

COMIC-CON® INTERNATIONAL 2026

EVENTS GUIDE

SAN DIEGO CONVENTION CENTER



PREVIEW NIGHT JULY 22

JULY 23-26

COMPLETE SCHEDULE OF PROGRAMS & EVENTS

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ARE HUMAN

ROOSTER FIGHTER

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A BEHIND-THE-SCENES LOOK AT THE HIT NETFLIX SHOW

SET SAIL

THE ART & MAKING OF

ONE PIECE



Written by **MIKE AVILA** Foreword by **JOE TRACZ**

NETFLIX

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COMIC-CON INTERNATIONAL 2026 EVENTS GUIDE

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San Diego Comic Convention
Toucan Art by Rick Geary

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

COMIC-CON.ORG

COVER:

Artist and Colorist: Richard Blake

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

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COMIC-CON 2026 EVENTS GUIDE

WELCOME

WELCOME to the Comic-Con Events 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 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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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.

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COMIC-CON 2026

JULY 23-26

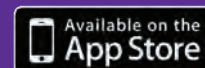
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Editor:

Dave Olbrich

Designer:

Kirby Mitchell

Contributing Editors:

Robin Donlan,

David Glanzer, Mike Stoltz

Thank You to:

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

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 Freebie Table in the Sails Pavilion.

► No Bicycles, Scooters, Segways, or Hoverboards at Comic-Con

Scooters, bicycles, and Segways are not allowed on the San Diego Convention Center grounds, including inside the building. By order of the fire marshal, hoverboards are not allowed at Comic-Con, including all inside or outside areas of the San Diego Convention Center and additional venues featuring Comic-Con events.

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

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

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

The usage of live streaming apps and software on any electronic device (smartphones, tablets, laptops, etc.) is not allowed in any official Comic-Con program 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.



E. Olas © 2025 SDCC

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 2026 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 2026

In order to maximize safety and security during Comic-Con 2026, 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 2026 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 comic-con.org/cci/newsletter or via the **QR codes posted around the center.** Each



morning, look for a new edition full of high-lights, 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.



Penguin
Random
House

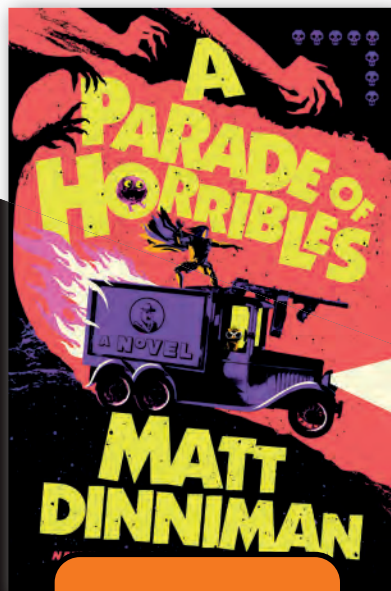
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BOOTH #1514/1515



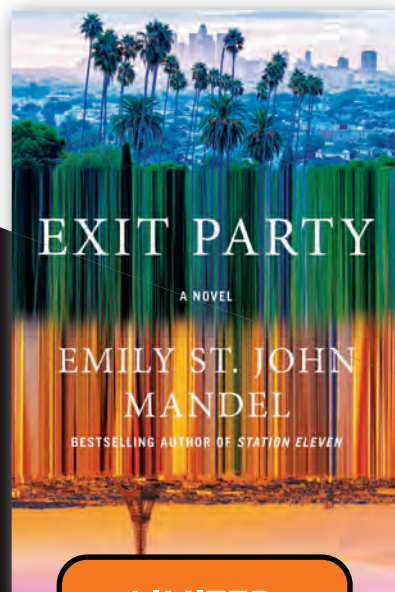
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Find complete details on booth happenings at **PRHBookWorld.com!**

50TH ANNUAL ROBERT A. HEINLEIN BLOOD DRIVE



Card art from the Image Comics Artists Packet



PLEASE JOIN COMIC-CON AND SAN DIEGO BLOOD BANK FOR OUR 50TH ROBERT A. HEINLEIN BLOOD DRIVE.

The growth of the blood drive over the years has been phenomenal. The Robert A. Heinlein Blood Drive began at Comic-Con in 1977 at the El Cortez Hotel. In that first year, 148 pints of blood were collected; in 2025, the blood drive collected 15,216 pints. Over the years, a total of 108,420 pints of blood have been donated by Comic-Con attendees, exhibitors, professionals, volunteers, and staff! Our blood drive is San Diego Blood Bank's largest and longest-running drive.

The blood donation area is located at the Manchester Grand Hyatt Hotel in Grand Hall A. Donors will receive a **free Spider-Man T-shirt** from Marvel Studios and other great goodies, including an artist packet created exclusively for Comic-Con's blood drive by Image Comics artists Skottie Young (*I Hate Fairyland*), Daniel Warren Johnson (*Murder Falcon*), Eduardo Ferigato (*Radiant Black*), Caspar Wijngaard (*The Power Fantasy*), Brett Bean (*D'Orc*), and Todd McFarlane (*Spawn*), all while supplies last!

These Image Comics artist packets follow in a blood drive tradition not seen since the 1980s, when some of the industry's legends like Jack Kirby, Sergio Aragonés, Milton Caniff, Mort Walker, and Bil Keane created drawings to help the cause. You can read the complete origin and amazing history of the Robert A. Heinlein Blood Drive in the Comic-Con 2026 Souvenir Book online: comic-con.org/cc/publications/

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 the Ballroom 6 Lobby**. Let's make Comic-Con's 50th blood drive the best yet. Your donations are desperately needed and will save countless lives. Please help!

BLOOD DRIVE HOURS:

- ▶ **Wednesday - Saturday: 9:00 am to 6:00 pm**
- ▶ **Sunday: 9:00 am to 3:30 pm**



Blood donors get this T-shirt, while supplies last.

Booth 606

2 EXCLUSIVE
PINS

Come Early
My pins sold out fast last year

Only for
SDCC 2026



Tidal
Moon
Dragon

Buy 2 Get 1 Free!



Pacific
Sunset
Dragon



Scan to see all the pins I'm bringing



Bookworm
Dragon

Many more
pins too!

Coffee
Dragon



Beer
Dragon



Yarn Dragon



Year
of the
Horse



S. Oson © 2025 SDCC

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 Award. Come and see the best comics and graphic novels of 2025!

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**

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.

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.

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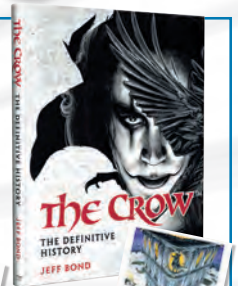
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EXCLUSIVE ENAMEL PIN + "BARBRA" JUDITH O'DEA WILL BE SIGNING COPIES AT THE SHOW!



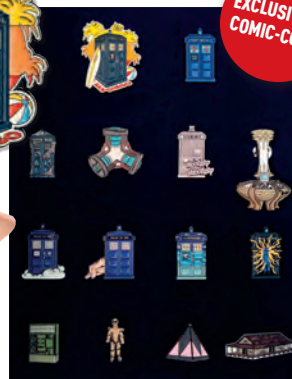
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THE MEEP VINYL FIGURE



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DON'T MISS THESE PANELS:

CONAN THE BARBARIAN: BEYOND THE COMICS
THURSDAY:
10:30AM - 11:30AM
ROOM: 24ABC

NIGHT OF THE LIVING DEAD: THEY'RE COMING TO GET YOU COMIC-CON!
THURSDAY:
1:00PM - 2:00PM
ROOM: 5AB

SMALLVILLE'S KRISTIN KREUK: BLACK STAR
FRIDAY:
10:30AM - 11:30AM
ROOM: 24ABC

BLADE RUNNER COMICS: THE TOKYO NEXUS SAGA
SATURDAY:
12:00PM - 1:00PM
ROOM: 4

CONAN THE BARBARIAN: TIDES OF THE TYRANT-KING!
SATURDAY:
3:00PM - 4:00PM
ROOM: 28DE

SEE OUR BOOTH FOR TALENT SIGNINGS!

WWW.TITANBOOKS.COM

WWW.TITAN-COMICS.COM

WWW.TITANMERCHANDISE.COM

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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.

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 three Costume Prop desks: outside the Lobby E glass doors, just inside the Lobby D glass doors, and outside the Lobby C2 glass doors. 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.
- ▶ Props that are not approved by our Prop Safety Officers may not be stored in Coat Check. Unapproved props must be returned to your vehicle, hotel room, or another off-site location.

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 (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.

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 18](#) in this publication). For more information on the trolley, visit the MTS website at sdmts.com/inside-mts/events/comic-con.

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

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 pm–9:00 pm**
- ▶ **Thursday–Saturday | 7:00 am–12:00 am**
- ▶ **Sunday | 7:00 am–6:00 pm**

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COMIC-CON MERCHANDISE

This year, there are several 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 Marina Hotel, 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 All Star Outfitters, and many other exciting new items to make your friends jealous. Merch stock on hand is limited. Don't delay if you want to buy yours at the convention. Some sizes and styles may only be available online if you wait too long. You'll find the giant **Comic-Con Merch Store at the Marriott Marquis San Diego Marina Hotel, in Pacific Ballroom 23-26 (at street level). See page 48.**

► 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 online 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, including some online exclusives: 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!

► At San Diego Airport, including Hudson News

A limited number of select items are available at several airport retail locations, including a Comic-Con exclusive branded shirt at Hudson News. 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.

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, or by request
- 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 mobility seating for some programming, events, and the Masquerade
- Comfort Rooms that can be used for nursing infants, administering medication, or as a sensory accommodation 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 visit Deaf Services and/or Disabled Services in the lobby of Hall A.

Desk Hours:

- **Tuesday:** 1:00 pm to 5:00 pm - ADA Stickers Only
- **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

PANEL PREMIUMS ROOM

If you receive a ticket for special items while attending a panel or program, the place to pick up goodies is the Panel Premiums room at the Manchester Grand Hyatt in Grand Hall B. 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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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 88.

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).

OFFICE SUPPLIES

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

ART SUPPLIES

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

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

COPIES/PRINTING

FedEx Office: Two locations:
San Diego Convention Center Lobby D (see location for hours); 6th and C, 619-645-3300, open 8:00 to 7:00 M–F, 9:00 to 6:00 Saturday, noon to 6:00 Sunday



1 SAN DIEGO CONVENTION CENTER

111 West Harbor Drive (see maps and info on pages 26 - 28)

Headquarters for Comic-Con 2026: 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 page 34)

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 page 36)

Indigo Ballroom Programming, Thursday-Saturday; Will Eisner Comic Industry Awards (Friday evening)

4 MANCHESTER GRAND HYATT

One Market Place (see maps and info on page 38)

Art Show (Grand Hall CD); Blood Drive (Grand Hall A); Her Universe Fashion Show (Thursday only, Harbor Ballroom); Panel Premiums (Grand Hall B)

5 SAN DIEGO CENTRAL LIBRARY

330 Park Boulevard (see map and info on page 42)

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 41)

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 46)

Comic-Con Museum Is Open Daily: 10:00-5:00
Purchase tickets at comic-con/museum



SAN DIEGO

COMIC CON



INTERNATIONAL

SHUTTLE SCHEDULE

SCHEDULE FREQUENCY

WEDNESDAY, JULY 22, 2026

3:00 p.m. - 7:00 p.m.	Every 20 minutes
7:00 p.m. - 12 MIDNIGHT*	Every 15 minutes

THURSDAY, JULY 23, 2026

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 24, 2026

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 25, 2026

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 26, 2026

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 22nd 2:00 p.m. – 10:00 p.m.
Thursday, July 23rd 7:00 a.m. – 8:00 p.m.
Friday, July 24th 7:00 a.m. – 9:00 p.m.
Saturday, July 25th 7:00 a.m. – 9:00 p.m.
Sunday, July 26th 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) 510-6383 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

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

	APPROXIMATE MINUTES FROM STOPS TO CONVENTION CENTER	APPROXIMATE MINUTES FROM CONVENTION CENTER TO STOPS
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PINK ROUTE

SHUTTLE SERVICE PROVIDED TO & FROM PETCO PARK, A SHORT WALK TO COMIC-CON		
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
HAMPTON 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 DEXTRO, 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		
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		
PALIHOTEL 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 / AMTRAK / COASTER - USE WESTIN STOP ON BROADWAY		

YELLOW ROUTE

SHUTTLE SERVICE PROVIDED TO & FROM MANCHESTER GRAND HYATT, A SHORT WALK TO COMIC-CON		
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		
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		
HANDLERY HOTEL SAN DIEGO - CURBSIDE ON HOTEL CIRCLE NORTH	34	15
CROWNE PLAZA SAN DIEGO MISSION VALLEY - CURBSIDE ON HOTEL CIRCLE NORTH	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		
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	CENTRAL SAN DIEGO GASLAMP QUARTER HOTEL	



Booth # 607



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Artist Alan Quah

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Artist Skan



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Artist Rachta Lin



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Artist Rachta Lin



COVER STORY

Comic-Con International presents: 2026 Events Guide cover artist **RICHARD BLAKE**

The science fiction cityscape on the cover leapt directly from Richard Blake's mind, fully formed and ready for finishing touches. "I have an idea for your cover. I'll send it over in a few days." What arrived was delightful and eye-popping.

A vision of San Diego in some far-flung future, but the convention center is still mostly intact. All the hardware and architecture softened by the visage of one lone pop culture fan, serenely sitting (with her cat) on top of her transport zooming its way to the show, side-by-side with other vehicles. You can see the development of the artwork here. At the 2025 Will Eisner Comic Industry Awards ceremony last July, Richard Blake was called to the stage as the recipient of the **2025 Russ Manning Most Promising Newcomer Award**

Thank you, Richard Blake, for this evocative art that none who sees it will soon forget. Thanks for your professionalism and for allowing us to share your art with Comic-Con and the world.

COVER ART IN DEVELOPMENT

ABOUT COVER ARTIST RICHARD BLAKE

With a background in fine art and cinematic storytelling, Richard Blake creates expansive, atmospheric worlds that blend fictional worlds with high-concept philosophy.

Rooted in the tradition of European "bande dessinée," his aesthetic is characterized by a melancholic and strange atmosphere, reflecting a meditative approach to world-building. His debut graphic novel, *Hexagon Bridge* (Image Comics, 2023), serves as an introduction to his fascination with cartography, shifting architecture, sentient AI, and the surreal exploration of parallel dimensions.

Drawing inspiration from the literary labyrinths of Jorge Luis Borges and Italo Calvino, Blake utilizes a versatile toolkit of watercolor, acrylic, graphite, and digital drawing. The result is a body of work where the environments are as much a part of the story as the characters—elusive, deliberate, and resonant with a unique sense of scale and wonder.

He is currently creating short works for *Metal Hurlant* and *Astrolabe* in France, variant covers for Boom! and Dark Horse Comics, as well as writing and illustrating several new long-form books set in the historical past. His work can be found on Instagram [@evolvedisguise](#), and at [Philippe Labaune Gallery in NYC](#).



HALL H WRISTBANDS

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 2026!

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 22, 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 two (2) other people (with a wristband for that day and seating section), 13 years old or older, and up to two (2) additional children 12 years old or under with a child badge. Children must have a Comic-Con badge to enter Hall H. Please see our child badge policy (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 only takes 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 2026 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

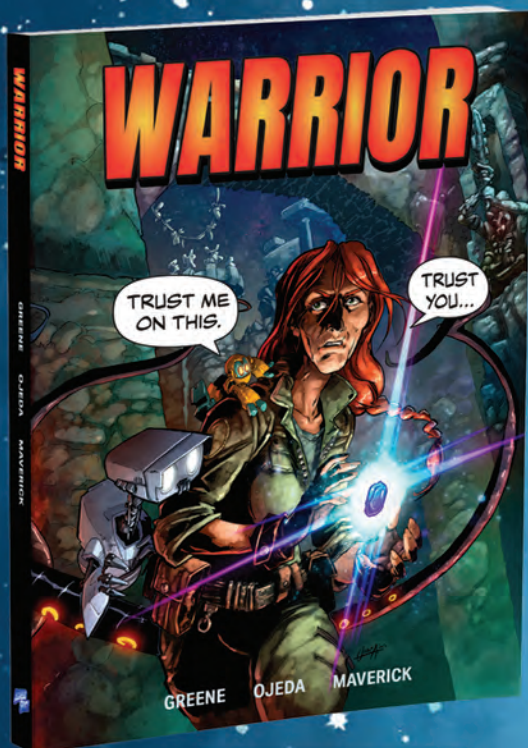
- ▶ **Wednesday, July 22:** First-Seating wristband distribution for Thursday panels in Hall H will begin at **7:30 pm** in the general Hall H line in Plaza Park.
- ▶ **Thursday, July 23:** First-Seating wristband distribution for Friday panels in Hall H will begin at **7:30 pm** at the front of the Next Day Line.
- ▶ **Friday, July 24:** First-Seating wristband distribution for Saturday panels in Hall H will begin at **7:30 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 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 two (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 with a wristband for that day and seating section 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.**

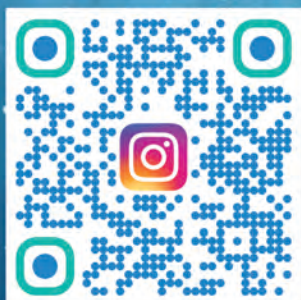
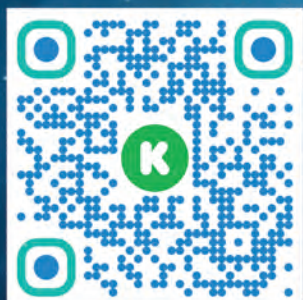
Wristbands will only be used for the first panel of the day in Hall H. Once the wristband line has been let into the hall, individuals without wristbands will be allowed to enter.

Continued on page 24

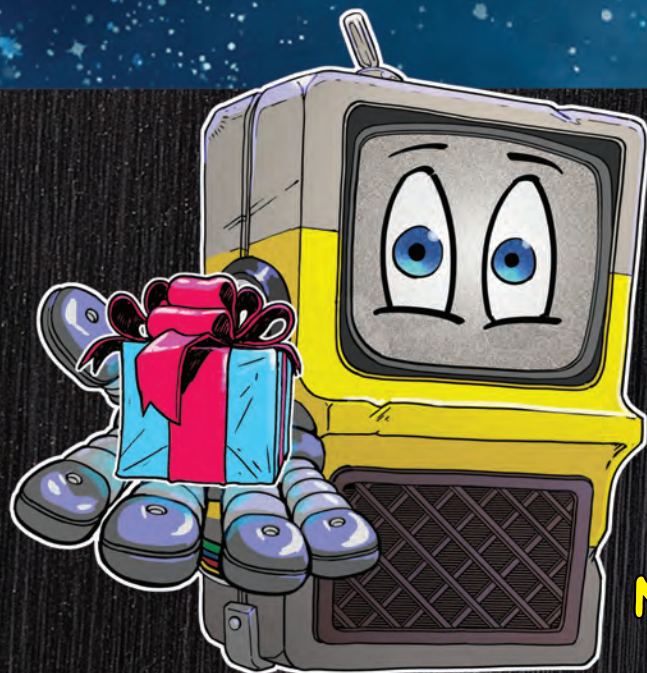


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HALL H NEXT DAY LINE MAP

WHAT ABOUT THE ADA HALL H NEXT DAY LINE?

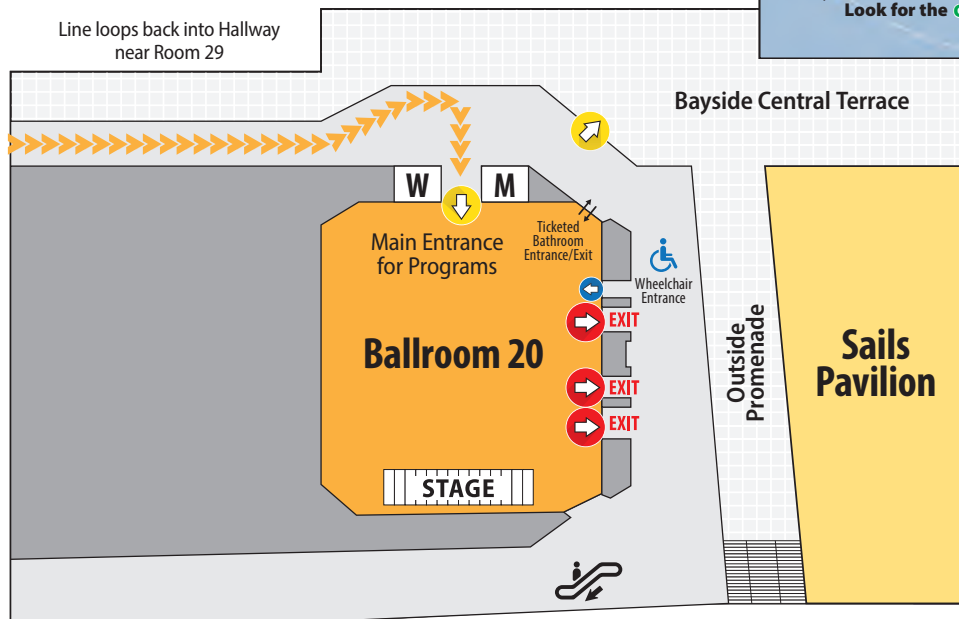
We're glad you asked! The ADA Hall H Next Day line will also have First-Seating wristbands. Please visit Deaf Services and Disabled Services in the lobby of Hall A for detailed information about ADA First-Seating wristbanding.

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.



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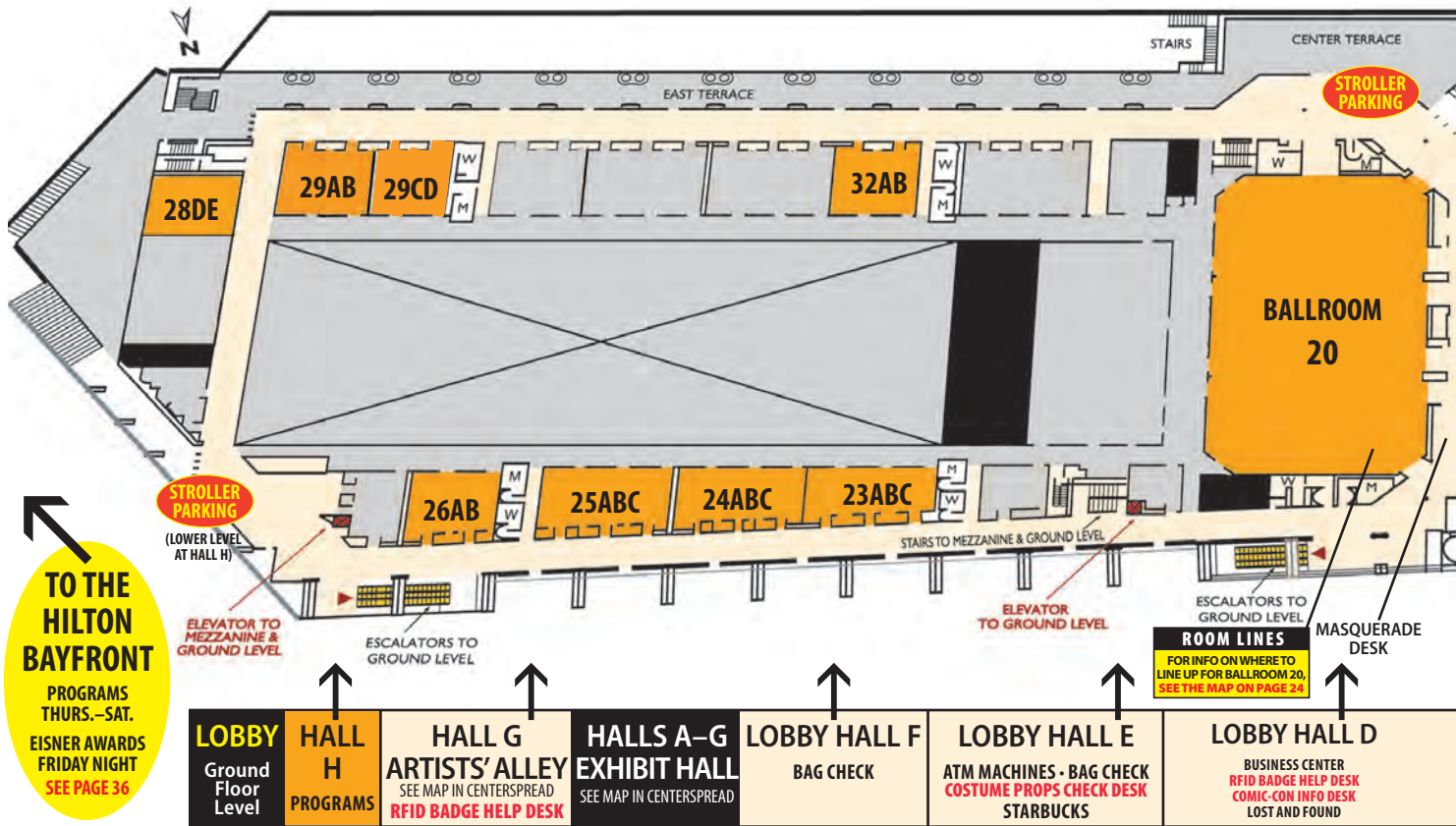
CONVENTION CENTER

UPPER LEVEL ROOMS 20 THROUGH 32 • LOBBY LEVEL HALLS H • G • F • E • D

ROOM LINES

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

CONVENTION CENTER UPPER LEVEL



TO THE HILTON BAYFRONT

PROGRAMS
THURS.-SAT.
EISNER AWARDS
FRIDAY NIGHT
SEE PAGE 36

TO THE LIBRARY
330 Park Blvd.

Educational Programs & Podcast/Web Series
USE THE PEDESTRIAN BRIDGE BY THE HILTON
SEE PAGE 42

SEE THE CENTERSPREAD MAP FOR EXACT LOCATIONS

TO THE OMNI SAN DIEGO
675 L Street
SEE PAGE 41

SHUTTLE INFO DESK ON FRONT DRIVE

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EVENTS GUIDE
THIS PUBLICATION!



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DAILY NEWSLETTER
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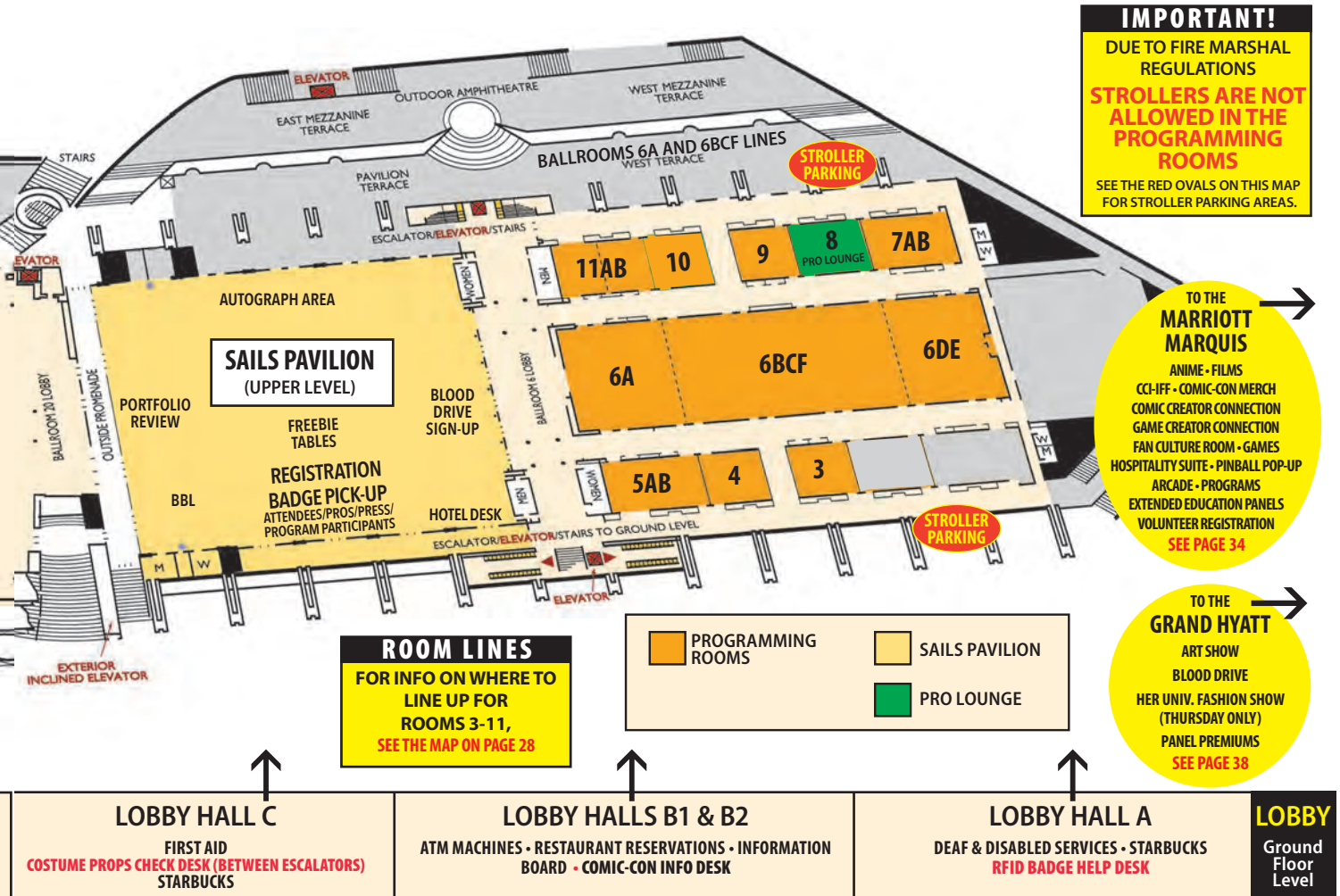
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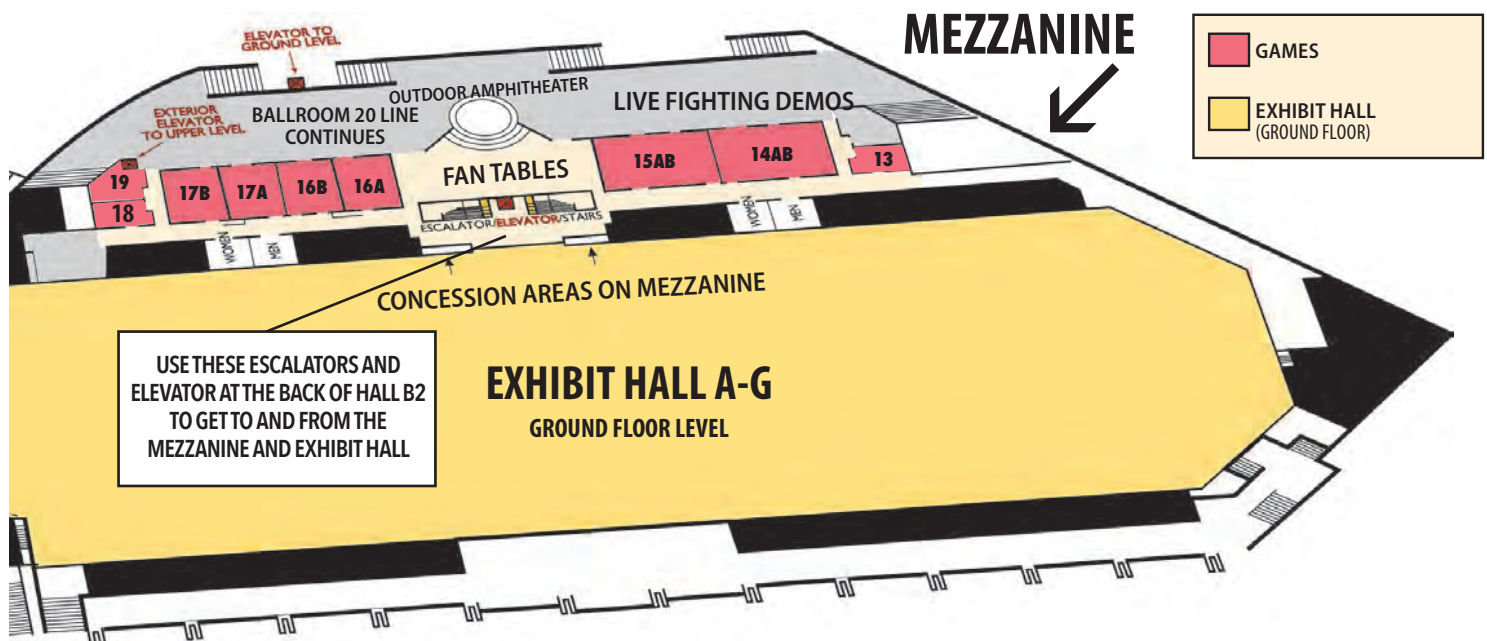
CONVENTION CENTER

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

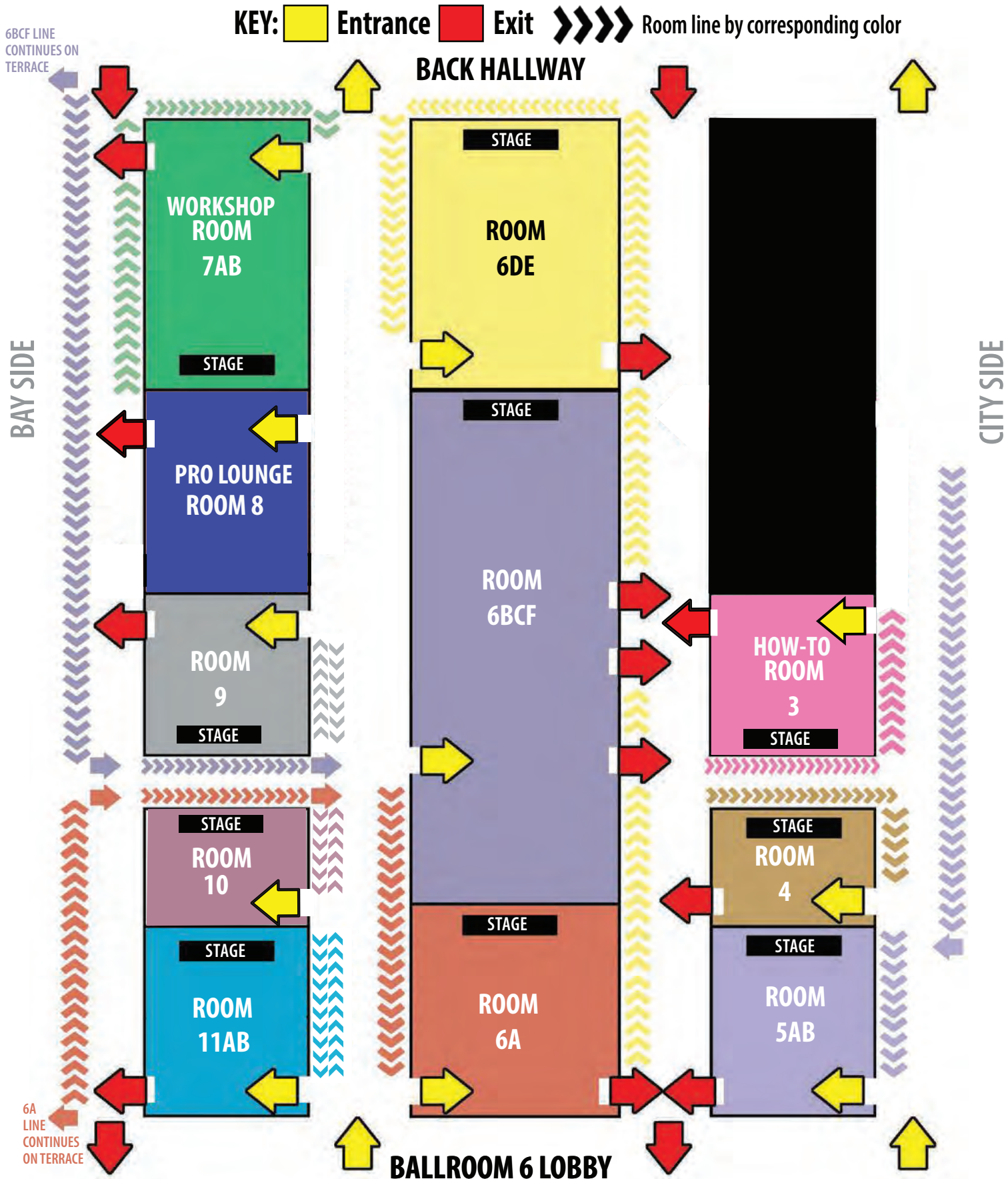


SEE THE CENTERSPREAD MAP FOR EXACT LOCATIONS

SHUTTLE INFO DESK ON FRONT DRIVE



CONVENTION CENTER UPPER LEVEL ROOMS 3-11





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AUTHOR APPEARANCES

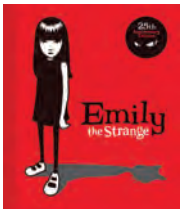


KELLY KNOX

author of
*Star Wars Dad Jokes
Strike Back*

KELLY KNOX SIGNING:

SUN 7/26 • 11:30 AM - 12:00 PM • Mysterious Galaxy Booth #1119



ROB REGER

author of
*Emily the Strange
(25th Anniversary
Edition)*

DRAWING COURAGE: YA GNS THAT SPEAK UP

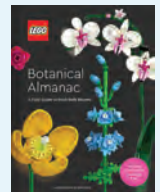
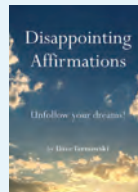
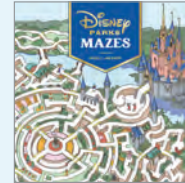
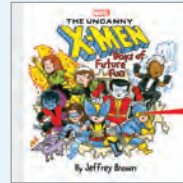
FRI 7/24 • 12:00 PM - 1:00 PM • San Diego Central Library

EMILY THE STRANGE:

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THE 38TH ANNUAL WILL EISNER COMIC INDUSTRY AWARDS



The 38th annual Will Eisner Comic Industry Awards ceremony will be held **Friday night, July 24**, 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) and a special ComicsPro "blue carpet" entrance 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.

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 2025. A complete list of all the nominees can be found in the Souvenir Book online at <https://www.comic-con.org/cc/publications>. All attendees will also receive a souvenir program listing the nominees.

Hosting the ceremony this year are voice actor **Phil LaMarr** (*Futurama*, *Samurai Jack*, *Justice League*) and film/TV writer, director, and actor **Thomas Lennon** (*Reno 911*, *Night at the Museum*, *Balls of Fury*). Among presenters are voice actor **Jim Cummings** (Winnie the Pooh, Tigger, Darkwing Duck, Star Wars' Hondo Ohnaka); actress/producer/author **Felicia Day** (*The Guild*, *Dr. Horrible's Sing-Along Blog*, *Dragon Age*), actor/comics writer **David Dastmalchian** (*Suicide Squad*, *Murderbot*, *Count Crowley*), actress/fashion designer **Ashley Eckstein** (Her Universe, Ahsoka Tano in *Star Wars: The Clone Wars*), and Broadway actor **Michael James Scott** (the Genie in *Aladdin*), who co-hosts the HypeFriend podcast with Eckstein.

The major sponsor of the 2026 Eisner Awards is **Lunar Distribution**, with the pre-show sponsor being **ComicsPro**. The principal sponsors are **Arsenal Comics & Games**, **Cape & Cowl Comics**, **Comic Shop Assistant**, **Comixology Originals**, and **Fantasy Books Inc.** Supporting sponsors are **Atlantis Fantasyworld** (Santa Cruz, CA), **DSTLR/Neon Ichiban**, **Midwest Tape/Hoopla Distribution**, and **Alternate Reality Comics**. The afterparty is sponsored by **HarperAlley/Morrow**. The print sponsor is **Tiny Onion**.

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 19 judges' choice inductees and 4 inductees chosen by voters. For more information on this year's inductees, visit the Souvenir Book on the Comic-Con website, <https://www.comic-con.org/cc/publications>.

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 recipients are **Richard and Wendy Pini**. 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**. Also being presented is the **Will Eisner Spirit of Comics Retailer Award**, presided over by **Lee Oeth** and **Joe Ferrara**.

This is the 22nd year for the presentation of the **Bill Finger Award for Excellence in Comic Book Writing**. The 2026 recipients are **Jenny Blake Isabella** (*Black Lightning*, *Ghost Rider*, *Iron Fist*, *Hawkman*) and the late **Martin Pasko** (*Justice League of America*, *Star Trek*, *Dr. Fate*). The Finger Awards will be presented by **Mark Evanier** and **Bill Finger's** granddaughter, **Athena Finger**. The major sponsors for the Finger Award are **DC Comics** and **Marvel Comics**. Supporting sponsors are **Heritage Auctions** and **Maggie Thompson**.



LAST YEAR'S EISNER AWARD RECIPIENTS
AND THE 2026 NOMINEES ARE DETAILED
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FALL
2022

OBSERVER
BOBBY



MISSION TITLE
RING NEBULA

LEVEL 5
HARD

FALL
2022

OBSERVER
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VIEW THE REAL TAU CETI AND 40 ERIDANI A AS SEEN IN PROJECT HAIL MARY

COMIC-CON PRESENTS: THE 2026 MASQUERADE!

D. Law © 2025 SDCC



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Comic-Con is a fun celebration of the popular arts, and costumes play a vital role in all of those arts, defining characters and enriching stories, setting, and mood in essential ways. In our Exhibit Hall, you can find thousands of costumes on posters, comic covers, collectible statuettes, and more, but the ones we notice most at Comic-Con are the amazing cosplay creations crafted and worn by our attendees as they stroll the halls and pose for photos!

This year's Masquerade on-stage costume competition (or cosplay competition for those who favor that term), a Comic-Con tradition since 1974, will be **Saturday evening, July 25, starting at 8:30 pm**. The event celebrates not only our talented attendees but also the importance of costuming to storytelling. The costume presentations, intermission entertainment, and awards presentation will run until 11:00 pm in the San Diego Convention Center's Ballroom 20, with overflow seating available and large screen viewing in the Sails Pavilion and in Ballroom 6A.

Not a dance or party, as the name suggests, it is similar to the style of a talent show, on a large stage in front of an audience, presenting dozens of costumes crafted by our non-professional but highly creative cosplayers. Most costumes will be re-creations from movies, television, anime, comic books, fantasy art, Broadway shows, and video games; others will be completely original creations. Some entries will be solo costumes; others will be groups with a shared theme. Audience members need not wear costumes, but feel free to add to the fun and spirit of the event and dress in something unique and fun!

Masquerade tickets ensure 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. There is no need to wait 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 available again from 3:00–5:00 pm at the Masquerade desk. Once you have your ticket, you can go enjoy other programming and line up later knowing there is a seat for you. After the ticket-holders line has entered the ballroom, seating is open for anyone with a Saturday badge until the room is filled; no ticket is required. Ballroom 20 holds nearly 4,000 people, 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.

Professional badge holders who are program participants and a limited number of credentialed press members may obtain seating tickets ahead of time at the Masquerade desk on Thursday through 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 to learn about and reserve their seating. As always, there will be a signer for the hearing-impaired.

Our emcees will again be the always entertaining five-time Hugo Award-winning artists and writers **Phil Foglio and Kaja Foglio**. Together, they have 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 very popular Girl Genius series. After the costume presentations, while the judges tally their scores, the audience will be entertained by 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, screen-accurate costumes, and impressive choreographed action. After them, we will see the talented Corps Dance Crew returning to our stage. The Corps, a non-professional 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, with new shows each year at Comic-Con, WonderCon, and many other events.

PHOTOGRAPHY

- ▶ Cameras are allowed, but no flash photography is permitted inside 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 will block aiseways. We have a Masquerade Photo Op Area in a nearby room where the contestants 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.



TROPHIES & MORE FOR WINNERS

Our Comic-Con Masquerade trophy medallions, custom-designed by popular fantasy artist Sue Dawe and fabricated by the same company that produces awards for the Emmy® and Golden Globes® Awards, are given to winners 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 winners will also receive 4-day badges to Comic-Con International 2027! Group entry winners will receive a maximum of five trophy medallions.

ADDITIONAL AWARDS

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

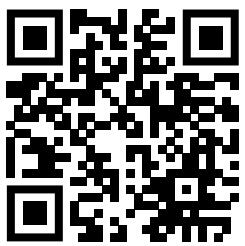
- ▶ **Frank & Son Collectible Show of the City of Industry, California**, "the first and last stop for all your collectible needs," will once again take a break from their large bi-weekly mini-cons to present a generous \$1,000 cash prize, plus a beautiful trophy, to the entry they deem to be the audience 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 Costume Designers Guild, IATSE Local 892**, is excited to select a best costume entry and present the winner with a special trophy and **a \$500 gift certificate from International Silks and Woolens**. The Costume Designers Guild is a labor union representing costume designers, assistant costume designers, and costume illustrators working in motion pictures, TV, commercials, music videos, and new media.
- ▶ **The 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 two-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 after Comic-Con, so the winner may choose 2027 or 2028 to attend. Their prize will go to the entry they 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.**

THE COMIC-CON 2026 MASQUERADE

SATURDAY AT 8:30 PM

San Diego Convention Center's

BALLROOM 20



SCAN FOR MORE INFORMATION

MARRIOTT MARQUIS SAN DIEGO MARINA

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: 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 54.**

- ▶ **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.

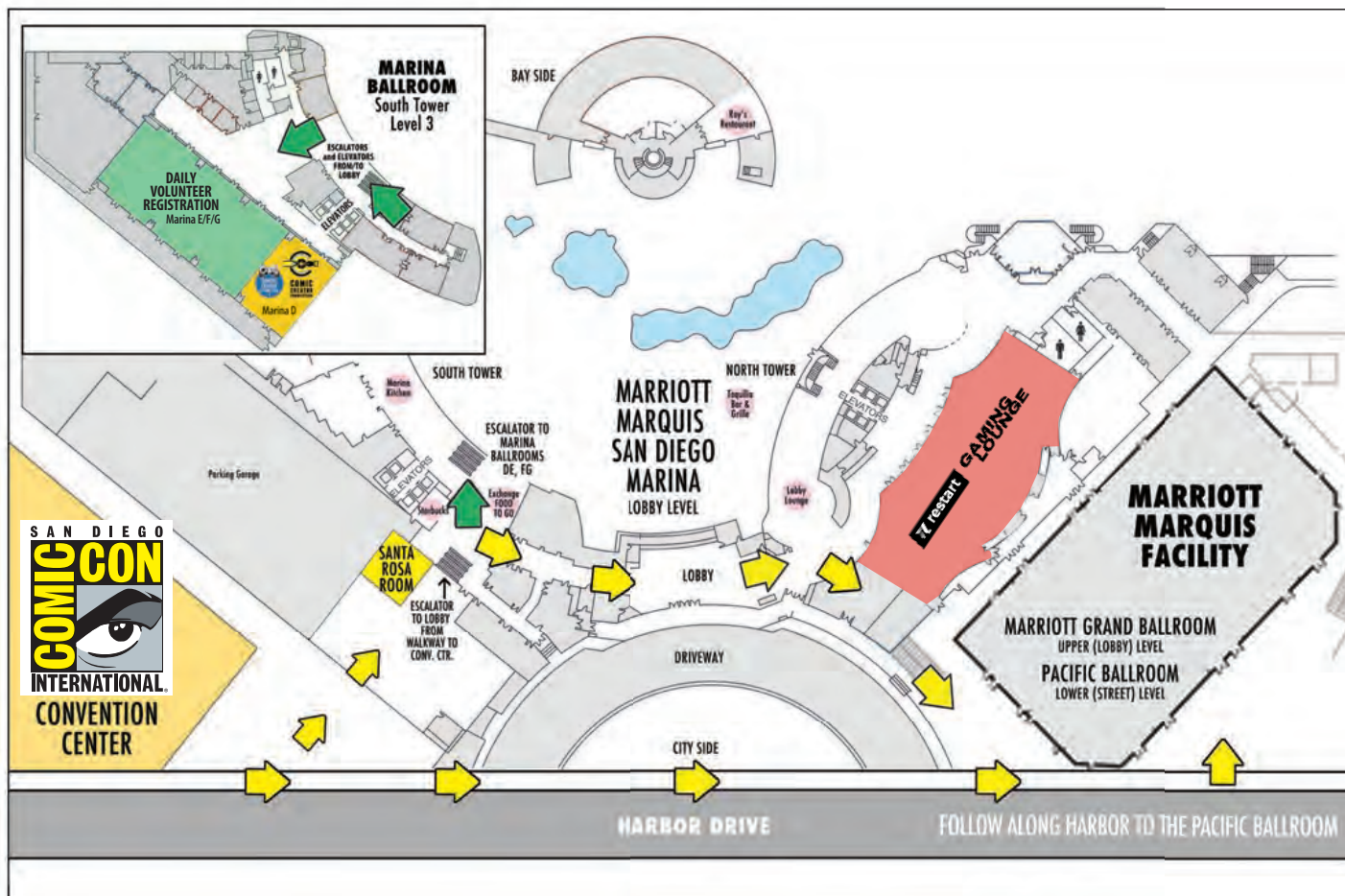
- ▶ **The Pinball Pop-Up Arcade (Pacific Ballroom 14-16),** will include all of the latest Stern Pinball machines featuring the award-winning Insider Connected platform. Both casual and serious players are encouraged to stop by the Pop-up Arcade to hang out, relax, earn achievements and high scores, 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:

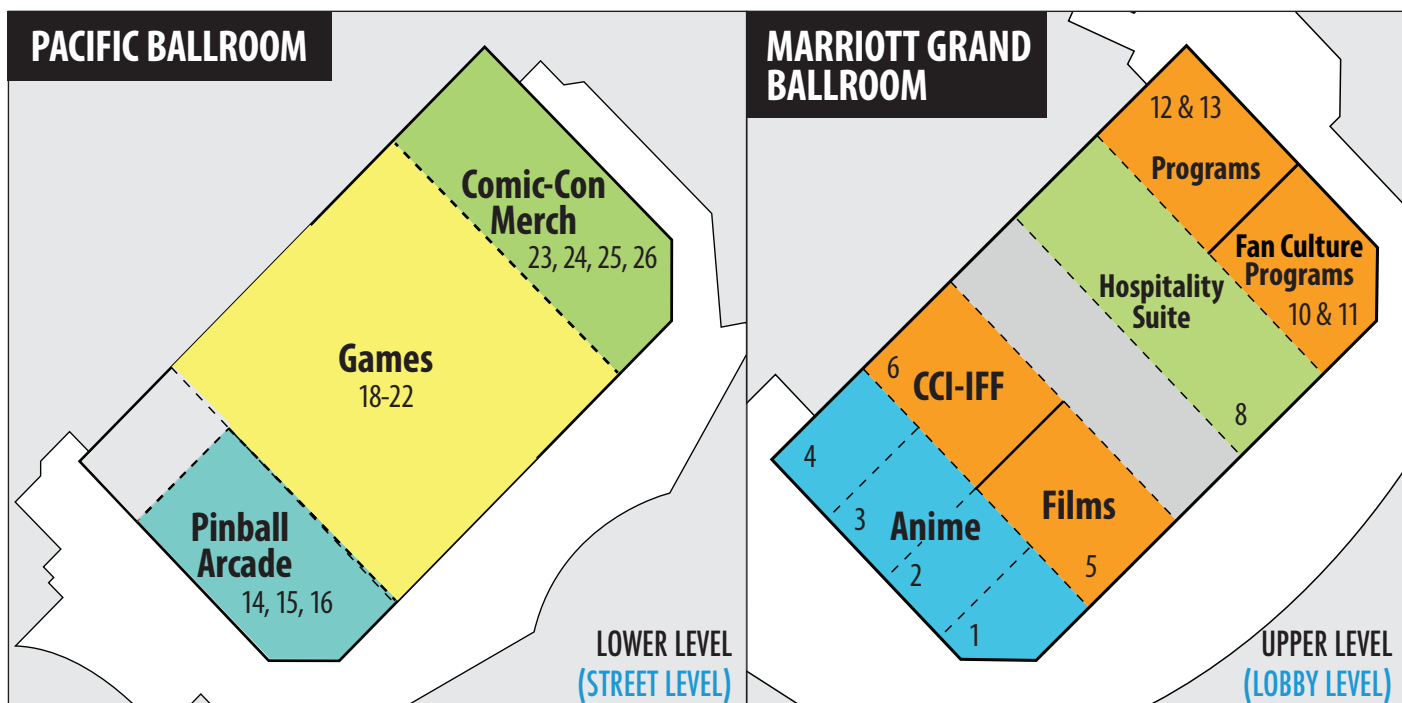
Grand Ballroom: Don’t forget about the Upper Level. Two more Program rooms are located here, **(Grand 12 & 13)** and **(Grand 10 & 11)**. You can also catch a break at the **Hospitality Suite (Grand 8 & 9)**. Catch a flick in the Films room **(Grand 5)** or the ever-popular CCI-IFF **(Grand 6)**, which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

MISSION CONTROL: STEAM ACTIVITY ROOM

- ▶ **South Tower, Level 3, Del Mar Room**
Astronauts needed! Fans of all ages are invited to the STEAM (science, technology, engineering, art, and math) activity room. Expand your Comic-Con experience by designing rockets, building rovers, searching for alien life, and more. Participants will earn science badges, with new missions available each day. Scientists and engineers from IF/THEN, Cosplay for Science, the Fleet Science Center, and others will guide you through this immersive experience. Join us at Mission Control in the Del Mar Room (near the Marina Ballroom on level 3 of the Marriott’s South Tower) **Thursday through Sunday between 11:00 am and 5:00 pm.**



MARRIOTT MARQUIS FACILITY



HILTON SAN DIEGO BAYFRONT PROGRAMS & EVENTS



LOCATED ON PARK BLVD.

Opposite to the convention center on the Hall A side
WEAR YOUR COMIC-CON BADGE TO GET IN

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 54) for more info.

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 54) for more info.

WILL EISNER COMIC INDUSTRY AWARDS

Friday night brings the 38th annual Will Eisner Comic Industry Awards, the "Oscars" of the comics industry. Celebrity presenters will be giving out awards for 2025 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 2026 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.



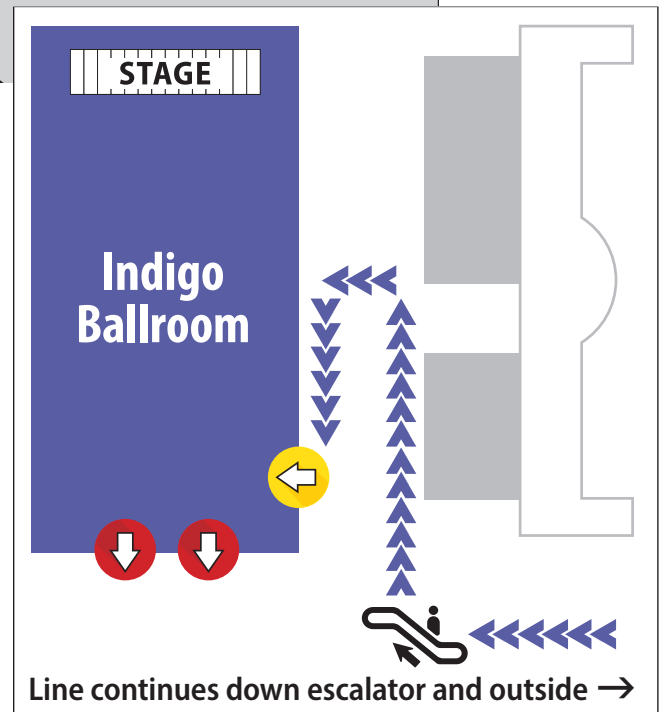
A. Ortega © 2025 SDCC



A. Ortega © 2025 SDCC



KEY: Entrance Exit



MANCHESTER GRAND HYATT

HARBOR TOWER

SEAPORT TOWER

LOCATED ON PARK BLVD.

Opposite to the convention center on the Hall A side
WEAR YOUR COMIC-CON BADGE TO GET IN

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!

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

► 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

► 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



Second Level

HARBOR TOWER

SEAPORT TOWER

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

SEAPORT VILLAGE SIDE

GRAND HALL

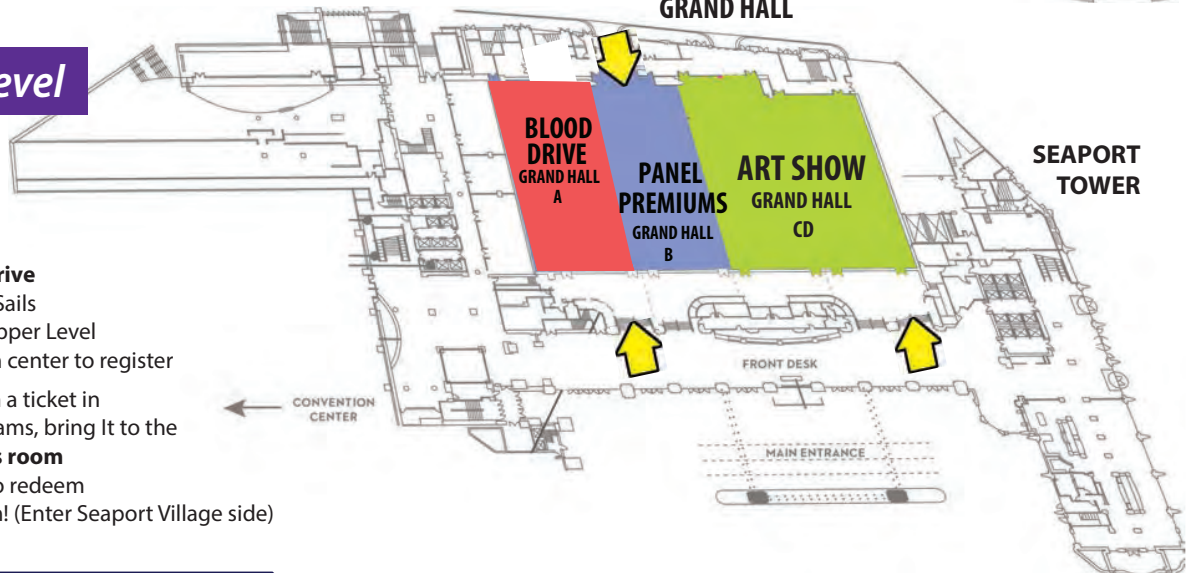
Lobby Level

HARBOR TOWER

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)



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WILL EISNER COMIC INDUSTRY AWARDS

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JULY 23-26 2026

ALL FRANCHISE LOGOS, IMAGES, AND MATERIALS ARE COPYRIGHTS OF THEIR RESPECTIVE OWNERS.



► 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 54** 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 54** 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.

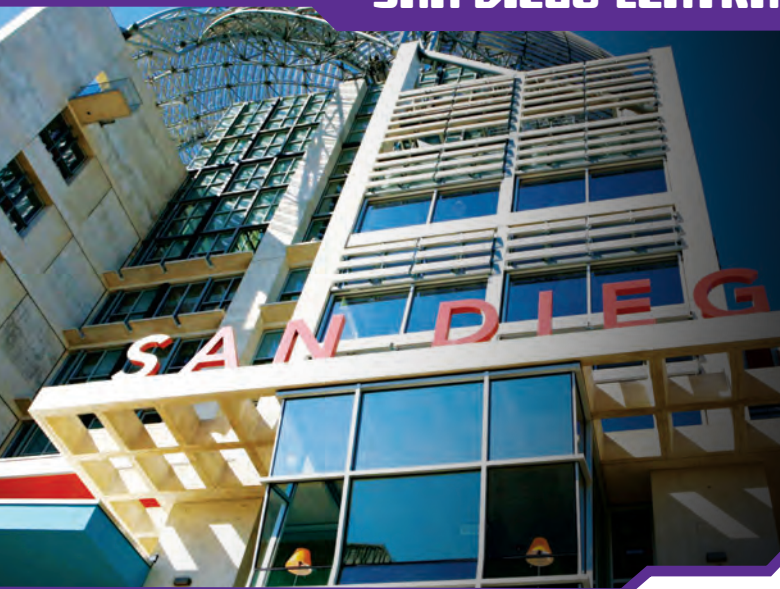
PROGRAMS AVAILABLE

THURSDAY THROUGH SUNDAY

10:00 am–6:00 pm



SAN DIEGO CENTRAL LIBRARY PROGRAMS



LOCATED ON 11th AVE. & K STREET

330 Park Boulevard, San Diego, CA 92101

NO BADGE REQUIRE TO GET IN

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 2026 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 23, through Saturday, July 25. **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 54 for the complete San Diego Central Library schedule.

JANOME

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Visit Janome Booth 2845
at ComicCon and see why
top cosplay creators trust
Janome sewing machines to
turn wonder into wearable art.



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Janome Maker: @hyliancream
Model Photography: Daveydesu Photography



JANOME



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COMIC-CON 2026 EXHIBITOR LIST

ARTISTS' ALLEY

#			
9monkeys	FF-07		
A			
Agnes Garbowska	DD-0		
Alex Dos Diaz	EE-19		
Alfredo Cardona	GG-02		
Amy Mebberson	II-05		
Ann Marcelino	DD-03		
Annie Li Draws	DD-13		
Arielle Jovellanos	HH-24		
Art by Sean Lenahan	CC-07		
Art of Don Aguillo	HH-21		
Art of Elaine Ho	AA-21		
Art of JKU	BB-13		
Art of Mai Van	II-19		
Art Of PAO	HH-17		
Ashleigh Popplewell	FF-02		
Asia Simone	HH-04		
Astromythos Studios LLC	AA-14		
AUSTIN DAXIONG GUO	AA-05		
B			
BAESD WORLD	EE-16		
Balam	GG-03		
BARBARA MARKER ARTIST	AA-16		
Ben Bradi	CC-15		
Beth Sotelo	CC-20		
BethBeRad	EE-18		
Bob! Draws Stuff	EE-09		
Bottle Cap Creative	CC-18		
Boya Sun	DD-21		
Brandon Kenney Art	BB-15		
Brian Bear Prints	FF-09		
Brinna Garcia Illustration	AA-19		
Bryan K Turner	FF-23		
Builtfromsketch	CC-23		
C			
CallingWes	CC-14		
Carlations	FF-16		
CC's Art Café	FF-03		
Celine Chapus	BB-04		
chinfongart	CC-16		
Christie Zullo	BB-17		
Christopher Uminga	BB-18		
Curt Merlo illustration	DD-16		
Curtis Clow	DD-20		
CyanAliArt	HH-22		
D			
Dan Veesenmeyer	EE-24		
Daniela Kurnre Art	BB-23		
Danny Earls	GG-23		
Danny Haas	GG-18		
David Baron	BB-03		
David Mack	FF-21		
Deb JJ Lee	II-21		
Denis Caron	BB-22		
E			
Dewpearl Art	EE-08		
Don Ho	BB-20		
Don Nguyen	AA-22		
Donny D Tran	BB-21		
Doug Wagner	FF-20		
Durwin Talon/	DD-0		
Perpetual Flights	II-22		
Dustin Nguyen	CC-01		
Dylan Bonner	II-03		
F			
EDGAR SALAZAR	CC-02		
Edwin Huang	EE-06		
EggdropRamen.Studio	DD-02		
Emma Kubert	GG-07		
Erik Ly Art	EE-02		
Ethan Castillo	AA-01		
euniysu	DD-10		
G			
"FARTSYLEE"	DD-23		
Figment and Fable	AA-24		
Francesco Tomaselli	GG-01		
Frank Tieri	GG-21		
H			
GDBeE Art	CC-17		
Greg Espinoza	FF-05		
I			
Haley Mortensen Illustrationv	FF-13		
Hand Over the Hero	DD-09		
Hannah Hillam	BB-01		
Hardcore	BB-15		
Vigilante studios	AA-04		
Harmony Gong	EE-21		
Helen Mask Illustration	AA-15		
Henry Liao	FF-17		
Howard M. Shum	DD-24		
J			
InkWisE Studios LLC	HH-05		
K			
Jacob Chabot	FF-04		
James Silvani	II-06		
Janie Stapleton Art & Illustration	EE-01		
Jason Encabo Art	EE-15		
Jerry Gaylord	AA-17		
Jim Cheung Art	FF-24		
Joe Phillips Studio	BB-08		
Joel Gomez	CC-21		
Joey Cabral	GG-05		
Joey Spiotto	BB-14		
Jonah Lobe	II-24		
Jonathan Glapion	GG-20		
Joshua Cassara	GG-17		
Julie Draws	DD-07		
Julio Anta	GG-06		
JYK All Day	CC-08		
L			
Kai Lun Qu Oil Paintings	DD-15		
Kamilustrator	CC-05		
Karen Hallion Illustration	BB-16		
Karl Altstaetter	HH-02		
Kat Tsai	II-08		
Katie Mansfield/Tragic Girls	EE-17		
Kelly McMahon Design	DD-04		
Ken Christiansen	HH-03		
Kevin Meinert	EE-13		
Kofuku Art Studio	BB-05		
Koi Turnbull	II-07		
M			
L.E. Winders Art LLC	DD-14		
Lea Hernandez Seidman	BB-09		
Leanne Huynh Art	HH-08		
Lenzations	EE-05		
Lexington Wolfcraft	BB-07		
Litarnes	DD-11		
Louie De Martinis	CC-06		
N			
Maddax Draws	AA-07		
Maliadoodles	AA-20		
Maliyeth	AA-13		
Marcelo Matera	EE-23		
Megan Lara Art	CC-19		
Melissa Pagluica	EE-20		
Michael Dooney	DD-05		
Mike Krome	HH-06		
Moonbound Studio	BB-11		
O			
Naomi VanDoren	CC-09		
Natalie Andrewson	FF-01		
Nate Lovett	EE-04		
Nick Nix	DD-19		
Noah Sturm Art	CC-04		
Nogi San	II-23		
noino	EE-14		
Norm Rapmund	II-02		
P			
Odd Rabbits	CC-24		
Oliver Bly	FF-19		
Patrick Ballesteros	DD-08		
Penelope R. Gaylord	AA-18		
Peter Kuper	II-17		
Peter Smith	BB-24		
Q			
Queen Riot LLC	BB-10		
R			
Racta Lin	GG-22		
Reilly Brown	HH-01		

COMIC-CON® INTERNATIONAL: SAN DIEGO • JULY 23 - 26, 2026 • PREVIEW NIGHT JULY 22 • SAN DIEGO CONVENTION CENTER



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R2-D2
(Silver Electroplated)

Star Wars Pavilion | #2913E

\$20



LIMITED 1,500

C-3PO
(Electroplated)

Star Wars Pavilion | #2913E

\$20



LIMITED 1,000

Xenomorph
(Glow in the Dark Blood Splatter)

7BAP | #5037

\$25



LIMITED 2,000

Donatello
(Blacklight)

KB Toys x Icon Heroes | #4344

\$20



LIMITED 2,000

Leonardo
(Blacklight)

KB Toys x Icon Heroes | #4344

\$20



LIMITED 2,000

Michelangelo
(Blacklight)

KB Toys x Icon Heroes | #4344

\$20



LIMITED 2,000

Raphael
(Blacklight)

KB Toys x Icon Heroes | #4344

\$20



LIMITED 1,000

War Machine

KB Toys x Icon Heroes | #4344

\$20



LIMITED 1,000

Kuchi Kopi
(Glow in the Dark)

Toy Temple | #929

\$20

ASK ABOUT OUR ALLIANCE AUTHENTIC VERSIONS

www.handmadebyrobots.com



A L I E N



COMIC-CON MUSEUM

LOCATED AT BALBOA PARK

2131 Pan American Plaza, San Diego, CA 92101

Purchase tickets at: comic-con.org/museum



Make plans to visit beautiful Balboa Park and experience our exciting exhibitions including: *Chas Addams: Family and Friends*, celebrating the legendary creator of *The Addams Family*; *Growing Up Luann*, exploring the beloved comic strip and its enduring impact; *Cover Story*, showcasing the artwork that helped define and promote Comic-Con through the years; *Masquerade*, featuring extraordinary costumes created by passionate fans and previously showcased in Comic-Con's iconic Masquerade events; and *Doctor Who Worlds of Wonder: Where Science Meets Fiction*, our premier exhibition exploring the science behind the long-running television phenomenon.

Comic-Con Museum will be open an additional day during the week of Comic-Con 2026 to welcome as many fans as possible. **During the week of July 20 to July 26, the Museum will be open daily from 10:00 a.m. to 5:00 p.m.** Visit our website for exhibition details, tickets, and special daily programming during Comic-Con 2026.

COMIC-CON MUSEUM PANELS YOU DON'T WANT TO MISS!

► **Where All Educators Belong: Popular Arts Educator Learning Communities at Comic-Con Museum**

Thursday, 7/23/2026: 1:00 pm–2:00 pm

Shiley Special Events Suite, San Diego Central Library

Are you the nerdiest teacher on your staff? Is your classroom or office decorated with superheroes, sci-fi, fantasy, and anime? Your popular-arts passion is not just fun; it's also a powerful catalyst for rigorous, authentic learning! At the Comic-Con Museum Education Center, we are building local and national communities of educators committed to using the popular arts in their teaching through our Education Advisory Committee, Teacher Studio, Professional Learning workshops, and Educator Nights. Join Emily Schindler, Karis Jones, Alecia Magnifico, Roxanne Pompilio, Danny Beckwith, and other educators to learn about in-person and hybrid opportunities, and why the popular arts are not just great springboards for student learning, but also for adult learners.

► **Comic-Con Museum: Bringing the Popular Arts to Balboa Park**

Sunday, 7/26/26: 11:30 am–12:30 pm,

Room 25ABC | San Diego Convention Center

Comic-Con Museum is the newest museum in Balboa Park, bringing popular-arts deep-dives to audiences year round! Join us to learn about new and upcoming exhibits, including *Chas Addams: Family and Friends* and more. In 2026, Comic-Con Museum continued to expand panel programming in our theater, with programs like *Science on Screen®*, as well as community engagement events, like *December Nights* and *Summer Nights: TTRPG Edition*. Not to be outdone, our Education Center continues to offer maker-based programs, comics creation classes, and much more to fans of all ages. Come to learn about all we've done, and some of the new tricks up our sleeve for 2027.

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 2026**, 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 2027 Legend member and enjoy all the benefits, including a 4-day badge plus Preview Night to Comic-Con 2027! 2027 Legend memberships go on sale Sunday at noon. Available in person **only at the Comic-Con Museum booth #1714 or at Comic-Con Museum.**



COVER STORY

Six Decades of Comic-Con®

COMIC-CON  **MUSEUM**

COMIC-CON  **MUSEUM**

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available while supplies last at comic-con.org/museum/join

LEGEND
MEMBERSHIP

Chas Addams: Family and Friends

2131 Pan American Plaza, San Diego CA, 92101

Website: comic-con.org/museum

Phone #: 619-546-9073

  @comicconmuseum

COMIC-CON  **MUSEUM**



TAKE A PIECE OF COMIC-CON HOME

Comic-Con International is more than an event, it's a celebration of the stories, characters, artists, and communities that bring fandom to life. That's what makes creating the official event merchandise such an exciting part of the experience for our team at All Star Outfitters.

This year, we've worked to build a collection that gives fans more ways to take a piece of Comic-Con home. Whether you're looking for a wearable keepsake, a collectible item, or the perfect gift for a fellow fan, there's something for every type of attendee.

The collection features a wide range of apparel, including **exclusive T-shirts, premium hoodies, zip-ups, jerseys, shorts, and hats designed to celebrate the spirit and energy of Comic-Con.** Alongside the apparel lineup, fans can find collectible stickers, patches, magnets, fans, and other event-exclusive accessories that make great additions to any collection.

One of the highlights of this year's offering is our Mystery Pin Packs. Designed with collectors in mind, each pack delivers the excitement of discovering a new design and the thrill of trading with fellow attendees. It's a fun way to engage with the community and create memories long after the event ends.

What excites us most isn't simply producing merchandise—it's creating products that fans genuinely want to wear, collect, and share. Every item is developed with the attendee experience in mind, with a focus on quality, creativity, and authenticity. We know that for many fans, these pieces become lasting reminders of favorite panels, unforgettable moments, and the friendships made throughout the convention.

We're honored to be part of Comic-Con and can't wait to see the community enjoying this year's collection. Whether you're hunting for the latest pin, picking up a new hoodie, or finding the perfect souvenir, we hope you'll stop by and experience the merchandise for yourself. To make it easy for fans to shop throughout the event, official merchandise will be available at multiple locations across Comic-Con:

HOURS:

Marriott Marquis San Diego Marina and Omni San Diego Hotel.

- ▶ **Wednesday – 12:00 pm to 9:00 pm**
- ▶ **Thurs. to Sat. – 8:30 am to 9:00 pm**
- ▶ **Sunday – 8:30 am to 6:00 pm**

Hilton Bayfront Lawn

- ▶ **Wednesday – 12:00 pm to 10:00 pm**
- ▶ **Thurs. to Sat. – 8:30 am to 10:00 pm**
- ▶ **Sunday – 8:30 am to 6:00 pm**

LOCATIONS:

- ▶ **Main Merch Booth**
Marriott Marquis San Diego Marina – Pacific Ballroom 23–26
333 W Harbor Drive
- ▶ **Satellite Merch Booth**
Omni San Diego Hotel – Gallery 1
Located on the ground level at the corner of L Street and Tony Gwynn Drive, facing the main Omni entrance
- ▶ **Preorder Pickup**
Omni San Diego Hotel – Gallery 2–3A/3B
Located on the ground level at the corner of L Street and Tony Gwynn Drive, facing the main Omni entrance
- ▶ **Satellite Merch Trailer**
Hilton Bayfront Lawn
Park Boulevard and Gull Street

See you at Comic-Con!





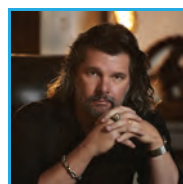
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THE 84TH
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FICTION
CONVENTION

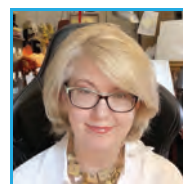
GUESTS INCLUDE:



**Barbara
Hambly**



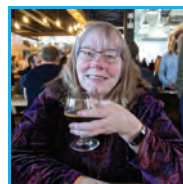
**Ronald D.
Moore**



**Collen
Doran**



**Tim
Kirk**



**Gerri
Sullivan**



**Stan
Sakai**

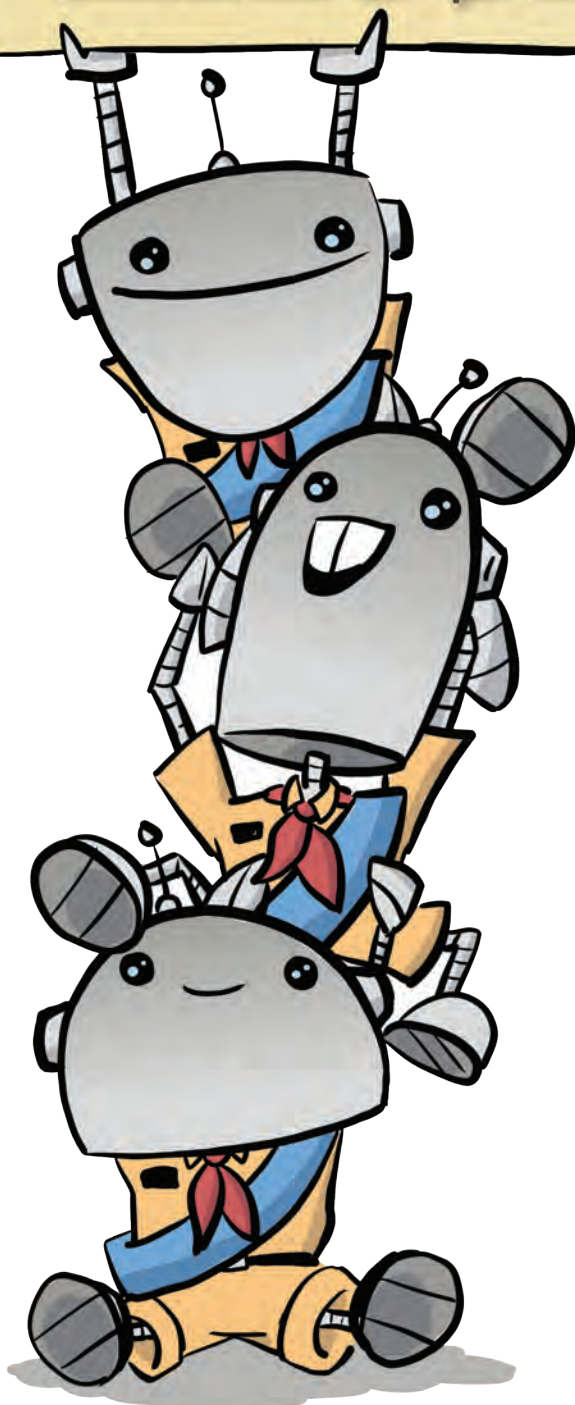


**Dr. Anita
Sengupta**



**Ursula
Vernon**
(aka T. Kingfisher)

**and
more...**



LAcon.org



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Important Notes About Programs & Events at Comic-Con

Comic-Con once again features a massive schedule of programming—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, as well as meeting space in area hotels.**

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 located 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 Harbor 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 four Marriott ballroom locations: Grand 6, Grand 10 & 11, Grand 12 & 13, and Marina 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 the Marina D ballroom, along with other mixers and similar programs.

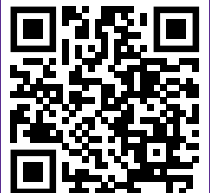
Returning to Comic-Con as an offsite programming location is the **Omni San Diego Hotel**. Programs in the Omni Hotel will be located on the 4th floor, in the Omni Grand Ballroom DE. For the fifth year, Comic-Con features a track of gaming-based programs in the Omni Hotel called the RPG Theater, also 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, Films 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 28** 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 six 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.)

Continued on page 52

SCAN TO VIEW COMPLETE PROGRAMMING-SCHEDULE!





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Please keep in mind . . .

Seating in all event rooms at Comic-Con is on a first-come, first-served basis. Due to high attendance, badge holders are not guaranteed seating at programs and events or access to celebrity autograph sessions. 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 attendee. 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 rules. 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 or video/voice recording of any kind. An announcement will be made if that is the case. Remember, any recording of programs at Comic-Con must be for your personal use and cannot be publicly broadcast or made available to others.

Question & Answer: 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 . . .

The massive 6,500-seat hall known as Hall H 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 22](#).
- ▶ 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 22](#) 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. 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 know 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, so everyone can have a safe, courteous, and fun time at the show!

KAWAII CHIBIPOP

CAMILLA'S TONDI BLINDBOX

Garske © SDC 2025



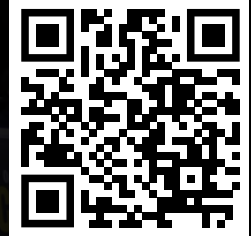
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THE PROGRAMMING GRIDS

The Comic-Con 2026 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, Books/Genre 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 comic-con.org/ccj/programming-schedule

KEY

COMICS

MOVIES

COMIC-CON
SPECIAL GUEST

ANIMATION

GAMES

BIPOC

TELEVISION

OTHER

LGBTQIA+

BOOKS/GENRE FICTION

KIDS PROGRAM

*BIPOC and LGBTQIA+ icons are self reported by panelists

WEDNESDAY

ROOM/LOCATION	3:30PM	4PM	5PM	6PM	7PM	8PM	9PM	10PM
SHILEY (CCEL) CENTRAL LIBRARY	Teaching & Learning with Comics: An Interactive Workshop							
GRAND 5 MARRIOTT MARQUIS				Films (Scan QR Code on page 72 for full listings)				
GRAND 4 MARRIOTT MARQUIS			Anime (Scan QR Code on page 82 for full listings)					
MEZZANINE 14A			Games (Scan QR Code on page 76 for full listings)					
MEZZANINE 15A			Games (Scan QR Code on page 76 for full listings)					
MEZZANINE 17B			Games (Scan QR Code on page 76 for full listings)					
MEZZANINE 18			Games (Scan QR Code on page 76 for full listings)					
PACIFIC 21 MARRIOTT MARQUIS			Games (Scan QR Code on page 76 for full listings)					

NOTE: This schedule is subject to change

Please consult room signage (where available) for updated information

INSIGHT I EDITIONS

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2026 CONVENTION EXCLUSIVES

**Eli Roth's
*Ice Cream Man***



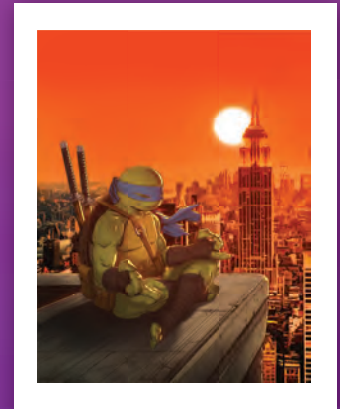
**LIMITED EDITION
ELI ROTH
Signed Art Print**

**Guillermo Del Toro's
*Pan's Labyrinth***



**LIMITED EDITION
GUILLERMO DEL TORO
Signed Art Print**

***Teenage Mutant
Ninja Turtles:
Anatomy of a Mutant***



**LIMITED EDITION
MATEUS SANTOLOUÇO
Signed Art Print**

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**Tarot Del Toro
Collector's Edition**



**Star Wars: Darth Maul:
Bas Relief**



**Star Wars Icons:
Darth Vader: Bas Relief**



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Per Day**

ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
COMIC-CON HOW-TO ROOM 3	Creating Molds for Prosthetics and Accessories	Learn to Draw Professional Comics	Theme: The Heart of a Story	Watercolor Step-by-Step: Techniques and Essential Materials	Costuming the Curve: Fitting Costumes on Bodies of Size	Drawing with Todd Nauck		
4	Levitz & Waid Talk Universes	Spotlight on Bud Plant	Art From The Holocaust	<i>Shadow House</i> : Steranko's First Foray into Film	Spotlight on William Stout	Spotlight on Peter Bagge	How Scott Shaw! Rescued <i>Sonic the Hedgehog</i>	
5 AB	Independent Comics in Action	Star Trek: The Collector Frontier	Exquisite Corpses: The Game and Beyond	<i>Night of the Living Dead</i>	San Diego On Screen	1986 Week: It Was 40 Years Ago Today	Inglorious Treksperfs Live!	
6 A	Meet The New New Media Studio	WWE Mattel Reveals	Malcolm and Friends	MARVEL COMICS: <i>Avengers: Armageddon</i>	Spotlight on Matt Dinniman	Thematic Tunes from Star Wars to Pokémon		
6 BCF		GUNDAM Showcase 2026: Unveil the Next Gundam	Bear McCreary: Musical World-Building	Robert Kirkman Live!	LEGO NINJAGO Celebrates: 15 Years	<i>Batman: Caped Crusader</i>	SEE NEXT PAGE	
6 DE	<i>MAYA</i> : From Mexico to the World... in Animation	Jim Lee & Friends	Spotlight on Jim Lee	<i>Black Hammer</i> : 10th Anniversary Celebration	The Year of Jack Kirby	<i>The Cuphead Show 2</i>		
7 AB	Droid Builders: How to Build a Droid 101	7th Annual Hollywood Game Changers	3rd Annual From Script to Screen	3rd Annual Fan Favorites: Behind The Scenes	Mondo Toy Talk	Comics Will Break Your Heart: Coping Conversations	Buffy Podcast: Re-Vamped With Juliet Landau	
9	Animation History with Jerry and Mark	Tales From My Spinner Rack LIVE!	Great Cartoonists and Comedians We Have Known	The Enduring Legacy of Peanuts, Snoopy, and Charles M. Schulz	Coloring Outside the Lines with Camilla d'Errico & Truck Torrence	Jada Toys: Taking Collecting to the Next Level	Transgender and Nonbinary Creators Stay Relevant and Proud	
10	How To Get News Coverage	The Jewish Experience in Comics	Adapting & Pitching Your Game for TV and Film	Main Character Energy: Black Female Storytellers	Kotobukiya's Versatile Hand Model	The Comic Book Couples	Alt Careers in Video Games	
COMIC-CON WORKSHOP ROOM 11		Comic Book Law School 101 Basic Training... in IP Rights	40 Years of the Comic Book Legal Defense Fund	Relaunching Comics and the First Amendment	Figure Drawing for Popular Media	Pattern Making Without Duct Tape	Building Worlds Like Tolkien	
BALLROOM 20	<i>My Hero Academia</i> 10th Anniversary Panel	Bite Me: Vampires, Brought to You by K-Pop	<i>Collider's</i> Producers on Producing	Sung Kang's <i>DRIFTER</i> : Car Culture on the Big Screen and Beyond	Enter the World of Namit Malhotra's <i>The Ramayana</i>	NEON's Sci-Fi-Action Epic <i>Hope</i>		
23 ABC	The Creator's Symposium	Graphic Novels for the Next Generation	Mythical Mayhem: New Twists on Beloved Myths	Comixology: The Evolution of a Comics Creator	Fear The Future! Making Dystopian Comics	Blind Bags, Chases, and the Psychology of Collecting	Apex Comics Group 2026-2027 Exclusive Previews	
24 ABC	Conan The Barbarian: Beyond The Comics	Image Comics: Comics Characters Fans Will Love or Hate	Star Trek's Family Tree	Finding the Funny in Six Panels or Less	Romance on the Big Screen: Why It's About Damn Time	Spotlight on Scott Williams	Webtoons Changed Comics	
25 ABC	Hasbro G.I. JOE Panel	Comixology: Stripping Down the Panels	Dark Horse Licensed Comics	Anniversary of <i>Déjà Vu</i> and the Art of Time Travel Writing for TV and Film	Descend into Madness: Exploring Horror Through Comics	Neon Ichiban: Live Digital Remarques	Weirder Together: Meow Wolf + Titmouse	
26 AB	COMICS ARTS CONFERENCE						Heroes After the Uniform	The Night Hawk, 1828
	CAC#1: Panels, Pages, and the Past	CAC#2: How Comics Work	CAC#3: The Cold War in Comics	CAC#4: How Comics Change the World				
28 DE	They Can Buy Themselves Flowers	Oni Press: The Loudest Thing in Color	<i>Light Before Dawn</i>	TOKYOPOP & 247 Comics: The Ultimate Manga-Comics Mashup	Library Manga for "Eager Readers"	Doblaje de voz para hispanohablantes en EE. UU. y Latinoamérica	Panick: The Next Nightmare Begins	
29 AB	Creature Craft: Visionaries of Horror Comics Share Secrets	Bringing Licensing to Tabletop Games in 2026	Godzilla Smashes San Diego and the Comic Industry	LeUyen Pham Talks Comics and Kids' Books	Spotlight on Katie Skelly	Print Is The New Digital	Tabletop GOATs: The Best Games of All Time	
29 CD	Crafting Words, Shaping Worlds	Rhapsody PR's 18th Annual Behind-the-Music: SUPERSONIC	The Horror (Inspiration)! Oh, The Horror (Inspiration)!	No Studio, No Publisher, No Problem!	When Worlds Collide: Using Comics to Resolve Conflict	Subversive Storytelling	The Power of Women in Entertainment	
32 AB	The Huda Fahmy Spotlight Panel	Spotlight on Denys Cowan	From Sketch to Stunt	Tabletop Roleplay Game Design in 2026	Spike & Mike's Festival of Animation	Ultraduck: Soaring into a New Era of Superhero Cinem	The National Cartoonists Society Turns 80	
HALL H	<i>Percy Jackson and the Olympians</i>	MARVEL's Wolverine: Deep Cuts	MARVEL Tokon: Fighting Souls	<i>Avatar Aang: The Last Airbender</i>	<i>Stuart Fails to Save The Universe</i>	<i>Collider's</i> Directors on Directing	SEE NEXT PAGE	
INDIGO HILTON BAYFRONT	12th Annual Musical Anatomy of a Superhero and Other Heroes	<i>Wondla</i> : A Musical Journey with Composer Joy Ngaiw	Mike McCreedy's Alternative History of Grunge	Between the Pages of Marc Maron's <i>WTF is a Podcast</i>	Brandon Davis Show Live	From Pitch to Pilot: TOO MANY TOONS!		
MARINA D MARRIOTT MARQUIS		Success in Creativity Mixer	Concept to Creation: A Writers Forum	The Writers Coffeehouse at SDCC				

NOTE: This schedule is subject to change

ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
COMIC-CON HOW-TO ROOM 3	A Master Class in Comic Coloring	Build Your Own World and Intellectual Property	Where Did I Go Wrong?	Sam Kieth: Celebrating an Artistic Life				
4	Wētā Workshop Building Worlds: Avatar	What's the Scoop with Simon & Schuster	Raising Fankids: Teaching Young Geeks		Films (Scan QR Code on page 72 for full listings)			
5 AB	The Art of Anime and Video Games	Keenspot Power Hour 	Worst Cartoons Ever!	Klingon Lifestyles Presentation				
6 A	SEE PREV PAGE	ALIENS 40	Alter Egos & Origin Stories	The 29th Annual San Diego Comic-Con Superhero Kung Fu Extravaganza				
6 BCF	Tubi: Breaking Bear	Marvel Rivals: Meet the Cast	Hollywood's Love Affair with Fencing					
6 DE	The Cuphead Show 2	The Tony Swaton: Next Chapter	When The Void Screams Back: The Latest in Sci-Fi Horror	Stan Lee: The Final Chapter: Exclusive Documentary Screening				
7 AB	Robservations Live	Aniplex of America Industry Panel	Four Decades Of Robotech	What Constitutes An Ethnic Film Today?				
9	 Mergers & Acquisitions in Entertainment	Publishing a Comic in Mexico? An Impossible Task?	 Fight The Future! Resistance in Comics	Black Vampires in Comics and Popular Culture	Dracula and Frankenstein turn 95			
10	Alt Careers in Video Games	Past Present Future of Comics Distribution	Headlocked and Masked Republic	Trina Robbins: Comics Activist	Punk Rock Artists of the 80's			
COMIC-CON WORKSHOP ROOM 11	Creativity Through Fairytale Retellings	Some Assembly Required: A Live Game Design Challenge	How to Use Hypnotic Language for Dynamic Storytelling					
BALLROOM 20	SEE PREV PAGE	A24: Onslaught						
23 ABC	Power Rangers: The Next Era Begins	Masquerade 101	Igniting Romance In Comics	Making Indie Comics On Microbudgets	Thursday Hall H and Ballroom 20 Panel Playback			
24 ABC	Webtoons Changed Comics	How to Stay in the Game	Melting Pot Comics: America at 250	PSYONIC: Bionic Arms in the Real World	Upcoming Video Games To Be Excited For			
25 ABC	Magma Comix: Pitching Your Vision and Developing IP	Growing Up With the Power Rangers	Reels to Register	 The Comic Shop Series Roundtable	Pokopia: The Science of Saving the World			
26 AB	The Night Hawk, 1828	 Why Comics Matter Now More than Ever	 Gay Geeks and Where to Find Them	Japanese Queer Media	Comics on Comics: LIVE			
28 DE	The Future of Collecting	Flip-Or and the Champions of Nefarity Toy Panel	Fleischer Cartoons: Greatest Hits	Trivia For Chocolate	How Science May Give You Superpowers			
29 AB	Manga Mavericks Books Industry Panel	Manga Publishing Industry Roundtable	Hunter S. Thompson, the Chicano Movement 	 Warren Kremer: Harvey Comics' Cover Genius	The Evolution of Romance in Comics			
29 CD	The Power of Women in Entertainment	Afrofuturism: Black to the Future IX: Afro-Anime	Making Mormon Characters in Comics	Join the Quest: Saga Press Publishing	Invincible: The Price of Power and the Strength of Connection			
32 AB	Monsters and Cryptids in Comics	Creating Comics: Ask the Pros	Adult vs. Kids Animation	Hot Takes Only: The Pullbox Power Rankings	Futurama Collectors: Eternity Alone with Barely Any Swag			
HALL H	Inside the Lucas Museum of Narrative Art	Brad Bird: My Cinematic Journey						
INDIGO HILTON BAYFRONT	SEE PREV PAGE							
MARINA D MARRIOTT MARQUIS		Comic Pitch Review	Comic Creator Connection					

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

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: Preproduction and Screenwriting	IFF: Documentary					The Filmmaking Process and Reemergence of Found Footage	IFF: Documentary
GRAND 10 & 11 MARRIOTT MARQUIS	Bringing DC Heroes to Life Through Collectibles	Building a Billion-View Franchise	American Superheroes in International Comics	Canadian Price Variant Comics: Rarity & Demand	Browncoat Meeting Room	Caught in the Creation of Sony's TV series <i>Spider Noir</i>	 Carousel: Comics Performances	
GRAND 12 & 13 MARRIOTT MARQUIS	Bringing Films to Life	Cosplay 101: Bringing Your Dreams to Life	Making Collaborative & Independent Anthologies	Kidults: The New Toy Economy	10th Anniversary of Hero Within	Nerdy Finance: Freelance Tax Tips to Keep Your Money	A Crash Course in Media Literacy	
GRAND ABC OMNI HOTEL	Dark Horse & Dungeons & Dragons & Comics		Titan West: A Daggerheart Actual Play		Slugblasting is Not A Crime: The Train Job		 No Latency LIVE: Cyberpunk Red Live Play	
GRAND DE OMNI HOTEL	Constructed Worlds at Vegas Scale	Comics: Where Do We Draw The Line?	Tales from the Toy Industry	Wētā Workshop: Creatures and Ecosystems	The Human Fly vs. Dracula	The Future of <i>Doctor Who</i>	The Reality of A.I.	
NEIL MORGAN AUDITORIUM CENTRAL LIBRARY	<i>Battle For Dream Island</i>	 Comadres y Comics Podcast	Weird AI-Gorithm Celebrates 30 Years of <i>Bad Hair Day</i>	On the Mic Podcast	<i>LOST</i> Fans Unite with Jay and Jack	Outlandish Confabulations	Why Representation Matters in Young Adult Novels	
SHILEY (CCEL) CENTRAL LIBRARY	Comics Spanish Library Magic	The Kids are Alright: Sketch Night	Banned in the USA?! Freedom, Comics, and Education	Popular Arts Educator Learning Communities at Comic-Con Museum	Teaching Afghan Girls Through Comics	Teaching on Genocide & Totalitarianism Using Comics	Teaching With Comics in Latin America	
GRAND 1 & 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
GRAND 3 & 4 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
GRAND 5 MARRIOTT MARQUIS	Films (Scan QR Code on page 72 for full listings)							
MEZZANINE 14A	Games (Scan QR Code on page 76 for full listings)							
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MEZZANINE 19	Games (Scan QR Code on page 76 for full listings)							
SANTA ROSA MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
PACIFIC 18 & 20 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
PACIFIC 21 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
Del Mar Room MARRIOTT MARQUIS	Mission Control: STEAM Activity Room							

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ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
GRAND 6 (IFF) MARRIOTT MARQUIS	How to Make Your Own Feature Film	IFF: Documentary	Documentary Filmmaking How-To	IFF: Documentary				
GRAND 10 & 11 MARRIOTT MARQUIS	Creating 'Zines in Your Local Comics Community	The Stars of Star Trek	From Fandom to Footsteps: The Art of Set-Jetting	StreetPass OC: Nintendo Quizbowl XII				
GRAND 12 & 13 MARRIOTT MARQUIS	Celebrating the Law of the Genesis Trilogy	I Want to Read the Comics But I Don't Know How!	The Bride of Frankenstein: She was Never Meant to Exist	Using Public Domain Properties To Tell Stories				
GRAND ABC OMNI HOTEL	No Latency LIVE: Cyberpunk Red Live Play							
GRAND DE OMNI HOTEL	The Latin-American Challenge of Creating Comics							
NEIL MORGAN AUDITORIUM CENTRAL LIBRARY	Crafting Pop Culture Content to Educate 							
SHILEY (CCEL) CENTRAL LIBRARY	A Comics Reading Club... for Faculty!							
GRAND 1 & 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
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PACIFIC 18 & 20 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
PACIFIC 21 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
Harbor Ballroom GRAND HYATT		The Her Universe Fashion Show						

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ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
COMIC-CON HOW-TO ROOM 3	Creating Molds for Prosthetics and Accessories	Life Drawing on the Go!	Writing Dialogue that Drives Your Scenes	Art of the Hollywood Backdrop: Masterclass	How to Use Mixed Media in Comics and Illustration	From Ordinary to Dynamic: Reimagining Everyday Scenes	The Return of Cute	
4	A Day in the Life of a Comics Writer	Pitching Your Comic to Publishers	Black Comics' Message Board/Independent Creators United	The Dwayne McDuffie Award for Diversity in Comics	LGBTQIA+ Activism in Comics	Comic-Con Goes Plop!	Reviving Native American Culture Through Comics	
5 AB	The Black Panel	Marvel Legends Panel with Hasbro	MY LITTLE PONY: A Celebration of Friendship Panel	BOOM! Comics for You: Behind the Scenes	John Cusack Showcases the Surreal World of <i>Momo</i>	BOOM! Comics for You: Owning Your Story	Mandrake Project: Year Two	
6 A	Kyle Higgins: <i>Radiant Black</i> , The Massive-Verse, and More	Storytelling in the <i>Masters of the Universe</i> Film World	McFarlane Toys	Comics to Screen <i>X-MEN '97</i>	MARVEL COMICS: Next Big Thing	SEE NEXT PAGE		
6 BCF	Marvel Rivals: Ignite the Summer!	ANGRY BIRDS and PALWORLD	Clash of Clans: Past, Present and Future	Backyard Sports Returns	10 Years of Watch Dogs 2	Dispatch		
6 DE	Collector's Call with Lisa Whelchel and MeTV	DC's Gotham City	DC's Next Level	Enter <i>The Vale</i> : World Premiere of a new Fantasy Universe	Why Comics Matter Now More than Ever	Fire, Earth, Water, Air: Continuing the Avatar Legacy		
7 AB	Lucasfilm Publishing: Stories from a Galaxy Far, Far Away...	Lucasfilm: High End Star Wars Collectibles	Star Wars Comics from Mad Cave Studios & Lucasfilm Publishing	Star Wars Books from Random House Worlds	Hasbro Star Wars	The Early Days of Star Wars, SDCC, & Fandom	Making of Star Wars: The Experience	
9	Side Quests and Splash Pages	Toddlers to Teens: Writing for Kids	Spilling the Tea on Animation IP	Hollywood Location Scouts	From Burnout to Brainstorm	Yen Press Industry Panel	Graphix Unboxed: The Next Big Graphic Novels for Kids	
10	Designing the Future: 60 Years of Star Trek Visual Evolution	Celebrating 40 Years of SLG Publishing	The Groo Panel	Focus on Jenny Blake Isabella	Two Marks Explain Everything	Walt Kelly and Pogo	<i>The Killing Joke</i> , Reconstructed	
COMIC-CON WORKSHOP ROOM 11	Comic Book Law School 202 "Show Me the Money!"	The Law of Collecting	Anime, Manga, and K-Comics Censorship	Breaking Into Comics and Staying In	Roll for Romance: An Interactive Rom-Com Decided by Dice	Expressive Color Design for All Entertainment Art		
BALLROOM 20	DreamWorks Animation's <i>Forgotten Island</i>	CBS Studios: <i>Ghosts</i> Exclusive Panel and <i>Eternally Yours</i> Premiere Screening	TV Guide Magazine's Fan Favorites 2026	Roadside Attractions: <i>Buddy</i>	Collider's Showrunners on Showrunning	Kirkman, McFarlane, Liefeld, Silvestri, Stephenson:		
23 ABC	Spotlight on Deniz Camp	What if Artist Alley Never Closed? The Dawn of Digital Remarques	Ignition Press Year One And Beyond	Fantasy, Fantasy, and More Fantasy	Original Comic Art: An Open Discussion with the Insiders	So You Want to Be a Retailer?	Spotlight on Javier Fernandez	
24 ABC	<i>Smallville</i> 's Kristin Kreuk: <i>Black Star</i>	Genre Mixing and Maxxing	Indie Filmmaker's Survival Guide	Artist's Editions and More: What's Next at Act 4?	SteelBook Unlocked: Collector's Corner	You're Wrong Again, Leonard Maltin	Pro Writers AMA	
25 ABC	TMNT: Shellabrating 300 Issues of Turtle Power & Last Ronin	30 Years of Tamagotchi	Image Comics: Artists Unleashed	Building New Worlds with Caspar Wijngaard	Humor in Fantasy & LitRPG	Frightening and Fantastic Worlds of James Tynion	Comixology: For the Love of Fiction	
26 AB	COMICS ARTS CONFERENCE					Fandom in Entertainment Journalism	Love (& Rockets) and Hate	
	CAC#5: Comics and Horror	CAC#6: Cancer-Con	CAC#7: Storyworlds and Survival	CAC#8: Focus on Shawn Martinbrough				
28 DE	TV Writing: From First Draft to Getting Staffed	Dreams Come True: Making the Creator-Owned Comic	UDON Entertainment Industry Panel 2026	Pham-tastic Cartoonists	Creating And Maintaining Your Comics Community	Seeing the World Through Comics Memoir	That's, Like, Seriously Funny!	
29 AB	Spotlight on Briana Loewinsohn	JAKKS Pacific and Disguise Costumes Upcoming Releases	Spotlight on Howard Mackie	Comixology and Superfan Promotions: Origin Stories	Making Manga with VIZ	Pink Riot Comic Show and Stephanie Williams	Terry Moore Talks Comics and the Future	
29 CD	Eisner Hall of Fame	Dynamite Entertainment 2026 Warner Bros.	Career Paths into Game Development	Spotlight on Stephan Pastis	Creature Feature Reboot: Monsters of Horror	Modern Fanatic: Crowdfandom	Pornsak Pichetshote & Jock	
32 AB	Love in Every Universe: The Great Romance Trope Debate	Youths Standing on Business	The Pitching Hour	Bringing <i>Fantasy High</i> to WEBTOON: Spotlight on Derek V. Song	The Scribe Awards and Media Tie-in Panel	Hermes Press: 60th Anniversary of <i>Dark Shadows</i>	Tarzan & John Carter of Mars Live	
HALL H	Prime Video: <i>Blade Runner 2099</i> and <i>The Lord of the Rings: The Rings of Power</i>	<i>The Walking Dead: Dead City</i>	<i>The Vampire Lestat</i>	Lanterns	NBC100: <i>Grimm</i> 15th Anniversary Reunion	Spaceballs: The Comic-Con Panel		
INDIGO HILTON BAYFRONT	<i>Regular Show: The Last Tapes</i> Q&Ooohhhhhh!	<i>Adventure Time: Side Quests</i>	<i>Common Side Effects</i> Season 2 in Production	President Curtis Premiere Panel	<i>My Adventures with Superman</i> Season 3	<i>Rick and Morty</i> Season 9	<i>King of the Hill</i>	
MARINA D MARRIOTT MARQUIS	Creators Assemble: Charisma Check, A Networking Event	Mixer for Creatives	Gaming Creator Connection					

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ROOM/LOCATION		5PM		6PM		7PM		8PM		9PM		10PM		11PM		12AM	
COMIC-CON HOW-TO ROOM	3	Live Voiceover Coaching: Get Paid to Talk			Cosplay & Photography 101		Deaf Representation in Popular Culture										
	4	Hello Maggie! Film Premiere		Best & Worst Manga of 2026		Manga Recommendations for Non-Manga Readers				Films (Scan QR Code on page 72 for full listings)							
5 AB		Mandrake Project: Year Two	Dark Horse: Three Worlds/Three Moons		SpongeBob Before It Was Iconic		Metalocalypse: 20 Years of Dethklok				Spike & Mike's Sick & Twisted						
6 A		Bold Voice of Contemporary Horror		Challenge Everything: The Future of Wrestling & Culture		Attack of the Killer Tomatoes: Organic Intelligence				Dr. Horrible's Sing Along Blog and Karaoke Party							
6 BCF		Dispatch	 Spotlight on Jim Cummings				Get Rec'd With Straw Hat Goofy		 Unwrapping Contemporary Filipino American								
6 DE				Divine Design for Demigods 		Mega64 Panel In Large Format 70mm Ticket Upcharge		Bat In The Sun: Legend of The White Dragon and Super Power Beat Down				Special Sneak Preview of Dark Matter Season 2					
7 AB		Star Wars Galaxy's Edge: What's New On Batuu?		Star Wars Tourism: Visiting the Galaxy Far, Far Away on Earth		The 501st Legion: Star Wars Villainous Costuming		By Creed, Not Blood		Star Wars Trivia Party							
9		How Horror Comics Changed the Way We See the World		Diversity in Fantasy		Making the World of Fallout at the Atomic Museum		 The Science of Severance		Great Geek Debate							
10		The Killing Joke, Recon- structed	Breaking Into Comics Without a Publisher		 Queer Horror 		Bombshells: The Art and Business of Pin-Up		Exploring the Archival Records of Superman and Batman								
COMIC-CON WORKSHOP ROOM	11	J. Michael Straczynski Workshop		Art (and life) Without Stress		How to Feng Shui Like a Jedi		Writing Fantasy That Feels Magical									
BALLROOM 20				God of War Laufey: Forging God of War's Next Heroes				Avatar Aang: The Last Airbender Special Fan Screening									
23 ABC		Focus on Tradd Moore		WME: A Guide for the Entertainment Business		Star Trek and Real-Life Astronomy		First in Fright with FANGORIA		Friday Hall H and Ballroom 20 Panel Playback							
24 ABC		Pro Writers AMA	 Indigenous Comics & Nature's Advocacy		 From Paradise Hills to San Diego Comic-Con		San Diego Kids to Hollywood Artists										
25 ABC		Hasbro TRANSFORMERS		LitRPG - Dungeon Crawler Carl & Beyond		The Law of Spider-Noir		Halloween Man and Making Comics as Therapy		Ghostface's Killer Trivia							
26 AB		Love (& Rockets) and Hate	The Toy That Changed Everything		Trans Masculine Representation in Entertainment		HerStory of Animation: Mary Blair & Beyond		Christian Comic Arts Society Mixer								
28 DE		Expect More with AHOY Comics		Fiction in the Time of Fascism		Black Heroes Matter: Icons and Identity		Bridging The Expanse: United By War/Divided By Peace		Recurring Themes and Patterns in Sci-Fi & Fantasy							
29 AB		PRH Buzzy Books 2026		Your Next Book Obsession: Tor Publishing Group		Bringing Together Pop Culture and Cooking		Bang Zoom!: Voice Over for Video Games		The Boys vs Supernatural							
29 CD		Pornsak Pichetshote and Jock	From Failure to Success: The Business of Art		Building Monster Stories Beyond the Studio System		Making A Living Being Creative		The Psychological Journey of The Lord of the Rings								
32 AB		BAD IDEA: The San Diego Comic-Con Panel		 Unmasking Cultura: Latino Legends in Cosplay		Inside the Hacker's Mind		Action Figure Horror Stories									
HALL H		The 20th Anniversary of Guillermo Del Toro's Pan's Labyrinth															
INDIGO HILTON BAYFRONT		Will Eisner Comic Industry Awards															
MARINA D MARRIOTT MARQUIS		Comic Pitch Review								Comic Creator Connection							

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GRAND 6 (IFF) MARRIOTT MARQUIS	Comic-Con Film School 102: Production	IFF: Comics-oriented	To Film School or Not to Film School	IFF: Animation	Silver Lake Shorts	IFF: Animation	Badass on a Budget	
GRAND 10 & 11 MARRIOTT MARQUIS	3D Viz and 3D Printing in Medicine, Mummies, and Animals	<i>The Rocketeer</i> : Helmets & Rockets Packs	San Diego Celebrities Gabriel Wisdom and (Shotgun) Tom Kelly	Women in Comics: Horror Edition	Female Comic CEOs: Women Making Comics	Youth Talk Gender & Orientation in Popular Arts	Australian Comic Creators Collaborating With the World	
GRAND 12 & 13 MARRIOTT MARQUIS	Showcasing your Culture through Fandom Cosplaying	Cosplay 102: Taking it to the Next Level & Beyond	 Focus on Stacey McEwan	From Fan Art to Careers	Get Your Story into Comics or Animation!	International Comics from Around The World	Finance for Creatives	
GRAND ABC OMNI HOTEL	D&D Wrestle Royal!		The Catering Crew: Daggerheart		ProgCore Fantasy Live: Escape the ColdLands		A Strange Friday	
GRAND DE OMNI HOTEL	Main Scenario or Side Quests? Balancing Careers and Hobbies	Black Women in Action Filmmaking	Diversity & Dungeons: Making Your Table Inclusive 	More Science in Your Fiction	Writing For Indie Comics	Pitching Animation in 2026	Let's Make a Game!	
NEIL MORGAN AUDITORIUM CENTRAL LIBRARY	Bad Medicine in TV and Film	VS Tips for the Aging Nerd	Rolled Table: Improvised D&D Comedy	 Sus Stories with Atif Myers	The Kaiju Kingdom Podcast: The Year of Mothra	Taskmaster LA: SDCC 2 Electric Boogaloo	So You Want to Start Youtube Channel	
SHILEY (CCEL) CENTRAL LIBRARY	Leap into Action-Filled Graphic Novels	Building Connections with Middle-Grade Graphic Novels	 Drawing Courage: YA Graphic Novels 	Visual Literacy for Early Readers	Engaging Students with Comics in the Classroom	 What Now?! Comics Censorship in Schools	The Benefits of a Comics-Based Curriculum	
GRAND 1 & 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
GRAND 3 & 4 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
GRAND 5 MARRIOTT MARQUIS	Films (Scan QR Code on page 72 for full listings)							
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PACIFIC 21 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
Del Mar Room MARRIOTT MARQUIS	Mission Control: STEAM Activity Room							

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ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
GRAND 6 (IFF) MARRIOTT MARQUIS	IFF: Animation	IFF: Science Fiction/Fantasy						
GRAND 10 & 11 MARRIOTT MARQUIS	The Simpsons: A World of Collecting	Storytelling in Animation	Why We Make Comics	 The Psychology of Minions				
GRAND 12 & 13 MARRIOTT MARQUIS	 Cosplay is a DRAG : The Draggening	How to Build Cosplay Armor and Props with Anvil Station	Breaking into Voice Acting for Games and Animation	Blind Date with a Book, Chapter 5: Revenge of the Fifth				
GRAND ABC OMNI HOTEL	A Strange Friday	 The Case of the Curious Convention: Kids on Bikes Live						
GRAND DE OMNI HOTEL	Making the Jump to Video Game Writing							
NEIL MORGAN AUDITORIUM CENTRAL LIBRARY	The Collapse of the Billionaire Hero							
SHILEY (CCEL) CENTRAL LIBRARY	Pow! Bang! Teach! Bringing Comic-Con Into the Classroom!							
GRAND 1 & 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
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Del Mar Room MARRIOTT MARQUIS								

ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
COMIC-CON HOW-TO ROOM 3	Wig Masters: Customize Your Wig Block	How To Comics with Dustin Nguyen and Friends	Comic Books for the Blind	How to Draw an Octopus	Live Audition & Casting Director Q&A: Sci-Fi + LitRPG Audiobooks	How to Transform Reference into Character Design		
4	Building Sustainable Careers in Comic Art	Top Cow: 2026 and Beyond!	Blade Runner Comics: The Tokyo Nexus Saga	Legendary Comics: Street Fighter, Dune, Godzilla/Kong and More	The Masters of Comic Book Horror	Spotlight on Belen Ortega	Spotlight on Nicole Goux	
5 AB	The Ringer-Verse's 2026 Franchise Power Rankings	Audible: Harker Patterson, Ricci	Building the Media Company of Tomorrow	Inside FLUXHOUSE with Matt Kindt & Brian Hurtt	Comixology: SciFi Comics and Beyond	Neon Ichiban: The Future with Digital Remarques	Transformers & G.I. Joe	
6 A	Batman: Knightfall Part 1: Knightfall	Avatar Origins ATLA: Legacy & Future	Image Comics: The Future of Comics	MARVEL COMICS: Midnight Universe	Marvel Fanfare with C.B. Cebulski	40th Anniversary of Castle in the Sky		
6 BCF	Toys That Made Us: Beloved Blunders	Quick Draw!	The Saturday Cartoon Voices Panel	Designing Games in Middle-earth	Bringing Star Wars Zero Company to Life			
6 DE	MeTV's Svengoolie Returns: Camera Ready!	DC's Metropolis & Beyond	DC's Absolute Universe	Actors-Turned-Comic-Book-Writers	Spotlight on Frank Miller	Dugout Dads: From The Sandlot to the Dugout		
7 AB	Hello Darkness, My Old Friend	Archie Comics: 85th Anniversary Celebration	Z2: Where Comics and Culture Collide	Tamashii Nations Unveiled	Spotlight on Yoichi Nishikawa	Scott Shaw!'s Oddball Comics Live	J. Michael Straczynski	
9	Why Do Saturday Morning Cartoons Still Matter	New & Upcoming Kodansha Manga Revealed	Set Decoration of Spider-Noir	Classic Monsters, Modern Art	Hispanic Creators and Artists Discuss the Comic Book Industry	The Mighty Crusaders	DNA of Fear: How New England Shapes Horror	
10	Heartbreak Feels Good in a Place Like This	How To Pitch Your Story	How Does a Choose Your Own Adventure Book Get Made?	Battle of BookTok Tropes	Narrating Bestselling Audiobooks	Comics vs. Authoritarianism!	Nacelle's Star Trek Figures	
COMIC-CON WORKSHOP ROOM 11	Comic Book Law School 303 Trademark Parody Limitations, AI Updates, and Other Hot Topics	Mental Health, Media, and What Kids Should Read	The Comic Art of David Lynch	Comic Making for Kids and Teachers	Build the World: Live Ideation Workshop	Creating 3D Models for Storytelling in Blender 3D		
BALLROOM 20	Bob's Burgers	Futurama	The Simpsons	American Dad!	Family Guy	Brave Warriors	Reacher's Back and Neagley's In	
23 ABC	Dark Horse: Star-Powered Storytelling	Black Dog & Leventhal's Spider-Man Total Universe Panel	Fandom's Activist Role in Evolving Culture	Will Eisner's New York	Last Man Standing	Vibe Check: Terrifying	Literary Manga, Manhwa, and Manhua	
24 ABC	Inside the Writers Room: Re-Imagining Television For The New Normal	What's Next from WEBTOON Entertainment	Dark Horse: Usagi Yojimbo	Neon Ichiban: Welcome to the Future of Digital Comics	Spotlight on Matt Fraction	Image Comics: New Wave of Storytelling, Character & Talent	Hip-Hop And Comics	
25 ABC	Making Fiction Real: The Art of Writing Authentic Characters	The Guild web series: Back as a MOVIE!	Spotlight on V. E. Schwab	Mischief and Magic	Celebrating Dungeons & Dragons 2026	How Hollywood Creates Virtual Worlds - and You Can Too	Spotlight on Mimi Pond	
26 AB	COMICS ARTS CONFERENCE						Jack Kirby's Greatest Villains	The CGC Grading Experience
	CAC#9: Superman's Co-Creator Jerry Siegel	CAC#10: Conversation about Denis Kitchen	CAC#11: A Panel Exploring the Comic Platform Webtoon	CAC#12: The Poster Session				
28 DE	Image Comics: Storytelling, Genre, & Unforgettable Comics	John J. Pearson: Painted Art of The Patron & The Smart Division	From 1999 to EverQuest Legends	What's ahead for D&Q	The Forgotten Trio: Letterers, Inkers, and Colorist	Conan The Barbarian: Tides Of The Tyrant-King!	Inside the World of Something is Killing the Childre	
29 AB	Comic Creator Connection All-Stars	The Best Advice I've Ever Gotten: Graphics Edition	Ravished and Left No Crumbs	HypeFriend! Podcast with Ashley Eckstein & Michael James Scott	Dynamite Entertainment 2026 Coming In Hot!	Fantagraphics at 50	Lucio Parrillo and Carla Cohen: Live Interview w/ CovrPrice	
29 CD	Abrams Spotlight Panel	Spotlight on Kelly Sue DeConnick	What's the Best Super Power?	Winx Club: The Magic is Back	Women On The Dark Side	O.P.P.: Writing Other People's (Intellectual) Property	Political in Comics	
HALL H	The Animation Show of Shows Origin Story	Star Trek Universe	Apple TV Panel	Bold School				
INDIGO HILTON BAYFRONT	Audible: Goddamnit, Donut: A Totally Professional Panel	Concert Heroes: Film, Comedy & Rock N' Roll!	YAGA	The Rookie	Mad Rewind: Talking About Mad TV	TNT's The Librarians: The Next Chapter		
MARINA D MARRIOTT MARQUIS	Game Pitch Review	Gaming Creator Connection	Creators Assemble: Comics Camaraderie, A Networking Event					
GRAND 6 (IFF) MARRIOTT MARQUIS	Comic-Con Film School 103: Working with Actors and a Crew	IFF: Humor	Funding Your Director's Vision	IFF: Action Adventure	Unlocking Virtual Production for Indie Filmmakers			

NOTE: This schedule is subject to change

ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
COMIC-CON HOW-TO ROOM 3	The Marco Polo Loose Inking Technique	How-To Motion Graphics for Film, TV, and Entertainment	Graphic Designers in Film and Television	 Gerry Conway Celebration				
4	Eberron and Beyond with Keith Baker	 Out In Comics: Year 39 			Films (Scan QR Code on page ## for full listings)			
5 AB	Transformers & G.I. Joe	Inspiring Illustrators Instruct	Rey Mysterio vs The Darkness: From Screen to Comics	Grogu's World: The Science Behind the Mandalorian				
6 A	SEE PREV PAGE	From Indies to Blockbusters	The Hillywood Show: A Star Wars Parody Panel			Masquerade Simulcast: The Comic-Con International 2026 Masquerade		
6 BCF	The Art & Sound of the Next Aliens: Fireteam Elite		CONTROL Resonant	Isla Monstro Unleashed				
6 DE	SEE PREV PAGE	Danny Trejo's Year of the Devil	X-Men Fandom Panel	Cyanide & Happiness			Advanced Screening House of the Dragon Season Three	
7 AB	J. Michael Straczynski	Crowdfunding In Today's Economy	A Look Back at Animated Series from the '80s	Star Trek's Future In a Time of Flux	Brand New Day: Comics and the Art of Reinvention			
9	2000 AD: The Galaxy's Greatest Panel!	Frazetta's Fiercest Females	From Idea to Page to Screen	Immersive Storytelling in the Age of Machines	Advancing STEM Through Comics			
10	Nacelle's Star Trek Figures	Collectible Figures and More News from Playmates Toys	Action Figure Designers from Concept to Collectibles	Indie Action Figures: Behind The Scenes	Science of Tom Cruise			
COMIC-CON WORKSHOP ROOM 11	Level-Up: Taking Your Comics to the Next Tier	 The Track You've Never Heard	Breaking into a Gaming Career					
BALLROOM 20	Meet the New Class of Carrie				The Comic-Con International 2026 Masquerade			
23 ABC	Dread the Hall H 2026	Masters Of The Universe: The Power of Storytelling	What Might Have Been: Lost Disney	Villains Do It Better	Saturday Hall H and Ballroom 20 Panel Playback			
24 ABC	Hip-Hop And Comics	Layer By Layer: How To Build a Tiny Onion Story	Magic: The Gathering - Blogatog Live	Why Immersive Worlds Work (And Why Some Don't)	Best Spider-man Villain: Great Pop Culture Debate			
25 ABC	Documentary Preview: Bill Sienkiewicz: That Polish Guy	 Pro Tips for High-speed Webtoon Production	Fangoria and Panic: Horror Now	Dress For The Job You Want: Fashion in Comics	Troma Celebrates Independence 			
26 AB	The CGC Grading Experience	The Future of Kickstarter Comics	Kids Comics Creators on Growing Future Comics Fans	Taking Off with Rocketship Entertainment	Breathe Life Into Your Toys			
28 DE	BLACK MASK: Debuting Tomorrow's Legends	Comixology: For the Fear of Comics	Creating India's Superheroes for the World	The Science of Science Fiction: All Your Questions Answered	EC Fan-Addict Club: The Crypt of Covers			
29 AB	Hollywood Myopia	Salaam Fandom! Anime, Manga & Islam	Spiritual Themes in Comics	Frankenstein: VFX in Guillermo del Toro's Vision	Trivia for the Rest of Us			
29 CD	Political in Comics	1980s Comic-Con Lost Videos Part III: The Trilogy	 The Unsung Heroes of Superhero Films 	Entre2Mundos: Manga Beyond the Page	You Can't Do That Anymore!			
HALL H	Marvel Studios Hall H Presentation		An Evening with Kevin Smith					
INDIGO HILTON BAYFRONT	SEE PREV PAGE	Collider Ladies Night With Perri Nemiroff	The Tiny Chef Show Rides Again!					
MARINA D MARRIOTT MARQUIS	 Creators Assemble  A Networking Event							
GRAND 6 (IFF) MARRIOTT MARQUIS	IFF: Action Adventure	IFF: Horror/Suspense	Filmmaking in the New Era	Selling the Hit	IFF: Humor	IFF: Action Adventure	IFF: Horror/Suspense	

ROOM/LOCATION	10 AM		11 AM		12 PM		1 PM		2 PM		3 PM		4 PM		5 PM	
GRAND 10 & 11 MARRIOTT MARQUIS	Cultural Appropriation: How it can Affect Cosplay		 Middle Eastern/ North African Representation in Media		You Got Comics in My Games. You Got Games in My Comics		The Greatest American Hero Returns		Assembling for Marvel Causeplay		Easy Cosplay Photo Editing with Adobe		Wellness for Geeks Who Sit			
GRAND 12 & 13 MARRIOTT MARQUIS	A Look Back at Comic-Con's Early Years		Cosplay Hacking		Indie Toy Makers Unite		Ultima Comics: Bigger, Longer, and Uncut!		The Science of Spider-Man's New Challenges		Batdriven West: Batman66 To Life on the Road		The Future of TwoMorrows Publishing			
GRAND ABC OMNI HOTEL	Wizards Wrestling Each Other A 5e Tag Team Competition				Venture Forth: An Immersive D&D Actual Play				StoryQuest D&D Live: Oops All Dungeon Masters!				The Dungeon Run's Flagship D&D Campaign Live			
GRAND DE OMNI HOTEL	Small Print Comics and Independent Production		State of the Board Game Publisher in 2026		The Beauty of Black Girls and Femmes in Comics & Pop Culture		Boss Level: Women Shaping Video Games		Women's Color Code: Demystifying the Game Industry		Cozy Escapes: Finding Comfort in Romantic Fantasy		Healthcare, Aging & Life as a Creative			
NEIL MORGAN AUDITORIUM CENTRAL LIBRARY	Terrible Toys and Problematic Playthings		Next Stages of Movie and Theater Evolution		Space Command: Epic Adventures		To You, Your X-Pod: A Live X-Men '97 Fan Experience		 Building z a Pop Culture Podcast		Jericho 20th Anniversary Panel		Trek Marry Kill Live!			
SHILEY (CCEL) CENTRAL LIBRARY	Student Activism vs. Student Participation		Teaching with Comics to Celebrate Immigrant Stories		Pop Culture in the ELA Classroom		Comics and the Science of Literacy		Science in Middle-Grade Sci-Fi		Start a D and D Club		The Future of Libraries 2036			
GRAND 1 & 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)															
GRAND 3 & 4 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)															
GRAND 5 MARRIOTT MARQUIS	Films (Scan QR Code on page 72 for full listings)															
MEZZANINE 14A	Games (Scan QR Code on page 76 for full listings)															
MEZZANINE 14B	Games (Scan QR Code on page 76 for full listings)															
MEZZANINE 15A	Games (Scan QR Code on page 76 for full listings)															
MEZZANINE 16A	Games (Scan QR Code on page 76 for full listings)															
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MEZZANINE 18	Games (Scan QR Code on page 76 for full listings)															
MEZZANINE 19	Games (Scan QR Code on page 76 for full listings)															
SANTA ROSA MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)															
PACIFIC 18 & 20 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)															
PACIFIC 21 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)															
Del Mar Room MARRIOTT MARQUIS	Mission Control: STEAM Activity Room															

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ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
GRAND 10 & 11 MARRIOTT MARQUIS	Making Your Own Way in the Comics Industry	We Are All SuperFans	Did Drop Culture Break Comics?	Permission to Pivot: Navigating Career Transitions				
GRAND 12 & 13 MARRIOTT MARQUIS	Ever Expanding Worlds: Comics and Games Collide	Legends Live Here: 100 Years of Comic Strips	The Dad Batch Podcast: Walking Workbench	AAPJ Representation in Comics and Media				
GRAND ABC OMNI HOTEL	The Dungeon Run's Flagship D&D Campagin	Mad Maze of the Murder Mage VI: I Drank What!?						
GRAND DE OMNI HOTEL	 Comics & Advocacy							
NEIL MORGAN AUDITORIUM CENTRAL LIBRARY	The Stuff Dreams Are Made Of Live Podcast							
SHILEY (CCEL) CENTRAL LIBRARY	How Professional Educators Are Using Comics in Schools							
GRAND 1 & 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
GRAND 3 & 4 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
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SANTA ROSA MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
PACIFIC 18 & 20 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
PACIFIC 21 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
Del Mar Room MARRIOTT MARQUIS								

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ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
COMIC-CON HOW-TO ROOM 3	Life Drawing on the Go!	Want to be a Toy Designer?	How To Make a Minicomic Out of One Sheet of Paper	Seeing the Unseen: Drawing Imagination in Perspective	Blank Cover to Graded Slab ft. Artgerm	How to Sketch Anything in Ballpoint Pen		
4	Book-Talking with the Comic-Con Book Clubs of San Diego	Harvey Pekar's <i>American Splendor</i> at 50	Life in Comics: Graphic Non-fiction	Megascop: Celebrating Five Years	Comics GOAT: Tribute to Archie Goodwin	Ask a (Comics) Librarian	Everyone's a Critic: Being a Journalist in an Online Age	
5 AB	The Annual Jack Kirby Tribute Panel	Steve Ditko: His "Amazing" Career	Ask an Astronaut	TMNT First Movie Gabfest	Celebrating 85 Years of Blue Beetle	The Official Disneybound Panel		
6 A		The Voices of Billy West	The Sunday Cartoon Voices Panel	Stark Trek: 60th Anniversary Celebration		Starship Smackdown XXXIII: We're Getting Too Old For This Ship Edition		
6 BCF		 Cineverse: <i>Air Bud Returns</i>	 35 Years of Sailor Moon:	 How Pokémon Captured Our Hearts for 30 Years	The Lord of the Rings and the New Age of Adaptations	Buffy: Once More, with Feeling The Musical Experience		
6 DE	 The Baby-Sitters Club at 40: Friendship Never Goes Out	Saying "Hi" with Alice Oseman	Artist Brand Collaborations	Hasbro Pulse Enhances Transformers Canon of Collectibles and Toys	A Celebration of The Four Horsemen Studios			
7 AB	Pop Culture and the Christian Church	TOKYOPOP: <i>Tim Burton's the Nightmare Before Christmas</i>	Dark Horse Comics: 40 Years of Comics Nerds	Tales of Saucer Country and Beyond	Cover Story: The Art of the Cover	The Business of Cartoon Voices	 Spotlight on Maggie Thompson	
9	San Diego International Children's Film Festival							
10		Queer Comics in Color	Marvel Comics at Abrams Books	 Spotlight on Steven Butler	Fantasy and Horror Cinema from Latin America and Europe	Masquerade Replay		
COMIC-CON WORKSHOP ROOM 11	 Manga Tutorials for Kids	Katsuya Terada, Manga Legend Live Draw Session	Building a Universe with Impound Comics	 Cartoon Design for Creative Kids	Final Steps: Comic Book Lettering	Thinking Aloud: Live Movie Poster Design Challenge	A Live Hunger Action Hero Classroom Experience	
23 ABC		How to Work in Storytelling	Dynamite Entertainment 2026 Disney	When Comics Meet Indigenous Art	Little Fish: Comics, Community, Collaboration	Celebrating 5 Years of Fright & Terror with Nightfire	The Horrors Persist but So Do We: A Latine Horror Panel	
24 ABC	Girl Dessert	The Art of Graphic Novels, for All Ages	Multi-Genre Master	Fit to Print : The Comics Staple Panel	The Indie Comics Revolution Revised	Anime Fandom Before Streaming and Social Media	Success In Creativity Talks About Making The Best Of Your Resources	
25 ABC		Tiny Droids for Love and Learning	Comic-Con Museum: Bringing the Popular Arts to Balboa Park	 Spotlight on Jeff Smith	Development to Distribution: Thinking Outside the Box	Pop Culture In Museums	Comic-Con Talk Back	
26 AB		COMICS ARTS CONFERENCE					The Power of Color: The Discussion Continues	
		CAC#13: Black Women in Comics	CAC#14: Enforcing and Challenging Codes of Gender and Sexuality	CAC#15: Black and Brown Counterworlds	CAC#16: Super-Traumatized Childhoods			
28 DE	 Spotlight on David Gerrold	 Spotlight on Gordon Purcell	 Spotlight on Mike Royer	Gemma Correll: How Comics Help Us Talk About Mental Health	The Dos and Don'ts to Kickstart Your First Comic	Where Do Ideas Come From?	It Came From The Black Lagoon: Universal's 3-D Movies of the 1950s	
29 AB	Graphic Novel Storytelling: From Idea to Page	Art is Super! 	 Spotlight on Mark Waid	Needful Things: Collecting Stephen King	 Streaming Has Changed Media Forever	Gaming in Latam & Emerging Technologies	DiverseToons: Real Stories for Real Times	
29 CD	 Race, Gender, and the Comic Book Medium	40 Years of James A. Owen Awesomeness	Ball Jointed Dolls 101: Creating, Customizing, and Collecting	The Science of <i>Frankenstein</i>	The Many Masks of Spider-Man	Comics Inspire the Moon: Artemis and Apollo		
32 AB	Emily the Strange Panel Experience	WATCHERS: The Trading Card Gaming ... the Cinematic Universe	Critical Entertainment Showcase	No One Gets Out Alive: Creators Look Back at a Lifetime in Comics	AI and the Creative Industries: Where We Stand	Time Traveling Through Film & TV Set Decoration	Adapting Famous Books, Movies & TV Shows for Comics	
MARINA D MARRIOTT MARQUIS	Mixer for Science-Minded Geeks			Tabletop Game Design Pitch Panel		 Mixer for Teachers and the Popular Arts Enthusiasts		
GRAND 6 (IFF) MARRIOTT MARQUIS	Comic-Con Film School 104: Post Production and Distribution	CCI-IFF Award Ceremony	CCI-IFF Award Showcase					
GRAND 10 & 11 MARRIOTT MARQUIS	 Writing Cozy Villains	Masters of Public Domain	Autism in Comic Books	Bring On The Bad Girls!	Stan Lee and The Grindhouse Radio	Minds We Made: Ethics in the Age of AI		
Del Mar Room MARRIOTT MARQUIS	Mission Control: STEAM Activity Room							

ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
GRAND 12 & 13 MARRIOTT MARQUIS	Building Careers at the Intersection of Games, Tech, and Storytelling	Female Artists Who Work Within the Star Wars Universe	Gardner Fox: Architect of the DC Universe	How to Group Cosplay	From Page to Scream! Horror Across Media	Chef Duff Goldman		
GRAND ABC OMNI HOTEL	Tales From the Brass Dragon		Color Bind, a BIPOC Actual Play		"Who's DMing Anyway?" A D&D One-Shot			
GRAND DE OMNI HOTEL	Mini-Comics and the History of Tiny Books	Conspiracy Theories & Propaganda Throughout Pop Culture	From Blackbeard to Netflix: Pirates in Modern Media	The Power of TTRPGs in Youth Development	Women Finding TTRPGs Later in Life			
NEIL MORGAN AUDITORIUM CENTRAL LIBRARY	90's Cartoon Draft 2026	 The Paleontology of Pokémon	 The Choice Behind the Voice	The Best Pop Culture Vacation Destinations	Welcome To New Vegas, Vault Dweller			
SHILEY (CCEL) CENTRAL LIBRARY	GeekEd: When Pop Culture Becomes Pedagogy	 GeekEd: Masculinity in Pop Culture and on College	GeekEd: You Belong Here: Challenge Traditional Hierarchies	GeekEd: Higher Education in the Days of Future Past	Comics for Education			
GRAND 1 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
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COMIC-CON INTERNATIONAL INDEPENDENT FILM FESTIVAL



The 25th year of this acclaimed event features 49 selected films, from seven different popular-arts genres, including Action/Adventure, Animation, Comics-Oriented, Documentary (Pop Culture-Oriented), Horror/Suspense, Humor, and Science Fiction/Fantasy.

We have participating filmmakers from all over the world, including Japan, Mexico, Slovenia, 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 executive producer and founder of the Animation Show of Shows **Ron Diamond**, Emmy Award-winning film/television editor and activist **Stephanie Filo**, and filmmaker and comic book creator **Patricio Ginelsa**.

The CCI-IFF takes place in the Marriott Marquis and Marina Hotel, next door to the Hall A side of the convention center. The Film Festival room is on the second level of the Marriott Grand Ballroom 6.



Ron Diamond

Ron Diamond is an American film producer from Los Angeles. He founded Acme Filmworks (1990), the Animation Show of Shows (1998), and co-founded Animation World Network (1995). Diamond produced live features and 23 feature-length editions of the Animation Show of Shows.

Recent productions: main titles for Ridley Scott's *Gladiator II* and "Weird Al" Yankovic's *Polkamania!*, amongst many other productions. Diamond has lectured at animation schools and served as a juror and guest speaker at Annecy, Stuttgart, Cinanima, Zagreb, Nashville, and other film festivals. He has been a member of the Academy of Motion Picture Arts and Sciences, Animation Branch, since 2002, and collaborates with the LA Opera creative team. Diamond contributes to the restoration and preservation of films that are in the permanent collections of the Academy Film Archive, UCLA Film and Television Archive, and the Library of Congress.



Patricio Ginelsa

Patricio Ginelsa is a filmmaker and comic book creator trained in cinema production at USC. He began as associate producer on the award-winning film *The Debut*, and his first feature, *Lumpia*, drew critical praise—Variety called it a film that "takes low budget to new heights." His music video *Bebot* for

the Black Eyed Peas received the California Preservation Foundation President's Award for its focus on Stockton's Little Manila district. His latest feature, *Lumpia with a Vengeance*, won the Audience Award for Best Narrative Feature at the Hawai'i International Film Festival, premiered at Comic-Con in San Diego, and spawned a whole line of Deep Fried Universe comic books he now writes and self-publishes under his production company Kid Heroes Productions.



Stephanie Filo

Stephanie Filo, A.C.E. is a four-time Emmy winner, seven-time Emmy nominee, Peabody, and A.C.E. Eddie award winner. In 2024, Stephanie made history as the first picture editor to be nominated for three editing Emmys in the same year across three different shows. Nominated for her work at Netflix, Hulu, and HBO,

Stephanie was also the first Black editor to be nominated three times for Picture Editing in a single year. She and Nzinga Blake were the first Sierra Leonean women to win an Emmy Award. In 2021, she and her team were the first all-women of color editing team to win an Emmy.

In 2022, Stephanie and her colleagues became the first all-Black editing team to win an Emmy and the first all-Black editing team to win an A.C.E. Eddie Award. She received an Independent Spirit Award nomination for Best Editing. Stephanie also spends time producing and editing social action campaigns and documentaries, focused on the rights of women worldwide, including campaigns for the United Nations, International Labour Organization, and the Obama White House Task Force's Its On Us campaign. Stephanie's charitable work has been featured in Forbes magazine, Entertainment Tonight, Telegraph UK, Yahoo, Al Jazeera, Why magazine, and various others. The documentary series *Mental State* earned her a news Emmy nomination for "Aging Out" about youth aging out of the foster care system. Stephanie also earned an Emmy win for an episode that covered ICE deportations. Stephanie serves on the board for Girls Empowerment Sierra Leone, a social impact and feminist-based organization for Sierra Leonean girls. She is also one of the co-founders of End Ebola Now, an organization to spread accurate information and awareness about the Ebola virus and its impact through artistic community activism.

SCAN FOR THE
FULL SCHEDULE!

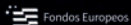


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SAN DIEGO INTERNATIONAL CHILDREN'S FILM FESTIVAL



Comic-Con welcomes the San Diego International Children's Film Festival on Sunday, back for its 19th year. This year's day-long programming of some of the finest short films for children of all ages also officially launches the 22nd annual edition of the festival. For updates and to sign up for the email list, please visit 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. 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.

Marriott Marquis San Diego Marina Grand Ballroom 5 screenings start on Wednesday at 6:00 pm, and then each day at 10:00 am, with **convention center Room 4** starting each regular night at 8:30 pm. Whether it's a film you've been dying to see, a bit of nostalgia from bygone eras, or you just want someplace to sit and relax a bit, drop by the Film rooms. Join us as we escape to realms of myth and legend, run away with friends in search of adventure in imaginary worlds, journey with extraordinary heroes and heroines to save mankind from utter annihilation!

Can you believe it's been 60 years since *Star Trek* first graced our screens? To celebrate this cultural milestone, we'll be screening episodes from across *Star Trek*'s vast library, alongside films that either inspired the franchise or were shaped by its themes and guiding principles.

Science fiction has always served a purpose beyond entertainment—it's a vehicle for exploring the ethical and moral questions that define us. When open discourse feels most threatened, that's precisely when science fiction matters most. *Star Trek* understood this from the beginning, as did many of the films from America's past that were crafted with the same spirit in mind. We hope these screenings spark the kind of thought and conversation those storytellers always intended.

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-alongs and audience participation films like *The Rocky Horror Picture Show*).

FULL LISTING HERE!





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PORTFOLIO REVIEW

Portfolio Review, located in the Sails Pavilion, is for attendees who are exploring careers in the industry and who want feedback to see if they “have what it takes.” Portfolio Review time grids and reviewer information sheets will be posted daily, no later than 9:00 am. This includes participating reviewers for that day and the eligibility requirements necessary to participate in each review. Applicants are expected to evaluate the information before applying for a review slot. To make the procedure for Portfolio Review participation more equitable, if not predetermined by each reviewer 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 reviewers participating that day. Applicants may fill out a Portfolio Review sign-up ticket for the reviewer they wish to be reviewed by up to 30 minutes before that reviewer’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, 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 reviewer 30 minutes before the start of each review. Duplicate entries will be excluded. This list will be available at that reviewer’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.



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- ▶ A Portfolio Review volunteer will be assigned to the reviewer’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 reviewer’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 reviewer will complete their list or waitlist. In the case of a reviewer not completing their list, it is up to each reviewer to decide whether the list will be continued the next day or to have a new list drawing for that session.



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MARCH 26 – 28, 2027

ANAHEIM CONVENTIONCENTER

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GAMING AT COMIC-CON



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MARRIOTT MARQUIS MARINA

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

WEDNESDAY: 5:00 pm – MIDNIGHT

THURSDAY: 10:00 am – MIDNIGHT

FRIDAY: 10:00 am – MIDNIGHT

SATURDAY: 10:00 am – MIDNIGHT

SUNDAY: 10:00 am – 4:00 pm

No new games started one hour prior to close.

CONVENTION CENTER: MEZZANINE LEVEL ROOMS

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

WEDNESDAY: 5:00 pm – 9:00 pm

THURSDAY: 10:00 am – 7:00 pm

FRIDAY: 10:00 am – 7:00 pm

SATURDAY: 10:00 am – 7:00 pm

SUNDAY: 10:00 am – 4:00 pm

No new games started one hour prior to close.



Comic-Con Games offers hundreds of games and ways to play during the convention, including RPGs, tabletop demos, TCGs, digital gaming, tournaments, and even a new UNPUB/playtest area. 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: 1289 Ottinger, LLC, AEG, Armchair Generals Artemis Bridge Simulator, Bandai Namco North America, Bandwagon Games, Binary Cocoa, Blabbi Games, Boiling Point Games, Boss Battle Games, Brotherwise Games, Build, Paint, Play, CardLords, Cascade Games, Daggerheart, Dice Throne, Dire Wolf Games, Dragon Tear Tavern, Dungeon & Dragons, Flooded Basement Games, Friendly Bee Game Company, Gap Closer Games, Glass Cannon Unplugged, Golden State Gaming Network, Historical Miniatures Gaming Society/Pacific Southwest, Haunted Space Hotel, Ibis Tea Games, IGA, Adrian (Adrian Empire/Terre Nevue), Koalatie Games, Kraken Dice, Looney Labs, Naughty Jester Games, Ninja Star Games, No Limit Gamez, Odd Family Games LLC, Off the Shelf Games, Pathfinder, Pique Games, PK Entertainment, Pokemon, Renegade Games, SafeHaven Games, San Diego Tabletop Game Designers and Playtesters, SCA (Iron Brigade), SD Lan, Slugfest/Steve Jackson Games, Studio Maximus, Sunrise Tornado, Tavern Crawl Games, The Army Painter, Top Trumps, Ultraman Card Game, and Upper Deck Company RPGs.

Free paint-and-take and painting classes will happen 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, Lorcan, Magic: The Gathering, Star Wars Unlimited, and other CCGs are open until 10:00 pm. The main gaming room, including game demos, Dungeons & Dragons, and the game library are open until midnight in Pacific Ballroom 21/22.

SCAN FOR MORE INFORMATION!



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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, 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 the Exclusives Portal or via 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 Guide, for any attendee at no charge. Alternatively, 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, or 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.

Continued on page 80



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1. MAIN MERCH BOOTH
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2. SATELLITE MERCH BOOTH
OMNI SAN DIEGO HOTEL
GALLERY 1 (LOCATED ON GROUND
LEVEL AT CORNER OF L ST AND
TONY GWYNN DR, FACING MAIN
OMNI ENTRANCE)

3. PREORDER PICKUP
OMNI SAN DIEGO HOTEL
GALLERY 2-3A/3B (LOCATED ON
GROUND LEVEL AT CORNER OF
L ST AND TONY GWYNN DR,
FACING MAIN OMNI ENTRANCE)

4. SATELLITE MERCH TRAILER
HILTON BAYFRONT
GULL ST (LOCATED ON HB LAWN)

P.O.W.E.R. DRAWING

(Previously Offered Wristbands: Extra Redemption)

In true superhero spirit, the P.O.W.E.R. Drawing gives attendees one last shot at scoring an Exclusive Signing Portal wristband! Sixty (60) minutes before the start of an ES Portal signing, a special drawing will be held in the Autograph Area for any unclaimed wristbands, if available. This is your chance to swoop in and claim a spot that was previously awarded but not redeemed. The Autograph Area online schedule will list the P.O.W.E.R. Drawing lineup time and location, and drawing time for each ES Portal signing. If there are no unclaimed wristbands, there will be no drawing. The drawing will follow the Autograph Area Line Drawing procedure, so be sure you're familiar with how it works. Just like any good origin story, this might be your unexpected opportunity to become a part of something epic.

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.



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on the green

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Full Experience Open

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7-10 PM

Thursday

Night of New

Exclusive Content
Screening

Friday

Live Table Reads

Rick and Morty
President Curtis

Saturday

Adult Swim Through the Years

Cosplay Dance Party Celebration
Live Animation Set by Afuchs Twin

DJ Dance Party
9-10 PM Every Night

COMIC-CON ANIME

Comic-Con Anime programming will screen over 150 different anime titles this year, with daytime program screenings from Thursday through Sunday, and evening to nighttime program screenings Thursday through Saturday. These titles will consist of older classics, newer releases, and fan favorites. In celebration of the 45th anniversary of the original classical fan favorite anime series *Urusei Yatsura* (Lum), there will be additional time slots on the Anime schedule screening this popular title.

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 in Grand Ballrooms 1–4 will run from 10:00 am to 12:30 am Thursday through Saturday and 10:00 am to 5:00 pm on Sunday. During nighttime programming **after 10:00 pm Thursday through Saturday, no one under 18 will be allowed in the Anime rooms unless accompanied by a parent or adult legal guardian, due to some mature themes and content.** On Sunday, in Grand Ballroom 5 from 10:00 am to 5:00 pm, anime movies will also be screening.

SCAN FOR FULL LISTING HERE!



Comic-Con 2027 Attendee Badge Sales

COMIC-CON 2027 RETURNING REGISTRATION:

OCTOBER 17, 2026

COMIC-CON 2027 OPEN REGISTRATION:

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DARTH VADER
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STARFIELD EFFECT

FREQUENTLY ASKED QUESTIONS



K. Green © 2025 SDCC

► **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](#).

► **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 22](#).

► **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 32](#).

► **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 2027?** There is no on-site preregistration for next year’s convention at this year’s show. As an attendee who purchased a badge for 2026, you will be able to participate in Returning Registration for 2027; see [page 82](#) 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 88](#) 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 30](#). 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 32](#)). 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.

Continued on page 86



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CREATE YOURS TODAY!

FREQUENTLY ASKED QUESTIONS

► **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 78** 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 **comic-con.org** or check our Comic-Con app for iOS and Android.

► **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 18** in this publication for route information and shuttle schedules. 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 18** 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.



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BATTLE READY SERIES



KWISTAL: ADVENTURE TIME
FIGHTING FOR FUN SERIES



NYAMMY TREATS:
SANRIO CAFE SERIES

► 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.

► 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 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.

► 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?

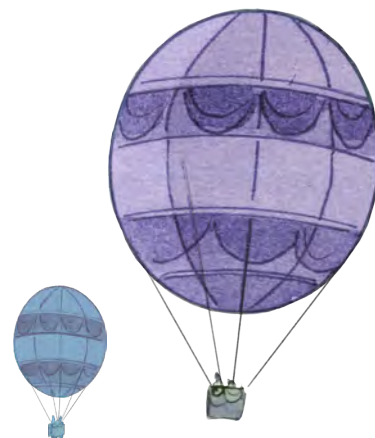
Anime is located in Grand Ballroom 1–4, and Films is located in Grand Ballroom 5 of the Marriott Marquis. From the convention center, the Marriott Marquis is directly to the northwest. Walk to the North Tower expansion area of the Marriott, then go upstairs to the Grand Ballroom on the second level of 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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