

WONDERCON

Program Book



March 28-30, 2025 ★ Anaheim Convention Center



SAN DIEGO COMIC-CON® MÁLAGA
Coming to the Mediterranean
Sept. 25-28, 2025!

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JEPH LOEB. JIM LEE.
THE BIGGEST SEQUEL IN COMIC BOOK HISTORY!

BATMAN

HUSH #158

WRITTEN BY
JEPH LOEB

ART BY
JIM LEE,
SCOTT WILLIAMS
& ALEX SINCLAIR



SIX ISSUES
STARTING IN
MARCH



PHOTO: S. OSON © 2024 SDCC

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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.



“ALL THINGS ARE POSSIBLE”

-MATTHEW 19:26-

It seems impossible at times to manage the myriad of responsibilities we have in this world. Family, work schedule, and finance challenges confront us all the time. Even more impossible at times is to visualize ourselves as a hero when all around us things seems awry.

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WELCOME TO WONDERCON

Welcome to WonderCon 2025! We are excited that you have chosen to join us here at the beautiful Anaheim Convention Center for the 37th WonderCon as we once again come together to celebrate all the many facets of the popular arts. Thank you for allowing us this opportunity to spend time with all of you ... attendees, exhibitors, professionals, volunteers, program participants, press, and everyone else who make up this community. We are so glad to have you here.

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From its beginning, WonderCon has been a place where we can join our community of fans and share those bonds that bring us together, the key connections that keep us coming back year after year to this special

place. Whether we join to share time with old friends or make new ones, at WonderCon we come together to learn, explore, and share interests, stories, experiences, and expertise with other enthusiasts. It is a gathering of the tribe that is popular arts and culture. Whether your goal is to spend time in the Program rooms, shop in the Exhibit Hall, join a tournament in the Games area, watch the amazing talent on display at the Masquerade, or connect with your favorite artist, there are so many ways to enjoy your current favorite fandom or to find a new one. The possibilities are endless. WonderCon is truly a destination that has something for everyone.

Finally, we know that the magic of WonderCon would never exist without the support of the magic makers, those many volunteers and staff who work tirelessly to make this event happen. We are truly grateful for all the time they spend behind the curtain creating the joy that is WonderCon, and we are so happy to be able to share their magic with you. Thank you for being a part of WonderCon 2025, and we hope you have a wonderful show.

PHOTO: B. WATTERS © 2024 SDCC





COMIC-CON INTERNATIONAL PRESENTS
WonderCon

2025

ANAHEIM COMIC-CON®

MARCH 28-30

ANAHEIM CONVENTION CENTER



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EXHIBIT FLOOR HOURS:

Friday: 11:30am - 7pm

Saturday: 10am - 7pm

Sunday: 10am - 5pm

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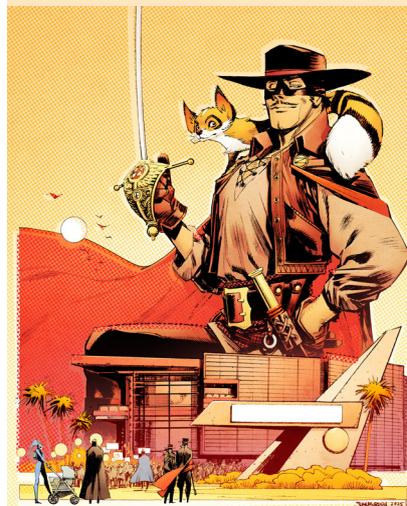
WONDERCON 2025 ANAHEIM COMIC-CON® PROGRAM BOOK

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YOUR WONDERCON 2025 BADGE

ABOUT YOUR BADGE

Your WonderCon 2025 badge is made up of two key pieces: a plastic badge holder and paper name badge(s). **You must wear your complete badge at all times while on-site at the Anaheim Convention Center.** Your badge is invalid if it is missing any of the pieces mentioned above. We may perform random ID checks at entrances. Please make sure the name on your badge matches your photo ID.

LOST BADGES

If you lose or forget your badge, please visit the Badge Solutions Desk in Hall D. Lost or forgotten badges will be replaced for a nominal fee.

BADGE PRIVACY NOTICE

Your event badge is encoded with a number that allows exhibitors to obtain your full name, company name, address, phone/fax, and email address. If you allow an exhibitor to scan your badge using the barcode, they can obtain this information. If you do not want exhibitors to have

your contact information, do not allow your badge to be scanned and do not give your badge to anyone else.

Only allow your badge to be scanned by exhibitors who you want to have your contact information. If an exhibitor scans your badge and obtains your contact information, they may contact you, send you information, or share your information with others. San Diego Comic Convention 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).

QUESTIONS AND HELP

Visit www.comic-con.org/wc for more information. If you need help when you arrive on-site, visit the Badge Solutions Desk in Hall D of the Anaheim Convention Center.

WHERE IS IT?

The Anaheim Convention Center has 4 levels, across 2 buildings:

LEVEL 1 (Ground Floor): Halls A-C: Exhibit Hall

Hall D: Badge Pick-Up for Daily Volunteer Registration/Attendee/Professional/Press/Program Participant/Staff; Bags/Lanyard/Program Book Pick-Up; Early Morning Exhibit Hall Lines

LEVEL 2: Program Rooms (204C, 207BCD, 208AB, 209AB, 210ABC, 211AB, 213AB, 213CD)

LEVEL 3: Program Rooms (300A, 300C, 300E)

EXHIBIT HALL: Halls A, B, C (Level 1, Ground Floor)

LEVEL 1 NORTH: Program Rooms (North 100B, 151, 152)

LEVEL 2 NORTH: Program Rooms (North 200A, North 200B-Saturday only)

ANIME (DAYTIME): Room 205A and 205B (ACC Level 2)

ANIME (NIGHTTIME): Hilton Anaheim, California Ballroom A (Level 2)

ASL INTERPRETER DESK: Lobby B/C (ACC Level 1)

ATM: Registration Area, Exhibit Hall D (ACC Level 1)

AUTOGRAPH AREA: Exhibit Hall A (ACC Level 1)

BADGE PICK-UP/LANYARD/BAG/PROGRAM BOOKS: HALL D (ACC Level 1)

BLOOD DRIVE DESK: Lobby B/C (ACC Level 1)

CHILDREN'S FILM FESTIVAL: Room 303AB (ACC Level 3)

COSTUME PROPS CHECK: Grand Plaza, Arena Plaza, Lobby B/C, Registration Area

DEAF AND DISABLED SERVICES DESK: Lobby B/C (ACC Level 1)

GAMES: Back of Exhibit Hall C (ACC Level 1)

Hilton Anaheim, California Ballroom CD (Level 2) Fri/Sat only

*No new games to start one hour before closing, see schedule on page 16

HOSPITALITY SUITE: Hilton Anaheim, California Ballroom B (Level 2)

MASQUERADE: North 200A (ACC North Level 2)

MASQUERADE DESK: Lobby B/C (ACC Level 1)

PORTFOLIO REVIEW: Room 206B (ACC Level 2)

PROGRAMMING: Anaheim Convention Center: Rooms 204C, 207BCD, 208AB, 209AB, 210ABC, 211AB, 213AB, 213CD (ACC Level 2), Rooms 300A, 300C, 300E (ACC Level 3), Rooms North 100B, 151, 152 (ACC North Level 1) and Room North 200A, (ACC North Level 2)

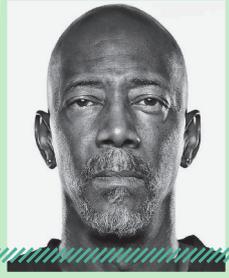
VOLUNTEER REGISTRATION: Hall D (ACC Level 1)

WONDERCON MERCH BOOTH: Exhibit Hall: Booth #173

WONDERCON SHOW DESK: Lobby B/C (ACC Level 1)

WONDERCON INFORMATION DESKS: Lobby B/C, ACC Level 1; Lobby, ACC Level 2, Exhibit Hall Booth #373

SPECIAL GUESTS



DENYS COWAN

A co-founder of Milestone Media, which sold over 10 million copies of groundbreaking comic books, Denys Cowan has numerous credits to his name, including *Black Racer*, *Deathstroke*, *Black Lightning* & *Hong Kong Phooey*, *Batman: Lovers & Madmen*, *Blind Justice*, *Black Panther: Flags of Our Fathers*, *The Question*, *Hardware*, and *Static*. *Static* became one of the most beloved characters in the Milestone Universe, spawning a hugely successful animated series, *Static Shock*. Denys directed and produced the series, which was nominated for an Emmy. As senior vice president of animation at BET, Cowan was responsible for the creation, development, and production of animated programming, which included the development and production of the *Black Panther* animated series. Serving as senior vice president of Motown Animation and Filmworks, he created and developed a number of shows with Fox, ABC, Disney and Nickelodeon. More recently, Denys illustrated the *Django Unchained* graphic novel, which was inspired by the Oscar-winning film by Quentin Tarantino.

DAVID DASTMALCHIAN

David Dastmalchian's feature film debut was as the Joker's deranged henchman Thomas Schiff in Christopher Nolan's *The Dark Knight*. In 2014 he wrote and starred in the feature film *Animals*, directed by Collin Schiffli. In 2018, David wrote and starred in *All Creatures Here Below* opposite Karen Gillan, also directed by Collin Schiffli. David returned to the comics-film universe in *Marvel Studio's Ant-Man* opposite Paul Rudd as tech wizard Kurt. In 2018, he reprised his role as Kurt in the sequel, *Ant-Man & The Wasp*. Other feature film appearances include *The Belko Experiment*, *Blade Runner 2049*, *Jay and Silent Bob Reboot*, *The Suicide*, *Dune*, *The Boogeyman*, *Oppenheimer*, *Boston Strangler*, *The Last Voyage of Demeter*, and *Late Night with the Devil*. In 2020, David realized a lifelong dream as creator and writer of the Dark Horse horror comic series *Count Crowley: Reluctant Midnight Monster Hunter* followed by the 2022 continuation of the series with *Count Crowley: Amateur Midnight Monster Hunter* followed in 2023 with volume 3 - *Count Crowley: Mediocre Midnight Monster Hunter*.



MARK EVANIER

Mark Evanier attended his first San Diego Comic-Con in 1970 and has been to every one of these annual events ever since. He was then an assistant to the great Jack Kirby, whom he wrote about in his book *Kirby, King of Comics*. Mark has also written for live-action TV shows, animated TV shows (including various Garfield cartoons) and tons of comic books. The comics include working with Sergio Aragonés for over 40 years on *Groo the Wanderer*, and many more. He is also a historian of comic books and animation.

DANNY FINGEROTH

Danny Fingeroth is a cultural historian and commentator. His books include *Superman on the Couch: What Superheroes Really Tell Us About Ourselves and Our Society* and *Disguised as Clark Kent: Jews, Comics, and the Creation of the Superhero*. His 2019 biography of Stan Lee, *A Marvelous Life*, tackles the many controversies surrounding the Marvel co-creator. Fingeroth's most recent book, 2023's *Jack Ruby: The Many Faces of Oswald's Assassin*, chronicles the history-shattering Ruby's bizarre life. Danny spent 18 years as a writer and group editor at Marvel and has lectured and taught at institutions including the Smithsonian and Columbia University. He created and edited *Write Now* magazine for TwoMorrows, has consulted on comics exhibitions, and is chair of Will Eisner Week, an annual series of worldwide events celebrating the legacy of the comics innovator.



JESSICA FONG

Jessica Fong is a Bay Area-based illustrator known for her stunning cover art in DC Comics' GLAAD Award-winning *Poison Ivy* series. Her artwork blends surrealism with nature, often featuring dark yet beautiful imagery. Fong's work captures the "terribly sublime," a theme that is both haunting and aesthetically captivating. She contributes a range of covers for DC, Marvel, Mad Cave Studios, IDW Publishing, Image Comics, Heroic Signatures, and more. Her work can also be found in Wizards of the Coast's *Dungeons & Dragons* and *Magic: The Gathering*, Critical Role's *Midst* series, Fandom Inc, and Marvel Snap.



MATT FORBECK

Matt Forbeck is an award-winning and *New York Times*–bestselling author and game designer of over 35 novels and countless other books and games. His projects have won a Peabody Award, a Scribe Award, and numerous ENnies and Origins awards. He is also the president of the Diana Jones Award Foundation, which celebrates excellence in gaming. His latest work includes the *Marvel Multiverse Role-Playing Game Core Rulebook*, *The Cataclysm of Kang* campaign, and the *X-Men Expansion* and the *Spider-Verse Expansion*, plus *Hard West 2*, *Warhammer 40,000: Tacticus*, and the *Shotguns & Sorcery 5E Sourcebook* based on his novels. This summer, look for his latest game book *Minecraft: Roll for Adventure: The Temple of the Charged Creeper*, written with his son Marty.

MITCH GERADS

Mitch Gerads is a comics artist who has made a career out of bringing humanity and realism to the super-human and unreal. Best known for his much-lauded work at DC Comics with writer Tom King on *Mister Miracle*, *Batman*, *Strange Adventures*, and *The Sheriff of Babylon*, he lives and draws in Phoenix, Arizona, with his Catwoman, Lauren, and his Robin, West.



YAYA HAN

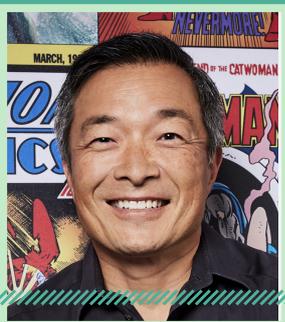
Yaya Han is a cosplayer, designer, and author with more than 20 years of activity in the fandom world. Yaya has made over 400 costumes and has been featured in two U.S. network TV shows, countless magazines, books, newspapers, and online media. Yaya's work has impacted cosplay profoundly and has helped shape it into a commercial industry. She is the first cosplayer to bring branded cosplay-focused sewing/crafting products to mass retail, and she chronicled the evolution of modern cosplay in the book *Yaya Han's World of Cosplay*.

DEREK KIRK KIM

Derek Kirk Kim is an award-winning writer, artist, and director. He is the creator of *The Last Mermaid* from Image Comics and the Eisner, Harvey, and Ignatz Award–winning graphic novel *Same Difference and Other Stories*. He garnered his second Eisner Award with *The Eternal Smile*, a collaboration with Gene Luen Yang. In television, Kim has worked as a director, storyboard artist, and character designer for numerous shows, including *Amphibia*, *Adventure Time*, and *Green Eggs and Ham* on Netflix. He eats chips with chopsticks.



JIM LEE



Jim Lee, the world-renowned comic book artist, writer, editor, and publisher, is currently president, publisher, and chief creative officer of DC. He leads creative efforts to integrate DC's publishing portfolio of characters and stories across all media, supporting Warner Bros. Discovery's family of brands and studios. Jim joined DC in 1998 and has overseen many of the company's highly successful publishing programs, including the Rebirth line of comics and The New 52 initiative that relaunched the entire line of monthly superhero comic books. As part of the revamp, Lee designed and reimagined the new, more contemporary costumes for some of the DC Universe's most iconic characters, including Batman, Superman, and Wonder Woman. Jim holds a BA in psychology from Princeton University and started his professional career at Marvel Comics, where his work on the X-Men continues to hold the all-time sales record for single-issue sales. **Saturday only.**

SAM MAGGS

Sam Maggs is a *New York Times* bestselling author of books, comics, and video games. Her novels include *Star Wars Jedi: Battle Scars* and *The Unstoppable Wasp: Built on Hope*. She's written for games like *Call of Duty: Vanguard*, *Tiny Tina's Wonderlands*, and *Marvel's Spider-Man*, and her comics and graphic novels include *Marvel Action: Captain Marvel*, *Critical Role: The Mighty Nein Origins*, and *Tell No Tales: Pirates of the Southern Seas*. She is also an on-air host for networks like Nerdist. A Canadian in Los Angeles, she misses Coffee Crisp and bagged milk.



TODD MCFARLANE

Todd McFarlane is the Emmy and Grammy Award-winning director/producer and creator of one of the world's best-selling comics, *Spawn*. He is known for his work on *Spider-Man* and *The Amazing Spider-Man*, where he co-created *Venom*. Todd is co-founder and president of Image Comics and is CEO of McFarlane Toys (which revolutionized the action figure industry), as well as Todd McFarlane Productions and McFarlane Films. *Spawn* earned a Guinness World Record for "longest-running creator-owned superhero comic book series." McFarlane's latest Kickstarter, *Medieval Spawn*, was fully funded in under two minutes and became the fastest toys campaign to surpass \$1M. In 2025, McFarlane is launching nine new comic titles.



NICHOLAS MEYER

Nicholas Meyer's Sherlock Holmes novel *The Seven-Per-Cent Solution* was a *New York Times* bestseller for 40 weeks and won the British Gold Dagger award for crime fiction. His screenplay for the film was nominated for an Academy Award. Six other Sherlock Holmes novels followed. Meyer made his directing debut from his own screenplay, *Time After Time* (1979). He wrote and/or directed *Star Treks II, IV, and VI* and directed *The Day After* (1983), the most-watched movie ever made for television, with 100 million viewers in a single night. His memoir, *The View from the Bridge: Memories of Star Trek and a Life in Hollywood*, was published by Viking in 2009. His miniseries *Houdini* (2014) was based on the Houdini biography written by his father, Bernard C. Meyer. His seventh Holmes novel, *Sherlock Holmes and The Real Thing*, will be published this summer by the Mysterious Press. Photo by Linda Lynn Carfagno



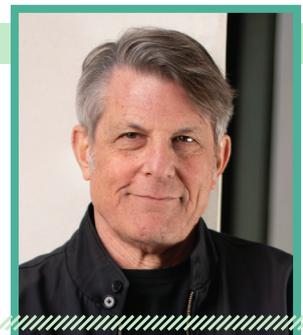
SEAN MURPHY

Sean Murphy is a comic book creator known for work on such books as *Joe the Barbarian* with Grant Morrison, *Chrononauts* with Mark Millar, *American Vampire: Survival of the Fittest* and *The Wake* with Scott Snyder, *Tokyo Ghost* with Rick Remender, and the miniseries *Punk Rock Jesus*. In 2024 he successfully licensed *Zorro: Man of the Dead*, which became a big success on Kickstarter as well in stores. He is also the creator of the Murphyverse, a subcontinuity that serves as the setting for stories featuring Batman that is separate from the main DC Universe continuity. These titles include *Batman: White Knight* and its sequels, *Curse of the White Knight* and *Beyond the White Knight*, which Murphy wrote and illustrated. He's planning more expansions for his Batman titles in the next few years, one which will feature Batman teaming up with Superman, as well as other JLA members.



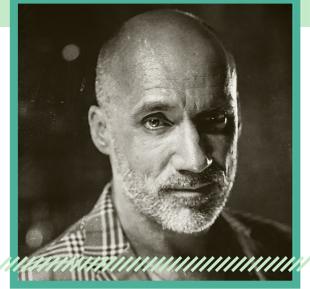
ADAM NIMOY

Adam Nimoy is a graduate of UC Berkeley and Loyola Law School. He practiced entertainment law for seven years before changing careers to become a television director. He directed over 45 hours of network television, including episodes of *Ally McBeal*, *NYPD Blue*, and *Gilmore Girls*. In 2016, he directed the documentary film *For the Love of Spock*, the critically acclaimed documentary film about his father, *Star Trek* actor Leonard Nimoy, which was an official selection at the Tribeca Film Festival. He was featured in the *New York Times* article "To Boldly Explore Jewish Roots of Star Trek," and he published a Father's Day piece about his relationship with his father for the *Boston Globe*. In 2024 *Chicago Review Press* published his memoir *The Most Human: Reconciling with My Father Leonard Nimoy*. **Saturday and Sunday only**. Photo by Jonathan Melnick

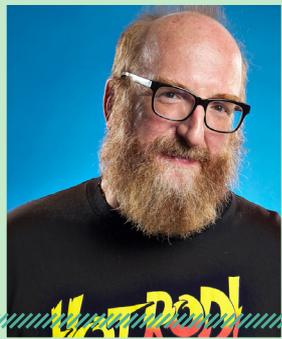


NEVILLE PAGE

Neville Page is an Emmy Award-winning designer, concept artist, and educator whose work has shaped some of Hollywood's most iconic films, including *Avatar*, *Star Trek*, *Tron: Legacy*, and *Cloverfield*. Originally from England, he studied at the Art Center College of Design before forging a career that blends artistry with evolutionary biology. A former judge on *Face Off*, his expertise extends to education, inspiring the next generation at Gnomon and ArtCenter. His exhibitions, including *The Beauty in the Beast*, highlight his passion for creature design. With innovation at his core, Page continues to push the boundaries of film, design, and storytelling.



BRIAN POSEHN



Brian Posehn is a writer/actor/stand-up comic. His credits include *Disney+*'s *The Mandalorian*, *Netflix*'s *Lady Dynamite*, and *FX*'s *You're the Worst*, along with recurring roles on *The Big Bang Theory* and *New Girl*. He was one of the stars of *Comedy Central*'s *The Sarah Silverman Program*. He also appeared on such seminal sitcoms as *Seinfeld*, *NewsRadio*, *Everybody Loves Raymond*, *Friends*, *The Neighborhood*, and *Just Shoot Me*. His voice-acting gigs have included everything from *Scooby Doo* and *The Simpsons* to *Adventure Time*, *American Dad*, *Bob's Burgers*, and *Steven Universe*. He also produced and hosted the popular D&D comedy podcast *Nerd Poker* and co-wrote 45 issues of the bestselling Marvel comic book series *Deadpool*. In 2018 he released his first book, *Forever Nerdy*. Photo by Seth Olenick

DARICK ROBERTSON

Darick Robertson is an American comic book artist, writer, creator, and executive producer with a decades-long career in the industry. His notable works include co-creating with Warren Ellis the award-winning *Transmetropolitan* and co-creating with Garth Ennis the comic that inspired the hit Amazon Prime show *The Boys*. Darick has illustrated for both Marvel and DC Comics on characters including Batman, The Justice League, Wolverine, The Punisher, Conan The Barbarian and Spider-Man, as well as Teenage Mutant Ninja Turtles for IDW.



DAN SLOTT



Dan Slott has worked with Marvel for many years, giving fans an action-packed 10-year run on *The Amazing Spider-Man!* His writing credits include *She-Hulk*, *Avengers*, *Batman*, and *The Silver Surfer*. He recently finished working on a run of *The Fantastic Four* and *Iron Man*. Currently he can be found tangled back up in New York City with Spider-Man and Spider-Boy. Photo by Kendall Whitehouse

DAN VEESSEMEYER

Dan is an artist with over 30 years of experience working in the worlds of animation, toys, comics, and video games, perhaps most noted for his work with *X-Men The Animated Series* and *X-Men '97*. Starting out as a TV animation storyboard artist on *X-Men The Animated Series*, he continued to work on many shows throughout the 1990s. Transitioning to licensing, he's worked with several studios and brands including *Star Wars Prequels*, *Batman Animated*, and *Lego Marvel* and *DC* video games. Currently he is associated with *X-Men*-related projects for *Marvel*, *Mondo*, and *Hasbro*, producing artwork for toys and apparel.



MARK WAID



Mark Waid is a multiple *New York Times* bestselling author whose work has appeared in countless languages across the globe. Over the course of his four decades in the comic book industry, Waid has developed characters and written stories for *Batman*, *Superman*, *Spider-Man*, *The Avengers*, *X-Men*, *Archie*, *Star Wars*, *The Incredibles*, *Fantastic Four*, *Wonder Woman*, *Daredevil*, *Captain America*, and almost every other franchise currently enjoying success across all media platforms. *Kingdom Come*, which he co-created for *DC Comics*, has become one of the bestselling graphic novels in history.



AUTHORIZED: JUNE 2024

BOOTH # 1323



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COVER STORY

This year, our WonderCon Program Book cover features art by the Eisner award and American Library Association award winner, multi-hyphenate artist, inker, penciller, writer, and WonderCon special guest, Sean Murphy. Enhancing Sean's art, UK-Based colorist Simon Gough provided a stunning palette which makes the image leap off the page.

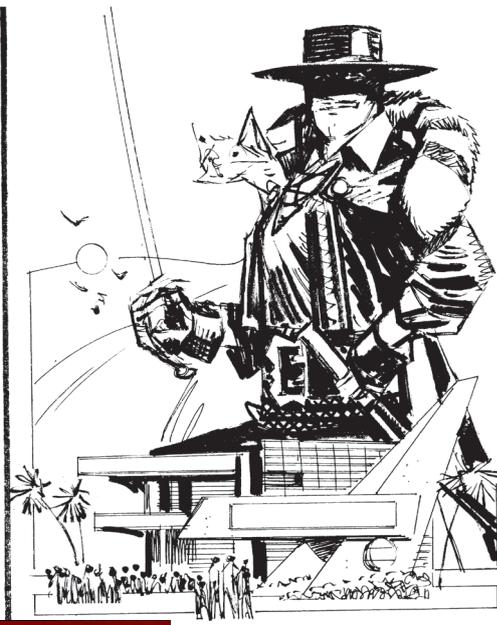
Sean Murphy has worked with numerous publishers across the comics spectrum and, himself, published his own graphic novel, *Off Road*.

On our 2025 cover, Sean presents a different view of the Anaheim Convention Center, home to WonderCon. While many fans and locals alike are familiar with the front of the structure and its impressive fountain, Sean's depiction reflects the view that hundreds of thousands of Southern Californians and visitors see when they drive on South Katella Avenue.

The alternative perspective is reflected wonderfully in Sean's illustration which features a rebirth of Zorro, the character of one of his more recent graphic novels, while perfectly featuring WonderCon in the "Wanted"-style art of the Old West.

Thank you, Sean, for your fantastic illustration!

WonderCon would also like to extend our gratitude to Licensing Works for enabling us to celebrate the legendary Zorro here in Anaheim!



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DEAF & DISABLED SERVICES/ASL

WonderCon is dedicated to serving all of its attendees. The Deaf services and Disabled Services Departments were established to offer a hand to visitors with special needs including:

- A rest area for the disabled, the elderly, expectant mothers, and parents with small infants.
- An enclosed area for mothers nursing infants, for administering medication, or as a sensory shroud for attendees with special needs.
- Registration service for attendees with mobility issues and for service dogs.
- American Sign Language interpreters for the deaf at select panels and the Masquerade.

- Wheelchairs and mobility scooters are available to rent.
- Special limited seating for programming events and the Masquerade.

If you are an attendee with disabilities, WonderCon wants to make your experience as fun and as entertaining as possible, but there are a few limitations on what can be provided. For example:

- Program rooms fill up quickly, and **all seating is on a first-come, first-served basis**, so special seating may not be available if you wait until the last minute to get to the room. Please read your WonderCon Program Book and plan your day accordingly, keeping in mind the popularity of most events.

- Special autograph sessions are generally limited, so it is a good idea to make arrangements to have someone within your group save a spot for you in line.

- **Deaf and Disabled Services cannot guarantee any seating, autographs, or giveaways.**

- If you have medications or other items that need to be kept cool, you should bring a small cooler or insulated bag. **WonderCon does not have refrigerators for storage.**

Visit the Disabled Services and Deaf Services desks in Lobby B/C on the lobby level of the Anaheim Convention Center, for details.

HOSPITALITY SUITE & NIGHTTIME EVENTS AT THE HILTON ANAHEIM

So, what do you do once WonderCon's Exhibit Hall closes? Well, there are nighttime programs at the Anaheim Convention Center on Friday and Saturday nights with amazing content you won't want to miss, including interactive panels where you can get in on the fun! You can also head on over to our Headquarters Hotel, the Hilton Anaheim, for some nighttime fun and games!

Stop by to enjoy our hospitality at the WonderCon **Hospitality Suite**. The suite—located in California Ballroom B on the second level—will be open Friday and Saturday evenings from 7:00 to

midnight. It's a great place to enjoy some free snacks while you hang out, mingle, and network with your fellow attendees. Sit down, relax, and discuss the events of the day, what you saw in programming, or show your new best friends the cool purchases you made!

While you're at the Hilton, be sure to visit our **Nighttime Games Room** (California Ballroom CD) and **Nighttime Anime Room** (California Ballroom A) both on that same level. Check the Games schedule (starting on page 16) and the Anime schedule (on page 48 for more information.



PHOTO: S. OSON © 2024 SDCC



CONVENTION POLICIES

WonderCon has a few policies that we must all follow for the safety and comfort of everyone. We appreciate your cooperation in helping to make WonderCon 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 WonderCon function inside or outside of the Anaheim Convention Center. This includes drones, balloons and helium-filled products, or any lighter-than-air objects either powered or unpowered.

BADGES

Always wear your complete badge (plastic badge holder and paper name badge) and hang on to it! You will need your badge to attend any WonderCon function, including all daytime and nighttime panels and events at the Anaheim Convention Center, the Hilton Anaheim headquarters hotel nighttime events, and, of course, browsing or shopping in the Exhibit Hall. Keep your badge visible so guards do not stop you. If you're asked to show your badge, please do so.

Badges are nontransferable. Do not give your badge to a friend or to people outside the Convention Center when you leave WonderCon. We will perform random ID checks against badges. If you lose your WonderCon badge, please visit Badge Solutions in the Registration Area of Hall D. Lost or stolen badges may be replaced on-site for a nominal fee.

CODE OF CONDUCT

Attendees must respect commonsense rules

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

The WonderCon Show Desk is located in Lobby B/C. During show hours you can always find a WonderCon staff member or security guard there. Please stop by there if you have any questions or concerns.

COSTUME PROPS POLICY

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

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

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

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

- All cosplay must abide by Comic-Con's Code of Conduct.
- No functional or sharp-edged props or weapons are allowed at Comic-Con.
- All costume props must conform to state and federal law.
- Replica projectile costume props must be rendered inoperable and covered with brightly colored caps.
- Functional (real) arrows must have their tips removed and be bundled and zip-tied to a quiver.
- Certain props may need to be tied to your costume in such a way that they can't be drawn. Our Prop Safety Officers will make these determinations.
- Costumes featuring stilts must be approved at the Costume Props Desk.
- Realistic cosplay of first responders and/or security is not permitted.
- At certain times, due to crowds and safety issues, oversized costumes may be asked to leave the Exhibit Hall and/or programming rooms.

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

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

WEARABLE CAMERAS/VIDEO RECORDERS/CAMERA PHONES

Remember that recording of footage on the screens during panels is prohibited (see below: No Video or Audio Recording of Panels for Public Display). This includes



PHOTO: A. ORTEGA © 2024 SDCC

Google Glass, Snapchat Specs, and any wearable camera. You cannot wear Google Glass 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.

Also, 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.

NO SEGWAYS OR HOVERBOARDS

Segways and hoverboards are not allowed at WonderCon, including the Exhibit Hall, Program rooms, outside areas of the Anaheim Convention Center, and the Hilton Anaheim ballrooms featuring WonderCon events.

NO HANDCARTS, TROLLEYS, ROLLING BAGS, OR OVERSIZED STROLLERS IN 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 removed from Exhibit Hall.

NO LIVE STREAMING OF ANY PROGRAM OR EVENT AT WONDERCON

The usage of live streaming apps and software on any electronic device (smartphones, tablets, laptops, etc.) is not allowed in any on-site or off-site official WonderCon Program and event rooms.

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.

NO PETS ALLOWED

If you have pets, including iguanas, parrots, boa constrictors, or other nonhuman critters, please leave them at home. The Anaheim 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 will be stopped by security. Please stop by Disabled Services in Lobby B/C for Service Animal Stickers for your WonderCon badge.

NO RETAIL SALES UNLESS EXHIBIT SPACE HAS BEEN PURCHASED

No retail sales are allowed anywhere at

WonderCon unless you purchased or were allocated exhibit space. This includes the Exhibit Hall, common areas such as lobbies, Program rooms, and outside venues such as the Anaheim Convention Center grounds or the hotels in the WonderCon room block including the Hilton Anaheim, our headquarters hotel. Retail sales are strictly limited to the exhibitors in the WonderCon Exhibit Hall.

NO RUNNING

There is absolutely no running anywhere at WonderCon! That includes the Program rooms, the lobbies, outside the Anaheim Convention Center, and in the Exhibit Hall at all times, but especially in the morning when we first open the hall. We understand that you want to get to your favorite booth (or program or anime screening or food truck) right away, but running is a safety hazard for EVERYONE, not just you. People caught running may have their badges taken away from them and may be ejected from the convention. Don't run ... it's not worth it!

NO SELFIE STICKS OR SIMILAR DEVICES AT WONDERCON

Selfie sticks, GoPro poles, or any device that extends your camera or phone away from your hand are not allowed at WonderCon. If you're seen with one of these devices, you will be asked by security to put it away and not use it at WonderCon. This includes all of the Convention Center: Exhibit Hall, Program and event rooms, etc., the Convention Center grounds outside, and any official WonderCon events outside the Center, including the Hilton Anaheim headquarters hotel.

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 WonderCon Exhibit Hall and near food concessions for your convenience.

NO SMOKING, INCLUDING E-CIGARETTES AND VAPING PRODUCTS AND DEVICES

No smoking is allowed at any WonderCon event at any time and in any location. No smoking at WonderCon includes traditional cigarettes, pipes, cigars, or E-cigarettes and any vaping product or device. This policy includes the Exhibit Hall, all the Program rooms, the Arena, and the Hilton Anaheim headquarters hotel. You are welcome to step outside to smoke in designated smoking areas only, 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 Anaheim city ordinances prohibiting smoking at public events near any doorway, entrance, exit, or operable window. Please comply with this policy; noncompliance may result in ejection from the convention.

NO STROLLERS IN THE ARENA AND PROGRAM ROOMS

Strollers are not allowed in the Arena or Program rooms at WonderCon. Guests are encouraged to leave strollers in their vehicle/hotel. Strollers will not be permitted in the seating areas and may be picked up at the conclusion of the event. In addition, if you'd like to park your stroller while in the Anaheim Convention Center, stroller parking is located in various areas; see the maps in the center of this publication for exact locations. Parking will be free of charge and provided on a first-come, first-served basis. Please note: WonderCon will not provide security or check-in/check-out for the strollers.

NO VIDEO OR AUDIO RECORDING OF PANELS FOR PUBLIC DISPLAY

Cameras and recording devices are permitted in Program and panel rooms but cannot be used to reproduce the presentation and must not interfere with other fans' enjoyment of the presentation. Any recording of panels or programs is allowed only for personal use and not for broadcast in any form. No video or audio recording is allowed of the footage on the screens during movie and television panels. The footage shown in these panels are exclusives 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.

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



PHOTO: A. ORTEGA © 2024 SDCC



PHOTO: K. GREEN © 2024 SDCC

GAMES

WONDERCON 2025 SCHEDULE

WonderCon Games offers over 100 different game titles during the convention, including tournament rounds, events, and teaching demonstrations. WonderCon also features an open gaming area with tables to play any game available. Bring your competitive spirit and come on down! New games start at the top of every hour, or you can sign up early to meet up with fellow players. We have plenty of space for all your favorites with a friendly and knowledgeable game staff to help you get your game on! WonderCon Games will be in Exhibit Hall C by day and the Hilton Anaheim California Ballroom CD at night.

Free games to learn to play all weekend include: Can't Catch Harry, Cryptids: Urban Legends, Cthulhu in the House, Exploding Kittens, Fluxx, The Grizzled, Guillotine, Looterz, Love Letter: Princess Princess Ever After, Munchkin: Batman, Pandemic, Settlers of Catan, The Queen's Necklace, Rumble in the Dungeon, Superfight, Superhero Squad, Ticket to Ride: Ghost Train, Tsuru, Waka Tanka, and many many more.

Paint & Take will be in the Games Area in Exhibit Hall C during the day. The event is free, but supplies are limited.

Nighttime Games Attendees will be able to participate in more game demos! As the Exhibit Hall closes at 7:00 on Friday and Saturday, all remaining gaming will move over to the California Ballroom CD on the second level of the Hilton Anaheim, our headquarters hotel, next door to the Anaheim Convention Center (see the map on page 29 for the exact location).

About 98 percent of games remain free to learn and play for all WonderCon attendees; only some of the Sanctioned Tournaments will have a materials fee. Every participant will receive prize support, and every winner will receive even more, **while supplies last**. Pick up game-play entries or bring your own products. Players who bring their own sealed decks or boxes may have them inspected by one of the sanctioned judges. The judges at Cardboardia will be running the Sanctioned Sealed Deck Magic, Lorcana, One Piece, Pokémon, and Yu-Gi-Oh! events. HeroClix will have its own judges from Comic Hero University. The Dungeons & Dragons Adventurers League will have its own DCI judges. IGA: Indie Game Alliance will run Boss Monster 2 and Overboss Tournaments.

DAYTIME HOURS:

EXHIBIT HALL C

FRIDAY: 12:00 PM – 7:00 PM

SATURDAY: 10:00 AM – 7:00 PM

SUNDAY: 10:30 AM – 5:00 PM

No new games started one hour prior to close.

NIGHTTIME HOURS:

HILTON ANAHEIM

CALIFORNIA CD BALLROOM • SECOND LEVEL

FRIDAY & SATURDAY: 7:00 PM – 12:00 AM

No new games started one hour prior to close.



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WONDERCON GAMES

DEMONSTRATIONS & EVENTS

GAME DEMONSTRATIONS & EVENTS

There will be learn-to-play demonstrations from 28 companies and/or groups. All participation is free! Only some Tournaments charge an entry fee. Here are the companies and groups that will be demoing:

AEG: ALDERAC ENTERTAINMENT GROUP (ALDERAC.COM)

FRIDAY

12:00 pm – 11:30 pm Cat Lady, Point Salad, Smash Up, Tiny Towns, War Chest—Learn to play demo & players choice

SATURDAY

10:00 am – 11:30 pm Cat Lady, Point Salad, Smash Up, Tiny Towns, War Chest—Learn to play demo & players choice

SUNDAY

10:30 am – 4:00 pm Cat Lady, Point Salad, Smash Up, Tiny Towns, War Chest—Learn to play demo & players choice

BLUE RONDO GAMES (BLUERONDOGAMES.COM/)

FRIDAY

12:00 pm – 7:00 pm Crabs in a Bucket—Fast and fun learn to play demonstrations

1:00 pm – 6:00 pm Crabs in a Bucket: Shrimpocalypse—Fast and fun learn to play demonstrations

SATURDAY

10:00 pm – 7:00 pm Crabs in a Bucket—(see above)

11:00 pm – 6:00 pm Crabs in a Bucket: Shrimpocalypse—(see above)

SUNDAY

10:30 pm – 5:00 pm Crabs in a Bucket—(see above)

11:00 pm – 4:00 pm Crabs in a Bucket: Shrimpocalypse—(see above)

CARDBOARDIA (CARDBOARDANDDIE.COM)

FRIDAY

7:00 pm – 10:30 pm Yu-Gi-Oh! Advanced Constructed Free Tournament—Players receive prize support in OTS Booster Packs. Entry fee \$0 Free

SATURDAY

12:00 pm – 2:30 pm Grand Archive Learn-to-Play Free Event—A special learn-to-play with promos handed out to all participants. Entry fee \$0 Free

7:00 pm – 10:30 pm Pokémon Standard Constructed Free Tournament—Players receive prize support in Pokémon prize packs. Entry fee \$0 Free

CHANGE MY MIND (CHANGEMYMINDTHEGAME.COM)

FRIDAY

3:00 pm – 7:00 pm Change My Mind—Walk up and play!

SATURDAY

11:00 am – 3:00 pm Change My Mind—Walk up and play!

SUNDAY

12:00 pm – 3:00 pm Change My Mind—Walk up and play!

DESERT DIRT ROADS ([HTTPS://DISCORD.GG/FGM66WXB](https://discord.gg/FGM66WXB))

FRIDAY

7:00 pm – 8:00 pm, 9:00 pm – 10:00 pm Steel Rift—Fast and fun learn to play demonstrations

8:00 pm – 9:00 pm, 10:00 pm – 11:00 pm Sunshard Embren—Fast and fun learn to play demonstrations

DICE THRONE (WWW.DICETHRONE.COM)

FRIDAY

12:00 pm – 10:00 pm Dice Throne—Learn to play demonstrations

SATURDAY

10:00 am – 2:00 pm Dice Throne—Learn to play demonstrations

SUNDAY

10:30 am – 2:00 pm Dice Throne—Learn to play demonstrations

DIRE WOLF GAMES (DIREWOLFDIGITAL.COM)

FRIDAY

12:00 pm – 7:00 pm Dune Imperium, Clank! Catacombs, Clank! In Space, Eternal; Chronicles of the Throne—Learn to play demo or players choice

SATURDAY

10:00 am – 7:00 pm Dune Imperium, Clank! Catacombs, Clank! In Space, Eternal; Chronicles of the Throne—(see above)

SUNDAY

10:30 pm – 4:00 pm Dune Imperium, Clank! Catacombs, Clank! In Space, Eternal; Chronicles of the Throne—(see above)

FRIENDLY BEE GAME COMPANY [HTTPS://FRIENDLYBEE-GAMECO.CARRD.CO/](https://friendlybee-gameco.carrd.co/)

SATURDAY

10:00 am – 7:00 pm TacTile—Learn to play demonstrations every hour

SUNDAY

10:30 am – 5:00 pm TacTile—(see above)

GOLDEN STATE GAMING NETWORK ([FACEBOOK.COM/GOLDENSTATEGAMINGNETWORK](https://facebook.com/goldenstategamingnetwork))

FRIDAY

12:00 pm – 11:00 pm Code Names, Code Names: Harry Potter, Dark Heist, King of Tokyo, Machi Koro, Nacho Pile, Rhino Hero, River Valley Glass Works and Star Realms—Demonstrations & players choice

SATURDAY

10:00 am – 11:00 pm Code Names, Code Names: Harry Potter, Dark Heist, King of Tokyo, Machi Koro, Nacho Pile, Rhino Hero, River Valley Glass Works and Star Realms—Demonstrations & players choice

SUNDAY

10:30 am – 5:00 pm Code Names, Code Names: Harry Potter, Dark Heist, King of Tokyo, Machi Koro, Nacho Pile, Rhino Hero, River Valley Glass Works and Star Realms—Demonstrations & players choice

IGA: INDIE GAME ALLIANCE (INDIEGAMEALLIANCE.COM)

FRIDAY

12:00 pm – 11:59 pm Adulthood, Boss Monster, Boss Monster #2, Dungeon Kart, Mistborn, Overboss and Overboss Duel—Demos & learn to play

SATURDAY

10:00 am – 11:59 pm Adulthood, Boss Monster, Boss Monster #2, Dungeon Kart, Mistborn, Overboss and Overboss Duel—(see above)

SUNDAY

10:30 am – 4:00 pm Adulthood, Boss Monster, Boss Monster #2, Dungeon Kart, Mistborn, Overboss and Overboss Duel—(see above)

KOALATIE GAMES (KOALATIE.COM)

FRIDAY

12:00 pm – 6:00 pm, 7:30 pm – 10:00 pm DJ Icon—Learn to play and spin your way to victory in DJ Icon!

2:00 pm – 6:00 pm, 8:30 pm – 10:00 pm Upstaged—Demonstrations and learn to play

SATURDAY

10:00 am – 6:00 pm, 7:30 pm – 10:00 pm DJ Icon—(see above)

11:00 am – 6:00 pm, 8:30 pm – 10:00 pm Upstaged—(see above)

WONDERCON GAMES



SUNDAY

10:30 am – 5:00 pm DJ Icon—(see above)
11:00 am – 5:00 pm Upstaged—(see above)

NO LIMIT GAMES (NOLIMITGAMEZ.COM)

FRIDAY

12:00 pm – 9:00 pm Battle of Souls—Demonstrations and learn to play
1:00 pm – 10:00 pm Vampires, Humans & Werewolves—Demonstrations and learn to play

SATURDAY

10:00 am – 9:00 pm Battle of Souls—(see above)
11:00 am – 10:00 pm Vampires, Humans & Werewolves—(see above)

SUNDAY

11:00 am – 4:00 pm Vampires, Humans & Werewolves—(see above)
12:00 pm – 5:00 pm Battle of Souls—(see above)

OFF THE SHELF GAMES (OFFTHESHELFGAMES.COM)

FRIDAY

12:00 pm – 6:00 pm Paint & Take Miniatures—paint your own miniature figure.

SATURDAY

10:00 am – 6:00 pm Paint & Take Miniatures—(see above)

SUNDAY

10:30 am – 4:00 pm Paint & Take Miniatures—(see above)

PATHFINDER SOCIETY (PAIZO.COM/ORGANIZEDPLAY)

FRIDAY

12:30 pm – 6:00 pm Pathfinder: Learn to play—Pathfinder 2nd edition remastered in 90 minutes. Create a new character or select a pre-made one and take them on a short adventure! Discover the fun in an easy low-pressure experience!

12:30 pm – 6:00 pm Starfinder: Learn to play—Starfinder in 90 minutes. Create a new character or select a pre-made one and take them on a short adventure! Discover the fun in an easy low-pressure experience!

7:00 pm – 11:59 pm Pathfinder: Upon Wheels and Rime (levels 1 to 4)—A Pathfinder 2nd edition remastered adventure. A symposium goes off the rails when goblins attack. You'll need to catch the goblins to ensure the meeting's success!

SATURDAY

10:30 am – 6:00 pm Pathfinder: Learn to play—(see above)
10:30 am – 6:00 pm Starfinder: Learn to play—(see above)
7:00 pm – 11:59 pm Pathfinder: Rotten Apples (levels 3 to 6)—A Pathfinder 2nd edition remastered adventure. You must travel deep into a primal forest to investigate and rescue a village of leshies, who may be under attack from an old foe...

SUNDAY

10:30 am – 4:00 pm Pathfinder: Learn to play—(see above)
10:30 am – 4:00 pm Starfinder: Learn to play—(see above)

PULL THE PIN GAMES (PULLTHEPINGAMES.COM)

FRIDAY

12:00 pm – 7:00 pm Good Cop Bad Cop—Teach and play
1:00 pm – 6:00 pm The Crash & Grab—Teach and play

SATURDAY

10:00 am – 7:00 pm Good Cop Bad Cop—Teach and play
11:00 am – 6:00 pm The Crash & Grab—Teach and play

SUNDAY

10:30 am – 5:00 pm Good Cop Bad Cop—Teach and play
11:00 am – 4:00 pm The Crash & Grab—Teach and play

RELIC WORLDS (RELICWORLDS.COM)

SATURDAY

12:00 pm – 9:00 pm Relic Worlds: Heroes, Sidekicks & Minions—Demos and players choice. Learn to play all day

RENEGADE GAMES (RENEGADEGAMESTUDIOS.COM)

FRIDAY

12:00 pm – 9:30 pm Arboretum, Duel of Wands, Heroscape, Love Letter Princess Princess edition—Learn to play demo & players choice
2:00 pm – 11:30 pm Acquire, Bargain Quest, Duel of Wands—Learn to play demo & players choice

SATURDAY

10:00 am – 9:30 pm Arboretum, Duel of Wands, Heroscape, Love Letter Princess Princess edition—(see above)
12:00 pm – 11:30 pm Acquire, Bargain Quest, Duel of Wands—(see above)

SUNDAY

10:30 am – 4:00 pm Arboretum, Duel of Wands, Heroscape, Love Letter Princess Princess edition—(see above)
12:00 pm – 2:00 pm Acquire, Bargain Quest, Duel of Wands—(see above)

SAFEHAVEN GAMES (SAFEHAVEN-GAMES.COM)

FRIDAY

12:00 pm - 7:00 pm Web Spinners—Learn to play all day. Quick & easy 15-minute demos for Ages 8+
12:00 pm - 6:00 pm Freelancer: Skies Over Tolindia Tournament—Learn to play RPG demos for 6 players, Ages 12+

SATURDAY

11:00 am - 7:00 pm Web Spinners—(see above)
12:00 pm - 6:00 pm Freelancer: Skies Over Tolindia Tournament—(see above)

SUNDAY

11:00 am - 5:00 pm Web Spinners—(see above)
11:00 am - 5:00 pm Freelancer: Skies Over Tolindia Tournament—(see above)

SCIFI.RADIO (SCIFI.RADIO)

FRIDAY

3:00 pm - 5:00 pm Star Wars X-Wing: Find the Rebel Spy—Learn to play all afternoon. Quick & easy miniatures demos in less than 30 minutes.

SATURDAY

2:00 pm - 9:00 pm Star Wars X-Wing: Find the Rebel Spy—(see above)

SUNDAY

11:00 am - 5:00 pm Star Wars X-Wing: Find the Rebel Spy—(see above)

SLUGFEST GAMES (SLUGFESTGAMES.COM)

FRIDAY

12:00 pm - 5:00 pm Dungeon Decorators, En Garde Reforged, Red Dragon Inn, Red Dragon Inn: Battle for Greypoint, Tales from the Red Dragon Inn, Where's My Ride?—Learn to play demo or players choice.

SATURDAY

10:00 am - 5:00 pm Dungeon Decorators, En Garde Reforged, Red Dragon Inn, Red Dragon Inn: Battle for Greypoint, Tales from the Red Dragon Inn, Where's My Ride?—(see above)

SUNDAY

10:30 am - 5:00 pm Dungeon Decorators, En Garde Reforged, Red Dragon Inn, Red Dragon Inn: Battle for Greypoint, Tales from the Red Dragon Inn, Where's My Ride?—(see above)

WONDERCON GAMES

STEVE JACKSON GAMES (SJGAMES.COM)

FRIDAY

12:00 pm - 5:00 pm Cthulhu Dice, Gelatinous, Hack & Slash, Munchkin, Scarf & Barf, Zombie Dice, Z-Shot—Learn to play demo or players choice.

SATURDAY

10:00 am - 5:00 pm Cthulhu Dice, Gelatinous, Hack & Slash, Munchkin, Scarf & Barf, Zombie Dice, Z-Shot—(see above)

SUNDAY

10:30 am - 5:00 pm Cthulhu Dice, Gelatinous, Hack & Slash, Munchkin, Scarf & Barf, Zombie Dice, Z-Shot—(see above)

SRG UNIVERSE INC (SUPERSHOWTHEGAME.COM)

FRIDAY

2:00 pm - 5:00 pm Super Show—Learn to play demonstrations every 30 minutes

SATURDAY

12:00 pm - 5:00 pm Super Show—(see above)

SUNDAY

12:00 pm - 3:00 pm Super Show—(see above)

SUNRISE TORNADO (WWW.SUNRISETORNADO.COM)

FRIDAY

12:00 pm - 7:00 pm Cat's Gambit—Quick and easy learn to play demonstrations

SATURDAY

10:00 am - 7:00 pm Cat's Gambit—(see above)

SUNDAY

10:30 am - 5:00 pm Cat's Gambit—(see above)

SUNWOLF STUDIOS (INFO@BEASTBUILDERSGAME.COM)

FRIDAY

12:00 pm - 11:59 pm Beast Builders: Claws & Jaws—Learn to play demonstrations every hour

SATURDAY

10:00 am - 11:59 pm Beast Builders: Claws & Jaws—(see above)

SUNDAY

10:30 am - 5:00 pm Beast Builders: Claws & Jaws—(see above)

TAVERN CRAWL GAMES (HTTPS://WWW.PARTYWANTED.COM)

FRIDAY

12:00 pm - 5:00 pm, 9:00 pm - 10:00 pm Party Wanted—Learn to party every 30 minutes!

1:00 pm - 4:00 pm, 8:00 pm - 11:00 pm DuelGeon—Roll, Battle, Steal and Loot! Dungeon crawling mayhem in your pocket!

SATURDAY

11:00 - 4:00, 8:00 pm - 11:00 pm DuelGeon—(see above)

12:00 pm - 5:00 pm, 9:00 pm - 10:00 pm Party Wanted—(see above)

SUNDAY

11:00 - 4:00 Party Wanted—(see above)

2:00 - 5:00 DuelGeon—(see above)



PHOTO: T. GILL © 2024 SDCC

SANCTIONED TOURNAMENTS

IMPORTANT NOTICE FOR TOURNAMENT GAMERS

Signing Up For Tournaments—Early sign-up is recommended. Register in the Games Area in Exhibit Hall C, or in the Hilton California Ballroom CD. Open Play demos do not require signing up; only the Tournaments do.

Run Time—Tournaments may run over the time allotted. They typically run 2–5 hours depending on attendance—ask a tournament representative for further details.

Tournament Supplies—Please enhance your game play by bringing your supplies—deck boxes, card sleeves, and playmats are required for some tournament play. Damage counters or life trackers are also recommended. Some materials will be available on-site while supplies last.

Game Supplies—Dice and gaming mats will be sold at the Games desk with the WonderCon and Comic-Con logos.

CARDBOARDIA (Cardboardanddie.com)

Grand Archive Convention League All Day Play—Players receive a random Grand Archive Pre-con, sleeves, and a booster pack. Players get prizes for every game played, and additional prizes for winning their games. Entry fee \$30

Lorcana Convention League All Day Play—Players receive an intro deck, and sleeves. Players get prizes for every game played, and additional prizes for winning their games. Entry fee \$30

Magic: The Gathering Convention League All Day Play—Players receive sealed product to build a 40-card convention deck, sleeves, and dice. Players get prizes for every game played, and additional prizes for winning their games. Entry fee \$30

Magic: The Gathering Commander League All Day Play—Players receive a random sealed Commander deck, sleeves, and exclusive play mat (this identifies them as enrolled in the league). Players get prizes for every game played, and additional prizes for winning their games. Entry fee \$50

One Piece TCG Convention League All Day Play—Players receive a random One Piece TCG Pre-con, sleeves, and a booster pack. Players get prizes for every game played, and additional prizes for winning their games. Entry fee \$30

Pokemon Battle League All Day Play—Players receive a Pokémon TCG Pre-con, sleeves, HP dice, and condition markers. Players get prizes for every game played, and additional prizes for winning their games. Entry fee \$30

Star Wars Unlimited Convention League All Day Play—Players receive a random preconstructed deck, two booster packs, sleeves, and accessories. Players get prizes for every game played, and additional prizes for winning their games. Entry fee \$30

Yu-Gi-Oh! Duel League All Day Play—Players receive a Yu-Gi-Oh! structure deck, sleeves, and exclusive field center card. Players get prizes for every game played, and additional prizes for winning their games. Entry fee \$30

FRIDAY

2:30 pm - 6:30 pm **Magic: The Gathering Level-Up! sealed**—Players receive 4 play boosters and build a 30-card minimum deck. Each round the winners receive an additional booster to enhance their decks. Prizes based on attendance. Entry fee \$40

3:30 pm - 6:30 pm **Pokemon Retro Prerelease**—Players receive a B&B kit + energy to build a 40-card pre-release deck and play in a 3-round tournament with prizes based on performance. Entry fee \$35

7:00 pm - 11:30 pm **Magic: The Gathering Double Promo Draft Night**—Players draft with 3 play boosters. All players also receive 2 random promos with entry, and a promo every round won. Additional Prize support based on attendance. Entry fee \$25

7:00 pm - 10:30 pm **Yu-Gi-Oh! Advanced Constructed Free Tournament**—Prize support in OTS booster packs. Entry fee \$0 Free

SATURDAY

12:00 pm - 2:30 pm **Grand Archive Learn-to-Play Free Event**—A special learn-to-play with promos handed out to all participants. Entry fee \$0 Free

WONDERCON GAMES



1:00 pm – 3:30 pm **Pokemon Retro Prerelease**—Players receive a B&B kit + energy to build a 40-card Prerelease deck to play in a 3-round tournament with prizes based on performance. Entry fee \$35

2:00 pm – 6:00 pm **Magic: The Gathering Level-Up! sealed**—Players receive 4 play boosters and build a 30-card minimum deck. Each round the winners receive an additional booster to enhance their decks. Prizes based on attendance. Entry fee \$40

4:00 pm – 7:00 pm **Grand Archive Learn-to-Play Free Event**—A special learn-to-play with promos handed out to all participants. Entry fee \$0 Free

7:00 pm – 10:30 pm **One Piece Constructed Free Tournament**—Free random promos with entry. Prize support in tournament packs. Entry fee \$0 Free

7:00 pm – 10:30 pm **Pokemon Standard Constructed Free Tournament**—Prize support in Pokémon prize packs. Entry fee \$0 Free
SUNDAY

12:30 pm – 4:00 pm **Magic: The Gathering Level-Up! sealed**—Players receive 4 play boosters and build a 30-card minimum deck. Each round the winners receive an additional booster to enhance their decks. Prizes based on attendance. Entry fee \$40

1:30 pm – 4:00 pm **Pokemon Retro Prerelease**—Players receive a B&B kit + energy to build a 40-card Prerelease deck to play in a 3-round tournament with prizes based on performance. Entry fee \$35

DUNGEONS & DRAGONS ADVENTURERS LEAGUE

FRIDAY

12:00 pm – 6:00 pm **D&D 5e AL - HQ found in the Exhibit Hall**—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! English and Español Pre-register here: <https://warhorn.net/events/Wondercon-2025>

7:00 pm – 11:00 pm **D&D 5e AL - HQ found in Hilton California Ballroom CD**—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! English and Español Pre-register here: <https://warhorn.net/events/Wondercon-2025>

SATURDAY

10:00 am – 6:00 pm **D&D 5e AL - HQ found in the Exhibit Hall**—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! English and Español Pre-register here: <https://warhorn.net/events/Wondercon-2025>

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SUNDAY

11:00 am – 3:00 pm **D&D 5e AL - HQ found in the Exhibit Hall**—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! English and Español Pre-register here: <https://warhorn.net/events/Wondercon-2025>

GOLDEN STATE GAMING NETWORK (facebook.com/GoldenStateGamingNetwork)

FRIDAY

8:00 pm – 11:00 pm **Star Realms Tournament**—is a spaceship combat deckbuilding game designed by Magic Pro Tour Champions and Hall of Famers Darwin Kastle and Rob Dougherty. Entry fee \$0 free

10:00 pm – 11:59 pm **Rhino Hero Tournament**—get ready to scale the highest heights for action-packed stacking game fun! Rhino Hero is the high-stakes, tower-stacking adventure that everyone in the family will love! Entry fee \$0 free

SATURDAY

11:00 am – 1:00 pm **King of Tokyo Tournament**—you play mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. Choose whether to keep or discard dice to win victory points, gain energy,

restore health, or attack. Entry fee \$0 free

11:00 am – 1:00 pm, 10:00 pm – 11:59 pm **Rhino Hero Tournament**—get ready to scale the highest heights for action-packed stacking game fun! Rhino Hero is the high-stakes, tower-stacking adventure that everyone in the family will love! Entry fee \$0 free

8:00 pm – 11:00 pm **Star Realms Tournament**—is a spaceship combat deckbuilding game designed by Magic Pro Tour Champions and Hall of Famers Darwin Kastle and Rob Dougherty. Entry fee \$0 free

SUNDAY

11:00 am – 1:00 pm **King of Tokyo Tournament**—you play mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. Choose whether to keep or discard dice to win victory points, gain energy, restore health, or attack. Entry fee \$0 free

11:00 am – 1:00 pm **Rhino Hero Tournament**—get ready to scale the highest heights for action-packed stacking game fun! Rhino Hero is the high-stakes, tower-stacking adventure that everyone in the family will love! Entry fee \$0 free

HEROCLIX (www.comicherou.com/)

FRIDAY

7:00 pm – 10:00 pm **HeroClix PULP Format Tournament**—300 points PULP format. Only non-prime figures from any DC or Marvel booster sets with white, green, or silver rarity tabs. All characters are unique, and teams consist of only characters, no other game elements. Prizing: Con LEs. 2 - 20 players. Entry fee: \$0 free

SATURDAY

12:00 pm – 4:00 pm **HeroClix Booster Sealed Tournament**—Build a 300-point team from a Marvel HeroClix: Collector's Trove and a Marvel HeroClix: Spiderverse booster. Prizing: 2025 Con LEs, set LEs, and more. 2 - 12 players. Two booster packs, Entry fees: \$34

IGA: INDIE GAME ALLIANCE (indiegamealliance.com)

FRIDAY

8:00 pm – 11:00 pm **Boss Monster 2 Tournament** and **Overboss Tournament**

SATURDAY

8:00 pm – 11:00 pm **Boss Monster 2 Tournament** and **Overboss Tournament**

SAFEHAVEN GAMES (safehaven-games.com)

FRIDAY

12:00 pm – 6:00 pm **Freelancer: Skies Over Tolindia Tournament**—Learn to play an industrial fantasy RPG demos for 6 players, Ages 12+

SATURDAY

12:00 pm – 6:00 pm **Freelancer: Skies Over Tolindia Tournament**—Learn to play an industrial fantasy RPG demos for 6 players, Ages 12+

SUNDAY

11:00 am – 5:00 pm **Freelancer: Skies Over Tolindia Tournament**—Learn to play an industrial fantasy RPG demos for 6 players, Ages 12+

ZOMBICIDE (<http://zombicide.com/en>)

FRIDAY

7:30 pm – 10:00 pm **Zombicide: the Worlds of Zombicide Tournament**—Free to learn and play, up to 30 players per round

SATURDAY

7:30 pm – 10:00 pm **Zombicide: the Worlds of Zombicide Tournament**—Free to learn and play, up to 30 players per round

SCAN THE QR CODE FOR A COMPLETE LIST OF GAMING SCHEDULES AND DESCRIPTIONS AT WONDERCON 2025!



ROBERT A. HEINLEIN BLOOD DRIVE

2025 marks the 17th year that WonderCon is hosting the Robert A. Heinlein Memorial Blood Drive. Last year we collected 124 units of life-saving blood, and 41 donations came from first-time donors! The blood drive is co-sponsored by the Heinlein Society and Southern California Blood Bank.

As thanks for a donation, donors will receive a Marvel Studios Thunderbolts T-shirt and a goodie bag! All giveaway items are "while supplies last." Every donor will receive a cloisonné pin designed by Heinlein himself, and a ticket for a chance to win The Heinlein Society's Daily Grand Prize: a \$250 Geekify gift certificate!

Please consider signing up in advance. Even if you're uncertain of your schedule during the convention, you can always change it when you arrive.

Or, if you don't have time to donate during the convention, you can donate before the convention! Attendees, volunteers, and staff: To donate before the convention, make an appointment at Southern California Blood Bank <https://scbloodbank.org/> in Irvine, or at any San Diego Blood Bank location.

In the early 1970s, Heinlein had a life-threatening illness and needed many pints of a rare blood type. He felt he owed his life to the donors, so when asked to be a guest at the 1976 Worldcon in his hometown of Kansas City, he agreed—but with one specific stipulation: that he would only sign autographs for people who donated blood.

Heinlein's 1951 novel, *Between Planets*, helped popularize the phrase, "Pay it forward." Please make it a point to pay it forward this year, save people's lives, and have some cookies and juice while you're at it!



Thank You,
WonderCon Robert A. Heinlein Memorial Blood Drive

PLEASE BE SURE TO CHECK OUR WEBSITE FOR THE MOST UP-TO-DATE INFORMATION.



Robert Anson Heinlein (July 7, 1907–May 8, 1988) was one of the most popular and respected science fiction authors of the 20th century. By setting a high standard for science and engineering plausibility, he helped raise the genre's standards of literary quality. He was the first writer to break into mainstream magazines such as *The Saturday Evening Post* in the late 1940s with unvarnished science fiction. He was among the first bestselling novel-length science fiction authors in the modern mass-market era.

Four of Heinlein's novels (*Double Star*, *Starship Troopers*, *Stranger in a Strange Land*, and *The Moon Is a Harsh Mistress*) won Hugo Awards in the years they were published. In 2001, another novel (*Farmer in the Sky*) and a novella (*The Man Who Sold the Moon*) received "Retro Hugos" for the year 1951, and the movie *Destination Moon*, which was based on a Heinlein story, received the "Retro Hugo" for Best Dramatic Presentation.

He was the first writer to be named a Grand Master by the Science Fiction Writers of America for lifetime achievement.

Heinlein was known as the "Dean of Science Fiction Writers," but he was much more. He was a philanthropist who helped many

charitable causes and individuals. When asked how he could be repaid for his help, he would reply, "You can't pay me back, you have to pay it forward."

One cause that was of great importance to him was blood donation. Having a rare blood type himself (AB+), he was a frequent donor and a supporter of the National Rare Blood Club, which was an integral part of his novel *Will Fear No Evil*. In 1976, at the 34th World Science Fiction Convention in Kansas City, he helped organize the first of many science fiction convention blood drives. He did the same in 1977 at San Diego Comic-Con. 2024 marked the 48th year of the Comic-Con Robert A. Heinlein Blood Drive as an integral part of that event, and the 16th year of the WonderCon Robert A. Heinlein Memorial Blood Drive.

The Heinlein Society was formed

in 2000 to preserve the legacy of Robert A. Heinlein by "paying it forward." One of the ways the Society is doing this is by promoting blood donation around the world. The group began this effort with an Internet blood drive, encouraging fans to donate at their local blood banks and send their names to the society to be entered into its honor roll, presented to the late Mrs. Virginia Heinlein.

In 2001, at the 59th World Science Fiction Convention in Philadelphia, the society sponsored its first on-site blood drive, with the Red Cross collecting 60 units of blood. Since then, the organization has sponsored more than 200 drives, generating more than 48,000 units of blood and saving potentially tens of thousands of lives.

You can learn more about Robert Heinlein and the Heinlein Society at www.heinleinsociety.org.

FRIDAY
9:00 AM – 6:00 PM

SATURDAY
9:00 AM – 6:00 PM

SUNDAY
9:00 AM – 4:00 PM

Please visit the **Blood Drive Desk** in **Lobby B/C** for more information on how to participate.

Learn more about Robert Heinlein and the Heinlein Society by visiting www.heinleinsociety.org. Please join us in "paying it forward" by donating blood at WonderCon this weekend.



PHOTO: J. CORTES © 2024 SDCC

TURN YOUR
IMAGINATION
INTO REALITY!

Cosplay

WITH

JANOME

Visit us at **Booth 801** during WonderCon 2025 and see why some of the best Cosplay fashion artists choose **Janome** to help turn their imagination into reality.

Janome Maker Lauren Stewart (@laurendoesocplay)
Photography © Alexandra Lee Studios (@aleestudios)



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CHILDREN'S FILM FESTIVAL SCREENING SCHEDULE

WonderCon 2025 welcomes the 19th annual Los Angeles International Children's Film Festival Friday through Sunday. The festival kicks off at WonderCon then continues through May at other SoCal locations, featuring some of the best short films from around the world.

The festival features creative, exciting, and imaginative short films from around the world—animation, live action, and documentary—all three days in Room 303AB. Enjoy films from the United States, Canada, India, Spain, South Korea, Columbia and beyond. Animators and filmmakers will talk about their work, how kids can make their own films, and careers in animation and filmmaking.

FRIDAY, MARCH 28

2:00-4:00 PROGRAM #1

Jardin de jeunesse

Helene Matte (L) (Canada)

Ballad of the Mountain

Tarun Jain (L) (India)

Peek

Sino Ghasemi (L) (Iran)

0 Years Old

James Yang (L) (South Korea)

Boliche

Helher Escribano (A) (Spain)

Estrellas Del Desierto

Katherina Harder (Chile)

Toy Story

Alireza Ostovar (L) (Iran)

4:00-5:00 PROGRAM #2

Koli

Jyotirmoy Mazumdar (L) (India)

Dragfox

Lisa Ott (A) (UK)

The Friend

Nanni Mann (L) (UK)

Fatman

Yisrael Rohn Rigler (L) (Israel)

The Daving

Mohammad Tanabandeh (L)
(Iran)

Farmers Curse

Gaurav Bhatia (L) (India)

LiLi

Hedieh Abdian (L) (Iran)

5:00-9:00 PROGRAM #3

Best of Fest: All-Time

Favorites, Vol. 1 (Global)

SATURDAY, MARCH 29

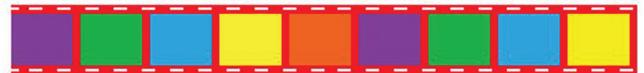
10:00-12:00 PROGRAM #4

Count Sokula

Wylder Harvey Levkoff (A)
(USA)

The Boxfish and the Sea of Minamata

Takuya Inaba (A) (Japan)



Los Angeles International Children's Film Festival



Seed Squad

Justin Archer (A) (Australia)

Homework

Nacho Arjana (A) (Spain)

Garu & Ponki

Cristhian Jailier (A) (Columbia)

Mr. Homebody

Grant Reed Colton (A) (USA)

12:00-1:30 PROGRAM #5
**The Dana Koops Collection:
Stuck, Danielle's Boat,
Driver's Ed, Lift, Blessings,
La Bibliotheque**

Dana Koops (L) (USA)

1:30-3:00 PROGRAM #6
Hot Wheels

Ben Richardson (L) (USA)

Glitter Baby

Kathleen Renee Kranitsky (A) (USA)

There Is a Moose

Robert Hicks (A) (USA)

Doodie Calls

Lillian Ryan Preston (D) (USA)

Jaime Jangles

Jeff Lurie/Jaime "Jangles" Lurie (A) (Canada)

Turkey Pinky Pants

Brad Krause (A) (USA)

**Hymns of a Tiny World: The
Birds of New Zealand**

Izabella Itzia (A) (USA)

Big Speed Dreams

AJ Whyte (L) (USA/Ghana)

Kid President

Yadid Hirschtritt Licht (A) (USA)

Water Baby

Kelli Caldwell (L) (USA)

My Darling Daffodil

Dave Gulick (L) (USA)

3:00-5:00 PROGRAM #7
Super Human Anxiety

Ashley Maria (L) (USA)

The Manalos

Mike Talplacido (L) (USA)

Granite and Marble

R.Paul Villaluz (L) (USA)

Christmas Presence

Amelie Zazik (L) (USA)

Changing Room

Ruchir Kulkarni (L) (India)

**Korean American Witches
Society**

Jennifer Kim (L) (Canada)

Stone Garden

Alysha Daniele Haran (L) (USA)

Fellow Aquarians

Dave Quion (A) (USA)

Don't Burst My Bubble

 Light the Way Foundation
Students (D) (USA)

Rusted Roots

Kei McKeown-Pool (L) (USA)

Kindness Town

Jess McKay (L) (USA)

Flocky

Esther Casas Roura (A) (Spain)

The Towel

Ella Grace Helton (L) (USA)

Desert Eyes

 Jordan LeBlanc, Rika Mizoguchi
(USA)

5:00-6:00 PROGRAM #8

 UCLA Animation Workshop
Showcase:

The Corn Husk Doll

Abigail Alonso (A) (USA)

House Rules

Bridgette Baron (A) (USA)

Land Lover

Courtney Chapman (A) (USA)

Swap

Louise Liu (A) (USA)

**Mi Abuelita, La Campeona/
My Grandma is My Champion**

Isa Morena (A) (USA)

Hijinx

Gina Whitney (A) (USA)

6:00-7:30 PROGRAM #9
Fallin'

Carlos Navarro (A) (USA)

Seven Kingdoms, Ep. 1

 Svetlana Baldina (A) (Russian
Federation)

**The Tales of Grandmother
Basyang: The Mysterious
Guardian of Mount Arayat**

 Nelson Caligula Jr. (A)
(Phillipines)

Getcho

Ashley Tyler (L) (USA)

My Pencil's Death

Diego Rotmistrovsky (L) (USA)

Mystery of the Keeper

Elina Myshanych (L) (Ukraine)

Witchfairy

 Cedric Igodt/David Van De
Weyer (A) (Belgium)

7:30-9:00 PROGRAM #10

 Best of Fest: All-Time
Favorites, Vol. 2 (Global)

SUNDAY, MARCH 30
10:00-12:30 PROGRAM #11
Cofune Carlos F. De Vigo/Lorena
Ares (L) (Spain)

Two

Lisa Riccardi (L) (Italy)

**The Story of Tooma Boo the
Tiny Elephant**

Tom Bevins (A) (USA)

12:30-2:30 PROGRAM #12
Tiny Teaching Tales

Julie Anne Burch (A)(USA)

The Lost Elf on Christmas

Christopher Berry (L) (USA)

2:30-3:00 PROGRAM #13
Life After the Storm

Hailey Johnston (L) (USA)

Ringin' Clear

Kate Balaban (L) (USA)

3:00-5:00 PROGRAM #14

 Best of Fest: All-Time Favorites,
Vol. 3

(L/A) (Global)

 A = ANIMATED
L = LIVE ACTION
D = DOCUMENTARY

WONDERCON 2025

MASQUERADE



CELEBRATING THE COSTUMING CREATIVITY OF OUR ATTENDEES

Costuming plays a vital role in all the popular arts, enhancing story, setting, and character, and each year we see more WonderCon attendees bringing extra fun, beauty, awe, and clever cosplay to the convention by making and wearing terrific costumes. While we all enjoy the many impressive professionals on our panels, WonderCon is not just about the pros and their projects, but also about encouraging our attendees' participation and achievements in the popular arts. We therefore, once again have reserved our Saturday night and a large 2,000-seat venue to appreciate the significance of costumes in the arts, the designers that make them, and to celebrate and reward the talents and creativity of our costume-crafting attendees!

The 20th annual WonderCon Masquerade, or Cosplay Competition for those who may prefer that title, will start at **8:30 PM Saturday** in the **Anaheim Convention Center's North 200A** ballroom. Doors will open for audience seating at **8:00 PM**, although the line for front-section seating will start forming about ninety minutes earlier. For being in the show or just being in the audience, all you need is a WonderCon badge valid for Saturday. Our high-definition cameras and giant projection screens will provide great close-up viewing of the stage for everyone. The event will run for about two and one-half hours, including the judging intermission entertainment, and then the presenting of **trophies and generous cash and other prizes**. Among our guest trophy judges will be profes-

sional Hollywood costume designers. V.I.P. seating is available for special guests of the convention and select press. Please inquire in advance at the **Masquerade Desk** in the Convention Center lobby for more information on seating.

Our emcee for the show will once again be **Ashley Eckstein**. Ashley has been widely recognized as an actress, author, designer, entrepreneur, host, inspirational speaker, and producer. Most known for originating the character of Ahsoka Tano in *Star Wars*, she voices Ahsoka in projects such as *Star Wars: The Clone Wars*, *Star Wars: Rebels* and *Star Wars: The Rise of Skywalker*. She founded the fashion and lifestyle brand **Her Universe**, and her designs can currently be found at Disney Parks worldwide. Ashley is currently serving as co-creator, executive producer, and starring in a new audio drama for Disney. She is also a passionate advocate for mental health awareness.

Since it's not a dance or party as the name might imply, why is this stage event called The Masquerade and not simply a costume contest, cosplay challenge, or fashion show? Because it is also about the characters and stories that costumes create for us and bring to life. Many of the presentations will include recorded music and elements of character, story, drama, or humor. Most costumes will be impressive re-creations from movies, TV, comic books, fantasy art, Japanese anime, video games, or history; while others will be completely original designs from our attendees' clever imaginations, some designs never seen anywhere before! Those in the audience need not attend in costume, simply come as



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K. GREEN © 2024 SDCC

you are, but the show is a great opportunity to support the arts by dressing in something unique and fun yourself!

In addition to the amazing costumes appearing in the competition, the judging intermission entertainment will feature a return of the **Saber Guild**, a Lucasfilm-recognized Star Wars costume group that presents elaborately choreographed lightsaber shows at charity and community events, as well as comic book and sci-fi conventions. Their new show for us this year, full of screen-accurate costumes, is titled *The Jedi Outcast*, a tragic tale of a Jedi apprentice who turned to the dark side of the Force. Also, we will be treated to the return of **The Corps Dance Crew**. Formed in 2013, the talented and inventive group melds cosplay, various modern dance styles, and lively popular music. They tour all over southern California to bring anime, comics, movies, and other pop culture to life, often appearing at Comic-Con International and WonderCon, and other events. They have created a Dungeons & Dragons-themed show for us this time while the judges tally the scores!

No flash photography is allowed in the ballroom, but non-flash cameras are permitted for non-profit personal use only. No obstructing of aisles or blocking of viewing by large tripods or other equipment is allowed. There will be a flash-friendly **Photo Op Area** in a nearby room where contestants will pose after their stage appearance. Photographer spots are limited and registering at the Masquerade Desk ahead of time is required.

How to enter: Sorry, all of our contestant spots were filled in February, but openings can sometimes arise from cancellations. Visit the **Masquerade Desk** in the Convention Center lobby to find out if a space has become available, but absolutely **no** entries will be accepted after 10 AM Saturday. A costume photo showing the overall appearance and quality will be required for acceptance. Full rules and more information are available at the desk and on the WonderCon section of the www.comic-con.org website. Costumes must not have been purchased or otherwise commercially obtained and must be of original construction or show significant modification of pre-existing materials, and all costume genres are welcome. There will be an optional but recommended **Orientation for Contestants** at 11:00 AM Saturday in **Convention Center Room 201ABC**, where there will be a rehearsal stage available since the show stage will be occupied by other events during the day.

Impressive **WonderCon trophies** for the best costumes will be given in categories of **Best In Show, Judges' Choice, Best Re-Creation, Best Original Design, Best Workmanship, Most Humorous, Most Beautiful, and Best Young Fan** as selected by our guest judges. Plus, entries winning one of the above categories will also receive **complimentary 3-day badges for WonderCon 2026!**

In addition to the special WonderCon trophies, there will be **generous cash and other prizes** provided by companies and organizations to include the following:

- **Frank & Son Collectible Show** of the City of Industry, California, "the first and last stop for all your collectible needs," will take a break from their large and very popular bi-weekly mini-conventions to once again support cosplayers by presenting a generous **\$500** cash prize to the entry their representative deems to be the audience favorite. Everyone should therefore loudly applaud their favorites in the show!

- **Costumer's Guild West (CGW)**, southern California's non profit costuming fandom group, will select a winner to receive a one-year membership to CGW, as well as a full scholarship and a complimentary one-night hotel stay to their weekend costuming arts conference, **Costume College®**, held each July. Their 2025 dates are July 31-August 4 (winner may choose 2025 or 2026) at the Sheraton Gateway Los Angeles Hotel. Their award will be for the entry they select as showing the most promise. Costume College promotes the art of costuming by providing educational lectures and workshops in every aspect of costuming!

- **Comic-Con International** will 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, often 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.

THE WONDERCON 2025
MASQUERADE
 Saturday at 8:30 PM
 ANAHEIM CONVENTION CENTER
 NORTH ZOOA

MASQUERADE DESK
 FRIDAY: 10:00 AM – 6:00 PM
 SATURDAY: 9:30 AM – 6:00 PM

FOR SIGN-UPS (IF SPACE IS AVAILABLE);
 SIGN-UPS CLOSE AT 10:00 AM ON SATURDAY

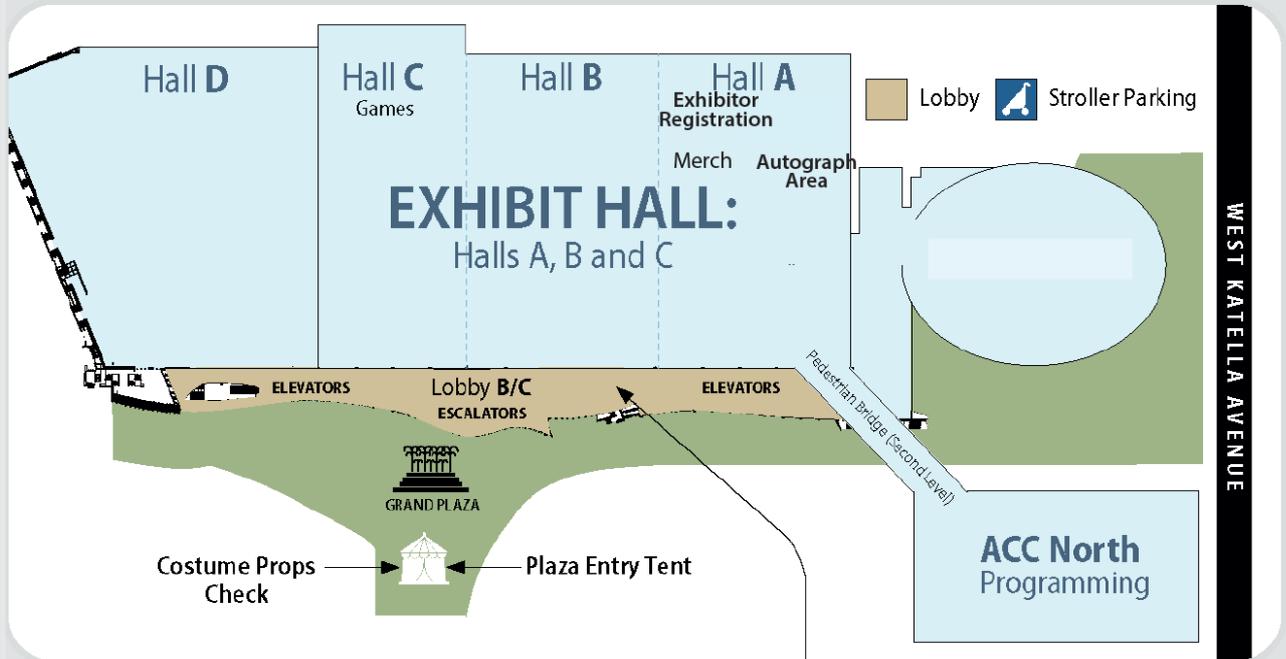
SUNDAY: 11:00 AM – 1:00 PM
 FOR INFORMATION ONLY

Located in Lobby B/C
 ANAHEIM CONVENTION CENTER



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ANAHEIM CONVENTION CENTER LEVEL 1



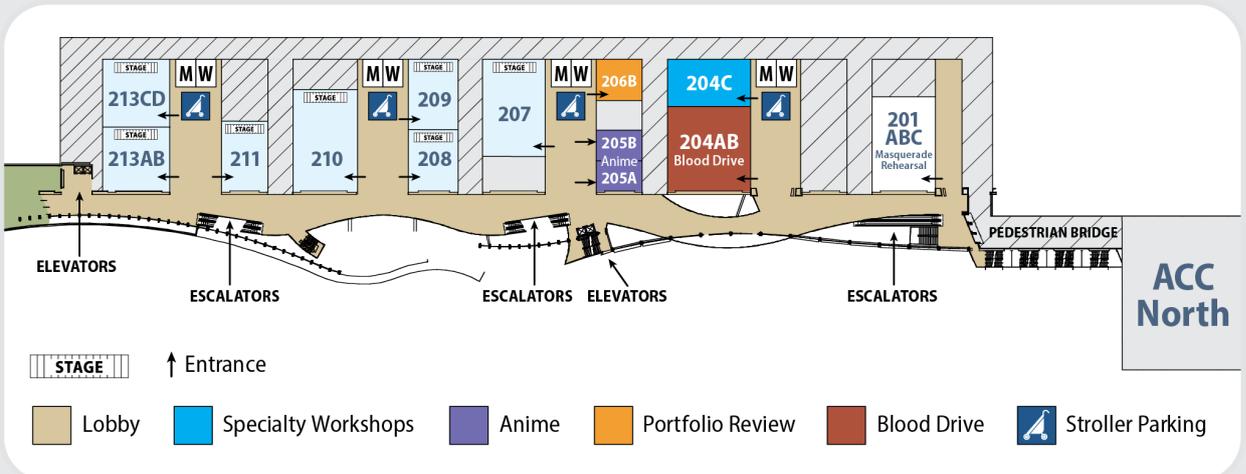
HALL D

- Badge Pick-up — Attendees, Press, Professionals, Program Participants
- Bag, Lanyard, Program Book Pick-up
- Badge Solutions Desk
- On-Site Badge Sales
- Costume Props Check
- Morning Lines
- Daily Volunteer Check-in Area

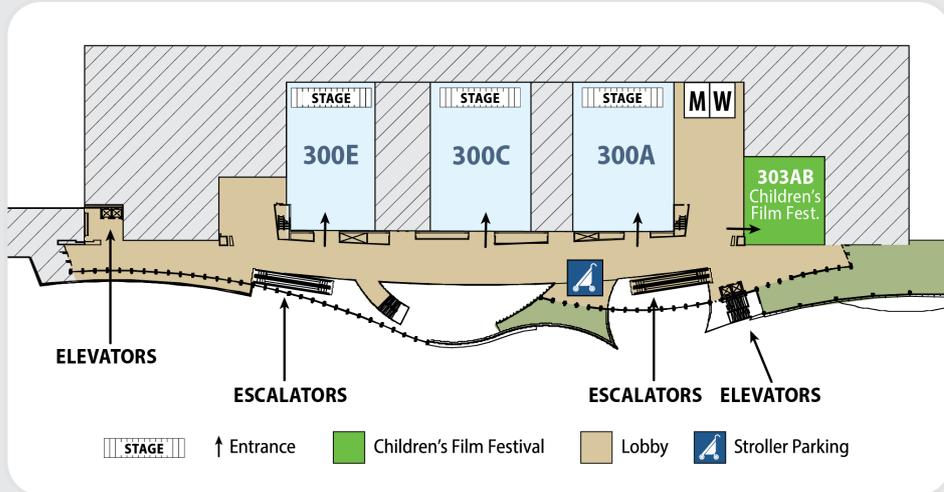
LOBBY B/C

- Blood Drive Sign-up
- Costume Props Check Desk
- Deaf & Disabled Services and ASL Interpreters
- Masquerade Desk
- WonderCon Show Desk
- WonderCon Information Desk

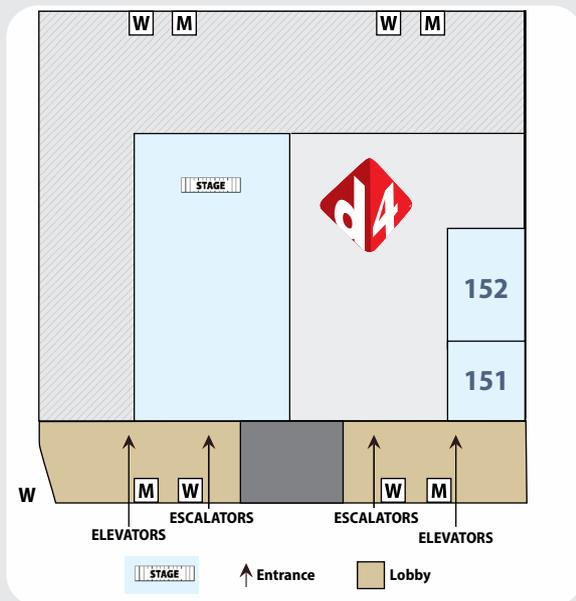
ANAHEIM CONVENTION CENTER LEVEL 2



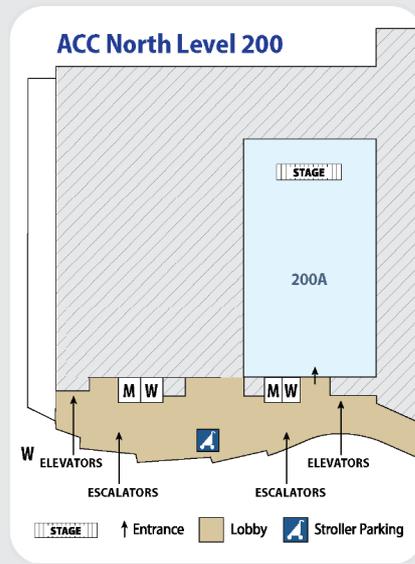
ANAHEIM CONVENTION CENTER LEVEL 3



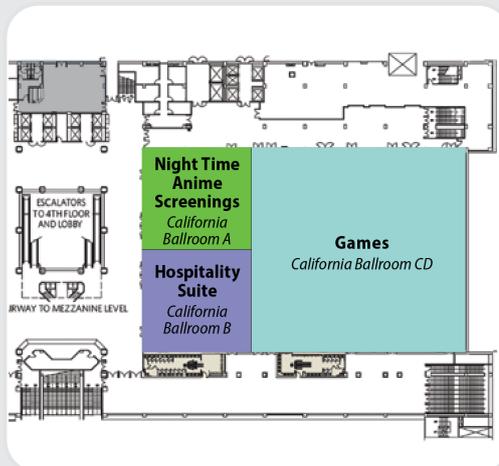
ACC NORTH LEVEL 100



ACC NORTH LEVEL 200



HILTON ANAHEIM LEVEL 2





HALL B

HALL A

FAN CLUB BOOTHS

1194	1095	1094	995	994	895
	1093	1092	993	992	
1190	1091			990	891
	1089				889

WONDERCON TABLES

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D1.21	D1.22	D1.23	D1.24	D1.25	D1.26	D1.27	D1.28	D1.29	D1.30
D1.31	D1.32	D1.33	D1.34	D1.35	D1.36	D1.37	D1.38	D1.39	D1.40
D1.41	D1.42	D1.43	D1.44	D1.45	D1.46	D1.47	D1.48	D1.49	D1.50
D1.51	D1.52	D1.53	D1.54	D1.55	D1.56	D1.57	D1.58	D1.59	D1.60
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D1.91	D1.92	D1.93	D1.94	D1.95	D1.96	D1.97	D1.98	D1.99	D1.100

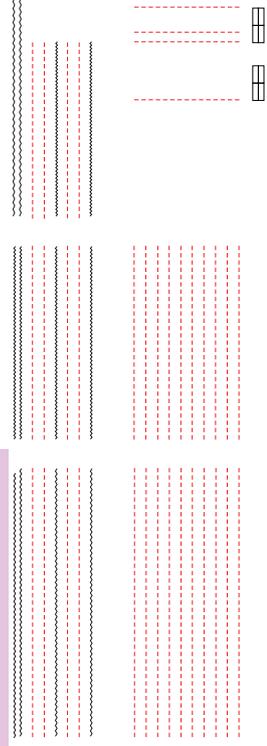
Exhibitor Registration
Freeman Service Center

LOUNGE

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Funko 478
MANTO 277
Toy Temple 181
Fanatics 173

570 471
469
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269
268 169
266 167
264 165
360 261
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AUTOGRAPHS AREA



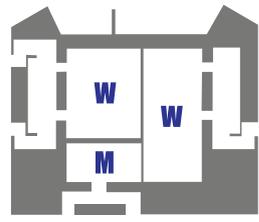
LOUNGE
FOOD

FOOD
LOUNGE

SMALL PRESS PAVILION

SP19	SP18	SP17	SP16	SP15	SP14	SP13	SP12
SP20	SP21	SP22	SP23	SP24	SP25	SP26	SP27
SP35	SP34	SP33	SP32	SP31	SP30	SP29	SP28
SP36	SP37	SP38	SP39	SP40	SP41	SP42	SP43
SP51	SP50	SP49	SP48	SP47	SP46	SP45	SP44
SP52	SP53	SP54	SP55	SP56	SP57	SP58	SP59
SP66	SP65	SP64	SP63	SP62	SP61	SP60	SP59
SP67	SP68	SP69	SP70	SP71	SP72	SP73	SP74
SP81	SP80	SP79	SP78	SP77	SP76	SP75	SP74
SP82	SP83	SP84	SP85	SP86	SP87	SP88	SP89

Jada 849 847 845
GASHAPON 837



GOLD & SILVER PAVILION

413	313	213	113
508 408	410 309	308 209	210 111
405	303	205	105
502 401	301	201	101
500	301	201	100

CGC Certified Guaranty Company 700
THAT SPIDERMAN BOOTH 501

LOBBY

WONDERCON EXHIBITORS

E's Apparel	1608	ColorfulSheep	2024	Sugar Cubed Studios	2125	William O'Neill: Gentleman Nerd	
ShopGcreation	1609	Blank Tag Co. Stickers	2029	AmberSkies Creations	2128		2230
ASIFA-Hollywood	1610	The Art of James C Mulligan	2031	The Brands Boutique	2129	Hotflips	2236
Monster Candy Publishing	1611	Ultrasabers	2037	Little Shop of Pins	2130	Star*Salts	2242
Design Studio Press	1612	Kyla's Keepsakes	2042	Jeff Egli Art	2131	Tee No Evil	2244
		Tickle me toys	2043	StitchToons! by Disney Artist		Cliff Wassmann Fine Art	2248
GeekdomWear	1700	Still Wild	2044	Jonathan Hallett	2137	CS Art materials	2250
MRDG LLC dba Tribble Toys	1701	+3 to Charisma	2046	GeekPins	2139	Eva Ink Publishing	2254
The Society of Illustrators of Los Angeles	1702	Sci-Fi World	2049	Marmals	2143	TuziNeko	2256
Geek Regeneration	1704	toddland	2052	CRUX WORLDWIDE	2149	Studio Guts LLC	2258
Pixel Empire	1709	All Blue Anime Inc	2055	Grandpas prints	2151	Fine Comic Collectibles	2264
Wicked Rain Studio	1710	Jay Company Comics	2065	Ragmop & Goose	2155	Quirkilicious Inc	2272
C & J Goods L.A.	1713	Toystop	2073	We Are Frogs	2157	Pin Plugged	2274
		Dice Envy LLC	2081	Art Of David Wong	2159	MumoPins	2276
		Genex Gaming	2083	Art Prints	2165	Lux Amuletum	2280
		OrchardWorks LLC	2084	La Meno	2166	Steve Minty	2282
Goldin	1801	Friars Dice	2087	Audela Group LLC	2167		
Nikole Adelle	1803	CoreTCG, Inc.	2089	S. Preston Art + Designs	2173	SharkRobot	1123, 2013
Tyrannical Piratical Treasures	1805	Kraken Dice	2091	Ohmonah	2175	Kreativity Events Group	
Nerds and Nomads	1808			Grandpa Gaming of Las Vegas			1147, 1247
Wyng'd Lyon Creations	1809	Celtic Moonlighting	2100		2181	Big Wow Comic Fest	219, 220, 221
Sam Kressin Art	1811	Pendragon Costumes	2101	Cardboardia	2187	Funko, LLC	277, 283, 478
Angry Little Girls, Inc.	1812	The Art Of Kevin Wood	2103	Rubber Road	2188		
Fistful Designs	1813	Mad Experiments LLC	2105				
comicage	1819	The Halloween Hun	2108	CBCS	2200		
GraphicLab Tees	1837	KaeVeo	2109	The Art of Megan Withey	2204		
Little Dumpling Arts	1839	Alicia Dianne Art Company	2110	nooligan	2208		
Hero's Armory	1841	Pawspers	2111	James Harris The Jinja Ninja	2210		
Throwback Therapy	1847	Symbiotic Tendencies	2113	Sam and Fuzzy	2212		
Tattoo Junior	1851	Carrillo Art Studios	2118	Jeff Granito	2218		
Pinerdz	1855	Kehasuk	2119	Andy Carreon	2224		
Yajai	1857	Maxx Merch	2120	Studio de sade: Fine art of Nigel			
The Goods Merchant	1859	Kieutie Pie	2121	Sade	2228		
Norse Foundry	1881	Emii Creations	2123				
CostumeBiz	1883						
We Geek Together	1887						
Tea and Absinthe	1900						
Kuroheim Item Shop	1904						
ROTN	1909						
Lantern pins	1910						
Painted Dragon Studios	1911						
Warlord Clothing	1912						
Muzeo Museum and Cultural Center	1913						
KOMIKVERSE	1923						
BB-CRE.8/Punch It Chewie Press	1925						
Meg's Mashables	1928						
Holzheimer's Distribution	1937						
Legendary Artifacts	1938						
Roland DGA	1940						
Hero Complex Gallery	1943						
Summer bee beauty	1945						
Cryptidzoo Interactive	1946						
Trick or Treat Studios	1947						
Leveled Prints 3D	1948						
Collector's Edge	1948						
NurdLuv	1950						
FireChilde Glass Studio	1953						
Anime Spirit LLC	1954						
Blulious	1955						
The Story Closet	1956						
Spoke Art Gallery	1957						
Blue Donut Studios	1958						
The Pink Lotus Company LLC	1980						
Sketched LLC	1983						
The Next Level Games	1987						
National Cartoonists Society	2000						
Choice Fine Art	2008						
Brittnee Braun Designs	2009						
Goozee Pins	2019						



WONDERCON ARTISTS' ALLEY



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Jim Lee	A-01	Corriganpress	A-40	Cimino	B-11	Vampire Valentine	B-45
Norm Rapmund	A-03	Brandi York Fine Art and Random	A-41	Pashmilk	B-12	PaoWorks	B-46
Tony Moy Arts	A-04	Geekery	A-42	Joanna Palmer Art	B-13	Eugene Randolph Young	B-47
David Mack	A-05	Dylan Bonner	A-43	Ricky Pee Pee	B-14	Priscilla Bree	B-48
Patrick Ballesteros Art	A-07	Artist Phil Ortiz	A-44	Paige Halsey Warren	B-15	Pixel Bat	B-49
Hellbrain	A-08	Michael Golden	A-45	Eli Benik	B-16		
Keith Tucker	A-09	Art of Arthur Suydam	A-46	Victor Barretto Designs	B-17	Jessica Rosemary Guerra	B-50
Steven E Gordon	A-10	Art of Renee Witterstaetter	A-47	Eva Andrews	B-18	Lady Scrib Design & Embroidery	B-51
Alex Nino	A-11		A-48	Kayden Phoenix	B-19		
Jonboy Meyers	A-12	Kip Rasmussen Tolkien Illustration	A-49			Celine Chapus	B-52
Eve Skylar	A-13		A-50	Ben Russel, Artist & Illustrator		Barbara Marker Artist	B-53
Rick Kitagawa	A-14	Art of Chuck Grieb	A-51		B-20	Skeltonartist	B-54
Craig Miller	A-15	The Pixel Paint	A-52	Art by Sean Lenahan	B-21	Chris Deboda Art	B-55
Beth Sotelo	A-16		A-53	Nathaniel Osollo	B-22	Alex Iniguez Art	B-56
Joel Gomez	A-17	Art of JKU	A-54	Erwin Papa	B-23	Patrick Sierra	B-57
Livio Ramondelli	A-18	Jared Hickman Illustration	A-55	Mark Brunner / HumanTreeRobot	B-24	Kimchi Kreative	B-58
Art of Jeprox	A-19	Taco Boy Designs	A-56		B-25	Settara Stones	B-59
The Art of Samantha Borchard	A-20	Beth Radloff Illustration	A-57	jjayin :)	B-26		
	A-21		A-58	Malachi Ward	B-27	Kevin Hill	B-60
Stephen Silver	A-22	Erik Ly	A-59	Sour Plum Sketchz	B-28	Cat Bui	B-61
Nihilo-Art	A-23	The Caleb King		Andi Dukleth Art	B-29	Panty Cat	B-62
Dustin Nguyen	A-24	NimtzArt		Bob! Draws Stuff		MeeleeArt	B-63
Jamie Sullivan	A-25	BMJ Art Shop, LLC				Sherry Lou Studio	B-64
Harmony Gong	A-26	Twilight Tavern		EggdropRamen.Studio	B-30		
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Aprilyn Cunanan	A-28	Timeskip Studio	A-60	Parakid	B-32	Sean Galloway	C-03
Amber Brinigar Art	A-29	Jenna Gray Art	A-61	The Art of Gabby Ramirez	B-33	John Giang Art	C-04
House of Lady Chappelle		Luke Duo Art	A-62	Maddax Draws	B-34	Ryan Benjamin	C-05
		SunnieMunch	A-63	WAY\$HAK	B-35	LilliAnimation Art	C-07
		Wild Forest Dog Illustration	A-64	Massive Chaos	B-36	Luke McGarry	C-08
Daniela Kumre Art	A-30			The Art of Cathleen Abalos	B-37	Bryan K Turner	C-09
Julie Draws	A-31			Art Of PAO	B-38	Penelope R Gaylord	C-10
Melissa Pagluica	A-32	Yayahan.com	B-01	Maddie	B-39		
Ron Lim	A-33	Art of Mai Van	B-02			Jerry Gaylord	C-11
Don Ho	A-34	Ace Continuado Illustrations	B-03			Mark Teixeira	C-12
Koi Turnbull	A-35	Dethdesigns	B-04	TaroMorrowStudios	B-40	The RedDot Comics	C-13
Greg Espinoza	A-36	Sunnysparkler	B-05	Le Tea Leaf	B-41	Darkstorm Comics	C-15
The Cozy Quill	A-37	Emil Lundmark	B-06	Art of Nikki Abrego	B-42	Kamillustimator	C-16
Brianna Garcia Illustration	A-38	Adam Dalton Blake	B-07	Casey Robin	B-43	jiuge illustration	C-17
Jaclynne Anne	A-39	Seekevdraw	B-08	Art by Jenisse	B-44		



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WONDERCON ARTISTS' ALLEY

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Jonathan Chance	C-19	Corin M Howell	D-05	The Little Red House	D-56	oosp	E-62
DAF	C-20	Brian Bear Prints	D-06	Art of Mazzy	D-57	Emily Knox Design	E-63
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Grakanarts	C-23	Second At Best Press	D-08	Cunning Catfish Designs	D-59		
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Hyperbooster's Studio	C-25	Joey Spiotto	D-10	jenjo Ink	D-61	Sam Maggs 🏆	F-02
cosmicloak	C-26	Brandon Kenney	D-11	SuperEmoFriends	D-62	Mitch Gerads 🏆	F-03
Medium Sized Sean	C-27	Karen Hallion Illustration	D-12	Shop Jamie Photo	D-63	Dan Slott 🏆	F-04
Janet Sung (KURU731)	C-28	Marie Lum	D-13	Clockwork Art	D-64	Morgan Hampton	F-06
Q Sketches	C-29	brokentrain	D-14			Blake Howard	F-07
		Alex Ahad o_8	D-15	Darick Robertson Studios	E-01	Jody Houser	F-08
Kelly McMahon Design	C-30	REIQ	D-16	Jessica Fong 🏆	E-02	Melissa Flores	F-09
SuperBon Art	C-31	wifi4dogs	D-17	Denys Cowan 🏆	E-04	Jackson Lanzing	F-10
Leanne Huynh Art	C-32	Patrick Scullin Comics	D-18	Collin Kelly	E-06	Tim Sheridan	F-11
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	C-33	Omeow Comics	D-20	Derek Hunter	E-08	Art of Priscilla Wilson	F-13
ARIESPSYCHE	C-34	Sanusi Vision	D-21	David Pepose	E-09	Kissai	F-14
Kristen Wang	C-35	Gerimi Burleigh	D-22	Ryan Parrott	E-10	Space Boy Studios	F-15
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Brian Posehn 🏆	D-01	purrresa_designs	D-52	Maggie Love Was Here	E-38	Brambleburg	F-45
Wise Blood Inc / Nicholas Meyer 🏆	D-02	Basia Tluchak	D-53	CalvinNyeComics	E-39	The Washi Station	F-46
		Tealux Art	D-54	Mollinko!	E-40	Twisty Loop Creations	F-47



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WONDERCON SMALL PRESS

Abacab Studios	SP-01	Ruben Rosas Art	SP-47
Rachel Beck	SP-02	St. Amant Stories	SP-48
Redinkedpanda	SP-03	Rapture Productions, LLC	SP-49
Keith Foster	SP-04		
Powers Squared	SP-05	Third Squirrel	SP-50
Codex Arcanum	SP-06	Cutter Hays	SP-51
TD Sequentials	SP-07	Jitt Wolf Productions	SP-52
Dan Joyce Art	SP-08	Oak Tree Comics LLC	SP-53
Scribe Tribe Writers Collective		Dwayne Velasquez	SP-54
	SP-09	Nostromo Effects	SP-55
Spectral Ink Productions	SP-10	Up in a Tree Productions	SP-56
		Summoner Studios	SP-57
Todd Fahnestock	SP-11	The Tomb	SP-58
		Dopecat Comics	SP-59
Gregeration X Entertainment			
	SP-12	P.A. Wikoff	SP-60
Lauren Jankowski, author	SP-13	Broken Oar Comics	SP-61
Stephanie K. Clemens	SP-14	Katie's Dragon Child	SP-62
Elfin Forest Writer's Guild	SP-15	Bandle Books	SP-64
Lorin Petrazilka	SP-16	Alamat Book Series	SP-65
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Auctor Press	SP-18	Never Static Pictures	SP-67
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B.C. FaJohn books	SP-21		
Slipshot	SP-22	Christian Comic Arts Society	SP-70
Robert Tanenbaum, Inc.	SP-23	Finish Line Comics	SP-71
Cynthia Diamond	SP-24	Inland Blue Comics	SP-72
Hot Tropiks	SP-25	Rabbit Hole Publishing LLC	
Megan Haskell	SP-26		SP-73
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Ryan Hungerford	SP-38		SP-82
Ruminant Brood	SP-39	Warren Montgomery	SP-83
		Data Red Comics	SP-84
Acme Ink	SP-40	Gary Montalbano	SP-85
10 Ton Press	SP-41	Rafael Navarro	SP-86
Visual Vibration LLC	SP-42	Monster Enterprises	SP-87
Biolumen Press	SP-43	ToshWerks	SP-88
Joe Plant Comix	SP-44	WCG Comics	SP-89
THINGAMAJIGSTUDIOS	SP-45		
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WONDERCON TABLES

Octaviana Corsetry	DL-01	Actor Mark Rolston	DL-25
The Sunflower Emporium		Actress Jenette Goldstein	DL-26
	DL-02	Actor Michael Biehn	DL-27
Revolution Gaming	DL-03	The Art of Sketch	DL-28
GizmoForge	DL-04	Artistsan Studio	DL-29
BV Enamel Art	DL-05		
Store Lagom LLC	DL-06	Jed Thomas	DL-31
Otter Rock Group LLC	DL-07	Rick Hoberg	DL-32
AiTsuki Art	DL-08	Larry Houston Productions	DL-33
Poe Noir from Second Star		Eric Ninaltowski Art	DL-34
	DL-09	Fiat Lux Illustration	DL-35
The Collective Coven	DL-10	Sabukana	DL-36
		Frank Destefano Author	DL-37
Crafty Geek Girls	DL-11	No Bad Books Press	DL-38
Miskabeee	DL-12	Zombie Gnomes	DL-39
Johnni Kok West Coast	DL-13		
Joseph Collectible and Trading		8BITBYTES	DL-40
Cards LTD	DL-14	Mega Negi	DL-41
Serpent's Tale Trading	DL-15	Dodecadonuts	DL-42
Giant-Size Productions: Casper		Ollin Press	DL-43
Van Dien	DL-16	Kai B. Parker Ink	DL-44
Giant-Size Productions:		Accessory Alchemy	DL-45
AJ LoCascio	DL-17	Mishelle's Menagerie	DL-46
Giant-Size Productions:		Story Spark	DL-47
Catherine Disher	DL-18	The Pindalorian Outpost	DL-48
Giant-Size Productions: Cal Dodd	DL-19	Here Comes the Nerd	DL-49
Giant-Size Productions:		Everythingz Steampunked	DL-50
Alison Sealy-Smith	DL-20	Mad Masks	DL-51
Actor Herbert Jefferson Jr.,		ANIMECOAST.com	DL-52
<i>Battlestar Galactica</i>	DL-21	The LosAnFound	DL-53
Bobby Clark	DL-22	PRA International	DL-54
Actor Tohoru Masamune	DL-23	Antone perry	DL-55
Actor Ricco Ross	DL-24	Sanji Craft	DL-56
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Rangers Of The Grid	FC-03
Anvil Station Halo Costuming Group	FC-04
Com Station Z	FC-05
Saber Guild	FC-06
Lightspeed Saber	FC-07
Star Wars Morale Missions	FC-08
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Qweerty Gamers	FC-16
LockNation	FC-17
Geeky Guys and Gals 4 God	
	FC-18
ddominatordotnet Inc.	FC-19
Kids Can Cosplay	FC-20
LA Away Team	FC-22
International Trek Federation	FC-23



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THE WONDERCON 2025 PROGRAM SCHEDULE

Programming at WonderCon this year is back with a bang! With additional panels rooms and more late night programming, it's guaranteed that you will find hours of entertainment and fun! WonderCon also has a star-studded guest lineup so be sure to check out their spotlight panels where special guests go in depth about the past, present, and future of their many creative endeavors. Spotlight panels are marked on the Programming Grid with a yellow spotlight symbol. On Saturday night at 8:30, the **WonderCon Masquerade** will be held in North 200A. For more information on that event, see page 26. As always, your WonderCon badge gets you into these events for free, while seating is available.

IMPORTANT NOTE ABOUT PROGRAMS AND EVENTS AT WONDERCON:

This is the Programming Schedule for WonderCon 2025 as of press time. For last-minute additions and changes, please check the schedule signs posted in front of each room's entrance or the programming pages on the WonderCon website. This year's Program rooms include **207, 208, 209, 210** (home of the Comics Arts Conference and workshop programs), **211, 213AB, and 213CD**, all on the second level of the Anaheim Convention Center, and rooms **300A, 300C, and 300E** on the third level. In the North Building, programming will be available in room **North 200A** and on the first level on **North 200B**. d4: Tabletop Creative Conference, our gaming-focused event, comes to WonderCon for the first time with panels and events in **North 151 and 152** throughout the weekend. For more information, see page 45.

This year all the most up-to-date panel descriptions are available on our website, just follow the QR code on the next page. Names appearing in bold in these descriptions are scheduled to appear on stage; keep in mind though, that this is WonderCon and there are always surprises in store! This schedule and the people appearing on panels are subject to change.

Returning for WonderCon 2025 are room **204C and 206B**. These rooms house some of the most interactive and educational panels at WonderCon, including the **Comic Pitch Review** and the **Comic Creator Connection** on Friday and Saturday at 6:00 and 7:00, respectively. It will also house the **Game Pitch Review** and the **Gaming Creator Connection** on Saturday, at 11:30 and 2:00, respectively. There will also be portfolio reviews throughout the weekend for not just comics, but costuming and other careers in the arts. WonderCon is also hosting a variety of industry mixers, whether your dream is to be behind the camera, behind the pen, or you just want advice from those who are already living their dream, be sure to check out the full list of offerings.

Room **303AB** is the home of the **Los Angeles International Children's Film Festival**, featuring films for kids of all ages, all weekend long (see page 24 for a complete schedule). Rooms **205A and 205B** showcase the finest in Anime screenings (see page 46 for more information). Note that Anime screenings move to the **Hilton Anaheim, California Ballroom A (Second Level)** at night.

All event and Program rooms have limited capacity as set by the fire marshal. Seating is on a first-come, first-served basis. Rooms are not cleared between programs. Even though your badge is needed to get into all events, it does not guarantee you access to any event if the venue has reached its capacity.

Whatever your fandom, there is something new to discover this year at WonderCon! We encourage you to not only seek out your returning favorites, but to take a chance on something new. Your next obsession is out there waiting for you!



Once the Exhibit Hall closes, the fun kicks up a notch in programming with WonderCon After Dark on Friday and Saturday nights! Panels run until 10:00 pm and include some of your favorite podcasts, nerdy trivia, geeky debates, and deep dives into your favorite fandom and creative pursuits. This year WonderCon even has its first live musical performance. Meet your next creative partner at one of our networking events, get help with your cosplay questions, decide which villain is the most terrifying, or share your nerdy opinions with others who share your passion. At WonderCon After Dark, you can be your geekiest self!

Anime screenings continue well into the late hours, as do an array of gaming opportunities, including the offerings which are part of d4 (more information on page 45). Plus, there is the ever-popular WonderCon Masquerade on Saturday night, hosted by Ashley Eckstein!

WonderCon After Dark offers something for everyone, from cosplayers to gamers, writers to podcasters, from hard-core fan to casual nerd. Join us for all that is new and exciting!

**FIND THE MOST UP-TO-DATE
PANEL DESCRIPTIONS
ON OUR WEBSITE!**



**SCAN THE
QR CODE!**



JOIN US AGAIN IN

2026

MARCH 27-29
IN ANAHEIM

✓ MARK YOUR
CALENDAR



	PM 1	PM 2	PM 3
ROOM 204C SECOND LEVEL			Success In Creativity Mixer
ROOM 206B SECOND LEVEL			
ROOM 207 SECOND LEVEL	Spiders-Men: Multiversal Storytelling	A Career in Card Games	Spotlight on Dan Slott
ROOM 208 SECOND LEVEL		Mondo Toy Talk Live	Monstrous Horror in Comics, Film and Beyond Nicholas Meyer
ROOM 209 SECOND LEVEL	The Impotence of Community for Comics Creators	Keep Bans Off Our Books	Working with Editors
ROOM 210 SECOND LEVEL	Small Print Comics 101	COMICS ART CONFERENCE CAC#1: With Great Power Comes Great Responsibility... and Trauma CAC#2: Comics Under Fire	
ROOM 211 SECOND LEVEL	900 1970's El Cortez SDCC Photos	Spiritual Themes in Comics	The Jack Kirby Museum @ 20
ROOM 213AB SECOND LEVEL		AAPI Representation in Comics and Media	Eisner Noir: The Spirit and Beyond Hanna-Barbera History
ROOM 213CD SECOND LEVEL	Exploring Science, Magic, and Mythology in Comics	Robot Invasion! featuring The Rupert Wars (and SIGNA)	Writing Kidlit, From Picture Books to Young Adult
ROOM 300A THIRD LEVEL	DSTLRY: The Future of Sci-Fi	Building Accessibility in Fandom	Pitching and Planning Your Graphic Novel
ROOM 300C THIRD LEVEL		Animals on Screen	Franchise, Studio, Industry: What Will Shape Star Trek's Future? Fantasy, Fright & Action
ROOM 300E THIRD LEVEL	Bootleg Cosplay	Cosplay is a Drag	Mastering Cosplay Design and Presence
NORTH 100B SECOND LEVEL NORTH BUILDING		Giants First Steps: Glimmer of Greatness	Greatest Cartoons Ever!
NORTH 200A FIRST LEVEL NORTH BUILDING			Comic-Con: The Cruise



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FRIDAY PROGRAMS

ROOM 204C SECOND LEVEL		Comic Pitch Review		Comic Creator Connection		
ROOM 206B SECOND LEVEL		Creators Assemble: Comics Camaraderie, A Networking Event				
ROOM 207 SECOND LEVEL	Yar, The Pirates of Star Wars	Working on the Set: <i>Skeleton Crew</i> and <i>Kenobi</i>	Celebrating Tolkien Reading Day	<i>Star Wars: The Force Awakens</i> : 10th Anniversary	Dinosaurs in Pop Culture	The Same Old Song: Musical Remakes
ROOM 208 SECOND LEVEL	Nicholas Meyer	Terrifying Tropes	Storyboarding For Commercials, TV, And More	The Relationship Between Comics and Pro Wrestling	The Dad Batch Podcast: Family Reunion	Bad Medicine: The Best and Worst of Michael Bay
ROOM 209 SECOND LEVEL	Spotlight on Sean Gordon Murphy	Spotlight on Derek Kirk Kim	Spotlight on Darick Robertson	First Steps: Comic Book Editing	The GCATs: Geek Culture Aptitude Test	Upcoming Video Games to Be Hyped For
ROOM 210 SECOND LEVEL	COMICS ART CONFERENCE					
	CAC#2: Comics Under Fire	CAC#3: Why <i>Spidey Super Stories</i> Comics Still Matter	From Concept to Reality	Comic Book Law School	Concept to Creation: A Writers Forum	How to Use Hypnotic Language For Dynamic Storytelling
ROOM 211 SECOND LEVEL	Comic-Con Museum: Time Lords, Luchadores, and Unicorns!	Spotlight on Sam Maggs	How to Boldly Go Into Star Trek	EC Fan-Addict Club	On the Mic Podcast LIVE from WonderCon	Mighty: A Look Back at Browncoat Fandom
ROOM 213AB SECOND LEVEL	Hanna-Barbera History	Writing for Animation	SDSA X Marvel: Set Decorators of the Marvel Universe	Queer Horror: A Film Guide	Diversity in Fantasy	StreetPass OC: Nintendo Quizbowl IX Pokébowl Edition
ROOM 213CD SECOND LEVEL	Art Heals	JAKKS Pacific & Disguise Costumes: Exclusive First Look	Writing For Indie Comics	From Batman to Basquiat: Contemporary Art and Comics	In Our Y2k Era: Anime Fandom at the Turn of the Millennium	Star Wars Trivia Party
ROOM 300A THIRD LEVEL	The Writers Block: Comics as Community	Creating Comics: Ask the Pros	Hip-Hop And Comics: Cultures Combining	The Mythic World of <i>Blood of Zeus</i>	Analyzing Arkham Asylum	Inside the mind of the Penguin
ROOM 300C THIRD LEVEL	Fantasy, Fright & Action	Gay Geeks and Where to Find Them	Bridging <i>The Expanse</i> : There Are No Small Roles	Teenage Mutant Ninja Turtles 1st Movie 35th Anniversary	40 Years of Robotech	Taskmaster LA: Champion of Champions Extravaganza
ROOM 300E THIRD LEVEL	Smartphone Photography for Cosplayers	How to Build a Wall-E 101	Next Level 3D Printing	Afrofuturism: Black to the Future VII: Cosplay Heaven	True Crime in Comics	Greatest Comic Book Super Villain Tournament
NORTH 100B FIRST LEVEL NORTH BUILDING	Greatest Cartoons Ever!	Legion M: Crowdfunding at its Finest	Toonstock's Sweet 16		Tom Kenny & The Hi-Seas	
NORTH 200A SECOND LEVEL NORTH BUILDING	Inside The McFarlane Toys Multiverse	Spotlight on Todd McFarlane		Collider: Shudder's Clown in a Cornfield	Adult Swim's <i>Lazarus Sneak</i> Peek Screening	Advanced Screening: <i>The Walking Dead: Dead City</i> (AMC/AMC+)

	AM 10	AM 11	PM 12	PM 1	PM 2	PM 3	
ROOM 204C SECOND LEVEL			Game Pitch Review			Gaming Creator Connection	
ROOM 206B SECOND LEVEL			Art Directors Guild/ IATSE Local 800 Portfolio Review		Her Universe Portfolio Review	ZRock Portfolio Review	
ROOM 207 SECOND LEVEL	Storyboarding Screams and Laughs	Your Vampire Story	Ultima Comics: Kickstarting A Distribution Revolution	<i>Gremlins: The Wild Batch</i> Screening and Q&A	The Folio Society: What Makes a Marvel Story Unforgettable	A Faith-full Dickens Tale: <i>The King of Kings</i>	
ROOM 208 SECOND LEVEL		Wielders of Mystique: Witches, Fae, Enchanters, and Bloodcarvers	Graphic Novels vs. Prose	Close Look at Graphic Novels	<i>Modville: Ridley Scott's First Graphic Novel</i>	Production to Distribution: Thinking Outside the Box	From VHS to 4K
ROOM 209 SECOND LEVEL	Remembering Great Comic Book Hero Jules Feiffer	You Got Comics in My Games! You Got Games in My Comics!	Main Character Energy	Get Cozy	Scott Dunbier and Act 4 Publishing: Breaking Free!	Tales From My Spinner Rack LIVE!	
ROOM 210 SECOND LEVEL		COMICS ART CONFERENCE				Figure Drawing for Popular Media	
		CAC#4: Dynamics of Authentic Storytelling: Black Creators Are Essential	CAC#5: Violence and Chaos on the Margins and in the Gutter	CAC#6: Comics, Form, and Genre			
ROOM 211 SECOND LEVEL	Pop Culture as a Sociocultural Predictor	Autism in Comics	Where Do Ideas Come From?	Tarzan's Creator Celebrates 150 Years!	Lord of the Rings: Previewing Upcoming Projects	Queer Comics in Color	
ROOM 213AB SECOND LEVEL		 Mark Waid: 50 Answers in 50 Minutes	BAD IDEA: The WonderCon Panel	Building New Worlds with DSTLRY	 Spotlight on Denys Cowan	The Mighty Crusaders	 Jessica Fong
ROOM 213CD SECOND LEVEL	Career Paths Into Game Development	Engaging Students with Comics in the Classroom	Women in Comics: How Much Do You Really Know?	What's Next for Comics Censorship?	What's the Buzz with The Beat	Comixology Originals: Lights, Camera...Comics!	
ROOM 300A THIRD LEVEL	<i>Only Murders in the Building</i> : Solve the Editors Murder Mystery	Behind the Camera of Film and TV Shows	Designing Sci-Fi, Horror, and Comic Book Genre Film and TV	Music, Costume, Makeup, and Hair Design for Film and TV	Next Gen Nerds	How RoboForce and Biker Mice Kicked Off a New Universe	
ROOM 300C THIRD LEVEL		Intro to TV Writing: From First Draft to Getting Staffed	Pitching Film and Television	Everyone's a Critic: Being a Journalist in an Online Age	The Writer's Journey: Your IP Will Save the World	From Fantasy to Thriller: The Many Faces of YA	Makeup Design for Film and TV
ROOM 300E THIRD LEVEL	Klingon Lifestyles the WonderCon Edition	The 5 Secrets of Cosplay Leathercraft	Suiting Up & Serving Others with Marvel Causeplay	The Official Disneybound Panel	Spotlight on Yaya Han 	Frankensteining Patterns for Cosplay	
NORTH 100B FIRST LEVEL NORTH BUILDING	Thrilljoy and the Golden Giveaway		11th Annual Women Rocking Hollywood Panel		World of <i>X-Men '92</i> and <i>X-Men '97</i>	DC: Superman with Mark Waid and Dan Slott	 Two Legends
NORTH 200A SECOND LEVEL NORTH BUILDING		A Crew Far, Far Away	Writing the DC Universe Animated Movies		Dive Deep with Prime Video's <i>Invincible</i>	A Conversation with Ronald D. Moore	<i>The Hunting Party</i>

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SATURDAY PROGRAMS

ROOM 204C SECOND LEVEL		Comic Pitch Review		Comic Creator Connection	
ROOM 206B SECOND LEVEL	Behind the Camera House: An Entertainment Industry Mixer				
ROOM 207 SECOND LEVEL	Cartoon Voices	Spotlight on David Dastmalchian	The Science of Spider-Man	Psychological Intersection of Dystopia and True Crime	The Science of Science Fiction
ROOM 208 SECOND LEVEL	From VHS to 4K	Science Advisors Make Sci-Fi Better	How to Get News Coverage	Supernatural Worlds of Kid/YA Comics	Reclaiming Fear: Blackness and Queerness in Horror
ROOM 209 SECOND LEVEL	From Burnout to Brainstorm	Middle Eastern/North African Representation in Media	Honoring AANHPI Voices in Pop Culture	Women Artists and the Current State of Entertainment Art	Supervillains at 85: Killers, Conquerors, Crooks, and Clowns
ROOM 210 SECOND LEVEL	How Props Become Icons	Stan and Jack	The Marco Polo Technique of Loose Inking	3D Printed Action Figures	Mold/Resin Making, 3D Printing, and FX Techniques
ROOM 211 SECOND LEVEL	A 2024 Retrospective on Representation in Animation	Aniplex of America Industry Panel	Crowdfunding Comics in 2025	How to Win the War on Truth	Avoid Getting Scammed as an Artist
ROOM 213AB SECOND LEVEL	Jessica Fong	Spotlight on Brian Posehn	Gunslingers & Ghosts: The Rise of the Weird West	Exploring Identity Through Character Creation in TTRPGs	Writing Psychologically Rich Characters
ROOM 213CD SECOND LEVEL	Writing for <i>Weird Tales Magazine</i>	FIST: Making Toys in Latin America	Indie Toy Makers Unite!	The Art of Music in Horror	Movie Posters: History and Future
ROOM 300A THIRD LEVEL	The Legend of Taylore	A Comics Coming Out Party	Trans Masculine Representation in Entertainment	The Death of Mid-Budget Movies	We Are! <i>One Piece</i> Psychology!
ROOM 300C THIRD LEVEL	Makeup Design for Film and TV	<i>Vam PD</i> : Big Finish New IP	Star Wars and More Movie Memories	The Origins of the Star Wars Prequels	How to Build an R2
ROOM 300E THIRD LEVEL	Mastering Alien Cosplay in Star Wars	How to Group Cosplay	Cosplay in the Workplace	True Crimes of Cosplay	Critic/Creator: The Craft of Video Game Reviews
NORTH 100B FIRST LEVEL NORTH BUILDING	<i>Defiant: The Robert Smalls Story</i> in Comics, Graphic Novel ... and Film		Funmakers Unite		
NORTH 200A SECOND LEVEL NORTH BUILDING	Cont.	<i>Until Dawn</i> Film Panel			The 2025 WonderCon Masquerade (continues until 11PM)

 FOR CHILDREN'S FILM FESTIVAL TIMES AND PROGRAM INFORMATION, [SEE PAGE 24](#)

	AM 10	AM 11	PM 12	PM 1	PM 2	PM 3	PM 4	PM 5
ROOM 204C SECOND LEVEL	Mixer for Science-Minded Geeks			The Writers Coffeehouse: WonderCon Edition				
ROOM 206B SECOND LEVEL			Narrative and Entertainment Art Portfolio Review					
ROOM 207 SECOND LEVEL	Love YA, Romancing Your Shelf	Two Marks Answer Questions	Jack Kirby Tribute	We Are All Superfans	Nerdy Arts and Crafts for All Ages	Science of Disneyland	25th Anniversary of <i>Emperor's New Groove</i>	
ROOM 208 SECOND LEVEL	 Spotlight on Adam Nimoy	 Spotlight on Dan Veeseemeyer	 Spotlight on Matt Forbeck	 Spotlight on Mitch Gerads	Perfecting & Pitching the Picture Book	The Future of <i>Doctor Who</i> ...		
ROOM 209 SECOND LEVEL	Action and Adventure in Graphic Novels	Who You Gonna Call: Crossing Streams for Charity	Women in Comics	We Ride at Dawn!	Let's Get Criminal	The Rise of Webtoons, Anime, and K-Dramas		
ROOM 210 SECOND LEVEL	Main Character Energy: Workshop for Families	COMICS ART CONFERENCE 			CAC#10: Guiding Villains, Helping Heroes	The Art of Voice Directing		
ROOM 211 SECOND LEVEL	Deaf Representation in Popular Culture	Pop Culture and the Christian Church	It All Starts With a Word	Queer Comics and Resistance	Japanese Queer Media	The Art of Collecting for Fun & Business	Write What Makes You Different	
ROOM 213AB SECOND LEVEL	Authentically Creating Autistic Characters	My Comic History In Three Issues	Diverse Storytellers	It's a Film Strip, Charlie Brown!	Comic Culture In Museums	WonderCon Talk Back		
ROOM 213CD SECOND LEVEL	The Micro-Publisher Boom	Comic-Con Museum Education Programs	Comics in the Classroom	Comics, Contracts, and the Art of Dealing with Disaster	Launching Your First Kickstarter	Crafting a Multiverse: Careers in Design	Success In Creativity	
ROOM 300A THIRD LEVEL	Beginner's Guide to Content Creation Brand Management	What am I Going to do with All These Comic Books?	Alternative Career Options in Video Games	Breaking into Voice Acting for Games and Animation	Unlocking Design Secrets with Neville Page 	X-Men Fandom Panel: Mutant Voices	The 24 Hours Animation Contest for Students	
ROOM 300C THIRD LEVEL	Writing Blended Genres	Props Master Class: A Q&A	Star Trek Toys from The Nacelle Company	Publishing on Your Terms for Your Benefit	Alien Civilizations	Star Wars Trading Cards Collecting		
ROOM 300E THIRD LEVEL	How to Build Halo Cosplay & Props with Anvil Station	Cosplay Clubs for People with Disabilities	Un-Masquerade: Red Carpet Edition	Body Image and Media Representation in Cosplay	Princess and Superhero Storytime	From Fandoms to Community-Focused Projects	Essential Elements for Film/TV Financing	
NORTH 100B FIRST LEVEL NORTH BUILDING	Watchers: The Next Step in Collectible Card Games		<i>Faithful: Scottish Fairytale</i>	<i>The Thrilling Adventure Hour</i> 20th Anniversary	Lumpia Deep Fried Universe: DJ Icy Ice in the Mix-Mix	<i>Dr. Horrible's Sing-Along Blog: An Interactive Musical Comedy</i>		



SPECIAL GUEST



d4: Tabletop Creative Conference

design | develop | discuss | discover

d4: Tabletop Creative Conference kicks off its first in-person event with an exciting offering of tabletop industry programming. From its creation, D4 is for celebrating the Design, Discuss, Discover and Develop of tabletop games.

Working in collaboration with Comic-Con International and WonderCon, a beacon for the popular arts for over 50 years, D4: Tabletop Creative Conference looks to bring creators from across the tabletop gaming community together. This event, part of WonderCon will feature panels with industry experts, game designer playtesting, pitch panels, tabletop actual plays and networking events.

The range of topics includes:

Design: The creation of play patterns, artwork and graphics that elevate the gaming experience.

Develop: Encompassing testing and improvement of games towards publication.

Discuss: Marketing and media in the Tabletop game space, from podcasts to promotion and everything in between.

Discover: An emphasis on helping players and publishers identify emerging trends and hot new games that define the future of the hobby.

FRIDAY

PROGRAMMING

*North Building
Room 151 (First Level)*

- 1:00 PM Crowdfunding Best Practices for Tabletop Games
- 2:00 PM How to Design Tabletop Games
- 3:00 PM The Dungeon Run: Mr Fated's Fortuitous Fête
- 5:00 PM TTRPG Actual Plays: The Next Generation

DEMOS & EVENTS

*North Building
Room 152 (First Level)*

- 2:30 PM to 4:30 PM Creators Assemble: Charisma Check, A Networking Event
- 6:00 PM to 10:00 PM Protospiel Game Lab

SATURDAY

PROGRAMMING

*North Building
Room 151 (First Level)*

- 10:00 AM Let's Make a Board Game
- 11:00 AM Shattering the Fourth Wall: Breaking into a Gaming Career
- 12:00 PM Roll for Initiative: TTRPG Content Creators Combating Imposter Syndrome and Burnout
- 1:00 PM Story Quest Live: A D&D Space Pirate Audience One-Shot!
- 3:00 PM The Transformative Power of Games
- 4:00 PM Venture Forth: An Immersive D&D Actual Play
- 6:00 PM Roll for Mythicality Live!

DEMOS & EVENTS

*North Building
Room 152 (First Level)*

- 10:00 AM to 9:00 PM Protospiel Game Lab

SUNDAY

PROGRAMMING

*North Building
Room 151 (First Level)*

- 10:00 AM It's Not All Fun & Games: Building Your Tabletop Business in 2025
- 11:00 AM Tabletop Game Design Pitch Panel
- 12:00 PM The Wandering Path: D&D Live!
- 2:00 PM The Gauntlet: A Dungeons & Dragons Adventure

DEMOS & EVENTS

*North Building
Room 152 (First Level)*

- 10:00 AM to 5:00 PM Protospiel Game Lab

FIND THE MOST UP-TO-DATE GAME & PANEL DESCRIPTIONS ON OUR WEBSITE



SCAN THE QR CODE!

ANIME AT WONDERCON 2025

WonderCon Anime programming will be screening some amazing anime titles this year with daytime programming screening from Friday through Sunday, and additional nighttime programming screening on both Friday and Saturday evenings. Watch your favorites, both new and old!

Daytime programming will be at the Anaheim Convention Center in Rooms 205A and 205B. It will run from 12:30 PM to 7:00 PM on Friday, from 10:30 AM to

7:00 PM on Saturday, and from 10:30 AM to 5:00 PM on Sunday.

Nighttime programming is at the Hilton Anaheim Hotel in California Ballroom A on the second level of the hotel. It runs from 7:15 PM to 12:00 AM on Friday and Saturday. After 10:00 PM, due to some mature themes/content, no one under 18 will be allowed into the anime rooms unless accompanied by a parent or adult legal guardian.

SCAN THE QR CODE FOR THE MOST UP-TO-DATE SCHEDULE



WONDERCON ANIME



FRIDAY

DAYTIME

Anaheim Convention Center Room 205A (Level 2)

- 12:30 PM *Takunomi*
- 12:45 PM *Mahoraba Heartful Days*
- 1:10 PM *When Will Ayumu Make His Move?*
- 1:35 PM *My Senpai is Annoying*
- 2:00 PM *Monthly Girls' Nozaki-kun*
- 2:25 PM *Urusei Yatsura TV*
- 2:50 PM *Urusei Yatsura (2022)*
- 3:15 PM *Ground Control to Psycho Electric Girl*
- 3:40 PM *Love After World Domination*
- 4:05 PM *Yashahime: Princess Half-Demon*
- 4:30 PM *Medaka Box*
- 4:55 PM *Nagasarete Airanto*
- 5:20 PM *Horimiya*
- 5:45 PM *Nura: Rise Of The Yokai Clan: Demon Capital*
- 6:10 PM *Food Wars!*
- 6:35 PM *Uzaki-chan Wants to Hang Out!*
- 7:00 PM Programming Ends

Room 205B (Level 2)

- 12:30 PM *Koro Sensei Quest!*
- 12:45 PM *Tokyo Mew Mew New*
- 1:10 PM *Stellvia*
- 1:35 PM *Hunter X Hunter*
- 2:00 PM *Kekkaishi*
- 2:25 PM *Outbreak Company*
- 2:50 PM *Kuma Kuma Kuma Bear*
- 3:15 PM *My Isekai Life*
- 3:40 PM *S-CRY-Ed*
- 4:05 PM *Shikizakura*
- 4:30 PM *Cowboy Bebop*
- 4:55 PM *The Eccentric Family*
- 5:20 PM *Bleach - Thousand-Year Blood War*
- 5:45 PM *Blue Seed*
- 6:10 PM *One Punch Man*
- 6:35 PM *UN-GO*
- 7:00 PM Programming Ends

NIGHTTIME

Hilton Anaheim California Ballroom A, Level 2

- 7:15 PM *Black Summoner*
- 7:40 PM *Maoyu*
- 8:05 PM *K: Return of Kings*
- 8:30 PM *Saiyuki Reload*
- 8:55 PM *Release the Spyce*
- 9:20 PM *Shinobi no Ittoki*
- 9:45 PM *SWORDGAI*
- 10:10 PM *Symphogear**
- 10:35 PM *Vermil In Gold**
- 11:00 PM *Senran Kagura**
- 11:25 PM *Lupin The 3rd The Woman Called Fujiko Mine**
- 12:00 AM Programming Ends

SATURDAY

DAYTIME

Anaheim Convention Center Room 205A (Level 2)

- 10:30 AM *Di Gi Charat*
- 10:40 AM *Cardcaptor Sakura*
- 11:05 AM *Saint Tail*
- 11:30 AM *Otaku Elf*
- 11:55 AM *Kodocha*
- 12:20 PM *Himouto! Umaru-Chan R*
- 12:45 PM *Mahoraba Heartful Days*
- 1:10 PM *When Will Ayumu Make His Move?*
- 1:35 PM *My Senpai is Annoying*
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- 6:35 PM *Uzaki-chan Wants to Hang Out!*
- 7:00 PM Programming Ends

Room 205B (Level 2)

- 10:30 AM *Koro Sensei Quest!*
- 10:45 AM *Di Gi Charat*
- 10:50 AM *ISEKAI QUARTET*
- 11:05 AM *A Lull In The Sea*
- 11:30 AM *Battle Athletes*
- 11:55 AM *Management Of A Novice Alchemist*
- 12:20 PM *ENDRO!*
- 12:45 PM *Tokyo Mew Mew New*
- 1:10 PM *Stellvia*
- 1:35 PM *Hunter X Hunter*
- 2:00 PM *Kekkaishi*
- 2:25 PM *Outbreak Company*
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*Due to some mature themes/content, no one under 18 will be allowed into the anime rooms after 10:00 PM unless accompanied by a parent or adult legal guardian.

Autographs

AUTOGRAPH AREA

Now located in Hall A, the Autograph Area is the perfect spot to collect special mementos from artists, authors, and actors across the popular arts. Some signings follow panels, so check the Programming Grid daily.

The Autograph Area is open Friday from 12:00 PM to 7:00 PM and Saturday and Sunday from 10:00 AM to 7:00 PM. No autograph sessions will take place outside these hours.

Due to high demand and limited availability, some autograph signings require tickets, distributed through a line-drawing process outlined below. A designated area will be set up for attendees waiting for the drawings to begin. Each morning, you may line up for that day's drawings upon entering the building in Hall D. Drawings begin 60 minutes before the Exhibit Hall opens, and only lines in the official designated area will be recognized. A winning line ticket or wristband grants you the opportunity to stand in line for an autograph at the specified location and time. The number of winning tickets is based on the session's duration. The Autograph Area Coordinator may close a line at any time, even if attendees are still waiting. We appreciate your understanding and apologize for any inconvenience.

WONDERCON AUTOGRAPH GUIDELINES

WonderCon attendees often look forward to meeting the Guests and leaving with a memorable souvenir from the experience. Autograph Area Guidelines

- Autograph Area participants are not expected to sign anything they deem offensive or that violates any contractual agreements they may have.
- Autograph Area participants may not charge for autographs in the Autograph Area, and no one may conduct any sales at all, whether autographs or tangible property.

LIMITED SIGNINGS TICKET DRAWING PROCEDURE

- Due to the high demand for certain signings—which may be limited by time, the number of people the guest can accommodate, or the number of items they agree to sign—some signings will require tickets. Tickets for these limited signings are distributed through random drawings. To participate, please proceed to the designated line, where one of two distribution systems will be used.
- You will either press the button on the randomization device to be instantly told if you are a winner; or
- You will pick a ticket out of a container (the winning tickets will have a distinct stamp on the back)
- Wristbands will be placed on all winners' wrists immediately. The wristband will admit the wearer into the designated autograph line at the specified location and time. If you do not win, you may return to the end of the line and try again until all wristbands have been distributed. Each person is allowed one wristband per signing.

PROCEDURE FOR ATTENDEES WITH MOBILITY ISSUES

- This procedure may be used by any attendee with mobility issues who has registered at the Deaf and Disabled Services Department and wishes to obtain autographs from talent appearing in the Autograph Area or participate in any ticket drawing 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, WonderCon will provide someone to stand in your place.
- You must arrive prior to the scheduled autograph time or drawing time and check with an Autograph Area Staff member wearing a green shirt.
- You will be assigned a volunteer. 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.
- 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 (including Limited Signing Ticket Drawings) with all other attendees. During Autograph Area sessions, attendees with credentials from Disabled Services Department will not be ushered from the side of the autograph area table to the front of the line unless they have followed the above procedure and they are taking the place of their assigned volunteer in the line.





BBC



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WHERE SCIENCE MEETS FICTION



MARCH 15, 2025 - MARCH 14, 2026

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VISIT OUR BOOTH #1001 IN THE EXHIBIT HALL

JOIN US FOR OUR PANELS:

TIME LORDS, LUCHADORES AND UNICORNOS! **FRIDAY, MARCH 28, AT 4 PM IN ROOM 211**

COMIC-CON MUSEUM EDUCATION PROGRAMS PANEL **SUNDAY, MARCH 30, AT 11 AM IN ROOM 213CD**

COMIC-CON.ORG/MUSEUM



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NEW ORLEANS
POLICE

Ridley Scott Presents

MODVILLE

BOOTH 1005

There are no beautiful surfaces
without a terrible depth.



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