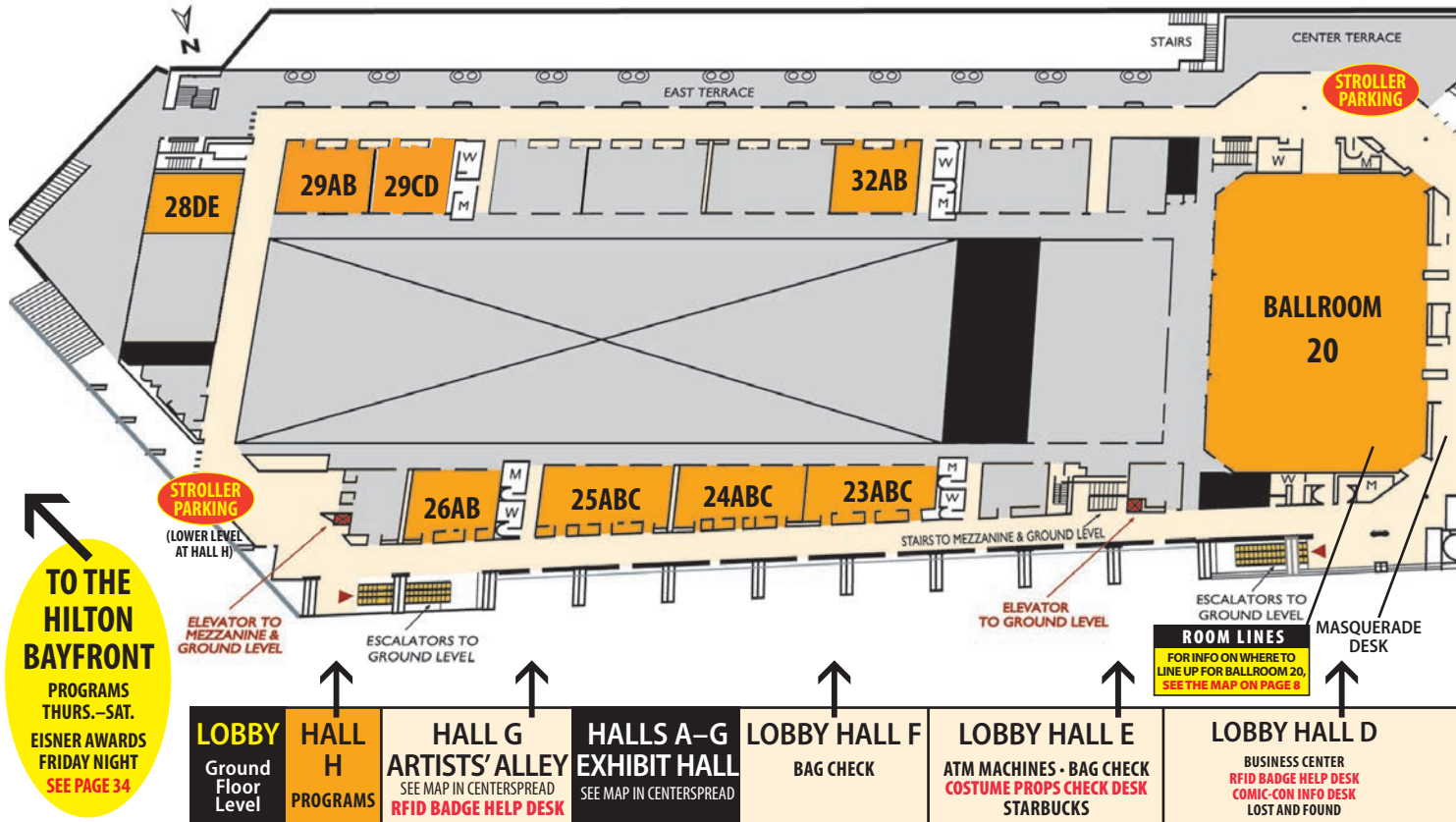
SDCC reserves the right to change times or procedures for distributing any wristbands for any reason. Safety concerns and requests from the San Diego Convention Center, the fire marshal, police, city, or Port of San Diego may require us to change these published plans.



**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 LIBRARY
330 Park Blvd.

SEE THE CENTERSPREAD MAP FOR EXACT LOCATIONS

SHUTTLE INFO DESK ON FRONT DRIVE

Educational Programs & Podcast/Web Series
USE THE PEDESTRIAN BRIDGE BY THE HILTON
SEE PAGE 40

TO THE OMNI SAN DIEGO
675 L Street
SEE PAGE 38

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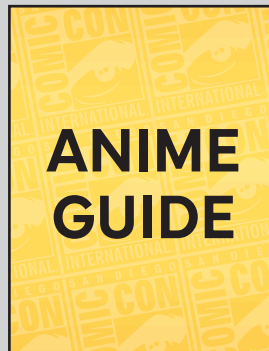
EVENTS QUICK GUIDE
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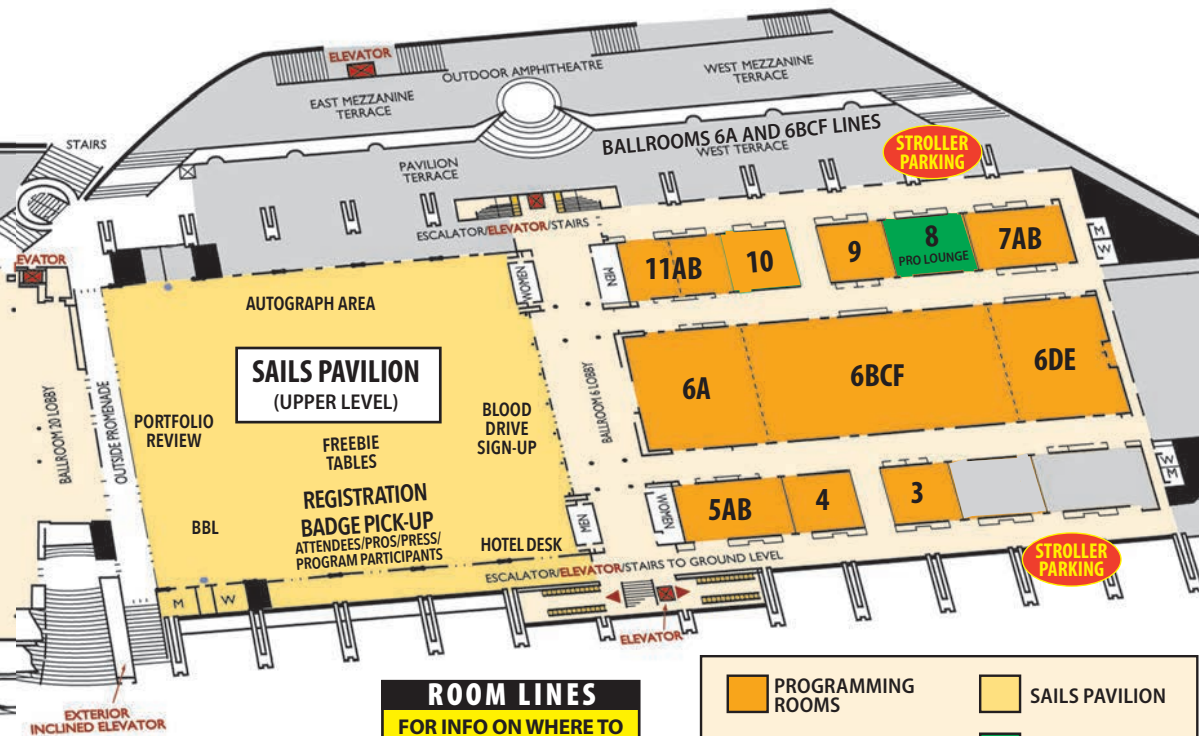
ANIME GUIDE
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2025 Comic-Con Gaming Guide
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CONVENTION CENTER

UPPER LEVEL ROOMS 3 THROUGH 11 • SAILS PAVILION
MEZZANINE LOBBY LEVEL HALLS A • B1 • B2 • C



IMPORTANT!

DUE TO FIRE MARSHAL REGULATIONS

STROLLERS ARE NOT ALLOWED IN THE PROGRAMMING ROOMS

SEE THE RED OVALS ON THIS MAP FOR STROLLER PARKING AREAS.

TO THE MARRIOTT MARQUIS

ANIME • FILMS
CCI-FF • COMIC-CON MERCH
COMIC CREATOR CONNECTION
GAME CREATOR CONNECTION
FAN CULTURE ROOM • GAMES
HOSPITALITY SUITE • PINBALL POP-UP
ARCADE • PROGRAMS
EXTENDED EDUCATION PANELS
VOLUNTEER REGISTRATION
SEE PAGE 30

TO THE GRAND HYATT

ART SHOW
BLOOD DRIVE
HER UNIV. FASHION SHOW (THURSDAY ONLY)
PANEL PREMIUMS
SEE PAGE 36

ROOM LINES

FOR INFO ON WHERE TO LINE UP FOR ROOMS 3-11, SEE THE MAP ON PAGE 26

PROGRAMMING ROOMS

SAILS PAVILION

PRO LOUNGE

LOBBY HALL C

FIRST AID
COSTUME PROPS CHECK DESK (BETWEEN ESCALATORS)
STARBUCKS

LOBBY HALLS B1 & B2

ATM MACHINES • RESTAURANT RESERVATIONS • INFORMATION BOARD • COMIC-CON INFO DESK

LOBBY HALL A

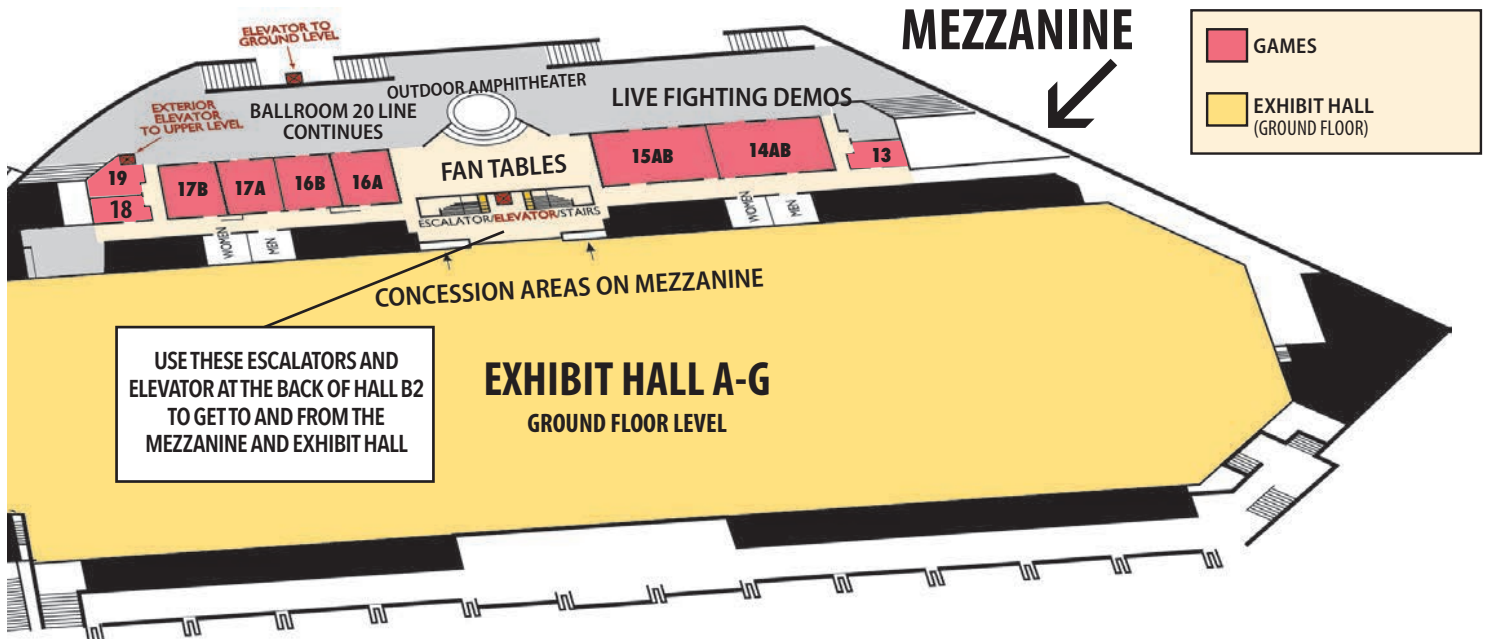
DEAF & DISABLED SERVICES • STARBUCKS
RFID BADGE HELP DESK

LOBBY

Ground Floor Level

SEE THE CENTERSPREAD MAP FOR EXACT LOCATIONS

SHUTTLE INFO DESK ON FRONT DRIVE



MEZZANINE

GAMES

EXHIBIT HALL (GROUND FLOOR)

USE THESE ESCALATORS AND ELEVATOR AT THE BACK OF HALL B2 TO GET TO AND FROM THE MEZZANINE AND EXHIBIT HALL

EXHIBIT HALL A-G

GROUND FLOOR LEVEL

ABOUT THE COVER AND ARTIST

OLIVER BLY



From the Editor

Now that my first Comic-Con International as publications editor has arrived, I'm delighted to share the vision of Oliver Bly on the cover of this Events Quick Guide. Oliver was the recipient of the Russ Manning Most Promising Newcomer Award at last year's convention. Working with an artist for the first time is a bit of a high-wire act; you never know how it is going to go. I had seen Oliver's website and printed work. The prospect of him bringing his style to a Comic-Con cover held a lot of promise. Even after Oliver and I had a very productive talk, I was holding my breath. Then his sketches arrived in my inbox, and all my apprehension disappeared. What you see is 100 percent Oliver, concept, layout, line art, and colors. He sees the beauty of Comic-Con in much the same way I do. We love it because Comic-Con allows fantasy, nostalgia, and community to crash together, creating an experience like no other. I hope you, the brave and energetic attendees, enjoy having this wonderful, warm, thoughtful art in your hands.

Thanks Oliver.

-- Dave Olbrich
(attended every SDCC since 1985)

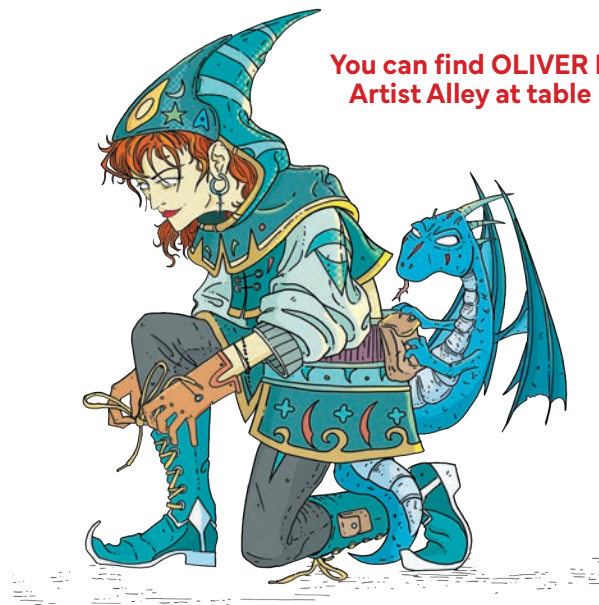
Artist's Statement

There is nothing quite like Comic-Con International. It is a living phantasmagoria that swallows an entire city. People travel from the four corners of the world to pay homage to imagination itself, to honor the heraldic icons that have spoken to them through dreams, that have inspired them, that have fomented community and brought people together across generations.

There are reverent ideas flowing through pop art, just as they flow through the kind of art you go to a museum to engage with. They can be easy to overlook through the silliness, the ubiquity, or the commerciality of the form, though those are also the qualities that make it the art of the regular person. When we create events like this, we're tapping into something very old, something we've done since we first became people. At Comic-Con, folks are passionate because something touched their hearts, and that is always sacred. For this piece, I wanted to create something slightly out of time that illustrated the mythic vibe humming just beneath the surface of ordinary things: crowds in lines, money changing hands, pizza being crushed. It needed to feel like a block party from another world. Because that's what the convention kind of actually is. The city of San Diego is enchanting in its own right. At this point of summer, the convention center is bathed in golden solar light and rear-hemmed by the sparkling Pacific Ocean. I crafted the palette with the sun and sea in mind.

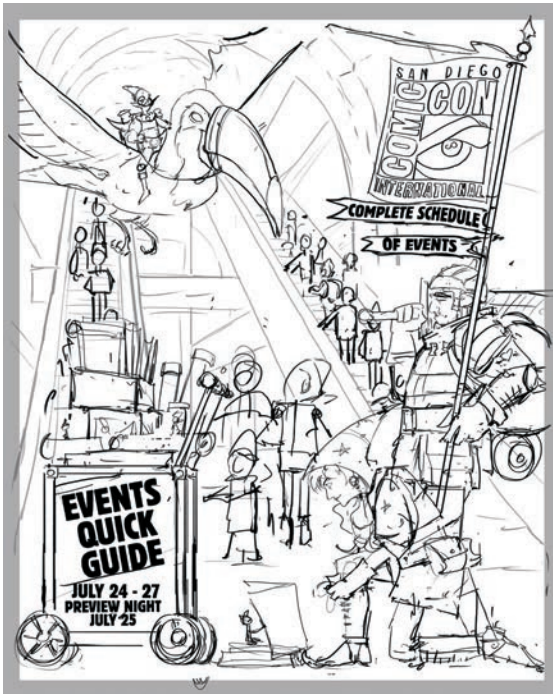
There are some nautical embellishments. That feeling when you step outside at midday and can't help but squint like the con-gremlin you are? The light is for real, and it is dazzling. Whoever you are, no matter where you came from or how you got here, no matter how old you are or how young you may be; there's something under this roof that's for you. It's a big tent. The magic is crackling, and the party is nigh. Can you feel it? That's what went into this.

-Oliver Bly



You can find **OLIVER BLY** in Artist Alley at table FF-19.

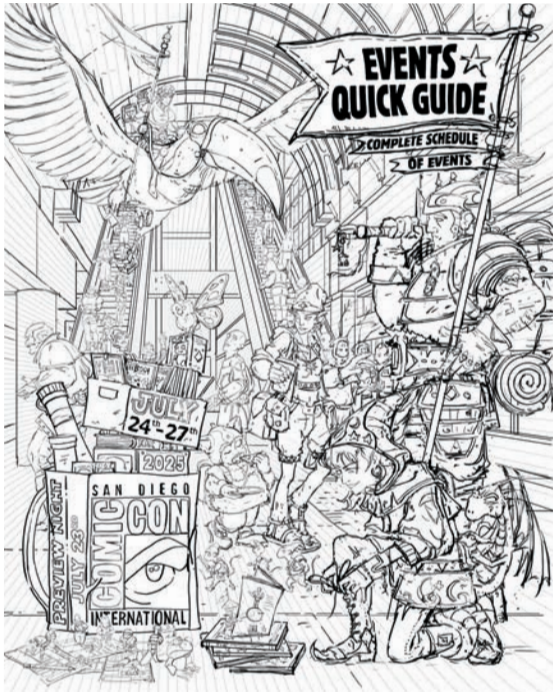
ABOUT THE COVER AND ARTIST



My thumbnails are always kind of unhinged, but they make sense to me. Luckily, they made sense to editor Dave, who greenlit the idea. I think my write-up did most of the heavy lifting.



I usually ink everything digitally, with around the same brush weight. I rarely use black fills. Something about that ligne claire look tickles my brain. But it needs color for legibility.



I spend a lot of time inking little details, so I try to spend little time refining the work up to that point. My pencils are pretty broadly brushed. Sometimes this allows me the "illusion of the first time" when I do the final inks... but really it is just to move faster.



My flat color work is done by Angel Rodríguez, who meticulously manages to break this chaos down into manageable flat shapes, which I'll later augment with my colors and renders.



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THE TALENT

HOSTED BY

FELICIA DAY *Guest Host*

STARRING

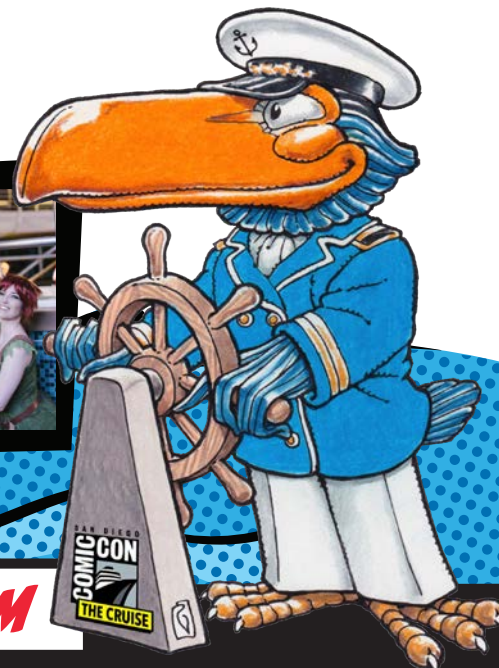
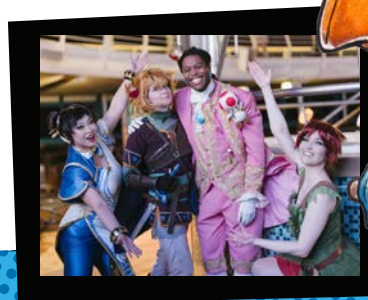
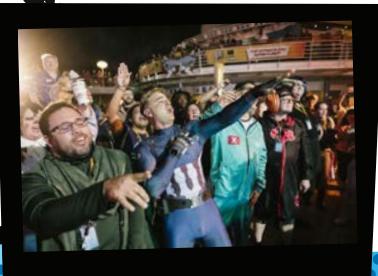
**DOMINIC MONAGHAN • BILLY BOYD • JASON ISAACS • ALEX KINGSTON • ARTHUR DARVILL
ASHLEY ECKSTEIN • DOUG JONES • MARKELLA KAVENAGH • MEGAN RICHARDS • TAWNY PLATIS • BRET IWAN**

CO-STARRING

NICK DIFFATTE *Comedy Magician* • **ROBB PEARLMAN** *Author/Industry Insider* • **CUTIEPIESENSEI** *Cosplay Guest*
YAYA HAN *Cosplay Guest* • **COWBUTT CRUNCHIES** *Cosplay Guests*

AND MORE!

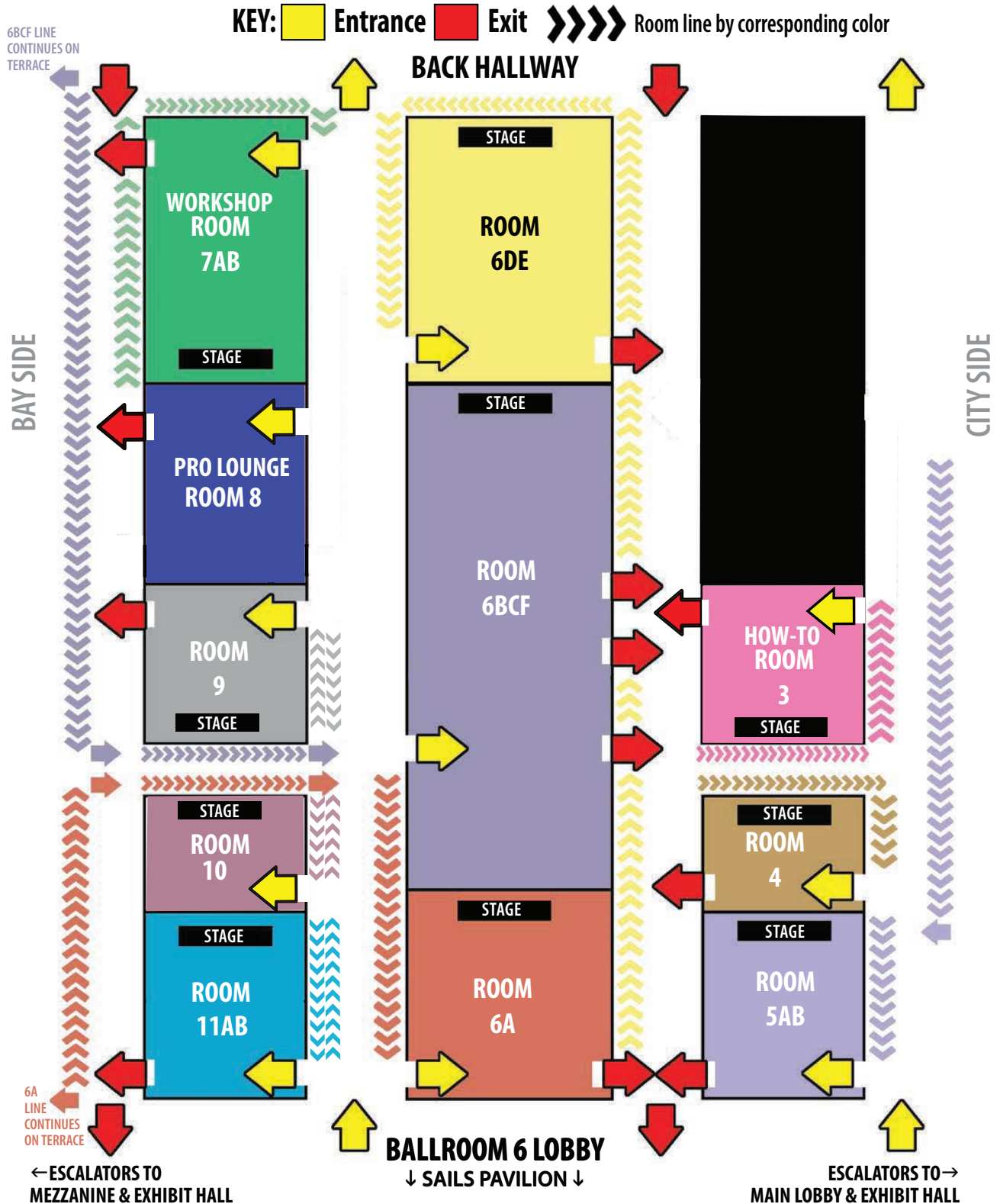
LEARN MORE!



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CONVENTION CENTER UPPER LEVEL • ROOMS 3-11





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MARRIOTT MARQUIS SAN DIEGO MARINA PROGRAMS & EVENTS



LOCATED ON HARBOR DRIVE

Adjacent to the convention center on the Hall A side

WEAR YOUR COMIC-CON BADGE TO GET IN

The **Marriott Marquis San Diego Marina** 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**

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 five minutes are 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 **ComicBase User’s Group Meeting**, a **Writer’s Workshop**, **The Writers Coffeehouse**, a **Mixer for Creators**, a **Mixer for Science-Minded Geeks**, a **Success in Creativity Mixer**, **TWO Creators Assemble Networking Events**, and the **Table Top Game Design “Shark Tank” Pitch Panel**. See the full listing of programs for the Marina D Ballroom and all Marriott Marquis events on the Program **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 and 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!

MARINA BALLROOM
South Tower
Level 3

DAILY VOLUNTEER REGISTRATION
Marina EF/G

COMIC CREATOR
Marina D

ESCALATORS and ELEVATORS FROM LOBBY

BAY SIDE

Key's Restaurant

SOUTH TOWER

Parking Garage

Marina Kitchen

ESCALATOR TO MARINA BALLROOMS DE, FG

Exchange Shop TO GO

Starbucks

SANTA ROSA ROOM

ESCALATOR TO LOBBY FROM WALKWAY TO CONV. CTR.

MARRIOTT MARQUIS SAN DIEGO MARINA LOBBY LEVEL

NORTH TOWER

Taqueria Bar & Grill

Lobby Lounge

17 restaurant lounge

MARRIOTT MARQUIS FACILITY

MARRIOTT GRAND BALLROOM UPPER (LOBBY) LEVEL

PACIFIC BALLROOM LOWER (STREET) LEVEL

LOBBY

DRIVEWAY

CITY SIDE

HARBOR DRIVE

FOLLOW ALONG HARBOR TO THE PACIFIC BALLROOM

SAN DIEGO COMIC CON INTERNATIONAL CONVENTION CENTER

The floor plan is divided into two main sections: the Pacific Ballroom (Lower Level) and the Marriott Grand Ballroom (Upper Level).

PACIFIC BALLROOM (LOWER LEVEL / STREET LEVEL):

- Games (18-22):** A large yellow area in the center.
- Comic-Con Merch (23, 24, 25, 26):** A green area at the top right.
- Pinball Arcade (14, 15, 16):** A teal area at the bottom left.

MARRIOTT GRAND BALLROOM (UPPER LEVEL / LOBBY LEVEL):

- Programs (12 & 13):** An orange area at the top right.
- Fan Culture Programs (10 & 11):** An orange area at the top right, adjacent to Programs.
- Hospitality Suite (8):** A green area in the center.
- CCI-IFF (6):** An orange area in the center.
- Anime (3):** A blue area at the bottom left.
- Films (5):** An orange area at the bottom right.

Numbered areas (1, 2, 4) are also present in the Marriott Grand Ballroom but are not explicitly labeled with text.

EVENTS QUICK GUIDE 2025

2025 Comic-Con® Souvenir Book!

- **Guest Profiles**
- **In Memorium Tributes**
- **Eisner Awards Nominations**
- **Giant-Size X-Men**
- **Tarzan**
- **The Far Side**
- **PEANUTS**
- **The New Yorker**
- **Moon Knight**
- **Scarlet Spider**
- **Strange Adventures**
- **Tales from the Crypt**
- **and much, much more!**



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HILTON SAN DIEGO BAYFRONT PROGRAMS & EVENTS

ON PARK BLVD.

Opposite the Convention Center
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 am and goes throughout the day, but refer to the Program Grids (**starting on page 48**) for more info.



WILL EISNER COMIC INDUSTRY AWARDS

Friday night brings the 37th annual Will Eisner Comic Industry Awards, the “Oscars” of the comics industry. Celebrity presenters will be giving out awards for 2024 works in 32 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 pm–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 am Friday in room 29CD. Celebrate the 2025 Eisner Awards Hall of Fame inductees at this special ceremony! Trophies will be given out to 21 individuals selected by the Eisner Hall of Fame judges, along with seven recipients selected by voters.

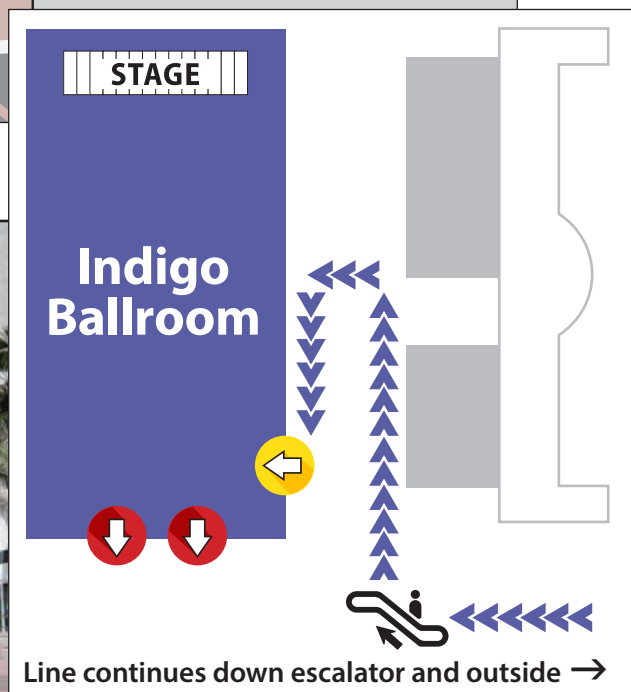


PHOTO: A. ORTEGA © 2023 SDCC

HILTON SAN DIEGO BAYFRONT MAPS



KEY:  Entrance  Exit



MANCHESTER GRAND HYATT PROGRAMS & EVENTS

ON HARBOR DRIVE

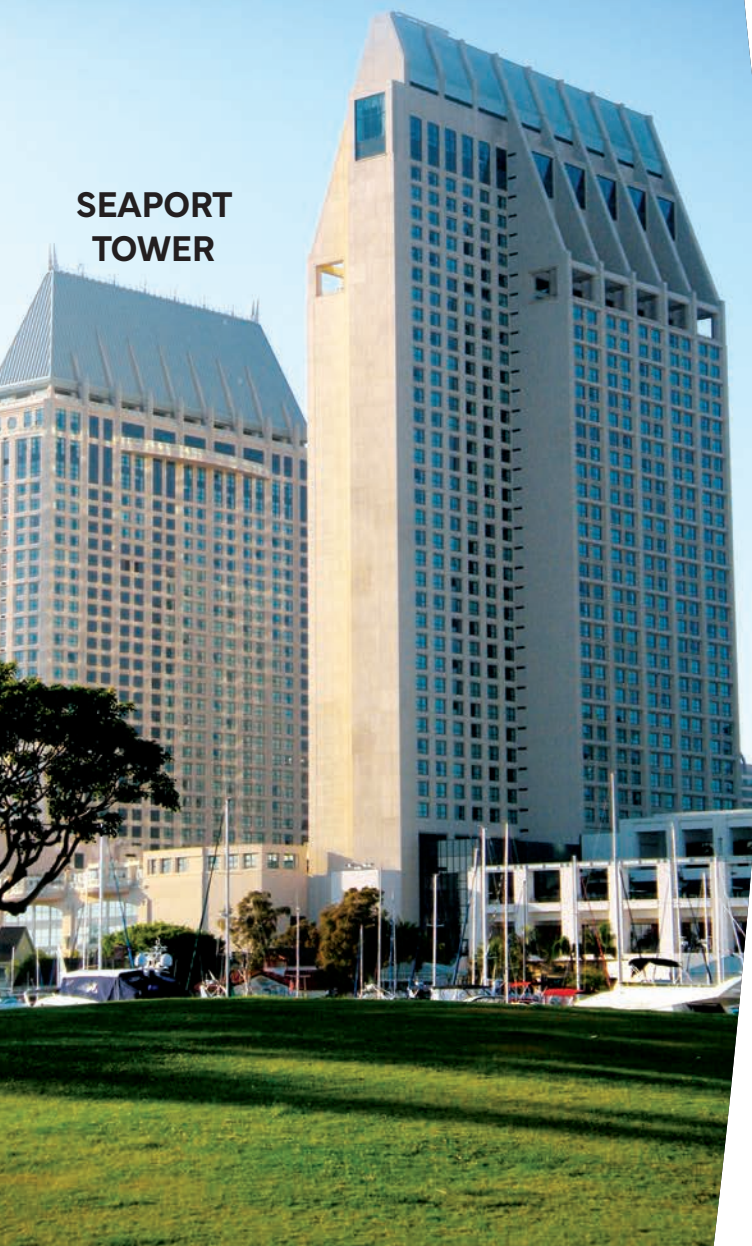
North of the Marriott Marquis
and convention center

CORNER OF HARBOR DRIVE
& 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 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, 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.

Grand Hall A • Lobby 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*

► PANEL PREMIUMS ROOM

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

Grand Hall B • 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** takes place on Thursday at 6:00 pm in the Seaport Ballroom. This year, 25 designers will showcase their one-of-a-kind Universal fandom-inspired designs on the runway!

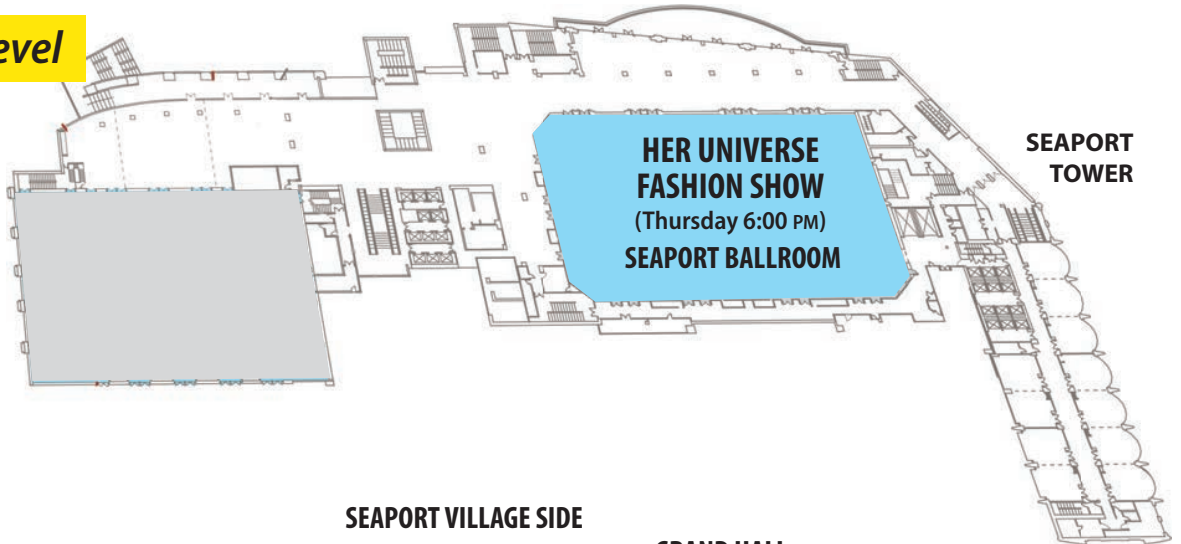
Harbor Ballroom • Second Level

Thursday 6:00 pm– 8:30 pm

MANCHESTER GRAND HYATT MAPS

Second Level

HARBOR TOWER



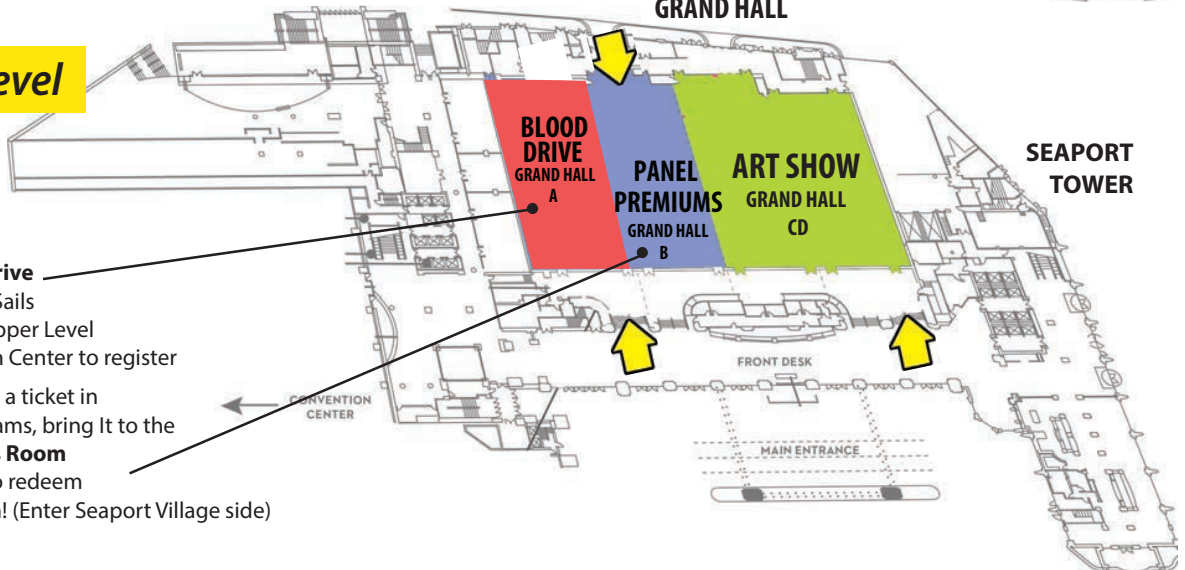
SEAPORT TOWER

Lobby Level

HARBOR TOWER

SEAPORT VILLAGE SIDE

GRAND HALL



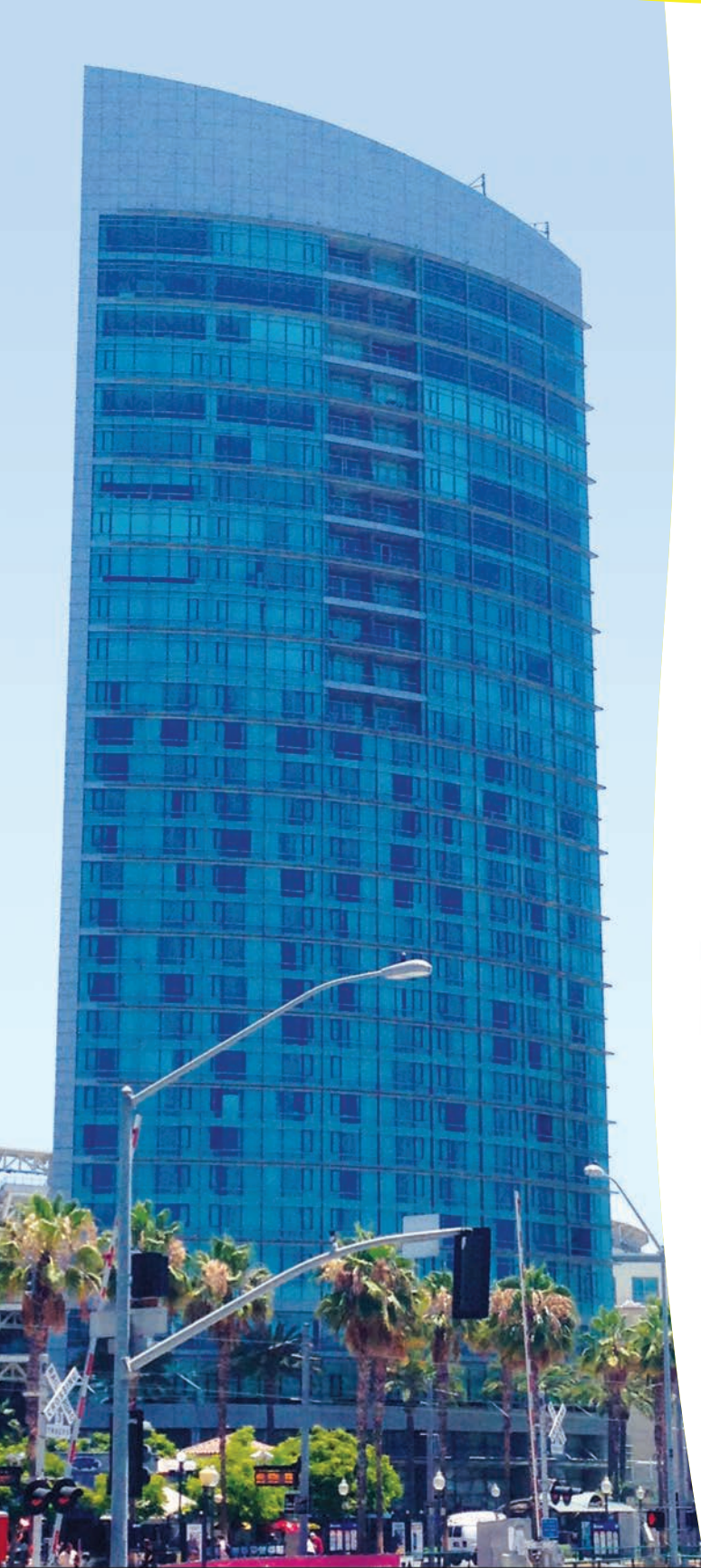
SEAPORT TOWER

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

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



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 program grid starting **on page 48** for event listings.

► OMNI PROGRAMMING

Programming is also returning to the Omni in the Grand DE from Thursday through Sunday. Be sure to check out the program 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, games, 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 SUNDAY
10:00 am–6:00 pm**



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**SUNDAY 7/27
12-1PM • ROOM 28DE**



SAN DIEGO CENTRAL LIBRARY PROGRAMS



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 2025 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 at 3:30 pm and continue through Sunday.

▶ PODCAST, WEB SERIES, AND BOOKS/GENRE FICTION PROGRAMS

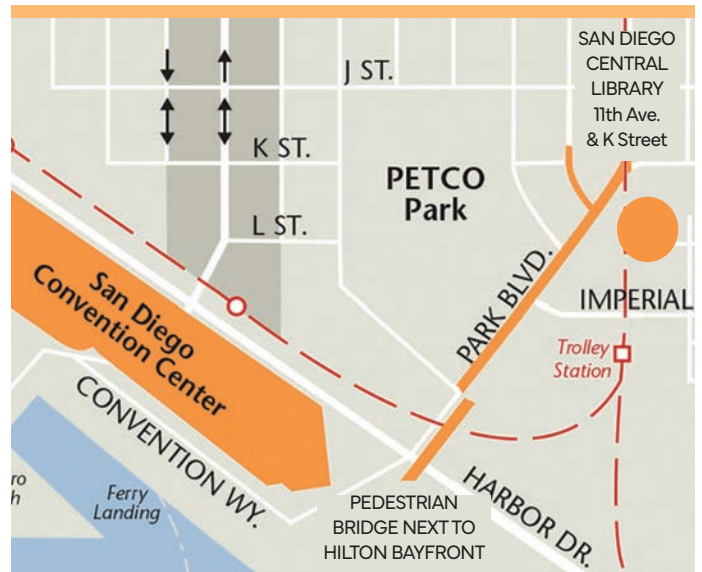
The second track of panels, dedicated to podcasts, web series, books/genre fiction, and additional fandom panels, will take place in the **Neil Morgan Auditorium**, on the 1st floor of the Library. This state-of-the-art space will feature comic and fandom podcasts and a series of panels devoted to web series and a selection from your favorite creators from Thursday, July 24, through Saturday, July 26.

Panels start on Thursday at 10:00 am 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 parking structure, which exits onto Park Blvd. Follow Park to 11th Avenue and make a left, and the library will be directly in front of you. The entrance opposite 11th Ave. and K St. is where the Neil Morgan Auditorium is located. The 330 Park 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.

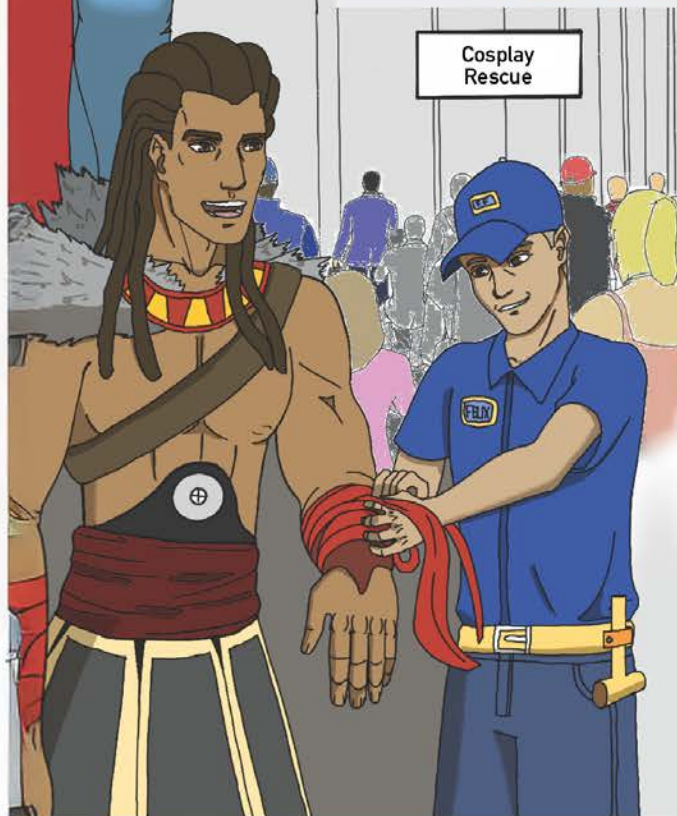


COMIC-CON 2025 EXHIBITOR LIST

COMIC-CON 2025 BOOTHS



Christian Comic Arts Society 28TH YEAR AT COMIC-CON



2025 PANELS

FIND US IN SMALL PRESS, TABLE P-08
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CCAS MIXER RM 26AB
FRIDAY 8:30 - 10 PM

SPIRITUAL THEMES IN COMICS
SATURDAY 7 - 8 PM RM 29AB

**POP CULTURE & THE
CHRISTIAN CHURCH**
SUNDAY 10 - 11 AM RM 7AB

THE POWER OF COLOR
SUNDAY 3:30 - 4:30 PM RM 26AB



COMIC-CON MUSEUM



PHOTO: K. Mitchell © 2025 SDCC

LOCATED AT BALBOA PARK

2131 PAN AMERICAN PLAZA, SAN DIEGO, CA 92101

Purchase tickets at: comic-con.org/museum

Comic-Con Museum will be open an additional day during the week of Comic-Con 2025 to welcome as many fans as possible. For the week of July 21 to July 28, the Museum will be open every day from 10:00 am to 5:00 pm. Come to beautiful Balboa Park and see our current exhibitions: *Sangre, Sudor y Mito: The Art and Tradition of Mexican Lucha Libre*, *Growing up Luann*, *tokidoki: Twenty Years of Kawaii and Chaos*, *Masquerade*, and our main exhibit, *Doctor Who Worlds of Wonder: Where Science Meets Fiction*. Visit our website for details, tickets, and special daily programming during Comic-Con 2025.

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

► This Just In! Comic-Con Museum's Newest Exhibitions

Thursday, July 24, from 11:00 am to 12:00 pm

San Diego Convention Center, Room 9

Gain exclusive insight into Comic-Con Museum's newest exhibitions, *Sangre, Sudor y Mito: The Art and Tradition of Mexican Lucha Libre*, *Growing up Luann*, and *tokidoki: Twenty Years of Kawaii and Chaos*. tokidoki founders Simone Legno and Pooneh Mohajer, Greg and Karen Evans from Luann, professional wrestler Thunder Rosa and Gaspar Orozco of the Office of the Consulate General of Mexico in San Diego, and Brooks Branch and Laura Woolley from Julien's Global Enterprises join Rita Vandergaw, Executive Director of Comic-Con Museum, and Eddie Ibrahim, Senior Director of Programming for Comic-Con.

► Comic-Con Museum: Co-Designing a Popular Arts Learning Center with our Community

Thursday, July 24, from 1:00 pm to 2:00 pm

San Diego Central Library, Shiley Special Events Suite

Are you the only one in your local community who seems to understand the power of the popular arts to ignite learning and connection? We bet you aren't! Learn how the Comic-Con Museum Education Center, led by Dr. Emily Schindler, uses co-design to engage community stakeholders near and far to design learning experiences for fans old and new. This panel, moderated by Jewyl Alderson (San Diego County Office of Education), showcases a recent co-design project (funded by SDGE) focused on developing makerspace fan-art projects to accompany *Doctor Who: Worlds of Wonder*, a current museum exhibit. Co-designers Danny Beckwith (Comic-Con Museum), Jennem Hobson (Comic-Con Museum), Lisa Will (San Diego City College), Tom and Caspian Rademacher (Father/Child Whovian education team), and other project collaborators offer practical advice to use the popular arts as springboards for community-engaged learning design.

Legend Membership

Friends or family suffering from Comic-Con FOMO (Fear Of Missing Out)? Comic-Con Museum Legend-level memberships, including **a 4-day badge plus Preview Night for Comic-Con 2025, are still available online**. Purchase 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 2026 Legend member and enjoy all the benefits, including a 4-day badge plus Preview Night to Comic-Con 2026! **2026 Legend memberships go on sale Sunday at noon. Available in person only at Comic-Con Museum booth #1714 or at Comic-Con Museum.**





B B C



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MARCH 15, 2025
TO MARCH 14, 2026

COMIC-CON MUSEUM®



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COMIC-CON 2025 PROGRAMMING

Important Notes About Programs & Events at Comic-Con

Comic-Con 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 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 five other locations in or close to downtown: the San Diego Central Library, the Hilton Bayfront Hotel, the Manchester Grand Hyatt, the Marriott Marquis, and the Omni San Diego Hotel.

Programs at the **San Diego 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 San Diego 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 **Manchester Grand Hyatt** is once again home to the Her Universe Fashion Show on Thursday night, this year in the Seaport Ballroom. The Manchester Grand Hyatt is located on the north side of the convention center, just past the Marriott Marquis San Diego Marina Hotel.

The **Marriott Marquis San Diego Marina** has once more opened its meeting space to us. The facility is located on the Harbor Drive side of the hotel, 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, along with other mixers and similar programs.

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 fourth year, Comic-Con features a track of gaming-based programs in the Omni Hotel called the RPG Theater, also on the 4th floor, in the Omni Grand Ballroom ABC.

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 Hilton Bayfront’s 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 27** in this publication 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 between events for directions for exiting once a program is over. The various maps in this publication 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 scheduled a break between programs in the five largest Program rooms (6A, 6BCF, 6DE, Ballroom 20, Hall H, and the Hilton Bayfront’s Indigo Ballroom). This break helps get attendees in and out promptly. **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 run back-to-back and without breaks.)

DEADPAN-SAN

**EXHIBITOR
TABLE I-01**



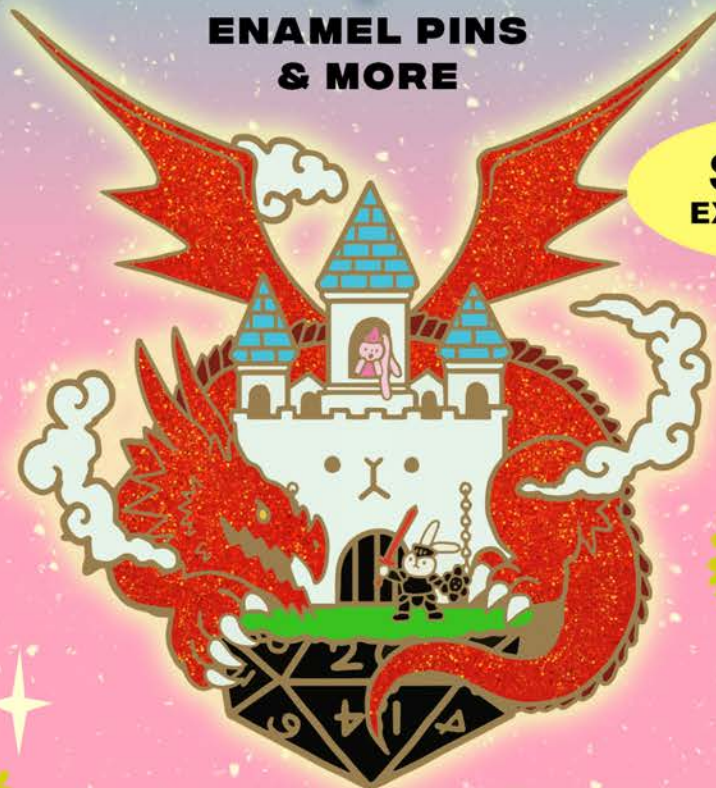
BUNNY WARRIOR



FLOWER WIZARD

**ENAMEL PINS
& MORE**

**SDCC
EXCLUSIVE!**



DRAGON CASTLE
(RED SPARKLE VAR.)



SCAN FOR MAP

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COMIC-CON 2025 PROGRAMMING

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 members of the 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 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 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 to Comic-Con. In many cases, they are exclusive, specifically for you, the Comic-Con attendees. Recording 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. Due to time constraints, not everyone who gets in line may be able to ask a question. In the bigger rooms (Rooms 6A, 6BCF, 6DE, Ballroom 20, Hall H, and the Hilton Bayfront's 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, 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:

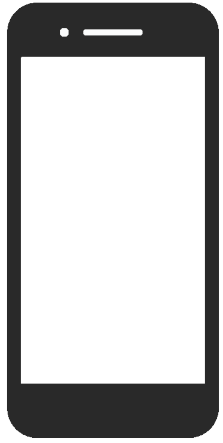
- ▶ The line for Hall H starts outside the building in Plaza Park. Look for the sign that reads, "Hall H line begins here." Note that you cannot camp out in the Plaza Park area—see the rules listed on [page 20](#).
- ▶ The First-Seating wristband policy returns for another year. Wristbands will be given out for the first panel of each day in Hall H. See [page 20](#) of this publication for details.
- ▶ 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 has the best attendees in the world. Comics publishers, Hollywood studios, and everyone in the popular arts 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!



**SCAN TO VIEW COMPLETE
PROGRAMMING-SCHEDULE!**

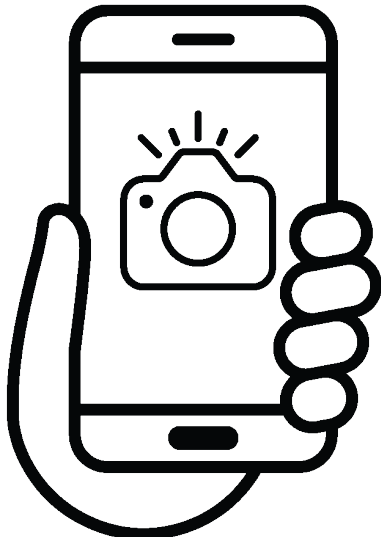
COMIC-CON APP



1.



2.



4.



5. APP CONTAINS:
SCHEDULES
ANIME
GAMES
FILMS

COMIC-CON PROGRAMMING GRIDS

For Panel
Descriptions



Scan here!

THE PROGRAMMING GRIDS



The Comic-Con 2025 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/cci/programming-schedule>

KEY

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

*BIPOC and LGBTQIA+ icons are self reported by panelists

WEDNESDAY • WEDNESDAY • WEDNESDAY

ROOM/LOCATION	3:30PM	4PM	5PM	6PM	7PM	8PM	9PM	10PM	11PM
SHILEY (CCEL) CENTRAL LIBRARY	Teaching & Learning with Comics: An Interactive Workshop								
GRAND 5 MARRIOTT MARQUIS				FILMS 6:00pm <i>My Science Project</i> , 7:45pm <i>Captain America: Brave New World</i> , 10:00pm <i>Air Force One</i>					
GRAND 4 MARRIOTT MARQUIS			Anime Screenings (Scan QR Code on page 76 for full 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					

NOTE: This schedule is subject to change.

Please consult room signage (where available) for updated information.

SAN DIEGO EXCLUSIVE

XXRAY PLUS:
LUFFY GEAR 5
GLOW-IN-THE-DARK EDITION

GLOW
IN THE DARK
EDITION

XXRAY PLUS:
LUFFY (TREASURE GOLD EDITION)

CHECK THESE OUT TOO!

ONE PIECE

FIRST
TO
MARKET



FREENY'S HIDDEN DISSECTIBLES:
ONE PIECE EGGHEAD PART 1

Sanrio
LICENSE



AZUMA MAKOTO: SANRIO
HELLO KITTY SERIES

TEENAGE MUTANT NINJA
TURTLES



ARCADE: TEENAGE MUTANT
NINJA TURTLES

SpongeBob
SQUAREPANTS



SPONGEBOB SQUAREPANTS
BAND GEEKS SERIES

ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM	
COMIC-CON HOW-TO ROOM 3	Casting and Applying Custom Prosthetics and Embellishments		Learn to Draw Professional Comics		Point of View: What's the Point?	The Journey of Superani: Hyun Jin Kim's Artist Discovery and Recruitment Process		Drawing a Color Portrait with Allison Sohn	Drawing with Todd Nauck
4	Spotlight on Lea Seidman Hernandez	Spotlight on Alison Bechdel	Global Myth: How Talents from Around the World Are Building Bridges	Art From The Holocaust: A Look at Rare Graphic Propaganda	Spotlight on Eddie Campbell	JG Jones: My Life in Comics	Jack Kirby's Fourth World: Heroes, Myths, and Philosophy		
5 AB	From Script to Sketch: Crafting Comics	Spotlight on Jonathan Hickman	The Frights and Delights of Queer Horror Comics	Conan the Barbarian: Scourge of the Serpent	Spotlight on Dan Jurgens	1985: Greatest Geek Year III	Inglorious Treksperits Live: Where Is Star Trek's Andor?		
6 A	Inside the World of Tamagotchi	Mattel WWE Elite Squad Panel	Malcolm & Friends	MARVEL COMICS: X-Men	Alien: TTRPG Live Play	Legacy Effects			
6 BCF	FUNKO: Welcome to the Funderdome	Miraculous: The Next Chapter	Robert Kirkman Live at SDCC	LEGO NINJAGO: The Adventure Continues!	Batman Azteca: Choque De Imperios	SEE NEXT PAGE			
6 DE	Two Rovers, One Planet: NASA On Mars	DC All In: What's Next	Spotlight on Jim Lee	Minor Threats: A Roundtable with Patton Oswalt and Friends	Lessons from Hollywood's Rising and Established Voices	Inside Scoop on Defiant			
7 AB	How to Build a Droid 101	6th Annual Hollywood Game Changers	2nd Annual From Script to Screen	2nd Annual Fan Favorites	Mondo Toy Talk Live	Comics Will Break Your Heart	The Blerd Panel		
9	Great Cartoonists and Comedians We Have Known	This Just In! Comic-Con Museum's Newest Exhibitions	Tales From My Spinner Rack LIVE!	Modern Fanatic: Crowdfandom	Fantastical World Building	Jada Toys: Pushing Collecting to the Next Level	Transgender and Nonbinary Creators Take a Stand in Tough Times		
10	How to Get News Coverage	The Jewish Experience in Comics: Characters and Creators	Creators Assemble: Good, Evil, and Gray Areas in Comics	Black Animation Execs Talk Shop	More Than Capes: Costume Creates Character	The Future is Now: Exploring the Power of Sci-Fi Stories	Alternative Careers in Video Games		
COMIC-CON WORKSHOP ROOM 11	Comic Book Law School 101: IP Basic Training		Comics on Trial	Free Expression and the Multiverse of Merchandise	Figure Drawing for Popular Media	The Art of Comic Book Collaboration	Unleash the Power of Blender 3D to Build Environments for Comics		
BALLROOM 20	Nickelodeon's Avatar: The Last Airbender 20th Anniversary	The Dragon Prince: The Next Arc	ONE PIECE: Egghead Arc Dub World Premiere w/ Colleen Clinkenbeard	Critical Role: 10 Years & Still Rolling	Sneak Peek at Peacock's Action Comedy Twisted Metal Season Two	STRANGERS CHAPTER 2			
23 ABC	The Creator's Symposium	Leave Them in Suspense	Tarot Cards, Grimoires, and Spells: Writing Magical Books	Comixology: Comix Quiz	2000 AD: The Galaxy's Greatest Panel	The Culture of Romantasy	Apex Comics Group 2025-2026 Exclusive Previews		
24 ABC	Insight Editions: Twenty Years of Marvel's Elite Artists	Image Comics: Comics Characters Fans Will Love or Hate	X-Ray Vision & Does It Fly?	Moomin Turns 80!	From Idea to Shelves	Kia Asamiya: 40 Years of Imagination and Visions	What's The Buzz with The Beat		
25 ABC	Abrams: Marvel Licensed Publishing Panel	Comixology: In the Mix with Your Favorite Comix Artists	True Crime, True Terror with Dark Horse Comics	The Official Aspen Comics Panel 2025 Featuring EKOS!	Expanding the Comic-Con Experience, by Comic-Con: The Cruise	NEON ICHIBAN: Welcome to the Future of Digital Comics	Abrams ComicArts: Redefining Graphic Storytelling		
26 AB	COMICS ARTS CONFERENCE					Healing Art: Superman, Star Wars, Sumos, and Spirits		Superman, etc.	
	CAC #1: Libel Law	CAC #2: The Business of Comics		CAC #3: How the Flash Saved Comic Book's	CAC #4: American Anxieties				
28 DE	From Page to Pixel: Legendary Comics for a New Generation	Oni Press: The Loudest Thing in Color	Built for the Fans	TOKYOPOP: Manga for Everyone!	New and Upcoming Kodansha Manga Revealed!	Voice Acting for Spanish Speakers in US & Latin America	PANICK Entertainment: Oh, the Horror- A Golden Age of Fright Every Week		
29 AB	This is My Roman-tasy Empire	AMP Comics Turns Up the Volume: The New Face of Four Color Fiction	Godzilla: Enter the Kai-Sei Era	Comic-Con: Comics Your Way	Nightmare Notes	Rewriting the Rules of Storytelling	Comics Plus Tabletop Games = Fun!		
29 CD	Whimsical Wanderlust: Finding Joy in Fiction	Rhapsody PR's 17th Annual Behind-the-Music panel	Set Decorators of the Sci-Fi World	Worldbuilders: Visual Effects Meets Speculative Fiction	SuperheroIRL: Real-Life Superpowers	PW Book Buzz: New Imprints & Indies	Power of Women in Entertainment		
32 AB	Spotlight on Steve Seagle	Spotlight on Paul Levitz	3D Printing/XR for Medicine, Forensics, and Animals	Tabletop Game Design	Spike and Mike's All-Ages Festival of Animation	Arcana Studio: Ultraduck: A New Hero Takes Flight	Nacelle's Star Trek Action Figures		
HALL H	Percy Jackson and the Olympians	Fluffy & Jo Koy Panel	HYDE: When Graphic Novel and Movie Worlds Collide	Collider's Directors on Directing Featuring Rob Reiner and Paul Feig	Blumhouse's Five Nights at Freddy's 2				
INDIGO HILTON BAYFRONT	11th Annual Musical Anatomy of a Superhero and Other Heroes	Critical Role on Prime Video	The Hellaverse on Prime Video	Hallmark Hallstars	NCIS: Tony & Ziva	The Blues Brothers: The Escape of Joliet Jake			
MARINA D MARRIOTT MARQUIS	ComicBase User's Group Meeting	Success in Creativity Mixer	Concept to Creation, A Writers Forum	The Writers Coffeehouse at Comic-Con					

NOTE: This schedule is subject to change.

ROOM/LOCATION		5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
COMIC-CON HOW-TO ROOM	3	Drawing with Todd Nauck	A Master Class in Comic Coloring	How to Bring your Comic to Life: From Page to Live Action	Remembering Clydene Nee				
	4	Indigenous Comics and Basket Weaving: Centuries of Stories	What's the Scoop with Simon & Schuster	Friends of Shawn Kerri	FILMS 8:30pm <i>The Amateur</i> , 10:45pm <i>Night of the Living Dead</i>				
5 AB	The Art of Anime & Video Games	Keenspot 25: A Monster-Sized Silver Anniversary	Worst Cartoons Ever!	Klingon Lifestyles Presentation					
6 A	SEE LAST PAGE	MrBeast Lab Unlocked: Secrets of the Lab Revealed	NacelleVerse Unleashed: <i>Biker Mice from Mars</i> , <i>RoboForce</i> & More	The 28th Annual San Diego Comic-Con Superhero Kung Fu Extravaganza					
6 BCF	MARVEL Cosmic Invasion Deep Dive	Marvel Rivals: Meet the Cast	Gundam Showcase: Featuring 30 Years of <i>Gundam Wing</i>						
6 DE	Inside Scoop on <i>Defiant</i>	Going Through with David Dastmalchian	Unexpected Treasures World Premiere and Panel						
7 AB	Rob Liefeld: <i>Youngblood</i> 33rd Anniversary	Aniplex of America 20th Anniversary Industry Panel	The Future of Fear: Exploring New Frontiers in Horror	Faithful: A New Scottish Fairytale Family Short Film					
9	40 Years Of <i>Robotech</i>	My Comic History in Three Issues	Future Shocks	Fangoria: A Legacy of Horror Entertainment					
10	Alternative Careers in Video Games	Headlocked and Masked Republic	Comic Book Bestsellers by Prana DM	<i>Power Rangers</i> and <i>Tokusatsu</i>	The Power of Love: The Rise of Webtoons, Anime, and K-Dramas				
COMIC-CON WORKSHOP ROOM	11	Mold/Resin Making, 3D Printing, and FX Techniques	How to use Hypnotic Language for Dynamic Storytelling	Unseen Heroes: The Art of Audio Description in Superhero Stories	What Can We Actually Do About A.I.?				
BALLROOM 20	SEE LAST PAGE	Forging a Legend: <i>Red Sonja</i> Rides Again on the Big Screen	Collider Ladies Night After Dark						
23 ABC	The New Era of <i>Power Rangers</i>	Masquerade 101	The Choice Behind the Voice	Nostalgia as a Double-Edged Sword	Hall H and Ballroom 20 Thursday Playback Free Play				
24 ABC	What's The Buzz with The Beat	Taking Full Advantage of a Concept	Empowering Kids to Fight Hunger & Food Waste	PSYONIC: Bionic Hands in the Real World	Hello Again! Horror Franchises That Are Long Overdue for an Update				
25 ABC	The Art of SHAG	Pitching Film and Television	Magma Comix's Year in Review	Hollyweird Science: When Scientists Go Bad					
26 AB	<i>Superman</i> , etc.	Cover Up: The (New) Art of Covers in 2025	Gay Geeks and Where to Find Them	Don't Panic: Douglas Adams Saw the Future	Comics on Comics: LIVE!				
28 DE	The Future of Collecting	Flip-Or and the Champions of Nefarity Toy Panel	Retro '80s Toys and Talent	Trivia for Chocolate					
29 AB	Manga Publishing Industry Roundtable	Creeping It Real: How Horror Comics Heal and Connect Us	Asian Representation in Comics and Media	Warren Kremer: Harvey Comics' Cover Genius					
29 CD	Power of Women in Entertainment	Afrofuturism: Black to the Future VIII: How to Pitch to Hollywood!	Canada's Hero: 50 years of <i>Captain Canuck</i>	Witches After Dark					
32 AB	How Newest Generation of Creators is Breaking into the Comics	Creating Comics: Ask the Pros	Career Paths in Comics						
HALL H	SEE LAST PAGE	<i>The Toxic Avenger</i> : Unrated & Radioactive	Comedy Central Adult Animation						
INDIGO HILTON BAYFRONT	SEE LAST PAGE	Penn & Teller: 50 Years of Magic							
MARINA D MARRIOTT MARQUIS	Comic Pitch Review	Comic Creator Connection							

Please consult room signage (where available) for updated information.


THURSDAY • THURSDAY • THURSDAY • THURSDAY • THURSDAY

THURSDAY • THURSDAY • THURSDAY • THURSDAY • THURSDAY

ROOM/LOCATION	10 AM		11 AM		12 PM		1 PM		2 PM		3 PM		4 PM		5 PM	
GRAND 6 (IFF) MARRIOTT MARQUIS	Comic-Con Film School 101		IFF: Documentary										Documentary Filmmaking How To		The Chilling Return of Spanish and Latin American Horror	
GRAND 10 & 11 MARRIOTT MARQUIS	Beyond the Page: Immersive Story Experiences		Unusual, Weird, and Rare Star Wars Collectables and Information		Star Wars: Andor: From Resistance to Rebellion		(In)Visible: Breaking into Comics Behind-the-Scenes		Browncoat Meeting Room		Dressed to Deceive: Iconic Costumes from Marvel's Agatha All Along		CBR's Magnificent Trivia and Hijinx Gauntlet			
GRAND 12 & 13 MARRIOTT MARQUIS	Bringing Films to Life:		Cosplay 101: Bringing Your Dreams to Life		Making Comics Beyond the Credits Box		TMNT Toys		Inflation, Politics, Tariffs: How Small Businesses Survive & Thrive		Nerdy Finance: Freelance Tax Tips Tip Keep Your Money		How to Get Your 2nd, 3rd, and 4th Jobs in Entertainment			
GRAND ABC OMNI HOTEL	Gnoll & Void: A Wild Space D&D Adventure				The Halfling Did It: A D&D Murder Mystery				Shadows of Rome: Actual Play				No Latency Live—Cyberpunk RED Actual Play			
GRAND DE OMNI HOTEL	Secrets from the Spy Museum: Real-World Espionage Technologies		It's a Disaster! The Science Behind Disaster Movies		Toys, Tariffs, and Trade Wars		"Comics:" Thinking Outside the (Long)Box		The Secret History of Dracula and The Human Fly ... What???		The Future of Doctor Who		Storytelling Through Artistic Toy Photography			
MORGAN AUDITORIUM CENTRAL LIBRARY	Space Command: Epic Adventures		VS 25 Years of Playstation 2		Weird AI-Gorithm Live: 40 Years of "Dare to Be Stupid"		On the Mic Podcast w/ Tim Drake LIVE		LOST Fans Unite with Jay and Jack		Outlandish Confabulation		The Hidden Value of a Director's Cut			
SHILEY (CCEL) CENTRAL LIBRARY	Comics, Spanish, Library Magic!		We've Got Pixie Dust (And We Know How to Use It)		Creating Social and Environmental Justice Comics		Comic-Con Museum: Co-Designing a Popular Arts Learning Center		Comics for Education		Banned in the USA?! Freedom, Comics, and Education		Women of Afghan History Through Comics: Detective Sanazu			
GRAND 1 MARRIOTT MARQUIS GRAND 2	Anime Screenings (Scan QR Code on page 76 for full listings)															
GRAND 3 MARRIOTT MARQUIS GRAND 4	Anime Screenings (Scan QR Code on page 76 for full listings)															
GRAND 5 MARRIOTT MARQUIS	FILMS 10:00am The Peanuts Movie, 11:40am Bon Voyage, Charlie Brown (And Don't Come Back!), 1:00pm Piece by Piece, 2:45pm Ladyhawke, 5:00pm The Lost Skeleton of Cadavra															
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	Gunpla Workshop, Gundam TCG															
SANTA ROSA MARRIOTT MARQUIS	Starship Artemis															
PACIFIC 18 MARRIOTT MARQUIS	Digital Gaming															
PACIFIC 20 MARRIOTT MARQUIS	Star Wars Unlimited, UniVersus, Magic The Gathering															
PACIFIC 21 MARRIOTT MARQUIS	Game Library/Table Top Gaming/RPGs															




NOTE: This schedule is subject to change.

Please consult room signage (where available) for updated information.

ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
GRAND 6 (IFF) MARRIOTT MARQUIS	Making a DIY Feature Film	IFF: Documentary	Indie Filmmaker's Survival Guide 	IFF: Documentary				
GRAND 10 & 11 MARRIOTT MARQUIS	Creating a Local Comics Community	Marvel, DC or Star Wars: Who's Winning IP in 2025?	The First Geeks: <i>Ray Bradbury, Forry Ackerman, and Ray Harryhausen</i>	StreetPass OC: Nintendo Quizbowl X				
GRAND 12 & 13 MARRIOTT MARQUIS	Jim Shooter Memorial	<i>Jurassic Park</i> : Liability for Dinosaur Attacks Never Goes Extinct	Animals On Screen	Selling the Hit: What You Always Wanted to Know About the Stunt Industry				
GRAND ABC OMNI HOTEL	No Latency Live—Cyberpunk RED Actual Play							
GRAND DE OMNI HOTEL	Manga Mavericks Books Industry Panel							
MORGAN AUDITORIUM CENTRAL LIBRARY	All Stars Podcast Live at Comic-Con!							
SHILEY (CCEL) CENTRAL LIBRARY	Library Sponsored Virtual Drawing Programs for Teens							
GRAND 1 MARRIOTT MARQUIS GRAND 2	Anime Screenings (Scan QR Code on page 76 for full listings)							
GRAND 3 MARRIOTT MARQUIS GRAND 4	Anime Screenings (Scan QR Code on page 76 for full listings)							
GRAND 5 MARRIOTT MARQUIS	FILMS 6:40pm <i>The Lost Skeleton Returns Again</i> , 8:20pm <i>The Return of Captain Invincible</i> , 10:00pm <i>The Specials</i> , 11:30pm <i>Deadpool and Wolverine</i>							
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	Gunpla Workshop, Gundam TCG							
SANTA ROSA MARRIOTT MARQUIS	Starship Artemis							
PACIFIC 18 MARRIOTT MARQUIS	Digital Gaming							
PACIFIC 20 MARRIOTT MARQUIS	Star Wars Unlimited, UniVersus, Magic The Gathering							
PACIFIC 21 MARRIOTT MARQUIS	Game Library/Table Top Gaming/RPGs							
Seaport Ballroom Grand Hyatt		The Her Universe Fashion Show 2025						

THURSDAY • THURSDAY • THURSDAY • THURSDAY • THURSDAY

	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
ROOM/LOCATION								

COMIC-CON HOW-TO ROOM	3	Caring for & Repairing 3D Printed & Molded Costume Pieces	Wig Masters: Customize Your Wig Block		Character Creation: Who is that Masked Man?	Adam Hughes Comic Illustration in Grayscale Markers	How to Make Comics From Start to Finish	How to Unleash Your Creativity in Drawing				
4	(Don't) Stay in Your Lane	Pitching Your Comic to Publishers	Independent Creators United	 Spotlight on ChrisCross	 Queer Horror	 <i>The New Yorker</i> : Cartoons, Comics, & Covers	Native American Creation Stories in Popular Media					
5 AB	The Black Panel		Marvel Legends with Hasbro	<i>Magic: The Gathering</i> x Marvel's Spider-Man—1st Look		Prime Video's <i>Butterfly</i> with BOOM! Studios	Lord of the Rings: What's Next . . . ?	Comics for Everyone	Bold Voice of Contemporary Horror			
6 A	Revival: From Comics to TV		Let's Write a Choose Your Own Adventure Story		Inside The McFarlane Toys Multiverse		Marvel Fanfare with C.B. Cebulski	MARVEL COMICS: Next Big Thing	SEE NEXT PAGE			
6 BCF	Hero Creation from Concept to Showcase		Video Game Actors Unmasked		Clash: From Games to Books, to Streaming		Brawl Stars: Welcome To Starr Park	Lilo & Stitch: Inside the Continuing Phenomenon	<i>Lego Masters</i>			
6 DE	Hasbro G.I. Joe Brand Panel		Prime Video: Clips with Greg Daniels & the cast of <i>Upload</i>		Actors-Turned Comic-Writers		Celebrating 75 years of <i>Peanuts</i>	Comixology: Lights, Camera . . . Comix!	Godzilla at 70: Seven Decades King of Monsters			
7 AB	Lucasfilm Publishing: Stories from a Galaxy Far, Far, Away . . .	Lucasfilm: High End Star Wars Collectibles	Star Wars and More Movie Memories		Star Wars Books from Random House Worlds		Hasbro Star Wars	3D Printing the Star Wars Universe	<i>Star Wars</i> Trading Card Collecting			
9	Oh, Grow Up! Adulging in Anime and Manga	Writing Kidlit, from Picture Books to YA & Everything In Between	Building Bridges — A Deep Dive into Center of U.S.S. Enterprise		Hollywood Location Scouts		Witch House: Set Decoration of the Supernatural	Crowdfunding Tabletop Games	Graphix: 20 Years of Kids Comics			
10	Legends in the Making: DC's Teen Heroes		Birth of Comics: How Anarchy & Innovation Led Comics to Today		The Groo Panel		Spotlight on Todd Klein	Two Marks Explain Everything	Focus on Don Glut	Walt Kelly and Pogo		
COMIC-CON WORKSHOP ROOM	11	Comic Book Law School 202: Ready to Launch?		Dealing with Disaster		Owned: Comics Copyright & Public Domain		Breaking Into Comics and Staying In	Color Cats with Camilla d'Errico: A Purr-fectly Creative Workshop	Manga Legend Katsuya Terada Will Live Draw		
BALLROOM 20	<i>Resident Alien</i> : Chat with Series Stars and Show Creator		TV Guide Magazine's Fan Favorites 2025		<i>Primitive War</i>		Collider's Inside Hollywood	Next Wave of Horror: <i>NEON's Together, Shelby Oaks</i> and <i>Keeper</i>		<i>Gen V</i> 's Sophomore Year Is Going To Be Lit		
23 ABC	Spotlight on Paul Karasik	Editor vs. Creator Will Dennis, Jock, & Pornsak Pichetshote	Spotlight on Stephanie Phillips		Fantasy Worldbuilding 101		Latinas Directing from Within	The Making of <i>Lil Kev</i> from Kevin Hart!	You're Still Wrong, Leonard Maltin			
24 ABC	Spotlight on Jonathan Maberry		Color Me Intrigued	Joy and Resistance		Artist's Editions: What's Next from Act 4 Publishing?		NEON ICHIBAN Live Draw: Digital Remarques	Crossing the Rubicon: From Fan to Professional	Villains We Love:		
25 ABC	TMNT: The New Era of Turtle Power	Street Smart: Lessons from a TV Icon	Kyle Higgins: <i>Radiant Black</i> , The Massive-Verse, & More		Spotlight on Bilquis Evely		Comic-Con: Heroes vs. Villains	Layer by Layer: Building Tiny Union	Comixology: How to Write Comix Naked!			
26 AB	COMICS ARTS CONFERENCE										Female Superheroes Importance in Media w/ The Mary Sue	Jaime Hernandez Draws
28 DE	Intro to TV Writing: From First Draft to Getting Staffed	Comics from Around the World: Passport Thru Sequential Art	Production I.G & WIT Studio		Comics: The Ultimate Muse		Comics Set in the 1990's	Reconciling & Reckoning with the Past	Spotlight on Max Allan Collins			
29 AB	Spotlight on Marcos Martin	JAKKS Pacific & Disguise Costumes Upcoming Releases	Spotlight on William Stout		Comixology & Kindle Colorsoft: The Art of Color		Making Manga with VIZ	Julio Anta Spotlight with Chris Condon	Catching up with Indie Icon Terry Moore			
29 CD	The Will Eisner Comic Industry Hall of Fame Awards		Dynamite 2025: <i>Thundercats</i> , <i>Space Ghost</i> , and Beyond!		Career Paths into Game Development		Spotlight on Greg & Karen Evans	The Making of the <i>All-Star Superman</i> Audiobook	Celebrate the 35th Anniversary of the 1st TMNT Movie!	Pro Writers AMA Ask Anything		
32 AB	Anime's Next Era: What's Fueling the Boom?	A Chorus of Realms		The Pitching Hour		Women in Comics: Look Forward, & Back in Turbulent Times		The Scribe Awards and Media Tie-in Panel	Celebrating <i>Dark Shadows</i> : A New Original Graphic Novel	Tarzan's Creator Celebrates 150 Years!		
HALL H	STARZ: <i>Outlander</i> : Look at the Series & Final Season 1st Look	STARZ: First Look at New Era <i>Outlander</i> : <i>Blood of my Blood</i>		<i>The Walking Dead</i> : Daryl Dixon Season 3 (AMC/AMC+)		The Wait is Over! FX's <i>Alien: Earth</i> World Premiere and Q&A		<i>The Long Walk</i>		<i>Predator</i> : <i>Badlands</i>		
INDIGO HILTON BAYFRONT	Cartoon Network Cartoon Cartoons Animated Shorts	<i>Phineas and Ferb</i>		Adult Swim's <i>Haha, You Clowns</i> Premiere Preview		Adult Swim's <i>Rick and Morty</i> Season 8: The Panel		Adult Swim's <i>Smiling Friends</i> Season 3 Preview	<i>Solar Opposites</i>	<i>King of the Hill</i>		
MARINA D MARRIOTT MARQUIS	Creators Assemble: Charisma Check A Networking Event			Mixer for Creators				So You Want to Be a Comic Book Retailer?				

NOTE: This schedule is subject to change.

FRIDAY • FRIDAY • FRIDAY • FRIDAY • FRIDAY

EVENTS QUICK GUIDE 2025 **57**

	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
ROOM/LOCATION								

NOTE: This schedule is subject to change.

ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
GRAND 10 & 11 MARRIOTT MARQUIS	Books and K-Pop: Fictional Boyfriends and Idol Obsessions 🇪🇸	Middle Eastern/ North African Representation in Media 🇪🇸	Immigrants Changing the Face of Pop Culture	Next Gen Nerds	Avengers Assemble! Suiing Up and Serving	By Day and By Night: Tips for Managing Your Day Job and Passion	Wellness for Geeks Who Sit 🇪🇸	
GRAND 12 & 13 MARRIOTT MARQUIS	Building Accessibility in Fandom 🇪🇸	Cos-Ability: Cosplay Without Boundaries 🇪🇸	Indy Toy Makers Unite!! (and Survive)	Building Authenticity/ Changing Culture with Comics 🇪🇸	Ultima Comics: Rise of the Independents	Toy Makers Talking Toys!	Yesterday, Today, and TwoMorrws	
GRAND ABC OMNI HOTEL	Watch and Learn: Daggerheart		Venture Forth D&D Live Play		StoryQuest Live! An Interactive D&D One-Shot Adventure		D&D Villians Run Wild with The Dungeon Run!	
GRAND DE OMNI HOTEL	Tabletop Publishing: Getting onto Store Shelves	Storytelling Through Mechanics: Making the Rules Work for You	From Dracula to Demogorgon	Moderated by Matt: The Art of Editing	Women's Color Code: Demystifying the Game Industry	Where Fantasy Meets Romance 🇪🇸	Creators in the Age of AI 🇪🇸	
MORGAN AUDITORIUM CENTRAL LIBRARY	Blind Date with a Book, Chapter 4: Always and 4ever	Curious Haunts X The Cullenoscopy LIVE!	The Fandom Advantage: How Fan Creativity Fuels Pro Entertainment	The Legend of Taylore 🇪🇸	Secret Origins: How Arts Educators Save The World	The Butterfly Effect in Comics Character Histories	Fangirling in the Face of Barriers 🇪🇸	
SHILEY (CCEL) CENTRAL LIBRARY	Teaching Literary Analysis and Social Justice with Comics!	Comics Under Fire	Comics, Culture, and the Classroom	Drawing New Futures	Teaching Pop Culture in 2025 🇪🇸	From Fantasy to Discovery	Science in Middle-Grade Sci-Fi	
GRAND 1 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 76 for full listings)							
GRAND 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 76 for full listings)							
GRAND 3 MARRIOTT MARQUIS GRAND 4	Anime Screenings (Scan QR Code on page 76 for full listings)							
GRAND 5 MARRIOTT MARQUIS	FILMS 10:00am <i>Explorers</i> , 12:00pm <i>Real Genius</i> , 2:00pm <i>Mystery Showing</i> , 2:50pm <i>Here</i> , 4:45pm <i>William Shatner: You Can Call Me Bill</i>							
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	Gunpla Workshop, Gundam TCG							
SANTA ROSA MARRIOTT MARQUIS	Starship Artemis							
PACIFIC 18 MARRIOTT MARQUIS	Digital Gaming							
PACIFIC 20 MARRIOTT MARQUIS	Star Wars Unlimited, UniVersus, Magic The Gathering							
PACIFIC 21 MARRIOTT MARQUIS	Game Library/Table Top Gaming/RPGs							

NOTE: This schedule is subject to change.

ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
GRAND 10 & 11 MARRIOTT MARQUIS	Crowd-Funding Lessons Learned for Indie Cartoonists	I Have to Live with This Person!	Peter David: A Celebration of His Life					
GRAND 12 & 13 MARRIOTT MARQUIS	Writing for Weird Tales Magazine	Writing Psychologically Rich Characters	Curiosity Killed The Cabinet	The Dad Batch X Thank the Maker: <i>Family Feud</i>				
GRAND ABC OMNI HOTEL	D&D Villians Run Wild with The Dungeon Run!							
GRAND DE OMNI HOTEL	Comics and Advocacy							
MORGAN AUDITORIUM CENTRAL LIBRARY	SpectreVision Radio Live: High Strangeness x Oni Press							
SHILEY (CCEL) CENTRAL LIBRARY	Transitioning Students from Consumers to Creators							
GRAND 1 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 76 for full listings)							
GRAND 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 76 for full listings)							
GRAND 3 MARRIOTT MARQUIS GRAND 4	Anime Screenings (Scan QR Code on page 76 for full listings)							
GRAND 5 MARRIOTT MARQUIS	FILMS 6:30pm Frank Miller: American Genius, 8:30pm The Great White Hope, 10:20pm Dark and Stormy Night, 11:59pm The Rocky Horror Picture Show							
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	Gunpla Workshop, Gundam TCG							
SANTA ROSA MARRIOTT MARQUIS	Starship Artemis							
PACIFIC 18 MARRIOTT MARQUIS	Digital Gaming							
PACIFIC 20 MARRIOTT MARQUIS	Star Wars Unlimited, UniVersus, Magic The Gathering							
PACIFIC 21 MARRIOTT MARQUIS	Game Library/Table Top Gaming/RPGs							

SATURDAY • SATURDAY • SATURDAY • SATURDAY • SATURDAY

Please consult room signage (where available) for updated information.

ROOM/LOCATION	10AM	11AM	12PM	1PM	2PM	3PM	4PM	5PM
COMIC-CON HOW-TO ROOM 3	How to Feng Shui for Wealth	How to Create Your Own Personal Sketchbook	How to make a Mini-Comic	Expression: Key to Memorable Character in Comics	Break into Design, Tech, & Gaming	How to Draw an Octopus		
4	Comic Clubbing: 10 Years of Graphic Novel Book Clubs	Main Character Syndrome: Starring in Your Comic	Truth in Comics Storytelling	Nonfiction Comics: History-Based Storytelling	Manga Are Comics! Resources for Comic Shops	Dave Stevens 70th Birthday Celebration	Everyone's a Critic: Being a Journalist in an Online	
5 AB	The Annual Jack Kirby Tribute Panel	Steve Ditko and the DitkoVerse	Heroes of Might and Magic: 30th Anniversary	Comic-Con: Super Hero Evolution	Plastic Icons: Evolution of Figures & Collectible Culture	Disneybound: Bringing Bounding to All Fandoms!		
6 A	Explore Disney Amphibia with Matt Braly	Cartoon Voices 2	An Afternoon with George Takei	Starship Smackdown XXXVI: The Ship Hits the Fan Celebrity Showrunner Edition				
6 BCF	Impact, Legacy, & Future of Choose Your Own Adventure	30 Years of Xena: Warrior Princess: Fan Appreciation	Andreas Deja: 30 Years of Disney Villains	Middle-earth: The Adventure Ahead	Buffy: Once More With Feeling An Interactive Whedonverse Musical			
6 DE	The Cartoonists Club: Raina Telgemeier & Scott McCloud	The Lawrence Brothers Detective Agency	Greg Weisman and his Spectacular Friends	Indies to Blockbusters: Power of Equity in Storytelling	Z2: GWAR: The Return of Gor-Gor			
7 AB	Pop Culture and the Christian Church	Star Trek: The Next Frontier	American Capers: New Comic - Grand Theft Auto Writers	Vam PD New Podcast from Big Finish	Cover Story	The Business of Cartoon Voices	Prose & Cons: How Should Society Punish Supervillains?	
9	San Diego International Children's Film Festival							
10	Queer Comics in Color	Image Comics: Storytelling, Genre, & Unforgettable Comics	From Burnout to Brainstorm	Tercera Caida: Lucha Libre, Blue Demon Jr., & Legacy Heroes	The Comic-Con Masquerade Replay			
COMIC-CON WORKSHOP ROOM 11	Draw Phineas & Ferb with Phineas & Ferb!	Manga for Kids: Why is it Hard to Find?	The Jock Live Draw	Discovering Our Superpowers: Creative Workshop for Families	Manga Tutorials for Kids	Sequential Artist Roundtable: Figure Drawing	Avoid Getting Scammed as an Artist	
23 ABC	Bloomsbury: Introducing Marvel Age of Comics	Dynamite 2025: Disney's Gargoyles Takes Flight!	Indigenous Futures & Sequential Art	Little Fish: Comics, Collaboration and Community	Your Next Book Obsession: Tor Publishing Group	Waka! Waka! 45 Years of Eating with PAC-MAN		
24 ABC	Yours, Mine, and Ours	Karma is the Girl on the Page	Horror at the Crossroads of Genre	Iyanu's Journey: The Next Chapter	Not So Strange Bedfellows: Comics & Pro Wrestling	What Are Comic Book Editors Looking For?	Success in Creativity: Making the Best of Your Resources	
25 ABC	Superman: A Symbol of Hope in Our Current Times	Superman: The Cleveland Story	Spotlight on Chip Kidd and Michael Cho	How to Create Your Own Novel: From First Idea to Publishing	Comic Culture In Museums: World Of Pop Exhibitions!	Comic-Con Talk Back		
26 AB	COMICS ARTS CONFERENCE					The Power of Color: Discussion Continues		
	CAC #13: Humanity, Consumption, and Morality in Manga	CAC #14: Mental Health & Comics Censorship	CAC #15: Healing Power of Graphic Medicine	CAC #16: Visions of Latin American Comics				
28 DE	Spotlight Panel on Writer Erica Schultz	Storytelling Masterclass with Daniel Warren Johnson	Dwayne McDuffie Award for Diversity in Comics	Gallery Books: Super Visible: Women of Marvel Comics	How Kickstarter Can Kickstart Your Career	Where Do Ideas Come From?	Robot Monster in 3D Pop Culture	
29 AB	Spotlight on Jen Sorensen	What's Your Flavor? Battle of the Genre	Defying Gravity: STEM & Ethics of Magic in Wicked	Needful Things: Collecting Stephen King	Comics: Intersection of Words and Art	Mexican Stories in Games and Animation	Spotlight on Maggie Thompson	
29 CD	Race, Gender, and the Comic Book Medium	Queer Eye On Elfquest	Ball Jointed Dolls 101: Creating, Customizing, and Collecting	New Icons: The First Filipino-American Comics Anthology	Supervillains at 85: Killers, Conquerors, Crooks, and Clowns	Hazbin Hotel Q&A with Sam Haft		
32 AB	Emily the Strange Panel Experience	Max Allan Collins: Hard Case Crime	Critical Entertainment Showcase	Story of My Life: Autobiography in Graphic Novels	The Legacy of Jules Feiffer	Paleontology of Star Wars Kaiju	Lugosi and Karloff: The Twin Titans of Terror	
HALL H	Sneak Peek: Lucas Museum of Narrative Art							
MARINA D MARRIOTT MARQUIS	Mixer for Science-Minded Geeks		Tabletop Game Design Pitch Panel					
GRAND 6 (IFF) MARRIOTT MARQUIS	CC Film School 104: Post Production & Distribution	CCI-IFF Awards Presentation	CCI-IFF Award Winners Showcase (Winners and times to be announced)					

NOTE: This schedule is subject to change.

SUNDAY • SUNDAY • SUNDAY • SUNDAY • SUNDAY • SUNDAY

EVENTS QUICK GUIDE 2025

COMIC-CON INTERNATIONAL INDEPENDENT FILM FESTIVAL

The 24th year of this fantastic event features **53 great films**, from seven different popular arts genres, including Action/Adventure, Animation, Comics-Oriented, Documentary, Horror/Suspense, Humor, and Science Fiction/Fantasy. We have participating filmmakers from all over the world, including Australia, Belgium, Canada, Germany, Hong Kong, Spain, the United Kingdom, and 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 visual development supervisor at Marvel Studios Ian Joyner, senior illustrator, storyboard artist, and visual development artist Jasmine Alexia Jackson, and luminary actor Keone Young. The CCI-IFF takes place in the Marriott Marquis San Diego Marina, next door to the Hall A side of the convention center. **The Film Festival room is on the second level in Grand Ballroom 6.**



SCAN FOR THE FULL SCHEDULE!



Ian Joyner

Ian Joyner is a visual development supervisor at Marvel Studios who has been working for over 20 years in the entertainment industry on everything from feature films, TV commercials, collectibles & video games to art education and lectures around the world. Recent credits include *Captain America: Brave New World*, *Werewolf by Night*, *Doctor Strange in the Multiverse of Madness*, *Avatar: The Way of Water*, *Guardians of the Galaxy Vol. 2 & 3*, *Spider-Man: No Way Home*, and *Avengers: Infinity War/Avengers: End Game* just to name a few. When not working, Ian enjoys spending time with his wife, Hilary, and two children, Emily and Alice.



Jasmine Alexia Jackson

Jasmine Alexia Jackson is a Caribbean-American visual storyteller based in Los Angeles. Jasmine Alexia began her career as an art department production assistant and rose to become a senior illustrator, storyboard artist, and visual development artist. Her visual work has shaped the look and feel of major feature films, branded campaigns, and immersive experiences, including *Black Panther 2: Wakanda Forever*, *The Piano Lesson*, *Thunderbolts**, *The Outsider*, and *The Inspection*. Recognized in Forbes 30 Under 30: Hollywood & Entertainment, and featured in Sprite's Zero Limits campaign for her creative contributions to *Wakanda Forever*, Jasmine Alexia's work blends emotional storytelling with bold visual direction.



Keone Young

Keone Young is an actor whose credits span films, TV, animation, and video games, going back more than 50 years. He is perhaps best known as the iconic character Mr. Wu, boss of *Deadwood's* Chinatown, Uncle Lin on the FX series *Sons of Anarchy*, and Dr. Hido Takahashi on HBO's *True Blood*, the man responsible for inventing the titular blood substitute. Young's many voice acting roles include Storm Shadow in the *G.I. Joe* animated series, Grandpa in *American Dragon: Jake Long*, Kaz in *Hi Hi Puffy AmiYumi*, Jeong Jeong in *Avatar: The Last Airbender*, the Hard Master in *G.I. Joe: Renegades*, Sensei in *Young Justice*, and Commander Satoin *Star Wars Rebels*. Most recently, he appeared as Kojiro Sasaki in *Record of Ragnarok* and as Tsunetomo Yamamoto in *Godzilla: Singular Point*. He is currently starring in *Ultraman Rising* as the villain Dr. Onda and with Jessica Biel in *The Better Sister*, a TV dramatic series on Amazon Prime.



CHRONICLE BOOKS

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



AUTHOR APPEARANCES

YOURS, MINE, AND OURS
SUNDAY • 7/27 • 10-11 AM
ROOM 24ABC



JEFFREY BROWN
AUTHOR OF DARTH VADER AND SON
AND MARVEL THE UNCANNY X-MEN



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A BADGE SCAN TO ENTER FOR A CHANCE TO
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THURSDAY • 7/24

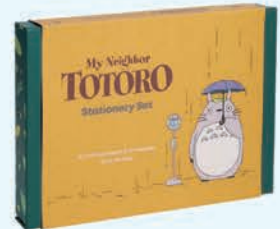
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FRIDAY • 7/25

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SATURDAY • 7/26

**TINY T. REX
COLLECTION**



SUNDAY • 7/27

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PROMOTION ENDS AT 7:00 PM PT ON 7/27/25. ONE WINNER FROM EACH GIVEAWAY
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SAN DIEGO INTERNATIONAL CHILDREN'S FILM FESTIVAL



Comic-Con welcomes the San Diego International Children's Film Festival on Sunday, back for its 18th year. This year's day-long programming of some of the finest short films for children of all ages also officially launches the 21st annual edition of the festival, continuing with short films from 10 am to 5 pm on Aug. 16 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 features creative, exciting, and imaginative animated and narrative short films, good for all ages, all day Sunday, in Room 9. Enjoy films from around the world, with special presentations from Hawaii, Australia, and Canada. Throughout the day, animators and filmmakers will discuss their work, share tips on how kids can create their films, and explore careers in animation and filmmaking.

COMIC-CON FILMS DEPARTMENT

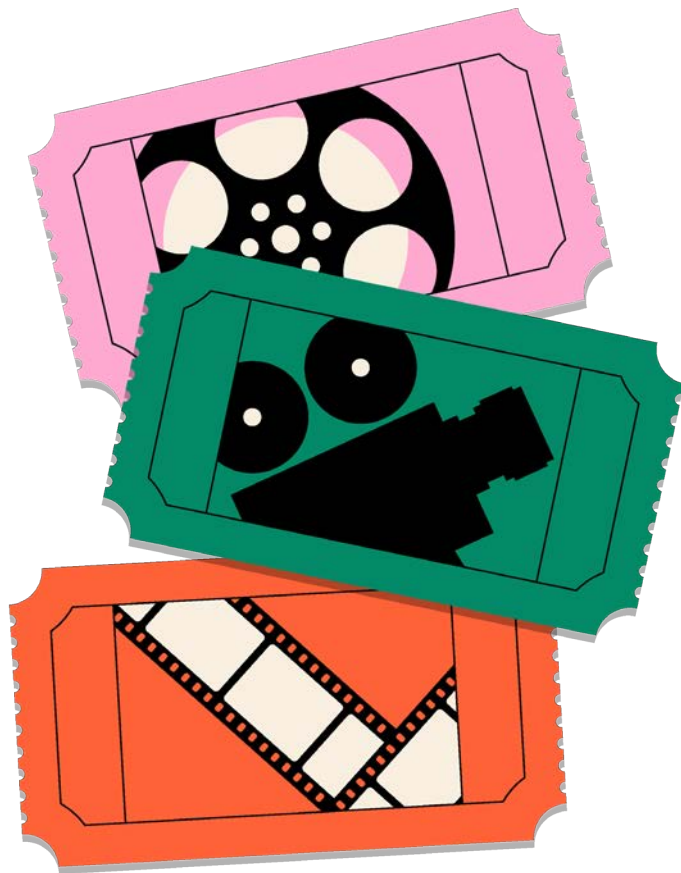
The Comic-Con Films Department is here to entertain you with quality screenings from morning until late into the night at the **Marriott Marquis San Diego Marina Grand Ballroom 5, and in the evening in convention center Room 4, Wednesday (Preview Night) through Saturday.**

This year's screenings start on Wednesday at 6:00 pm, and then each day after at 10:00 am. 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 Films 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 annihilation!

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 (except for sing-a-longs and audience participation films like *The Rocky Horror Picture Show*).



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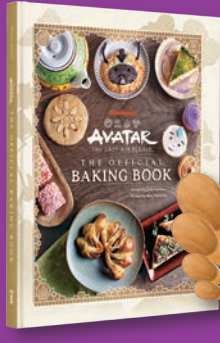
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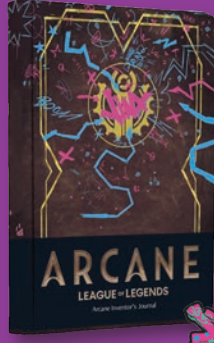
INSIGHT I EDITIONS

SAN DIEGO COMIC-CON 2025 • BOOTH #2129

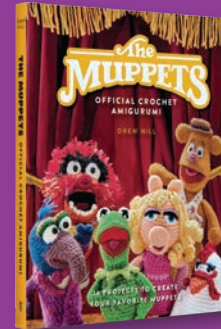
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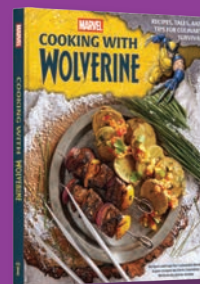
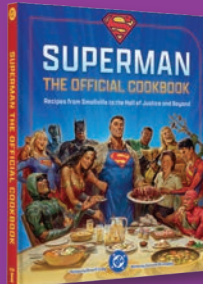
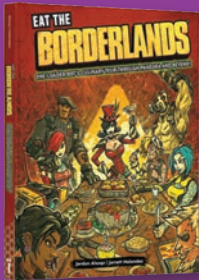
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IN-BOOTH SIGNINGS

Thursday, July 24, 2:00-3:00 PM



Join voice actors
CRISTINA VEE
(Marinette/Ladybug)
and **BRYCE
PAPENBROOK**
(Adrien/Cat Noir)
signing **Miraculous:
The Official
Cookbook**

Saturday, July 26, 2:00-3:00 PM



Join **STAR TREK:
DEEP SPACE NINE**
star **NANA VISITOR**
signing **Star Trek:
Open a Channel:
A Woman's Trek**

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PORTFOLIO REVIEW

Portfolio Review, located in the Sails Pavilion, is for attendees who are generally not yet working in the industry and want feedback to see if they “have what it takes.” Portfolio Review time grids and company information sheets will be posted daily, no later than 9:00 am. This includes 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:

- ▶ Each morning, applicants may sign up to be on the list for a review by 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 before 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 Portfolio Review staff member.**
- ▶ A randomized list of participants will be printed for each company 30 minutes before the start of each review. Duplicate entries will be excluded. This list will be available at that company’s Portfolio Review booth approximately 15 minutes before 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.
- ▶ A 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 arrive after the third attempt, they will be marked as a no-show, and the next participant on the list will be called.
- ▶ If the number of applications exceeds the available slots in a company’s schedule, any remaining names will be placed on a waitlist in the order in which they were selected. 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.

SCAN FOR FULL LISTING HERE!

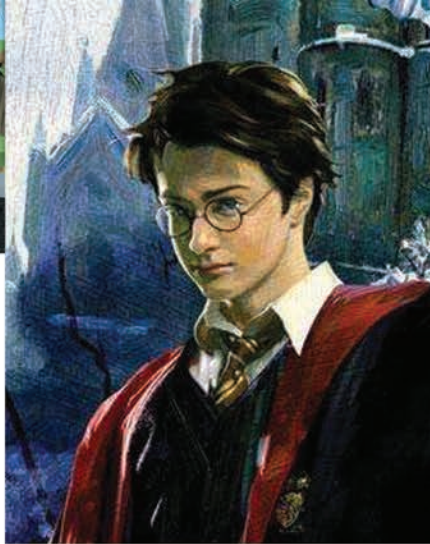


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Dan Riba - Acclaimed animation director Behind *Batman: The Animated Series* and the DC Animated Universe.

Randy Martinez - Top-selling studio artist.

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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 San Diego Marina**. Bring your competitive spirit and come on down. Tabletop demos start regularly at both the Marriott and on the mezzanine level of the convention center. Stop by and learn how to play a game from an expert, and maybe even the game designer. Games are on the mezzanine level of the convention center daily and will continue at the Marriott 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 9:00 am, 11:00 am, 1:00 pm, or 3:00 pm to pick up tickets for one of the free paint-and-take sessions.

Gaming will continue every night at the Marriott. Digital gaming, *Magic The Gathering*, and *Star Wars Unlimited* are open till 10:00 pm, 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

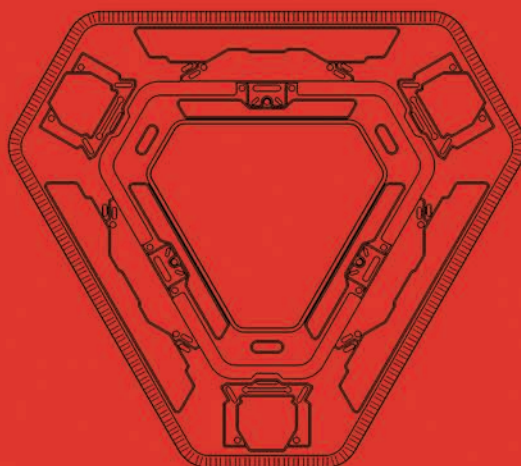
THURSDAY, FRIDAY, SATURDAY: 10:00 am – MIDNIGHT

SUNDAY: 10:00 am – 3:00 pm

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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 the popular arts. Many guests sign immediately after their panel, so be sure to check the programming grid each day. **The Autograph Area is open from 10:00 am to 7:00 pm Thursday through Saturday, and from 10:00 am to 5:00 pm Sunday. No autograph sessions will be held before or after these times.**

For author autograph sessions, books will be sold in the designated area within the Autograph Area and not at the table where the signing takes place. Please plan to make your purchase before the autograph session is scheduled to begin.

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 online daily newsletter, on information boards located throughout the convention center, and at **the Autograph Area information desk, which is staffed from 9:00 am to 7:00 pm Thursday through Saturday, and from 9:00 am to 5:00 pm Sunday.**

Due to high demand and limited available time, some Autograph Area participant signing sessions 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 be advised that participants in the Autograph Area may charge for their autographs.

Autograph Area Participants must sign one copy of an official Comic-Con item, such as the Events Quick Guide, for any attendee at no charge. Alternately, participants may sign one other item instead of the official item at no charge, if the attendee prefers and the participant agrees. No purchase is required for the signing of an official Comic-Con item or an approved substitute item. Autograph Area participants are not obligated to sign any item they consider offensive or that would violate existing 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, some 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. 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 that drawing. 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 HEARING IMPAIRMENT OR MOBILITY ISSUES

This procedure may be used by any attendee with hearing impairment or mobility issues who has registered at the Deaf Services or Disabled Services departments and wishes to obtain autographs from talent appearing in the Autograph Area, participate in any ticket drawing in the Autograph Area, or pick 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 **BEFORE** 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 Services or 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 the Deaf Services or Disabled Services departments 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



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THURSDAY
ROBOT CHICKEN
20 YEAR
CELEBRATION

FRIDAY
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RICK AND MORTY,
SMILING FRIENDS,
HAHA, YOU CLOWNS

SATURDAY
NIGHT OF NEW
EXCLUSIVE CONTENT
SCREENING

LASER DANCE PARTY
THURSDAY - FRIDAY - SATURDAY
9PM - 10PM



PHOTO: B.Jackson © 2024 SDCC

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

Anime programming will take place in Marriott Grand Ballrooms 1-4 at the Marriott Marquis San Diego Marina next door to

the convention center. On Preview Night (Wednesday), the programming will run from 6:00 pm to 10:15 pm in Grand Ballroom 4. The regular programming will run in Grand Ballrooms 1-4 from 10:00 am to 12:30 am Thursday through Saturday and 10:00 am-5:00 pm on Sunday. After 10:00 pm, Thursday through Saturday, due to some mature themes and content, no one under 18 will be allowed in the Anime Rooms unless accompanied by a parent or adult legal guardian. New this year, on Sunday there will be anime movies.

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COMIC-CON 2026 ATTENDEE BADGE SALES

COMIC-CON 2026 RETURNING REGISTRATION:

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COMIC-CON 2026 OPEN REGISTRATION:

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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 Exhibit Hall entry lines that you can wait in. One is located in the Sails Pavilion; the other is via the Bayside Corridor from Ballroom 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 Disabled Services desk in Lobby A to access a separate Exhibit Hall 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 20-21](#).

► **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 for all Comic-Con spaces, exclusives, panels, events, etc., it does not guarantee you access to any event/space/exclusive/panel/etc. that has reached its capacity limit. While a ticket will be needed for viewing the Masquerade in Ballroom 20, these tickets are complimentary and available the day of that event, and there are other areas available for viewing the show. Information about Masquerade ticket details is available on [page 18-19](#).

► **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 onto your badge!

► **How can I pre-register for Comic-Con 2026?** There is no on-site preregistration for next year’s convention at this year’s show. As an attendee who purchased a badge for 2025, you will be able to participate in Returning Registration for 2026; see [page 76](#) for further information.

► **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 **the Manchester Grand Hyatt Grand Ballroom A**. 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 [page 80](#) 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 pm in the Indigo Ballroom at the Hilton Bayfront. For more complete information, see [page 16](#). 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 pm 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 18-19](#)). 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 Films 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, as well as on Wednesday evening for Preview Night.

► **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 74](#) 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 Panel Premiums room, located in the Hyatt (next to Seaport Village) in the Grand Ballroom B on the first floor.

► **If I leave, can I come back in?** You can come back into the convention 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 am to 7:00 pm Thursday through Saturday and from 9:30 am to 5:00 pm on Sunday. The Program rooms upstairs and on the Mezzanine have events running until late at night on Thursday through Saturday, including gaming and film screenings. At the Marriott Marquis, gaming, anime, and films continue late into the evening, Thursday through Saturday, and the Comic-Con Merch room is open on Wednesday until 9:00 pm, Thursday through Saturday until 8:00 pm, and on Sunday until 6:00 pm. At the Hyatt, the Program Premiums room is open until 9:00 pm Thursday through Saturday and 7:00 pm on Sunday. Also at the Hyatt, the Art Show is open Thursday and Friday until 9:00 pm, Saturday until 6:00 pm, and on Sunday until 7:00 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 13** in this publication for route information and see **page 13** for 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 of 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) and our Shuttle service, which stops at various locations both downtown and farther into the city. See **page 12** 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 escalators in Hall C, ATMs can be found in front of Hall E, next to the Starbucks.

► **Where can I get an official Comic-Con Event T-shirt?** Our Comic-Con Event T-shirt, as well as other branded new and vintage merchandise offerings, are available only at the Comic-Con Merch room, in Pacific Ballroom 26 of the Marriott Marquis. There is no Merch booth in the Exhibit Hall. Quantities may be limited for some items.

► **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 walkway outside of the convention center with the **"Ask Me!"** T-shirts! They can provide general information and directions. There are 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 remember to consult the maps in this publication.

► **My costume has a weapon prop . . . will that be a problem?** No functional weapons are allowed at Comic-Con. Please read the costume props guidelines on **page 12**.

► **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 Services, Disabled Services, the Masquerade, and the many programming tracks.



HOW DO I GET TO...

► Registration Area/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, then turn left and go into the open area under the white sails. In the Sails Pavilion, follow the red signage and line to the Attendee Badge Pick-Up and Badge Solutions areas, and the blue signage and line to the Industry Registration area, which includes Press, Program Participant, Professional, and Studio Relations Registration Areas.

► Bags, Books & 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. Volunteer registration is in the Marina Ballroom EFG.

► Deaf Services or Disabled Services?

Enter the lobby at the Hall A door and look for the "Deaf Services" or "Disabled Services" banners. The Deaf Services and Disabled Services desks are across the lobby to the left.

► The Hotel Desk?

The Hotel desk is located upstairs in the Industry Registration Area of the Sails Pavilion.

► 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 Ballroom 6 lobby to the escalators/stairs/elevators at the back of the building, then down one level to the Mezzanine. It can also be reached from the Exhibit Hall through the escalators and elevators at the back of Exhibit Hall B.

► Programs?

The majority of programs are upstairs on the upper level of the center. Enter the lobby and use the escalators/elevator to get to the upper level. Program rooms 3–11 are on the west side of the upper level, and 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, which is in the Hilton Bayfront, just southeast of the convention center, and the Grand Ballroom at the Omni Hotel, which is 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 the panels at the San Diego Central Library at 11th Ave. & K Street, 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 San Diego Central Library is on the east side of the street. For more information, see the maps in this publication.

► The Panel Premiums Room?

When you leave the convention center, turn left/west and go down Harbor Drive to the Manchester Grand Hyatt. The Panel Premiums room is located on the first floor in Grand Hall B.

► 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 the Panel Premiums room.

► 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 on the first floor in Grand Hall A, next to the Panel Premiums room.

► 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; these areas are in the Sails Pavilion.

► First Aid?

Enter the convention center lobby at the Hall C3 door. The First Aid office is across the lobby.

► 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 of the lobby.

► 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. Coat check cost \$10.

► The RFID Help Desk?

There are three RFID Help desks in the convention 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 located in Grand Ballroom 8 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.

► Comic-Con Museum?

Comic-Con Museum is in the Federal Building in the Palisades area of Balboa Park, at 2131 Pan American Plaza.



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