


SAN DIEGO COMIC CON INTERNATIONAL

COMIC-CON® INTERNATIONAL PRESENTS

# WONDERCON®

ANAHEIM CONVENTION CENTER

## EVENTS GUIDE ★ MARCH 27-29, 2026

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# BOLD TALENT. EXTRAORDINARY CHARACTERS. UNEXPECTED VISIONS.

LOBO

BATWOMAN

Deathstroke THE TERMINATOR

Written by
SKOTTIE YOUNG

Art by
JORGE CORONA



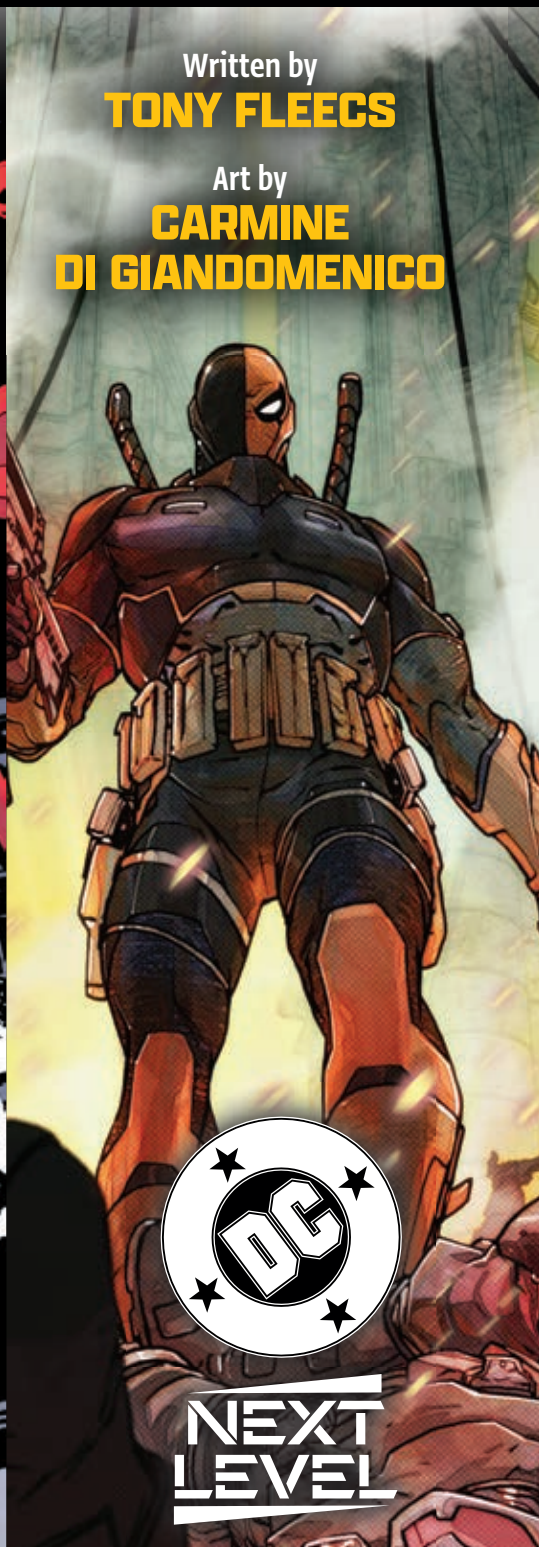

Written by
GREG RUCKA

Art by
DaNi



Written by
TONY FLEECS

Art by
CARMINE DI GIANDOMENICO



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**Three New Series Beginning MARCH 2026**

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COMIC-CON INTERNATIONAL PRESENTS
# WONDERCON

**ANAHEIM COMIC-CON®**
**MARCH 27-29, 2026**
**ANAHEIM CONVENTION CENTER**




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**EXHIBIT FLOOR HOURS:**
Friday: 11:30 am - 7:00 pm
Saturday: 10:00 am - 7:00 pm
Sunday: 10:00 am - 5:00 pm

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**COMIC-CON.ORG**

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

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**WONDERCON 2026**
**EVENTS GUIDE**
**ANAHEIM COMIC-CON®**

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# Welcome to WonderCon 2026!

We're thrilled to have you with us for our 38th WonderCon here at the Anaheim Convention Center! We look forward to once again gathering to celebrate our community and the wonder that is the popular arts and its diverse fandoms. We are grateful to have this opportunity to spend time with all of you who make up this community … attendees, professionals, press, volunteers, exhibitors, program participants, and anyone else visiting our event. You are the reason this all exists, and we are so thankful you have joined us.

WonderCon has, from the very start, been a place of exploration, of belonging, of connecting, a place where we can share our joys and interests with others and create the bonds that bring us back to this very special event year after year. Together we make new friends, reconnect with old ones, and share interests, experiences, and expertise through panels, conversations, and discussions. We come together to build our community throughout the campus of WonderCon, whether it be taking in a program or two, scoring an autograph in our Autograph Area, watching game design presentations in our D4 gaming track in our North building, meeting a favorite artist at their Artists' Alley table, finding something to add to your collection in the Exhibit Hall, or photographing the many costumes on display at the outdoor fountain. There is always something new to discover here at WonderCon.

None of this would be possible without you, the fans, and we appreciate all of you who help us make this event so special. You are the reason we continue to come together each year in this celebration of comics and the popular arts. We know that you have many choices of how to spend your time this weekend, and we are thrilled that you chose to spend it here with us. WonderCon is a labor of love for those of us who put it together … the many volunteers and staff who put in an amazing amount of work every year to bring this event to life. Their dedication is truly the heart of WonderCon, and we are eternally grateful for their support. We hope you enjoy the magic they have created for you.

Thank you for joining us at WonderCon 2026, and we hope you have a great show.

## 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.




# CONTENTS


| | |
|---|---|
| STAFF LIST | 1 |
| WELCOME | 2 |
| WHERE IS IT? | 5 |
| CONVENTION POLICIES | 6 |
| SPECIAL GUESTS | 8 |
| DEAF & DISABLED SERVICES | 14 |
| HOSPITALITY SUITE | 14 |
| BLOOD DRIVE | 15 |
| GAMES | 16 |
| CHILDREN'S FILM FESTIVAL | 22 |
| MASQUERADE | 24 |
| CONVENTION MAPS | 26 |
| EXHIBIT HALL MAP | 28 |
| ARTISTS' ALLEY | 30 |
| EXHIBITOR LIST | 32 |
| DEALERS' TABLES | 34 |
| SMALL PRESS | 35 |
| FAN TABLES | 35 |
| PROGRAMMING | 36 |
| PROGRAMMING GRIDS | 38 |
| d4: TABLETOP | 43 |
| CREATIVE CONFERENCE | |
| ANIME | 44 |
| AUTOGRAPHS | 46 |

JANOME

Janome Maker: Knovice Cosplay (@knovicecosplay)
Photograph: Pangi Pictures (@pangi_pictures)

# MAGIC
## in Every Stitch

**Visit Janome at Booth 801 at WonderCon** and see why top cosplay creators trust Janome to turn wonder into wearable art.

MC6700Pro



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Photo: T. Gill © 2025 SDCC

## YOUR WONDERCON 2026 BADGE

### About Your Badge

Your WonderCon 2026 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, the organization behind WonderCon, 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, WonderCon Merch satellite outlet

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

**LEVEL 3:**
Program Rooms
(300A, 300C, 300E, 303AB)

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

**LEVEL 1 NORTH:**
Program Rooms (North 100B, 151, 152, 153)

**LEVEL 2 NORTH:**
Program Rooms (North 200A)

**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)

**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 303CD (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, 303AB (ACC Level 3), Rooms North 100B, 151, 152, 153 (ACC North Level 1) and Room North200A (ACC North Level 2)

**VOLUNTEER REGISTRATION:**
Hall D (ACC Level 1)

**WONDERCON MERCH BOOTH:**
Exhibit Hall: Booth #701;
Hall D Registration Area

**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

# CONVENTION POLICIES




Photo: J. Cortes © 2025 SDCC

**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, as well as any lighter-than-air objects, whether 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. It is also important that you do not alter your badge in such a way that makes identification difficult. 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 expeditiously.

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 the Show Desk 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) are not tagged.

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

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

If you do not want to have your costume 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 WonderCon.

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) complies 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 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 the 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 offsite 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 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 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.**

# SPECIAL GUESTS

### Patrick Ballesteros

Patrick Ballesteros is an illustrator and instructor based in San Diego. He is known for his whimsical illustrations that combine childhood nostalgia, pop culture, and his Filipino roots. In addition to being the cover artist for ***Little Batman Month One***, he's also created concert posters for musical groups Dead & Company and AJR. When he is not working, you can catch him at the local coffee shop sketching up his new creations while drinking a flat white.

### Ben Brode

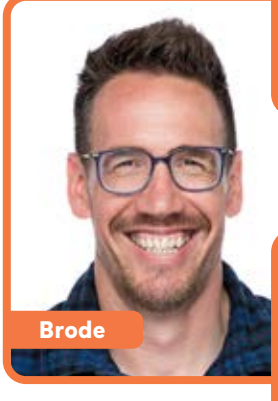
Ben Brode is one of the most recognizable card game designers, thanks mostly to his side gig as a rapper. Mostly known for leading the creation of MARVEL SNAP, Brode was also the first game designer and eventual game director of Hearthstone while at Blizzard Entertainment. As chief development officer and co-founder at Second Dinner, Brode leads game development and has helped grow the studio from two workers in his garage to over 150. He is also a common fixture on Commander YouTube shows, so maybe that's how you recognize him.

### Felicia Day

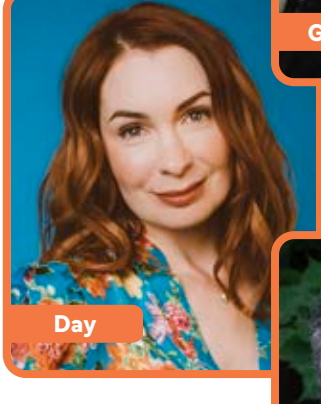
Felicia Day is a prolific multihyphenate. She's the ***New York Times*** bestselling author of ***You're Never Weird on the Internet (Almost)***, and the creativity book ***Embrace Your Weird***. She also wrote the Audible series "Third Eye" that won Best Audio Drama at the Audie Awards in 2024. Her debut graphic novel, ***Lost Daughter of Sparta***, was published by Gallery Books in 2025. She has appeared as an actor in television shows such as ***Supernatural***, ***Eureka, and The Magicians***, and is known for her digital work in front of and behind the camera with The Guild, ***Dr. Horrible's Sing-Along Blog***, Tabletop, and Critical Role.


Ballesteros


Evanier


Brode


Gailey


Day


Gray

Photo by Stephanie Knapp

### 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 40 years on ***Groo the Wanderer***, and many more. He is also a historian of comic books and animation.

### Sarah Gailey

Sarah Gailey is a Hugo and British Fantasy Award–winning, bestselling author of speculative fiction, short stories, and essays. Their bestselling adult novel debut, ***Magic for Liars***, was published by Tor Books in 2019. Their most recent novel, ***Just Like Home***, and their most recent original comic book series with BOOM! Studios, ***Know Your Station***, are available now. Other comics they have written include ***Buffy the Vampire Slayer***, ***Steven Universe***, ***Predator***, and ***White Widow***. Their work has been translated and published around the world.

### Claudia Gray

Claudia Gray is the pseudonym of Amy Vincent. She is the writer of multiple young adult novels, including the Evernight series, the Firebird trilogy, and the Constellation trilogy. In addition, she's written several Star Wars novels, such as ***Lost Stars and Bloodline***. Her debut adult historical mystery, ***The Murder of Mr. Wickham***, was released in 2022. She and her husband, Paul, live in Turin, Italy, under the benevolent rule of a small dog named Peaches.

# OFFICIAL WONDERCON® MERCHANDISE

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FEATURING EXCLUSIVE ARTWORK AND LIMITED-EDITION PIECES, THE 2026 COLLECTION CELEBRATES THE SPIRIT AND SPECTACLE OF WONDERCON®.









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PRODUCED IN PARTNERSHIP WITH ALL STAR OUTFITTERS

# SPECIAL GUESTS

## Jasmine Guillory

Jasmine Guillory is a ***New York Times*** bestselling author; her novels include ***The Wedding Date***, ***the Reese's Book Club selection The Proposal***, and ***By the Book***. Her work has appeared in ***The Wall Street Journal***, ***Cosmopolitan***, ***Bon Appétit***, and ***Time***, and she is a frequent book contributor on ***The Today Show***. She lives in Oakland, California.




Photo by Andrea Scher

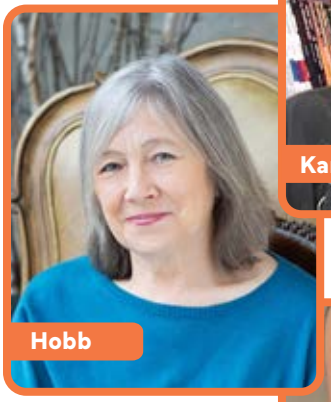
## Kendall Hale

Kendall Hale is an illustrator and character designer currently living in Los Angeles. He is best known for his work on the trading card game Disney Lorcana, for which he has done the art on over 30 cards since its release in 2023. Kendall also works as a character designer in animation with credits on ***SpongeBob SquarePants***, ***The Patrick Star Show***, and Netflix's ***Haunted Hotel***.



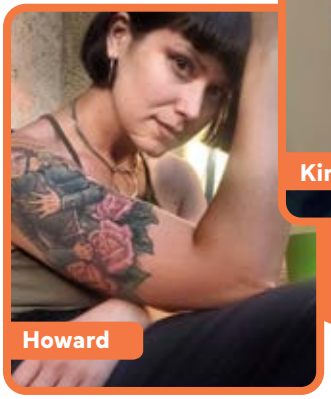

## Robin Hobb

Robin Hobb is a fantasy author best known for The Farseer Trilogy (***Assassin's Apprentice***, ***Royal Assassin***, and ***Assassin's Fate***) and the sequels that make up The Realm of the Elderlings fantasy epic. Her current work in progress, untitled as yet, will continue the history of that world. Robin also writes as Megan Lindholm, whose best-known work is ***Wizard of the Pigeons***, an urban fantasy set in Seattle.




## Tini Howard

Comics writer Tini Howard was an architect of the 2019 Krakoan ***X-Men*** reboot with her books ***Excalibur***, ***X of Swords***, and ***X-CORP***, and she has enjoyed long runs on ***Harley Quinn and Catwoman*** at DC Comics. She lives and writes in Los Angeles, where she has names for all of the local cats.







## Willie Ito

Willie Ito began his 50-year career in animation working on Disney's iconic spaghetti-kissing scene in 1953's ***Lady & The Tramp***. He continued to work at Warner Bros., Hanna-Barbera, Bob Clampett Productions, and other studios before returning to Disney in the early 1970s. After retiring from Disney in 1999, he went on to illustrate children's books, including ***Hello Maggie!***, ***A Boy from Heart Mountain***, and ***Lucy: Mascot of the 442nd RCT Medics***. In 2025, he co-produced and released his first animated short film, ***"Hello Maggie!"*** He is a recipient of the prestigious Winsor McCay Award from the Annies, Comic-Con's Inkpot Award, and a Legend Award from the Nemo Academy in Florence, Italy.




## Liana Kangas

Liana Kangas is a comics creator and illustrator specializing in neon noir storytelling across genres such as sci-fi, horror, music, and film. They've worked with major publishers, including BOOM! Studios, Image, IDW, Dark Horse, and Vault, co-creating such acclaimed series as ***Know Your Station***, ***TRVE KVLT***, and ***She Said Destroy***. Their portfolio includes contributions to iconic franchises Star Trek, Stranger Things, Star Wars, and Archie Comics. Passionate about inclusion and accessibility, Liana is also dedicated to helping communities of aspiring creators.




## Tom King

Tom King is the ***New York Times*** bestselling author and multiple Eisner Award–winning writer of ***Batman***, ***Mister Miracle***, ***Strange Adventures***, ***The Sheriff of Babylon***, ***The Vision***, ***Supergirl: Woman of Tomorrow***, ***Helen of Wyndhorn***, and many others. He recently served as co-creator of the upcoming HBO series ***Lanterns***. Currently, King is writing ***Wonder Woman*** at DC Comics and is the showrunner on the much-anticipated ***Mister Miracle*** animated series.

# Join Us!

ALA

Animé Los Angeles



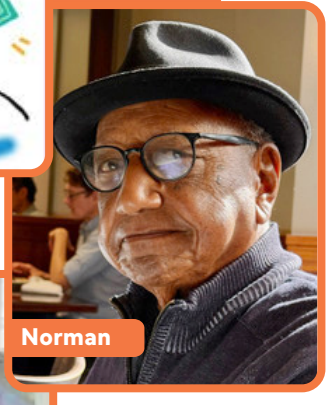
Scan to Register!

**Animé Los Angeles 22**
**January 7 – 10, 2027**
**Long Beach Convention Center**
**animelosangeles.org**

Artist Credit: Joanna Johnen

# SPECIAL GUESTS


Marrs


Norman


Snyder


Starke


Tarr


Williamson

## Lee Marrs

As the first woman to work for DC Comics and Marvel simultaneously, Lee Marrs was one of the founding mommies of ***Wimmen's Comix***. Lee's art styles have ranged from illustrative (***Heavy Metal magazine, Epic Illustrated, Star*Reach, Prince Valiant, Li'l Orphan Annie***) to humorous (DC's ***Plop, Weird Mystery***, and ***House of Secrets***). She is best known for her ***Pudge, Girl Blimp*** series, now out as a book with a blurb from Alison Bechdel and a foreword by Gloria Steinem. An Emmy Award–winning art director, Lee ran an animation company for 28 years. She is an inductee to the 2026 Eisner Awards Hall of Fame.

## Floyd Norman

Venerated animator Floyd Norman is known for his long relationship with the Disney Company, which began in 1959 with ***Sleeping Beauty*** and over the years included ***101 Dalmatians. Mary Poppins, The Sword in the Stone, The Jungle Book. The Hunchback of Notre Dame, Mulan,*** and ***Home on the Range***. With digital filmmaking on the horizon, Floyd chose to move north to join an innovative new studio called Pixar Animation Studios in 1999, where he developed such innovative films as ***Toy Story2*** and ***Monsters, Inc***. He is the subject of the 2016 documentary ***Floyd Norman: An Animated Life.***

## Scott Snyder

Over his 15-year career, Scott Snyder has written such blockbuster best-selling comics as ***Batman*** (with artist Greg Capullo) and ***Absolute Batman*** (with artist Nick Dragotta), as well as critically acclaimed creator-owned titles ***American Vampire*** (with Rafael Albuquerque) and ***Wytches*** (with Jock; an Amazon Studios animated adaptation in production). He is the recipient of two Eisner Awards, a Harvey Award, an Eagle Award, three Stan Lee Awards, and an Inkpot Award. Scott lives on Long Island with his wife and three sons. He's an avid, non-ironic fan of Elvis Presley.

## Spenser Starke

Spenser Starke is a WGA screenwriter and the senior game designer at Darrington Press. He is best known for Daggerheart, Alice Is Missing, Candela Obscura, and Kids on Brooms. Additionally, he has worked on such video games as Sunderfolk and is currently adapting a number of tabletop games for TV and film.

## Babs Tarr

Babs Tarr is a professional comics artist and illustrator best known for her run on ***Batgirl of Burnside***, her creator-owned comic ***Motor Crush***, and the ***Overwatch: Tracer—London Calling miniseries*** (Dark Horse). Her work can currently be seen in DC Comics' Black Label title, ***Sirens: Love Hurts***, where she collaborates with writer Tini Howard. She is also co-host of Critical Role's Pub Draw. Babs provided the cover for this year's WonderCon Events Guide.

## Joshua Williamson

Joshua Williamson is a ***New York Times*** bestselling writer who has worked for nearly every comics publisher. One of the pillars of the modern DC Universe, with an iconic run on ***The Flash***, he has written such titles as ***Robin, Green Arrow,*** and ***Batman/Superman***. With his role as one of the architects of Dawn of DC, All-in, and DC K.O., Joshua cemented his reputation with fans as one of the best voices at DC. Currently, he writes ***Superman, G.I. Joe,*** and ***Iron Man***, with a new ***Legion of Superheroes*** title starting this year.


ACROSS SPACE
PRESENTS
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And don't forget to visit us
in booth 1312 for a free gift!
TRUST ME DARLING, YOU NEED THIS!

# DEAF SERVICES & DISABLED SERVICES

WonderCon is dedicated to serving all of its attendees and follows all applicable disability access laws. We are committed to providing equal access and reasonable accommodations for all attendees. The Deaf Services and Disabled Services departments were established to offer assistance to visitors with special needs, including:

- A rest area for the disabled, the elderly, expectant mothers, and parents with small infants.
- Comfort rooms that can be used for nursing infants, administering medication, medical privacy, or as a sensory accommodation or 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 are available by request for panels and the Masquerade.
- Wheelchairs and mobility scooters are available to rent.
- Special limited mobility seating for programming, events, and the Masquerade.

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

- Program rooms fill up quickly, and **all seating is on a first-come, first-served, and equal opportunity basis,** so ADA seating may not be available if you wait until the last minute. Please read your WonderCon Events Guide and plan your day accordingly, keeping in mind the popularity of most events.
- Most autograph signings are limited. If you have difficulty standing, it is a good idea to make arrangements to have someone within your group save a spot for you in line.
- **Deaf Services and Disabled Services cannot guarantee any seating, autographs, exclusives, or giveaways.**
- If you have medications or other perishables that need to be kept cool, you should bring a small cooler or insulated bag. WonderCon does not have refrigerators for storage.

**Visit the website or the Disabled Services and Deaf Services desks in Lobby B/C of the Anaheim Convention Center for details.**

# HOSPITALITY SUITE & NIGHTTIME EVENTS AT THE HILTON ANAHEIM

What is there to do once WonderCon's Exhibit Hall closes? There are nighttime programs at the Anaheim Convention Center on Friday and Saturday nights with amazing content not to be missed, including interactive panels where attendees join in on the fun. Don't forget the WonderCon Masquerade on Saturday night! Or head over to our headquarters hotel, the Hilton Anaheim, for some nighttime fun and games!

Stop by the WonderCon **Hospitality Suite at the Hilton Anaheim. The suite, located in California Ballroom B on the second level, will be open Friday and Saturday, 7:00 pm to midnight.** It's a great place to enjoy some free snacks, hang out, mingle, and network with fellow attendees.

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 the same level.** Check the Games schedule **(starting on page 16)** and the Anime schedule **(on page 44)** for more information.

COMIC-CON MUSEUM

**BECOME A LEGEND TODAY!**

Enjoy the benefits of our Hero level membership plus:

**One (1) four-day plus Preview Night badge to Comic-Con 2026, July 22–26, 2026**

Learn more at comic-con.org/museum/join



# ROBERT A. HEINLEIN MEMORIAL BLOOD DRIVE




2026 marks the 18th year that WonderCon has hosted the Robert A. Heinlein Memorial Blood Drive. Last year, we collected a record-setting **504 units of life-saving blood**, with 362 of those donations coming from first-time donors! The blood drive is co-sponsored by the Heinlein Society and Southern California Blood Bank.

As thanks for your donation, you will receive a Marvel Wolverine T-shirt with cover art by Leinil Francis Yu, and another nice prize! Every donor will also receive a cloisonné pin designed by Heinlein himself! All giveaway items are **"while supplies last."**

Even if your desired appointment time is full, stop by the **Blood Drive desk in Lobby B/C** to see if they are taking walk-ins, ask questions about donating, or learn more about The Heinlein Society.

If you donated before the convention, bring your WCON donation certificate to **the blood drive room in 204AB to pick up your T-shirt and prize.** Only one WCON certificate per person will be accepted.

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 consider making an appointment using the QR codes below.**

**Friday** **Saturday** **Sunday**



**FRIDAY**
11:30 am – 7:00 pm

**SATURDAY**
10:00 am – 7:00 pm

**SUNDAY**
10:00 am – 5:00 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: **heinleinsociety.org**

Please join us in "paying it forward" by donating blood at WonderCon this weekend.

**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 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, I 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. 2025 marked the 48th year of the Comic-Con Robert A. Heinlein Blood Drive as an integral part of that event, and the 17th 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." The Society is doing this 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, collecting more than 48,000 units of blood and potentially saving tens of thousands of lives.

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

# GAMES



Photo: K. Green © 2025 SDCC

**WonderCon Games Announces Tournaments and Game Demonstrations**
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 for playing any available game. 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 located in **Exhibit Hall C** during the day and in 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, Rise of Dragons, Superfight, Superhero Squad, Ticket to Ride: Ghost Train, Tsuro, Virus: Marvel, 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! The **Exhibit Hall closes at 7:00 pm on Friday and Saturday, but nighttime gaming moves over to the California Ballroom CD on the second level of the Hilton Anaheim**, next door to the Anaheim Convention Center (see the map on page 27 for the exact location).

About 95 percent of games remain free to learn and play for 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.* You can 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 Gundam, Lorcana, Magic: The Gathering, One Piece, Pokémon, Riftbound Summoners, 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. Golden State Gaming Network will have Beyblades X and King of Tokyo. Daggerheart will be run by GM Atari.

### Daytime Games Hours:

**EXHIBIT HALL C**

Friday: 12:00 pm–7:00 pm

Saturday: 10:00 am–7:00 pm

Sunday: 10:00 am–5:00 pm

**No new games to start one hour before closing each day*

### Nighttime Games Hours:

**HILTON ANAHEIM CALIFORNIA CD BALLROOM - 2ND LEVEL**

Friday: 7:00 pm–12:00 am

Saturday: 7:00 pm–12:00 am

**No new games to start one hour before closing each day*

## 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.

## GAME DEMONSTRATIONS & EVENTS

There will be learn-to-play demonstrations from 26 companies and/or groups. All participation is free! 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 Town**
Learn to play demo & players' choice

**SATURDAY**
10:00 am – 11:30 pm:
**Cat Lady, Point Salad, Smash Up, Tiny Town**
Learn to play demo & players' choice

**SUNDAY**
10:00 am – 4:00 pm:
**Cat Lady, Point Salad, Smash Up, Tiny Towns**
Learn to play demo & players' choice

**BANDWAGON GAMES** (bandwagongames.com)

**SATURDAY**
12:00 pm - 4:30 pm:
**Relic Worlds: Heroes, Sidekicks & Minions**
Demos and players' choice. Learn to play all day

**BINARY COCOA, LLC** (binarycocoa.com/)

**FRIDAY**
12:30 pm – 5:00 pm:
**Mondrian: Color in Motion**
Learn to play demonstrations every 30 min

2:00 pm – 7:00 pm: **Shadow Brume**
Learn to play demonstration

**SATURDAY**
10:00 am – 7:00 pm: **Mondrian: Color in Motion**
Learn to play demonstrations every 30 min

12:00 pm – 6:00 pm: **Shadow Brume**
Learn to play demonstration

**SUNDAY**
10:30 am – 4:00 pm: **Mondrian: Color in Motion**
Learn to play demonstrations every 30 min

12:00 pm – 2:00 pm: **Shadow Brume**
Learn to play demonstration

**BLUE RONDO GAMES** (bluerondogames.com/)

**FRIDAY**
12:00 pm – 7:00 pm: **Crabs in a Bucket**
Fast and fun learn to play demos every 15 minutes

1:00 pm – 6:00 pm: **Zeit Heist**
Fast and fun learn to play demos every 15 minutes

**SATURDAY**
10:00 am – 7:00 pm: **Crabs in a Bucket**
Fast and fun learn to play demos every 15 minutes

11:00 am – 6:00 pm: **Zeit Heist**
Fast and fun learn to play demos every 15 minutes

**SUNDAY**
10:00 am – 5:00 pm: **Crabs in a Bucket**
Fast and fun learn to play demos every 15 minutes

11:00 am – 4:00 pm: **Zeit Heist**
Fast and fun learn to play demos every 15 minutes

**BROTHERWISE GAMES** (brotherwisegames.com)

**FRIDAY**
12:00 pm –11:00 pm: **Boss Monster, Boss Monster 2, Dungeon Kart, Super Boss Monster**
Demos & learn to play

2:00 pm – 11:00 pm:
**Mistborn, Overboss, Super Boss Monster**
Demos & learn to play

2:00 pm – 6:00 pm: **Cosmere Tournament**
Demonstrations & learn to play

8:00 pm – 11:00 pm: **Overboss Tournament**
Demonstrations & learn to play

9:00 pm – 11:00 pm: **Mistborn Tournament**
Demonstrations & learn to play

**SATURDAY**
10:00 am – 11:00 pm: **Adulthood, Mistborn**
Demonstrations & learn to play

10:30 am – 2:30 pm: **Cosmere Tournament**
Demonstrations & learn to play

12:00 pm – 10:00 pm **Boss Monster, Boss Monster 2, Dungeon Kart, Super Boss Monster**
Demos & learn to play

8:00 pm – 11:00 pm: **Overboss Tournament**
Demonstrations & learn to play

**SUNDAY**
10:30 am – 12:00 pm: **Adulthood**
Demonstrations & learn to play

10:30 am – 2:30 pm: **Cosmere Tournament**
Demonstrations & learn to play

12:00 pm – 2:00 pm **Boss Monster, Boss Monster 2, Dungeon Kart, Super Boss Monster**
Demos & learn to play

2:00 pm – 4:00 pm:
**Overboss, Super Boss Monster**
Demos & learn to play

**DAGGERHEART** (darringtonpress.com)

**FRIDAY**
3:00 pm – 6:00 pm, 7:30 pm – 10:30 pm:
**Daggerheart**
Learn to play beginner-friendly one-shot

**SATURDAY**
4:00 pm – 7:00 pm, 7:30 pm – 10:30 pm:
**Daggerheart**
Learn to play beginner-friendly one-shot

**SUNDAY**
10:00 am – 1:00 pm:
**Daggerheart**—Learn to play beginner-friendly one-shot. Aprende a jugar Daggerheart en esta aventura para nuevos jugadores!

**DIRE WOLF GAMES** (direwolfdigital.com)

**FRIDAY**
12:00 pm – 7:00 pm: **Clank! Catacombs**
Learn to play demo & players' choice

2:00 pm – 4:00 pm: **Clank! In Space**
Learn to play demo & players' choice

**SATURDAY**
10:00 am – 4:00 pm: **Clank! Catacombs**
Learn to play demo or players' choice

12:00 pm – 7:00 pm: **Clank! In Space**
Learn to play demo or players' choice

**SUNDAY**
10:00 am – 4:00 pm: **Clank! Catacombs**
Learn to play demo or players' choice

12:00 pm – 2:00 pm: **Clank! In Space**
Learn to play demo or players' choice

**FRIENDLY BEE GAME COMPANY**
(riendlybeegameco.carrd.co)

**FRIDAY**
12:00 pm – 7:00 pm:
**TacTile and Widgets n' Digit$**
Learn to play demonstrations every hour

**SATURDAY**
10:00 am – 7:00 pm:
**TacTile and Widgets n' Digit$**
Learn to play demonstrations every hour

**SUNDAY**
10:00 am – 5:00 pm:
**TacTile and Widgets n' Digit$**
Learn to play demonstrations every hour



# GAMES SCHEDULE

## GOLDEN STATE GAMING NETWORK
(goldenstategamingnetwork.com)

**FRIDAY**
12:00 pm – 11:00 pm: **Beyblades X, Code Names, Code Names: Harry Potter, King of Tokyo, Machi Koro, Nacho Pile, Nawalli, River Valley Glass Works, Star Realms, and Trekking the World**
Demonstrations & players' choice

**SATURDAY**
10:00 am – 11:00 pm: **Beyblades X, Code Names, Code Names: Harry Potter, King of Tokyo, Machi Koro, Nacho Pile, Nawalli, River Valley Glass Works, Star Realms, and Trekking the World**
Demonstrations & players' choice

**SUNDAY**
10:00 am – 5:00 pm: **Beyblades X, Code Names, Code Names: Harry Potter, King of Tokyo, Machi Koro, Nacho Pile, Nawalli, River Valley Glass Works, Star Realms, and Trekking the World**
Demonstrations & players' choice

## KOALATIE GAMES (koalatie.com)

**FRIDAY**
12:00 pm – 10:00 pm: **DJ Icon and Upstaged**
Learn to play demonstrations and players' choice

**SATURDAY**
10:00 am – 10:00 pm: **DJ Icon and Upstaged**
Learn to play demonstrations and players' choice

**SUNDAY**
10:00 am – 5:00 pm: **DJ Icon and Upstaged**
Learn to play demonstrations and players' choice

## LOONEY LABS (looneylabs.com)

**FRIDAY**
12:00 pm – 7:00 pm:
**Fluxx, Loonacy, Oracle, and Seven Dragons**
Quick and easy players' choice demos

**SATURDAY**
10:00 am – 7:00 pm:
**Fluxx, Loonacy, Oracle, and Seven Dragons**
Quick and easy players' choice demos

**SUNDAY**
10:00 am – 5:00 pm:
**Fluxx, Loonacy, Oracle, and Seven Dragons**
Quick and easy players' choice demos

## NAUGHTY JESTER GAMES
(naughtyjestergames.com)

**FRIDAY**
12:00 pm – 6:00 pm:
**Chivalry is Dead: Race for the Crown**
Learn to play demonstrations every hour

7:00 pm – 11:00 pm :
**Chivalry is Dead: Race for the Crown**
Learn to play demonstrations every hour

**SATURDAY**
10:00 am – 6:00 pm:
**Chivalry is Dead: Race for the Crown**
Learn to play demonstrations every hour

7:30 pm – 10:30 pm :
**Chivalry is Dead: Race for the Crown Tournament**
This enlarged version of the game supports 12 players in teams of three.

**SUNDAY**
10:00 am – 5:00 pm:
**Chivalry is Dead: Race for the Crown**
Learn to play demonstrations every hour

## NO LIMIT GAMES (nolimitgamez.com)

**FRIDAY**
12:00 pm – 6:00 pm: **Battle of Souls**
Demonstrations and learn to play every hour

7:30 pm – 11:00 pm: **Drink Master WAR!**
Demonstrations and learn to play every hour

**SATURDAY**
10:00 am – 6:00 pm: **Battle of Souls**
Demonstrations and learn to play

7:30 pm – 11:00 pm: **Drink Master WAR!**
Demonstrations and learn to play every hour

**SUNDAY**
11:00 am – 4:00 pm: **Battle of Souls**
Demonstrations and learn to play

## 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**
Paint your own miniature figure.

**SUNDAY**
10:30 am – 4:00 pm: **Paint & Take Miniatures**
Paint your own miniature figure.

## ORGANIZED PLAY FOUNDATION
(paizo.com/organizedplay)

**FRIDAY**
1:00 pm – 3:00 pm, 4:00 pm – 6:00 pm:
**Pathfinder 2nd Edition**—Learn to play Pathfinder 2nd Edition remastered in 120 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!

1:00 pm – 3:00 pm, 4:00 pm – 6:00 pm:
**Starfinder 2nd Edition**—Learn to play Starfinder 2nd Edition in 120 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!

**FRIDAY**
8:00 pm – 11:59 pm: **Pathfinder 2nd Edition: Silver Bark, Golden Blades**—Discover the excitement of Pathfinder 2nd Edition Remastered in this beginner-friendly 4-hour adventure! Create your own hero or jump right in with a pre-made character. No experience needed—just bring your enthusiasm for epic fantasy storytelling in a welcoming, low-pressure environment!

8:00 pm – 11:59 pm:
**Starfinder 2nd Edition: Corpse Fleet Conflict**
Discover the excitement of Starfinder 2nd Edition in this beginner-friendly 2-hour adventure! Create your own hero or jump right in with a pre-made character. No experience needed—just bring your enthusiasm for epic sci-fi storytelling in a welcoming, low-pressure environment!

**SATURDAY**
11:00 am – 1:00 pm, 2:00 pm – 4:00 pm, 5:00 pm – 7:00 pm: **Pathfinder 2nd Edition**
Learn to play Pathfinder 2nd Edition remastered in 120 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!

11:00 am – 1:00 pm, 2:00 pm – 4:00 pm, 5:00 pm – 7:00 pm: **Starfinder 2nd Edition**
Learn to play Starfinder 2nd Edition in 120 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!

8:00 pm – 11:59 pm: **Pathfinder 2nd Edition: The Haunted Corridor**—Discover the excitement of Pathfinder 2nd Edition Remastered in this beginner-friendly 4-hour adventure! Create your own hero or jump right in with a pre-made character. No experience needed—just bring your enthusiasm for epic fantasy storytelling in a welcoming, low-pressure environment!

8:00 pm – 11:59 pm :
**Starfinder 2nd Edition: Midnights in Maro**
Discover the excitement of Starfinder 2nd Edition in this beginner-friendly 2-hour adventure! Create your own hero or jump right in with a pre-made character. No experience needed—just bring your enthusiasm for epic sci-fi storytelling in a welcoming, low-pressure environment!

**SUNDAY**
11:00 am – 1:00 pm, 2:00 pm – 4:00 pm:
**Pathfinder 2nd Edition**—Learn to play Pathfinder 2nd Edition remastered in 120 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!

**SUNDAY**
11:00 am – 1:00 pm, 2:00 pm – 4:00 pm: **Starfinder 2nd Edition**—Learn to play Starfinder 2nd Edition in 120 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!

### PIQUE GAMES (piquegames.com)

**Pique Games** is a San Diego-based indie publishing studio delivering historically themed immersive tabletop games.

**FRIDAY**
12:00 pm – 6:00 pm, 7:30 pm – 11:00 pm: **Regency**
Learn to play history's greatest rulers every hour.

1:00 pm – 6:00 pm, 8:00 pm – 11:00 pm:
**Burn the Witch: Social Deduction Game**
Learn to play every hour.

**SATURDAY**
10:00 am – 6:00 pm, 7:30 pm – 11:00 pm:**Regency**
Learn to play history's greatest rulers every hour.

11:00 am – 6:00 pm, 8:00 pm – 11:00 pm:
**Burn the Witch: Social Deduction Game**
Learn to play every hour.

**SUNDAY**
10:00 am – 5:00 pm: **Regency**
Learn to play history's greatest rulers every hour.

11:00 am – 5:00 pm
**Burn the Witch: Social Deduction Game**
Learn to play every hour.

### RENEGADE GAME STUDIOS (renegadegamestudios.com)

**FRIDAY**
12:00 pm – 2:00 pm: **Acquire, Arboretum, Duel of Wands, Love Letter Princess Princess edition**
Learn to play demo & players' choice

2:00 pm – 4:00 pm:
**Bargain Quest, Duel of Wands**
Learn to play demo & players' choice

4:00 pm – 7:00 pm: **Love Letter Princess Princess edition, Acquire, Arboretum**
Learn to play demo & players' choice

8:00 pm – 9:30 pm: **Duel of Wands, Acquire, Arboretum, Love Letter Princess Princess edition**
Learn to play demo & players' choice

9:30 pm – 11:30 pm:
**Bargain Quest, Duel of Wands**
Learn to play demo & players' choice

**SATURDAY**
10:00 am – 12:00 pm: **Duel of Wands, Acquire, Arboretum and Heroscape**
Demo or players' choice

**SATURDAY**
12:00 pm – 2:00 pm:
**Heroscape, Bargain Quest, and Duel of Wands**
Learn to play demo & players' choice

**SATURDAY**
2:00 pm – 4:00 pm: **Arboretum, Acquire, Bargain Quest, Duel of Wands, and Love Letter Princess Princess edition**
Learn to play demo & players' choice

4:00 pm – 7:00 pm: **Acquire, Bargain Quest, Duel of Wands, Heroscape**
Learn to play demo & players' choice

8:00 pm – 9:30 pm: **Love Letter Princess Princess edition, Acquire, Arboretum, Duel of Wands**
Learn to play demo & players' choice

9:30 pm – 11:30 pm:
**Bargain Quest, Duel of Wands**
Learn to play demo & players' choice

**SUNDAY**
10:00 am – 12:00 pm: **Acquire, Arboretum, Heroscape, Love Letter Princess Princess edition**
Learn to play demo & players' choice

12:00 pm – 2:00 pm: **Heroscape, Bargain Quest, Love Letter Princess Princess edition, and Duel of Wands**—Learn to play demo & players' choice

2:00 pm – 4:00 pm:
**Duel of Wands, Acquire, Arboretum**
Learn to play demo & players' choice

### SAFEHAVEN GAMES (safehaven-games.com)

**FRIDAY**
12:00 pm – 7:00 pm: **Prove It!, Web Spinners**
Learn to play all day. Quick & easy 15-minute demos for Ages 8+

12:00 pm – 3:00 pm, 3:00 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: **Prove It!, Web Spinners**
Learn to play all day. Quick & easy 15-minute demos for Ages 8+

12:00 pm – 3:00 pm, 3:00 pm – 6:00 pm:
**Freelancer: Skies Over Tolindia Tournament**
Learn to play RPG demos for 6 players, Ages 12+

**SUNDAY**
11:00 am – 5:00 pm: **Prove It!, Web Spinners**
Learn to play all day. Quick & easy 15-minute demos for Ages 8+

11:00 am – 2:00 pm, 2:00 pm – 5:00 pm:
**Freelancer: Skies Over Tolindia Tournament**
Learn to play RPG demos for 6 players, Ages 12+

### SCIFI.RADIO (scifi.radio)

**FRIDAY**
3:00 pm – 5:00 pm, 7:00 pm – 9:00 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 – 6:00 pm, 7:00 pm – 9:00 pm:
**Star Wars X-Wing: Find the Rebel Spy**
Learn to play all afternoon. Quick & easy miniatures demos in less than 30 minutes.

**SUNDAY**
11:00 am – 1:00 pm, 3:00 pm – 5:00 pm:
**Star Wars X-Wing: Find the Rebel Spy**
Learn to play all day. Quick & easy miniatures demos in less than 30 minutes.

### SLUGFEST GAMES (slugfestgames.com)

**FRIDAY**
12:00 pm – 5:00 pm: **Dungeon Decorators, Red Dragon Inn, and Where's My Ride?**
Learn to play demo or players' choice

**SATURDAY**
10:00 am – 5:00 pm: **Where's My Ride? Dungeon Decorators, and Red Dragon Inn**
Learn to play demo or players' choice

**SUNDAY**
10:00 am – 5:00 pm: **Red Dragon Inn, Dungeon Decorators, and Where's My Ride?**
Learn to play demo or players' choice

### STEVE JACKSON GAMES (sjgames.com)

**FRIDAY**
12:00 pm – 5:00 pm: **Cthulhu Dice, Deadly Doodles, Gelatinous, Hack & Slash, Munchkin Mighty Monsters, Scarf N Barf, Super Kitty Bug Slap, Zombie Dice, and Z Shot**
Learn to play demo or players' choice.

**SATURDAY**
10:00 am – 5:00 pm: **Cthulhu Dice, Deadly Doodles, Gelatinous, Hack & Slash, Munchkin Mighty Monsters, Scarf N Barf, Super Kitty Bug Slap, Zombie Dice, and Z Shot**
Learn to play demo or players' choice.

**SUNDAY**
10:00 am – 5:00 pm: **Cthulhu Dice, Deadly Doodles, Gelatinous, Hack & Slash, Munchkin Mighty Monsters, Scarf N Barf, Super Kitty Bug Slap, Zombie Dice, and Z Shot**
Learn to play demo or players' choice.

**SCAN FOR HERE FULL GAMES SCHEDULE**

# GAMES SCHEDULE

**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**
Learn to play demonstrations every 30 minutes

**SUNDAY**
12:00 pm – 3:00 pm: **Super Show**
Learn to play demonstrations every 30 minutes

**TAVERN CRAWL GAMES** (partywanted.com)

**FRIDAY**
12:00 pm – 6:00 pm, 8:00 pm – 11:00 pm:
**Party Wanted, Giberish and DuelGeon**
Learn to party every 30 minutes!

**SATURDAY**
11:00 am – 3:00 pm,
4:00 pm – 6:00 pm, 8:00 pm – 11:00 pm:
**DuelGeon, Giberish and Party Wanted**
Learn to party every 30 minutes!

3:00 pm – 4:30 pm: **DuelGeon Tournament**
Roll, Battle, Steal, and Loot!
Dungeon crawling mayhem in your pocket!

**SUNDAY**
11:00 am – 5:00 pm:
**Party Wanted, Giberish and DuelGeon**
Learn to party every 30 minutes!

## SANCTIONED TOURNAMENTS

WonderCon 2026 will feature separate sanctioned tournaments with some materials fees and prize support. Tournaments may run over the time allotted, depending on attendance.

**This year's sanctioned tournaments include:**

**BROTHERWISE GAMES** (brotherwisegames.com)

**FRIDAY**
2:00 pm – 6:00 pm: **Cosmere Tournament**
Demonstrations & learn to play

8:00 pm – 11:00 pm: **Overboss Tournament**
Demonstrations & learn to play

9:00 pm – 11:00 pm: **Mistborn Tournament**
Demonstrations & learn to play

**SATURDAY**
10:30 am – 2:30 pm: **Cosmere Tournament**
Demonstrations & learn to play

8:00 pm – 11:00 pm: **Overboss Tournamen**
Demonstrations & learn to play

**SUNDAY**
10:30 am – 2:30 pm: **Cosmere Tournament**
Demonstrations & learn to play

**CARDBOARDIA** (Cardboardanddie.com)

**FRIDAY**
12:00 pm – 6:30 pm, 7:00 pm – 9:00 pm:
**Gundam League All Day Play**—A strategic trading card game where players become commanders. Players receive a random preconstructed deck, dice, counters, sleeves, and a booster to modify their deck. **Entry fee $30**

12:00 pm – 6:30 pm, 7:30 pm – 9:00 pm:
**One Piece League All Day Play**—Players build pirate crews around a Leader card. Players receive a random preconstructed deck, dice, counters, sleeves, and a booster to modify their deck. **Entry fee $30**

12:00 pm – 6:30 pm, 7:30 pm – 9:00 pm:
**Pokémon Battle League All Day Play**—A strategic two-player card game. Players receive a random preconstructed deck, dice, counters, sleeves, and 2 boosters to modify their deck. **Entry fee $30**

1:00 pm – 6:30 pm, 7:00 pm – 9:00 pm:
**Lorcana Convention League All Day Play**
A collectible trading card game (TCG) where players become Disney "Illumineers." Players receive all necessary materials. **Entry fee $30**

1:00 pm – 6:30 pm, 7:00 pm – 9:00 pm:
**Magic: The Gathering Commander League All Day Play**—MtG is the original collectible trading card game. Players receive a random commander preconstructed deck, counters, sleeves, and exclusive playmat. **Entry fee $50-$70**

2:00 pm – 6:30 pm, 7:00 pm – 9:00 pm:
**Riftbound Summoners League All Day Play**
2-4 players command champions and control battlefields. Players receive a preconstructed deck, sleeves, counters, and a booster pack to modify their deck. **Entry fee $35**

2:00 pm – 6:30 pm, 7:30 pm – 9:00 pm:
**Magic: The Gathering Convention League All Day Play**—MtG is the original collectible trading card game. Players receive all necessary materials. **Entry fee $30**

3:00 pm – 6:30 pm, 7:30 pm – 9:00 pm:
**Yu-Gi-Oh! Duel League All Day Play**
A strategic two-player game where Duelists use Monster, Spell, and Trap cards. Players receive a preconstructed deck, sleeves, and counters. **Entry fee $20**

**SATURDAY**
10:00 am – 6:30 pm, 7:00 pm – 9:00 pm:
**Gundam League All Day Play**—A strategic trading card game where players become commanders. Players receive a random preconstructed deck, dice, counters, sleeves, and a booster to modify their deck. **Entry fee $30**

10:00 am – 6:30 pm, 7:30 pm – 9:00 pm:
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**Yu-Gi-Oh! Duel League All Day Play**
A strategic two-player game where Duelists use Monster, Spell, and Trap cards. Players receive a preconstructed deck, sleeves, and counters. **Entry fee $20**

**SUNDAY**
10:30 am – 4:00 pm:
**Gundam League All Day Play**—A strategic trading card game where players become commanders. Players receive a random preconstructed deck, dice, counters, sleeves, and a booster to modify their deck. **Entry fee $30**

10:30 am – 4:00 pm:
**One Piece League All Day Play**
Players build pirate crews around a Leader card. Players receive a random preconstructed deck, dice, counters, sleeves, and a booster to modify their deck. **Entry fee $30**

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**Riftbound Summoners League All Day Play**
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**Magic: The Gathering Convention League All Day Play**—MtG is the original collectible trading card game. Players receive all necessary materials. **Entry fee $30**

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## DUNGEONS & DRAGONS LEGENDS OF GREYHAWK AND ADVENTURERS LEAGUE
(wcaggames.com)

### FRIDAY
12:00 pm – 6:00 pm, 7:00 pm – 11:00 pm:
**Dungeons & Dragons: Legends of Greyhawk**
Let's play the world's greatest role-playing game! Whether you're brand new or have been playing long enough to have a favorite edition—we have games for you! Take on the new Legends of Greyhawk and make a mark on the story's evolving lore, or try Custom adventurer's league content written just for you! Pre-register here: **warhorn.net/events/wondercon-2026**

### SATURDAY
10:00 am – 6:00 pm, 7:00 pm – 11:00 pm:
**Dungeons & Dragons: Legends of Greyhawk**
Let's play the world's greatest role-playing game! Whether you're brand new or have been playing long enough to have a favorite edition—we have games for you! Take on the new Legends of Greyhawk and make a mark on the story's evolving lore, or try Custom adventurer's league content written just for you! Pre-register here: **warhorn.net/events/wondercon-2026**

### SUNDAY
10:00 am – 4:00 pm:
**Dungeons & Dragons: Legends of Greyhawk**
Let's play the world's greatest role-playing game! Whether you're brand new or have been playing long enough to have a favorite edition—we have games for you! Take on the new Legends of Greyhawk and make a mark on the story's evolving lore, or try Custom adventurer's league content written just for you! Pre-register here: **warhorn.net/events/wondercon-2026**

## GOLDEN STATE GAMING NETWORK
(goldenstategamingnetwork.com)

### FRIDAY
4:00 pm – 6:00 pm: **Beyblades X Tournament**
Bring fast-paced, head-to-head spinning battles to life. Learn launch techniques, stadium strategy, and how to customize your top for attack, defense, or stamina. Whether you're brand new or a seasoned blader, it's all about precision, timing, and epic burst finishes. Build it. Launch it. Let it rip. Bring your own or a single Beyblade for $13. Starter pack with a single Beyblade, plus the launcher, **$16**

4:00 pm – 6:00 pm: **King of Tokyo Tournament**
You play mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other 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. Free! **$0 entry fee**

### SATURDAY
11:00 am – 1:00 pm, 2:00 pm – 4:00 pm,
4:00 pm – 6:00 pm: **Beyblades X Tournament**
Bring fast-paced, head-to-head spinning battles to life. Learn launch techniques, stadium strategy, and how to customize your top for attack, defense, or stamina. Whether you're brand new or a seasoned blader, it's all about precision, timing, and epic burst finishes. Build it. Launch it. Let it rip. Bring your own or a single Beyblade for $13. Starter pack with a single Beyblade, plus the launcher, **$16**

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### SUNDAY
11:00 am – 1:00 pm, 2:00 pm – 4:00 pm:
**Beyblades X Tournament**—Bring fast-paced, head-to-head spinning battles to life. Learn launch techniques, stadium strategy, and how to customize your top for attack, defense, or stamina. Whether you're brand new or a seasoned blader, it's all about precision, timing, and epic burst finishes. Build it. Launch it. Let it rip. Bring your own or a single Beyblade for $13. Starter pack with a single Beyblade, plus the launcher, **$16**

11:00 pm – 1:00 pm, 2:00 pm – 4:00 pm:
**King of Tokyo Tournament**—You play mutant monsters, gigantic robots, and strange aliens all of whom are destroying Tokyo and whacking each other 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. Free! **$0 entry fee**

## 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 only of characters, no other game elements. Prizing: Organized Play LEs and Convention LEs from 2024. 3 - 20 players. Bring your own figures. Free! **$0 entry fee**

### SATURDAY
12:00 pm – 4:00 pm:
**HeroClix Booster Sealed Tournament**
Build a 300-point team from two boosters of Marvel HeroClix: X-Men 97. Prizing: Organized Play LEs and 2025 Convention LEs. 3 - 12 players. Two booster packs, **Entry fee: $34**

## NAUGHTY JESTER GAMES
(naughtyjestergames.com)

### SATURDAY
7:30 pm – 10:30 pm: **Chivalry is Dead: Race for the Crown Tournament**—This enlarged version of the game supports 12 players in teams of three. Get ready for some fantasy chariot racing action in this new race game! Unique convention game cards will be given to the winning teams as prizes.

## SAFEHAVEN GAMES (safehaven-games.com)

### FRIDAY
12:00 pm – 3:00 pm, 3:00 pm – 6:00 pm:
**Freelancer: Skies Over Tolindia Tournament**
Learn to play RPG demos for **6 players, Ages 12+**

### SATURDAY
12:00 pm – 3:00 pm, 3:00 pm – 6:00 pm
**Freelancer: Skies Over Tolindia Tournament**
Learn to play RPG demos for **6 players, Ages 12+**

SUNDAY
11:00 am – 2:00 pm, 2:00 pm – 5:00 pm
**Freelancer: Skies Over Tolindia Tournament**
Learn to play RPG demos for **6 players, Ages 12+**

## TAVERN CRAWL GAMES (partywanted.com)

### SATURDAY
3:00 pm – 4:30 pm: **DuelGeon Tournament**
Roll, Battle, Steal, and Loot! Dungeon crawling mayhem in your pocket!

# CHILDREN'S FILM FESTIVAL SCHEDULE




Photo: R. Manahan ©2025SDCC

Los Angeles International Children's Film Festival

**Los Angeles International Children's Film Festival**

WonderCon 2026 welcomes the 20th annual Los Angeles International Children's Film Festival, Friday through Sunday. The festival kicks off at WonderCon and then continues through May at other Southern California locations, featuring some of the best short films from around the world. Check out: www.childrensfilmla.org

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

**KEY:**

**A** = Animated **L** = Live Action **D** = Documentary

## FRIDAY, MARCH 27

**2:00 pm – 4:00 pm: Program #1**

*20 Years: Festival Time Tunnel*
Various (L/A/D) (Global)

*Pongo, Spike and Tyke*
Meysam Shamsi (L) (Iran)

*Stanley the Gas Dog: A Big Hello to all the Film Festivals*
Sally Dora Clack-Manning (A) UK)

*Hiko*
Flavien Demeure (L) (Canada)

*Hidden Moon*
Mahsa Ahmadzadeh (L) (Iran)

**4:00 pm – 5:00 pm: Program #2**

*In the Trees*
Andy Jadwiga LayClark (L) (Australia)

*The Apple & Hasani*
Bahador Amirshahkarami (L) (Iran)

*Not Another Day*
Carlos Puig Mundo (L) (Spain)

*20 Years: Festival Time Tunnel*
Various (L/A/D) (Global)

**5:00 pm – 9:00 pm: Program #3**

*Best of Fest: All-Time Favorites, Vol. 1*
Various (L/A/D) Global

## SATURDAY, MARCH 28

**10:00 am – 1:00 pm: Program #4**

*Ai and Aiko's Christmas Tree - Genki's True Tree*
Takuma Aomatsu (A) (Japan)

*When the Seeds Arrive*
Francoise Desbois (D) (Germany)

*Prout*
Marc-Henri Wajnberg (A) (Belgium)

*Away We Go - Ants Ants Ants & Alphabet Rockers*
Chris Purdin (A) (USA)

*20 Years: Festival Time Tunnel*
Various (L/A/D) (Global)

**1:00 pm – 3:00 pm: Program #5**

*Marina's First Great Adventure*
Themis Wing/Diego Salazar Lira (A) (USA)

*Dear Redondo Beach*
Hailey Johnston (D) (USA)

*Take 2*
Chloe LaGrone (L) (USA)

*Materializing Dog*
Kathleen Krenitsky (A) (USA)

*If You Believe*
Aline Andrade (L) (USA)

*Cupid's Treacherous Journey*
Azwan Badruzaman/
Kayden Koshelev (L) (USA)

*Forget-Me-Not*
Shayla C. Durbois (L) (USA)

*The Boy Who Caught a Rainbow*
Frank Louis Passalaqua (A) (USA)

*The World We Share*
Frank Louis Passalaqua (A) (USA)

*Cookie in the Sky with Balloons*
Chris Mejia (A) (USA)

## SATURDAY, MARCH 28

**3:00 pm – 5:00 pm: Program #6**

*Nelson the Giant*
Matthew Todd (L) (Canada)

*Christopher & the Bug*
Vanessa Esteves/Kevin Micalief (A) (Canada)

*Active Imagination*
Jordan Fouts/Amanda Garabedian (L) (USA)

*The Session*
Ben Richardson (L) (USA)

*Benny D's Animation Medley*
Ben Davis (A) (USA)

*Elves Don't Eat Rice*
Pawel Olearczyk (L) (Poland)

*The Laptop*
Ilan Orlina (A) (USA)

*Whale Math*
D. Andrew Hartfield (L) (USA)

*WA'AD*
Fatima Abdulaziz Aishamsi (L) (UAE)

*Avni*
Tej Sisodia (L) (India)

**5:00 pm – 7:00 pm: Program #7**

*Message on the Waves*
Frank Louis Passalaqua (A) (USA)

*Ocher*
Chee Ho (A) (USA)

*Anaar Daana*
Nishi Dugar (L) (India)

*The City*
Elina Myshanych (L) (Ukraine)

*Get Out of My Cave*
Otis Sutter Jones (A) (USA)

*Dina Inou*
Fouzia El Hannouuti (L) (Netherlands)

*Tomorrow Is Not Like Today*
Seyed Mahdi Karbais (L) (Iran)

**7:00 pm – 9:00 pm: Program #8**

*Best of Fest: All-Time Favorites, Vol. 2*
Various (L/A/D) Global

## SUNDAY, MARCH 29

**10:00 am – 12:00 pm: Program #9**

*Looking for You*
Christian Scharfenberg (A) (Germany)

*ThinkerBen and Motor: The Motor and the Bees*
Vladimir Gerasimov (A) (Serbia)

*The Loneliness of the Moon*
Pezhan Zialan (L) (Iran)

**12:00 pm – 3:00 pm: Program #10**

*20 Years: Festival Time Tunnel*
Various (L/A/D) (Global)

**3:00 pm – 5:00 pm: Program #11**

*Best of Fest: All-Time Favorites, Vol. 3*
(L/A/D) (Global)



# MASQUERADE

## CELEBRATING THE COSTUMING CREATIVITY OF OUR ATTENDEES : WONDERCON'S 2026 MASQUERADE

Once again, our WonderCon Masquerade sponsor is **S.G. Blaise**, author of the award-winning book series *The Last Lumenian* and the *Mythical Hunters* comic book series!

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

The 21st 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.** Our high-definition cameras and giant projection screens will provide great close-up views of the stage. For contestants and audience members, a WonderCon badge valid for Saturday is all you need. The event will run for about two and one-half hours, including a judging intermission, entertainment, and the presentation of **trophies, cash awards, and other generous prizes.** V.I.P. seating is available for special guests of the convention and select members of the press. Please inquire in advance at the **Masquerade desk** in the convention center lobby for more information on seating. Those in the audience do not need to come in costume; simply come as you are. Or for extra fun, consider wearing something unique and fun for the evening!




Photo: J. Shaw © 2025 SDCC

Our emcee for the show will once again be **Ashley Eckstein.** Ashley is widely recognized as an actress, author, designer, entrepreneur, host, inspirational speaker, and producer. Prominently 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*. Ashley founded the fashion and lifestyle brand Her Universe. Her designs can currently be found at Disney Parks worldwide. Ashley is currently starring in and serves as co-creator and executive producer for a new audio drama for Disney. Ashley is also a passionate advocate for mental health awareness.

**Note: This is not a dance or party,** as the name might suggest. Why is this on-stage event called "The Masquerade" and not simply a costume contest or fashion show? Because this event is also about the characters and stories that costumes create and bring to life. Most presentations will include recorded music and elements of character, story, drama, or humor. Some costumes will be impressive re-creations from movies, TV, comic books, fantasy art, anime, Broadway shows, or video games, while others will be completely original designs from our attendees' imaginations!

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. The Guild has a brand-new Star Wars–inspired story for us this year, full of screen-accurate costumes and props. 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 present shows all over Southern California at conventions and other events, bringing anime, comics, movies, and other pop culture to life. For 2026, they have created an Arcane-themed show for us 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 views with 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 space has become available. **Absolutely no entries will be accepted after 10 am Saturday**. A photo showing the overall appearance and quality of the costume will be required. Full rules and more information are available at the desk and on the WonderCon section of the **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. There will be an optional but recommended **Orientation for Contestants at 11:00 am Saturday in the convention center's Room 201ABC**, where a rehearsal stage will be available, as the show stage will be in use for 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 2027!**

In addition to the WonderCon trophies, there will be **generous cash and other prizes** provided by companies and organizations, including 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 **two-night hotel stay** to their weekend costuming arts conference, **Costume College®**, held each July! Their 2026 dates are July 30–August 3 (winner may choose 2026 or 2027) 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!

- **San Diego Comic Convention,** the organization behind WonderCon, 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 2026

# MASQUERADE

**SATURDAY AT 8:30 PM**

Anaheim Convention Center

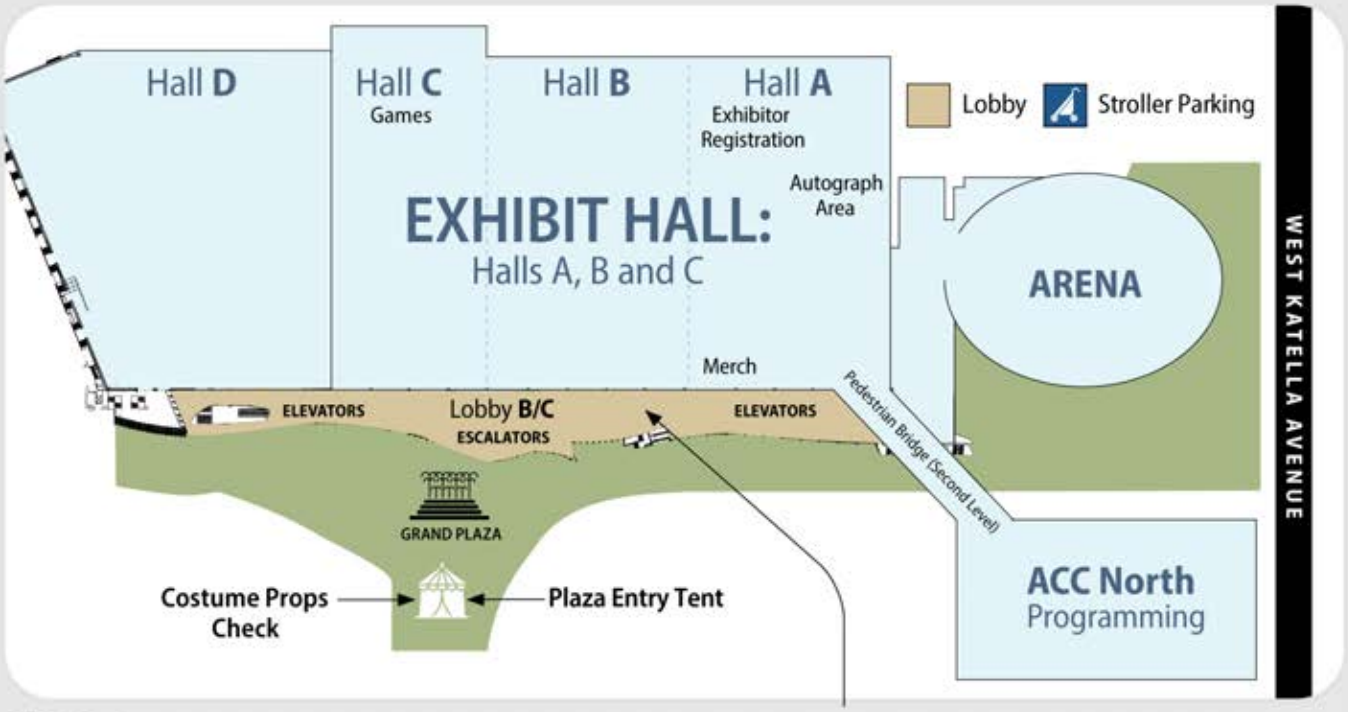
**NORTH 200A**

**SCAN FOR MORE INFOMATION**






## ANAHEIM CONVENTION CENTER LEVEL 1



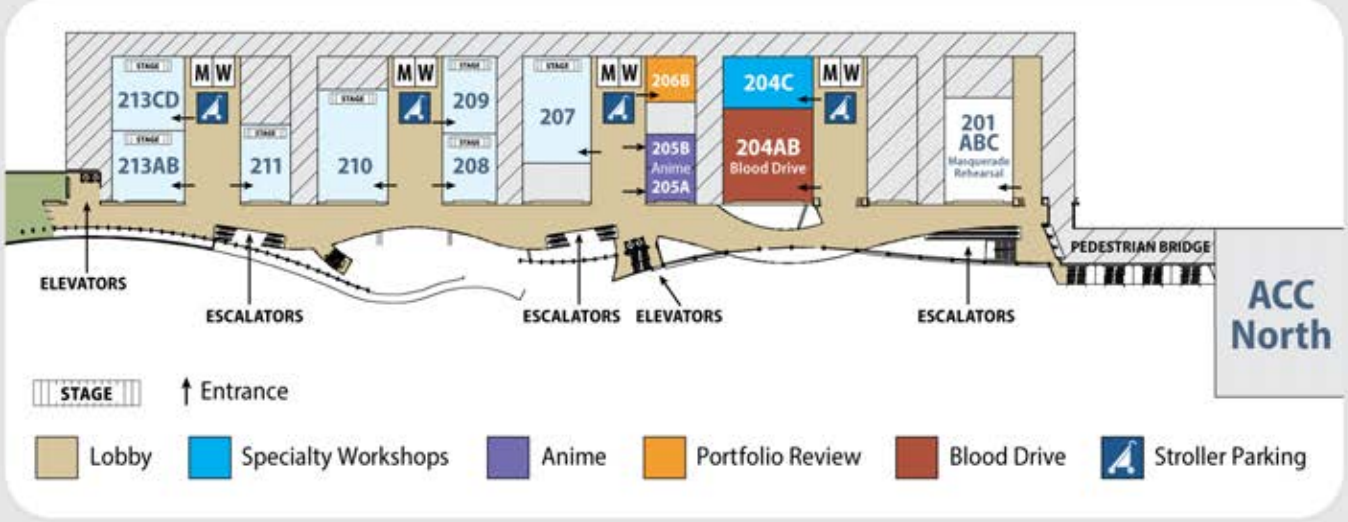

### HALL D

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

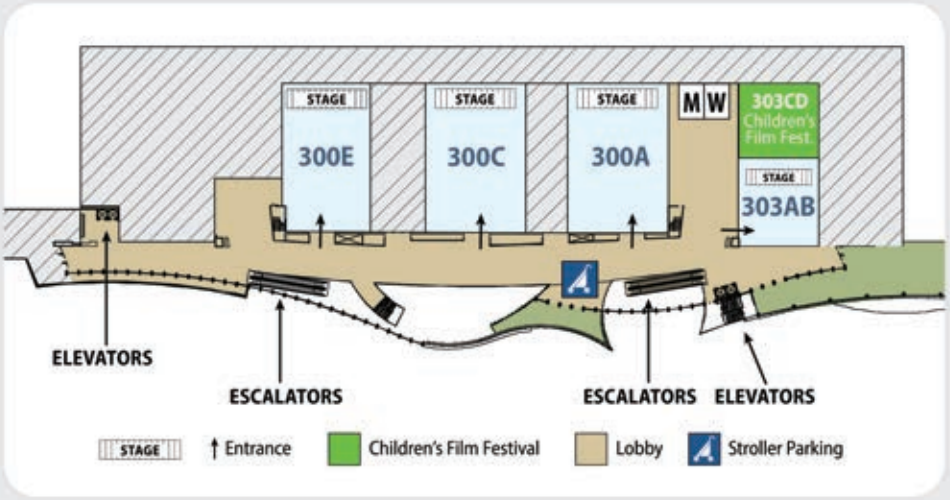
### LOBBY B/C

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

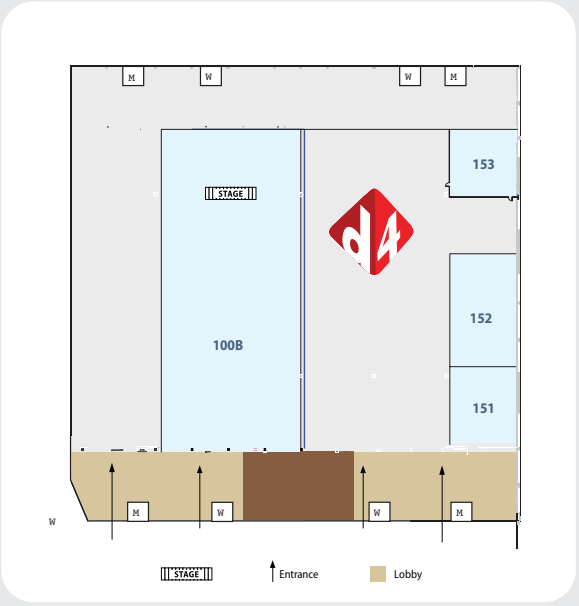
## ANAHEIM CONVENTION CENTER LEVEL 2



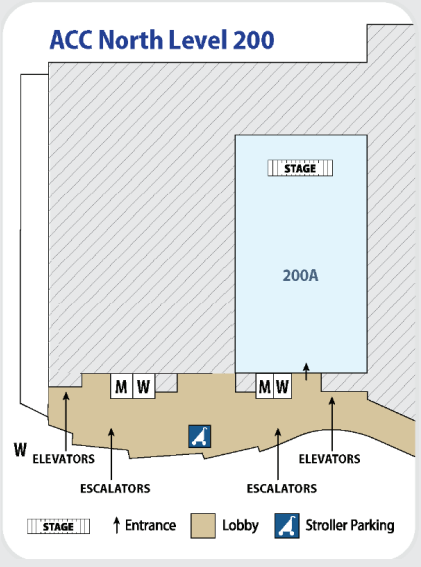
## ANAHEIM CONVENTION CENTER LEVEL 3




## ACC NORTH LEVEL 100




## ACC NORTH LEVEL 200




## HILTON ANAHEIM LEVEL 2




HALL C
HALL D
LOUNGE
GAMING
M
FAN CLUB TABLES
WONDERCON TABLES
W
LOUNGE
FOOD
Toystop
ARTISTS' ALLEY (A-F)
ARTISTS' ALLEY (A-F)
SCi-Fi WORLD
CARDBOARD
AUHS
SEND HELP
1600
Toy Temple
LOBBY


HALL B
HALL A
FAN CLUB BOOTHS
LOUNGE
Exhibitor Registration
Freeman Service Center
LOUNGE
AUTOGRAPH AREA
WONDERCON TABLES
ARTISTS' ALLEY (L-O)
WONDERCON TABLES
LOUNGE
FOOD
FOOD
LOUNGE
Moonrock
Aphmau's Mini-Mart
MegaMixx Toys
SMALL PRESS PAVILION
Major Payne Industries
GOLD & SILVER PAVILION
Official WonderCon Merch
LOBBY

# ARTISTS' ALLEY


## #

2designerds C-62
9monkeys E-36

## A

Adam Dalton Blake B-09
Aibisaur Arts O-07
Aii Crafts N-09
Akane's Chibi Art D-36
Alex Ahad o_8 D-15
Alex Iniguez Art B-56
Alex Nino A-24
Alienkitty Designs F-40
Alyruko D-49
Alyssa Cooper Art B-16
Andi Dukleth Art B-28
AnnieChanRamen D-58
ARIESPSYCHE C-34
Art by Ando O-11
Art by Jenisse B-44
Art by Julia A-52
Art by Kino F-60
Art by Lawrence Washington D-61
Art by Sean Lenahan B-23
Art by Vy F-55
Art of Arthur Suydam A-44
Art of Daniel Jaimes D-34
Art of Dawn E-28
Art of Don Aguillo F-09
Art of Don Aguillo F-09
Art of Jeprox A-19
Art of Josey Tsao F-33
Art of Mai Van B-03
Art of Mazzy D-48
Art of Nikki Abrego B-42
Art Of PAO B-38
Art of Priscilla Wilson F-13
Art of Renee Witterstaetter A-45
Art of XYZ L-14
Arthur Janecek C-30
artinggrace E-57
Artista Cats E-51
Artistsan Studio L-16
AshleyDrawsCats C-61
Astrovvitch F-62
Attiba Royster Illustration B-31

## B

Babylonholic M-04
Barbara Marker Artist B-53
Basia Tluchak A-27
Becca Shipley Art A-28
Beth Sotelo A-16
BethBeRad C-27
Birdie's Quills F-52
Blue Obsidian D-37
BMJ Art Shop,LLC A-58
BMONI L-02
Bob! Draws Stuff B-29
Brambleburg F-47
Brandi York Fine Art and Random Geekery A-41
BREED D-25
Brenda Chi Art F-32
Brett's Art World D-35
Brian Bear Prints D-06
BRIANLINSS.com E-33
Brianna Garcia Illustration A-38
Briar Rose Emporium M-03
BRITTANYJIN E-26
Brix by Xy O-10
brokentrain D-14
BubbleTeaPenguin D-47
ButtsCrafts F-49C

## C

Cakelint F-20
CalvinNyeComics E-39
Carnival Six Studio C-07
Casey Robin B-43
Cat Bui B-61
CelesteRin N-03
Celine Chapus A-59
Cenpaimart F-58
Cheery Human Studios E-63
CHIOU! D-29
Chippolyta N-11
Chris Deboda Art B-55
Chris Thorne Art C-11
ChristaDoodles F-24
Cimino B-11
Classy Courts Country Club B-58
Clockwork Art D-64
Cloud Cat Arts F-27
Cody Ziglar E-09
Colin Lor C-23
Collin Kelly F-12
Corriganpress A-40
cosmicloak C-26
Cotton Angel B-12
Cozi Mochi F-51
Craig Miller A-04
Created by OUSIA. A-48
Crystabird LLC E-52
Ctrl Alt Delights O-06
Cunning Catfish Designs D-57
Curt Merlo Illustration E-35
Cutiepieviv F-41
Cutter Hays D-12
Cypritree A-57D

## D

D Geek Art C-40
D. Kerper Arts B-52
DaisitasDesign L-03
Daniela Kumre Art A-31
Daniemizu F-56
Darkstorm Comics C-15
David Mack A-05
Dethdesigns B-06
Diablo Comics E-49
Dino Babies in Space D-07
Doc Anarchy L-09
Don Ho A-34
Don Nguyen E-40
Donny D Tran A-06
DrawerKar F-37
Dreamforger Studios C-16
Driftwood & Coffee O-12
Duckmeat E-45E

## E

EggdropRamen.Studio B-30
ELA Art D-08
Elly Sky Art C-41
Em Draws Stuff E-19
Emil Lundmark B-08
Emilie Vo D-30
Emily Vera A-36
Emma Atterbury L-01
Eric Scales Cartoons E-32
Erik Ly C-28
Eugene Randolph Young B-47
eunychu D-56
Eva Andrews E-16
Eva Ink Artist Group A-43
Eve Skylar A-13

## F

FangFangComics E-31
Femmmeow L-04
Fierce Fantasy Designs B-20
Figment and Fable A-30
fish A-56
Flex Cap Designs N-16
Fossil Forager E-60
Free DLC Artwork C-56
Funkybat D-55
Fuzzy Cabin E-62

## G

Gabby Goo 2 D-59
GabbyWaxCreates O-04
Geek Fine Art F-42
Gerimi Burleigh D-23
Ghostlygoods F-59
ginsays B-60
Goobers Only L-05
Goyobo Studio F-50
GreenEggsAndSam2Art M-02
Greg Espinoza D-11
Greg Weisman F-08
Grumpy Frog Press B-51
gryphll E-25

## H

Handcrafted Geekdom F-22
Hardcore Vigilante Studios C-57
Harmony Gong A-25
hattssi C-20
Hausofhappyness M-07
Hazardous Booty L-12
Here Comes the Nerd F-21
Hexselenas D-50
Honeypill M-05
Hyperbooster's Studio C-25

## I

Imaginative Joy E-56
Imaginator.Ink D-38
Inchells D-51
Injureddreams F-39
Inna2nd B-35
It's a Little Awesome E-47
Ivan's Pop Culture Art F-17J

## J

Jackson Lanzing F-11
Jaclynne Anne A-39
Jamie Snell E-20
Jamie Sullivan C-12
Janet Sung (KURU731) C-29
Jared Hickman Illustration A-51
JaylerDoodles F-36
Jeff Dekal A-10
Jeff Pina Writes and Draws Stuff C-59
Jena Sinclair E-27
jenjoink B-50
Jenna Gray Art A-61
Jenni Illustrations B-14
Jerry Gaylord D-04
Jessica Rosemary Guerra C-39
Jessie Hannah Art N-07
Jevinloopart E-46
jiayin :) B-25
Jim Cheung Art A-15
Jim Salicrup A-46
Jimmy st. Art D-33
jiuge illustration C-17
JoannaShenArt O-01
Joel Gomez A-17
Joey Cabral F-07
Joey Mason Art C-24
Joey Spiotto D-10
John Giang Art C-04
Jonboy Meyers A-12
Jordydraws C-38
Jose Pulido D-40
Josh Eiserike E-50
Josie Campbell E-10
Julie Draws C-36
JUSSCOPE D-43L

## K

Kacti Kids O-05
Kalgado F-38
Kamillustrator A-42
KARL ALTSTAETTER D-24
Kawaiistarz N-15
Kayan Pepper Co C-32
Kelestiel B-62
Kevin Tran Art E-48
Kgazart E-18
Kikikat Kreations L-13
Killustrator Art D-46
KING KUMA F-64
Kip Rasmussen Tolkien Illustration A-47
Kissai C-21
kluia co. F-26
Kodaunie F-43
KOHI ANDIE E-21
Koi Turnbull A-35
Kristen Wang C-35
KYUPLS D-31N

## L

La Segu M-06
Lavender Bee Caps LLC O-08



Photo: R. Manahan © 2025 SDCC


Le Petit Elefant E-64
Le Tea Leaf B-41
Leanne Huynh Art A-32
Lenzations D-42
leojiaz C-31
Liminal Key Studio C-53
Lin's Original Artwork C-37
Lonnie Millsap D-09
LowkeySketch C-58
Lucky Carrot E-59
Lui Alva C-18
Luke Duo Art A-62
Luke Ink E-24
Luke McGarry C-08

M

Maddax Draws A-54
Maddie B-39
Madkapp Stuff M-08
Maggie Love Was Here E-38
Magpie Mini Mart F-46
Mardeluna O-09
Mariam Dennaoui B-19
Marie Lum D-13
Mark Brunner / HumanTreeRobot B-24
Mark Texeira C-10
Masarap Market F-23
Massive Chaos B-36
Medium Sized Sean C-51
MeeleeArt B-63
Meghan Fitzmartin F-10
MICHAEL MAGTANONG F-16
Michael Stiles D-41
MIKOU INC O-13
Mimsy Fair F-45
Miskabeee F-44
Miss Hell Art B-27
Moniliza B-18
Monsters In Ink E-37
Mookaite C-44
Moonlit Marks Gallery M-12
Morgan Hampton E-11
My Collateral Darkness F-30

N

Nate Lovett E-22
Nathaniel Osollo B-22
Neat-O Comics! D-20
Nellie Le F-34
Neo Edmund Creations A-07
Nessakdesign F-25
Nightly Vel E-61
Nihilo-Art C-19
Nikkinacks F-31
NikuNiku Doodles N-14
NimtzArt F-61
Norm Rapmund A-03
Not Teddy Bears E-42
NyamenRamen N-04

O

onemegawatt D-28
oshetart B-34

P

PaoWorks B-46
Paperobott C-42
Parakid B-32
Patrick Ballesteros A-08
Patrick Sierra B-57
Paul Gasaway O-16
Penelope R Gaylord D-05
Peter Smith D-32
PettProject E-34
Phoenixware Ceramics O-15
PinkieBun F-63
Pixel Bat B-49
Pixel Hour E-44
PokeChainsTCG M-16
Polyco LLC L-07
Polygons and Peril N-10
Porridge Kitty D-19
Priscilla Bree B-48
Project Galilea A-18
ProtoDepot B-05
purrresa_designs D-53Q

R

Raden Studios E-53
Raquel Rodriguez Art E-15
Reaper Cat M-11
Rebel Grace Shop N-12
Rehana is Crafty M-01
REIQ D-16
Rick Kitagawa A-14
Rick Lopez D-22
Rikuumii C-54
Robert Griggs A-23
Robotspacejelly L-06
RockmanQQ D-52
Ron Lim A-33
Ryan Benjamin C-05
Ryan McCarthy Productions E-41S

S

salmon4dinner F-19
Sam Rusk C-50
Sam Sawyer M-09
Sam's Wares B-15
Sanusi Vision B-21
Sara Morrison A-49
Sarah Myer E-30
Sean Forney E-23
Sean Galloway C-03
Seekevdraw B-10
Shellsea Studio D-18
Sherry Lou Studio B-64
Shrug Club N-05
Side-Eye Ent C-46
SillyJannel F-18
Siribunbun E-17
Skeltonartist B-54
Sleepy Crow Studios M-15
Sombaholic N-13
Space Babes Art F-35
Space Boy Studios F-15
Spook Your Birdhouse M-13
SpooksieBoo, Inc C-63
spoonkandi N-06
SquidBacon D-44
Stale Gum Society D-63
StarJelly F-28
Starlidae F-14
StarryJamArt E-58
Staymagical Creations M-10
Steven E Gordon A-11
Stitchmind Artworks E-55
Strawberry Macchiato E-43
Studio 12-7 D-39
Summer bee beauty L-11
SunnieMunch A-63
Sunnysparklerr B-07
SuperEmoFriends D-62
Susel Aleman Studio E-14

T

Tangiverse F-29
Taracosm C-45
TaroMorrowStudios B-40
Teahouse Comics D-21
Tealux Art D-54
The Art of Cathleen Abalos B-37
The Art of Danny Haas A-21
The Art of Gabby Ramirez B-33
The Art of Gard D-26
The Art of Rachel Reed C-64
The Art of Samantha Borchard A-20
The Corner Hookery F-57
The Cozy Quill A-37
The Little Red House C-43
The Moon Minis/ Full On Graphics C-33
The Paleo Press and Art of MegK C-47
The RedDot Comics C-13
The Space Odditorium/ Dave Law Art D-27
Theory of Everything Comics C-49
thinknu E-29
Timeskip Studio A-60
Todd Beats E-12
Tom Hodges B-59
Tomati D-60
Tony Guaraldi-Brown B-04
Tora Khrow B-26
Twisty Loop Creations F-48

U

Unicorn Crafts F-54

V

Val Hochberg C-60
Vampire Valentine B-45
vexanari N-01
Victor Barreto Designs B-17
VIOLAINE BRIAT E-13

W

WaterPlusInk Studios L-10
Wayne Chang A-50
Welison Design A-29
Whimsy and Doodles E-54
Whisker Dreams N-02
WhySoCilious O-14
wifi4dogs D-17
Wild Forest Dog Illustration A-64
William Clausen A-22
Wontonchild B-13
wrabbit art C-52

X

xiaoarts L-08

Y

yellojellow L-15z

Z

Zard Apuya Art F-53
Zee Cee Art D-45
Zeledon Studios M-14
ZEROTYPE A-53

# WONDERCON EXHIBITORS

### #

| | |
|---|---|
| +3 to Charisma | 2046 |
| 2797 studios | 1240 |
| 3M Bags & Collectibles | 911 |
| 501st Legion | 1089 |
| 838 Collectibles | 1837 |

### A

| | |
|---|---|
| ADG Mercantile | 1029 |
| Adventures of the 19XX | 1205 |
| Akasha Designs | 1909 |
| ALIENS Legacy Forum/ USCM California Monarchs | 895 |
| All Blue Anime Inc | 2055 |
| All Star Outfitters | 701 |
| ALPHEX INC | 849 |
| amazingcomics.com | 1137 |
| AmberSkies Creations | 1461 |
| AMO LAW | 900 |
| Anaheim Public Library | 1408 |
| Andromeda Designs Limited | 1055 |
| Angelos comics | 309 |
| Angry Little Girls, Inc. | 1812 |
| Anime Los Angeles | 1283 |
| Animebooks.com | 1024 |
| Any Means Necessary | 1443 |
| Aphmau's Mini-Mart | 845 |
| Art by Katee | 1829 |
| Art Supply Warehouse | 2236 |
| ASIFA-Hollywood | 2103 |
| Audela Nails | 2200 |
| AUHS Media | 1323 |

### B

| | |
|---|---|
| Backyard Traders | 910 |
| Bakeryholic | 1340 |
| BB-CRE.8/ Punch It Chewie Press | 1925 |
| BB8 Builders | 993 |
| Benitez Productions | 1318 |
| Big Wow Comic Feast | 219 |
| Big Wow Comic Feast | 220 |
| Big Wow Comic Feast | 221 |
| BigBad ToyStore | 1142 |
| Bling Empire Co | 1841 |
| Blue Harvest Supply | 2044 |
| Brett Lurie Sci-fi Fantasy Author | 1220 |
| Brick Builders | 1444 |
| Brittnee Braun Designs | 2009 |

### C

| | |
|---|---|
| C & J Goods L.A. | 1713 |
| Cadaver Printing Co. | 1311 |
| Cakey Charms | 2180 |
| CaliCoast Comics | 1801 |
| California Browncoats | 889 |
| Cardboardia | 1881 |
| Carrie Anne Hudson Art | 2210 |
| Cartoonists Across America | 2113 |
| CGC and JSA | 601 |
| ChewGamers | 913 |
| Choice Fine Art | 2008 |
| CJ Toyz | 1154 |
| Cliff Wassmann Fine Art | 2248 |
| CocoLele | 1439 |
| Collectors Corner/ Toy Stop | 1165 |
| ColorfulSheep | 2024 |
| Comic Book Universe | 608 |
| Comic Madness | 613 |
| Comic-Con Museum | 1001 |
| Comicage1819 | |
| ComicLink | 413 |
| Comicstore.com | 308 |
| Commerce Gluttony | 1155 |
| Con Artists | 2242 |
| Consumer Systems Company | 1168 |
| CostumeBiz | 2190 |
| Critical Entertainment LLC | 1309 |
| Cryptidzoo Interactive | 1955 |
| Cryptozoic.com | 1337 |
| Cube Woodworking | 1958 |
| Cukoo, Inc | 109 |

### D

| | |
|---|---|
| D and G Toys and Charms | 1945 |
| DARK PLANET COMICS | 1211 |
| Data Science Alliance | 1411 |
| DEAR VANILLA | 1328 |
| Deeper Issues Nerd-Cast | 1409 |
| Department of Lore Inc. | 946 |
| Design Studio Press | 1200 |
| Disliz | 1267, |
| Disliz | 1839 |
| Dollman collectible/ Starbase toys | 1121 |
| DomoINK | 1913 |
| Drawing the Dragon | 1223 |
| Dream Vale Studios | 2144 |
| Driptone Records | 1143 |
| dubHUB | 1039 |

### E

| | |
|---|---|
| E n E Bricks N Collectibles | 1075 |
| Edgar Rice Burroughs, Inc. | 1119 |
| egg atelier | 2166 |
| Elveen's Comics | 209 |
| Emii Creations | 2123 |
| Epic 3D Design | 2131 |
| ESOH | 1160 |
| Eva ink publishing | 2254 |

### F

| | |
|---|---|
| F.W.O. Foo World Order Toys and Collectibles | 1948 |
| Fan service central | 1911 |
| Fandom Charities Inc. | 1176 |
| Fernweh Creatures | 1256 |
| FireChilde Glass Studio | 1953 |
| Fistful Designs | 1813 |
| Flex Comics | 1454 |
| Forge Panda | 2145 |
| Friars Dice | 1057 |
| Frilles | 1139 |
| FVF McFlys Comics | 108 |

### G

| | |
|---|---|
| Gary Montalbano | 2282 |
| Geek Regeneration | 1904 |
| GeekPins | 2139 |
| Genex Gaming | 1985 |
| GETs Prop Shop & More | 1067 |
| Gibby's Comics | 710 |
| Gifford Gaming | 2084 |
| Glimmish | 1255 |
| Glorius Inc. (dba Ancientz) | 1113 |
| Golden Apple Comic and Art Foundation | 400 |
| Goozee Pins | 2019 |
| graham crackers comics ltd | 201 |
| Greg Yantz Pins | 1254 |
| Ground_zero_collectibles | 1849 |

### H

| | |
|---|---|
| Handcrafts and Hardbacks | 1203 |
| Harley yee rare comics | 301 |
| Helix Sounds | 1175 |
| Heritage Auctions (Heritage Auctions Galleries Inc) | 609 |
| Hero Within | 918 |
| Heroes | 313 |
| Hills of Comics | 500 |
| Holey Bricks | 925 |
| Hymgho Premium Gaming Supplies | 1827 |

### I

| | |
|---|---|
| IKV Stranglehold | 994 |
| In My Parents Basement | 827 |
| Indican Pictures | 1010 |
| Ingkarat Apparel 1 | 1166 |
| Ink and Pins | 1161 |
| Issabolical | 2175 |

### J

| | |
|---|---|
| J and K Comics and Toys | 408 |
| Jack Kirby Museum & Research Center | 410 |
| Jada Toys | 901 |
| Janome America | 801 |
| Jason's Auctions | 509 |
| Jay Company Comics | 2065 |
| Jeff Granito Art Agency | 2218 |
| Jonathan Perkins | 1031 |
| Jordan Chiles/ Warreor Studios | 1310 |
| JQPAWS | 1554 |

### K

| | |
|---|---|
| KaeVeo | 1956 |
| Kairos gift shop | 1343 |
| Karepango | 2128 |
| Kehasuk | 2119 |
| Kevin Workman Foundation / Xsanguin | 1508 |
| Kieutie Pie | 2121 |
| Kinokuniya Bookstore | 1009 |
| Koman's Playground | 819 |
| KOMIKVERSE | 2037 |
| Kouhigh Inc. | 1109 |
| Kraken Dice | 2087 |
| Kuroheim Item Shop | 1442 |
| Kyla's Keepsakes | 1457 |

### L

| | |
|---|---|
| La Meno | 1938 |
| Lantern pins | 1910 |
| Lee Kohse | 1930 |
| Leveled Prints 3D | 2045 |
| Lilac Grove Entertainment | 945 |
| Los Angeles Ghostbusters | 1190 |
| Los Angeles International Children's Film Festival | 1194 |
| Lotus Era | 920 |
| Lucas Museum of Narrative Art | 1413 |
| Lux Amuletum | 2023 |

### M

| | |
|---|---|
| Mad Experiments, LLC | 2105 |
| MadWorld: Wonderland | 1208 |
| Magical 3D Prints | 1366 |
| Major Payne Industries, Inc. | 419 |
| Manda'galaar | 1095 |
| Mao Mao | 1709 |
| Marmals | 2143 |
| Materia Store | 1437 |
| MegaMixx Toys | 1127 |
| Mike's Toys and Stuff | 1264 |
| Milky Tomato | 2250 |
| Mischief | 1169 |
| MoonQi.Art | 2165 |
| Moonrock | 1147 |
| Mouse Droid Builders | 1092 |
| mr. convnetion | 1847 |
| Mr. Ed's POP-Up | 1081 |
| MumoPins | 2256 |
| Mustafar Marketplace | 1229 |
| Muzeo Museum and Cultural Center | 1212 |
| Mysterious Galaxy | 169 |

### N

| | |
|---|---|
| National Cartoonists Society | 2000 |
| NEETstuff | 1268 |
| NEKO STOP | 1123 |
| Nerd Mafia | 1183 |
| Nerds Nest Collectibles | 1077 |
| Ningen Life | 1242 |
| nooligan | 2208 |
| Nostalgic Investments | 409 |
| Nuclear Comics | 812 |

### O

| | |
|---|---|
| Oddball Books | 1313 |
| Ohmonah | 2043 |
| Okeya Stationery Co. | 2183 |
| Okkto | 1336 |

### P

| | |
|---|---|
| P Dot's Comics & Collectibles | 508 |
| Padawan Pins | 1227 |
| Painted World Fiber Arts | 2185 |
| PARAMETRIC MINDS LLC | 1355 |
| PARKHO, INC | 1012 |
| Parks & Normal | 810 |
| Patrick Scullin Comics | 1221 |
| Pawsper | 2111 |
| Pendragon Costumes | 2101 |

Philosophy Department at Purdue University 1410
Pin Plugged 2274
Pinerdz 1855
PixelThat LLC 1065
Plastic Meatball 1005
Power Morphicon 1347
Prism Comics 1401
Puremind Inc 1356

### R

R2 Builders Club 995
Ragmop & Goose 2069
Rated Comics 1101
Rd comic 1158
Rebel Legion, Sunrider Base 1091
redbeard's book den 303
Redlands Thrift Auction & The Blues Estates 1238
Ricker Publishing 1105
Ripen Collectibles 1338
Rockin Pins 1455
Ruyikoi 928
Ryan Hungerford 1138

### S

S. Preston Art + Designs 2173
Sam and Fuzzy 2212
Samuel Girgis BiggerBoxModels 1241
Samurai Comics 205
Saturday Morning Cards, LLC. 273
Sci-Fi World 2049
Science Fiction Outreach Project 711
SharkRobot 2013
Sharron's Shop 2110
Shoe Charm Company 1041
Skyhurst Studios 2204
SLG Publishing 1103
Slime Baby 1546
Smelly Panda x Treefrog 1449
Snapmaker 902
Snowstorm Comics 1320
SoyBoi Creative 2167
SPAWN3D 1274
Spero 1239
Spirit Jersey 1701
Spoke Art Gallery 1957
Spraytransformation 2118
Star*Salts 2109
Stern Pinball Reigning Phoenix Music 1126
Steve Minty 2284
stickers and junk 1566
StitchToons! by Disney Artist Jonathan Hallett 2137
STRANGER COMICS 1209
Studio Guts LLC 2228
Sugar Cubed Studio 2125
"Sunrise Tornado" 2089
SWAU 1069
Symbiotic Tendencies 1027

### T

Talon and Claw 1987
Tash Toy Trove 1073
TC's Rockets 811
Tea and Absinthe 1900
Ted's House of Comics 210
Tee No Evil 2244
TeeTurtle 709
Tela StudioX 2067
TenFwd Comics 203
Terry's Old School Comics 111
THATSPIDERMANBOOTH 100
The Brands Boutique 2129
The Brothers Uber 1510
The Comic Cellar 102
The Crafty Dogs 2108
The Dog and Dragon 1019
The Fantasmical World of Rhode Montijo 912
THE FLEET - A Star Trek Costuming Fan Group 891
The Flickering Lantern 1859
The Forge Collectibles 1228
The Jewlery Dragon / GeekdomWear 2081
The Little Friends of Printmaking 2202
The Rabbits Los Angeles 1380
The Science Fiction Coalition 990
The Sith Dynasty 1093
TheBlueChipComic 113
Throwback Therapy 1257
Timeless Anime 805
Tims Toyz 1345
toddland 2052
Top Trumps USA 2091
Toy Anxiety 1172
Toy Temple 1201
Toy Temple 1301
Toynami, Inc. 837
Toynk Toys LLC 1431
Toystop 2073
Travis hanson / bean leaf press 1219
True Edge Knives 809
TT Toy Fashion 1261
TwoMorrows Publishing 1202
Tworgis 1258
Ty & Tris Designs LLC. 2082
Tyrannical Piratical Treasures 1805

### U

UBER LOOT 1237
UCC DISTRIBUTING INC 1023
Unhinged 1467

### V

Visitors Media 1312
vRare 1536
VUDUBERI 2042

### W

Wall-E Builders Club 1094
Warlord Clothing 1912
We Geek Together 2189
Wicked Rain Studio 2266
William O'Neill: Gentleman Nerd 2230
Wizyakuza 2224
WonderCon Info Booth 373
Woodworked Smiles 2188
Wormhole Comics 610
Wynds of Wyrd 2181
Wyng'd Lyon Creations 1809

### Y

Yajai 823
Yesterdays Enamel Pins 1130
YL crochet 2120



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# WONDERCON DEALERS' TABLES

### A

| | |
|---|---|
| Accessory Alchemy | DL-45 |
| Actor Tohoru Masamune | DL-25 |
| AmeliaPenDraws | DL-37 |
| ANIMECOAST.com | DL-52 |
| Artisan of Words and Wonders | DL-01 |

### B

| | |
|---|---|
| B & B Engraving and Printing (Baubles & Beauties) | DL-105 |
| Blood and Teeth | DL-35 |
| Booster Brat | DL-55 |
| BV Enamel Art | DL-04 |

### D

| | |
|---|---|
| Daesign Studio | DL-101 |
| Decked Out TCg | DL-117 |
| DG Meteor LLC | DL-43 |
| DoddleVee | DL-08 |

### E

| | |
|---|---|
| Emma LeRae | DL-42 |
| ENCAPAS | DL-111 |
| Eric Ninaltowski Art | DL-34 |
| Everythingz Steampunked | DL-50 |

### F

| | |
|---|---|
| Fandom Industries LLC | DL-115 |

### G

| | |
|---|---|
| Geek2geek | DL-54 |
| Giant-Size Productions: Alpha Takahashi | DL-125 |
| Giant-Size Productions: Ash Sroka | DL-18 |
| Giant-Size Productions: Brittany Cox | DL-120 |
| Giant-Size Productions: Courtney Taylor | DL-17 |
| Giant-Size Productions: Crystal Lee | DL-122 |
| Giant-Size Productions: Daniel Marin | DL-121 |
| Giant-Size Productions: Eliah Mountjoy | DL-123 |
| Giant-Size Productions: James Mathis III | DL-124 |
| Giant-Size Productions: Jordan Reynolds | DL-119 |
| Giant-Size Productions: Laura Post | DL-118 |
| Giant-Size Productions: William Salyers | DL-16 |

### H

| | |
|---|---|
| Hanna-Barbera/Filmation | DL-31 |
| Hollyddraws | DL-113 |

### J

| | |
|---|---|
| Jenette Goldstein | DL-26 |
| Joseph Collectible and Trading Cards LTD | DL-109 |
| Joycelyn Lew | DL-23 |
| Just Toyz | DL-57 |

### K

| | |
|---|---|
| Kai B. Parker Ink | DL-29 |
| Keith Brooks | DL-11 |

### L

| | |
|---|---|
| Larry Houston Productions | DL-33 |
| Lavender Artista | DL-49 |

### M

| | |
|---|---|
| Mad Masks | DL-51 |
| Magic Cards | DL-07 |
| Margo Neil Pictures | DL-102 |
| Mark Rolston | DL-27 |
| Matt Hebb | DL-12 |
| Minae Noji | DL-24 |
| Mishelle's Menagerie | DL-46 |

### N

| | |
|---|---|
| Nicole Piar | DL-44 |
| No Bad Books Press | DL-38 |
| Noah Sturm Art | DL-41 |

### O

| | |
|---|---|
| Ollin Press | DL-30 |

### P

| | |
|---|---|
| PEZ collectibles | DL-116 |
| PixelPlex, LLC: Jamie Costa | DL-126 |
| Poe Noir from Second Star | DL-09 |
| poppers toy store | DL-15 |
| Production Magic Inc | DL-128 |
| Production Magic Inc | DL-129 |

### R

| | |
|---|---|
| Rapture Productions, LLC | DL-48 |
| Revolution Gaming | DL-03 |
| Rico E Anderson | DL-127 |
| Romy J Sharf | DL-19 |

### S

| | |
|---|---|
| Sabukana | DL-36 |
| Sam Kressin Art | DL-32 |
| Sanji Craft | DL-56 |
| Space Dungeon! | DL-06 |
| Spooktacular Gift Wrap | DL-114 |
| STORY SPARK | DL-47 |

### T

| | |
|---|---|
| Temporal Travels Inc | DL-13 |
| Tenzan Studio | DL-106 |
| The Art of Sketch | DL-28 |
| The Collective Coven | DL-10 |
| The Con Rangers | DL-112 |
| The LosAnFound | DL-53 |
| The Pindalorian Outpost | DL-40 |
| The Voice Actor College | DL-02 |
| Toku Collectibles, LLC | DL-05 |
| Tsuki Blade | DL-14 |
| Tuesday Morning Screening Room Podcast | DL-103 |
| Tuesday Morning Screening Room Podcast | DL-104 |

### W

| | |
|---|---|
| World Tree Talent Solutions | DL-20 |
| World Tree Talent Solutions | DL-21 |

### Z

| | |
|---|---|
| Zombie Gnomes LLC | DL-39 |




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# WONDERCON SMALL PRESS

**#**

10 Ton Press SP-40

**A**

Abacab Studios SP-01
Acme Ink SP-39
Acomicworld Art / Jessica Blossom SP-72
Alamat Book Series SP-63
Andy Carreon SP-50

**B**

Bad Apostrophe SP-83
Banbuds and Keeby SP-23
Bandele Books SP-66
Biolumen Press SP-42
Black Cat Publishing SP-80
Bottled Monster SP-48
Brett R. Pinson SP-82
Broken Oar Comics SP-60

**C**

Chrison Studios SP-57
Christian Comic Arts Society SP-68
Cinema Sound Audiobooks SP-11
Crimson Fable Studios SP-29
Cynthia Diamond SP-31

**D**

DAN JOYCE art SP-08
Diabolik LLC SP-05
Dopecat Comic SP-58
Drunk Flamingo Publishing SP-34

**E**

Elfin Forest Writer's Guild SP-15
Entity Eye Entertainment SP-36
ErikArreaga.com SP-76

**F**

Fanbase Press SP-7G

**G**

GraylineLLC SP-24
Gregeration X Entertainment SP-12
Gregory Urbach SP-52

**H**

Harlowe Savage, LLC SP-16
Hot Tropiks SP-43

**I**

Ingrid Moon - Ionic Press SP-62
Inland Blue Comics SP-70

**J**

Jeff Victor Art SP-69

**K**

Katie's Dragon Child SP-61
Keith Foster SP-04
Kid Heroes Productions SP-67
Kymera Press, Inc. SP-73

**L**

Lazy Bones Studios SP-46
Lightning strike SP-30
Little Brainstorm, LLC SP-64
Lorin Petrazilka SP-38
Loud Fridge Publishing SP-75

**M**

Magpie Publishing SP-27
Megan Haskell SP-26
Michael Barton SP-06
Miss Lana Press SP-25
Monster Enterprises SP-85

**N**

Never Static Pictures SP-65
Nostromo Effects SP-54

**O**

Octopolis SP-21

**P**

P.A. Wikoff SP-59
Phoenix Quill Press SP-13
Planet Land Comics SP-44
Plotless Comics SP-35
Pork Chop Express SP-49
Pump Up the Violet Publishing SP-20
Puna Press LLC SP-78
Punk Rock Time Machine SP-47

**R**

R.L. Lynn Publishing SP-14
Rabbit Hole Publishing LLC SP-71
Rachel Beck SP-02
Rafael Navarro SP-84
Rainbow Arc Of Fire SP-53
Redinkedpanda SP-03
Revenant Studios SP-32

**S**

Scary Tales Publishing SP-37
Scribe Tribe Writers Collective SP-09
Slipshot SP-55
Spectral Ink Productions SP-10
St. Amant Stories SP-19
Starcrest Fox Press SP-33
Stephanie K. Clemens SP-81

**T**

Tawny Books SP-17
The Grey Room SP-22
THINGAMAJIGSTUDIOS SP-56
Third Squirrel SP-51
ToshWerks SP-86

**U**

Uncharted Wilderness Studios SP-77

**V**

Vein Comics Group SP-07
Venus Rises SP-28

**W**

War Paint Studios SP-45
Wasteland Comics SP-41
WCG Comics SP-87
White Ash Comics SP-74
Wolf and Rose SP-18

# FAN TABLES

1701st Fleet USS Navras FC-24
1701st Fleet USS Navras FC-24
405th FC-18
405th FC-18
Anvil station halo costuming group FC-04
Com Station Z FC-05
ConDor Conventions FC-01
ddominatordotnet Inc. FC-19
Geeky Guys and Gals 4 God FC-17
Kids Can Cosplay FC-20
LA Away Team FC-22
Legends Animated FC-15
Qweerty Gamers FC-16
Robotech X FC-02
Saberguild FC-08
Star Wars Morale Missions FC-21
Trek Federation FC-23

# THE WONDERCON 2026 PROGRAM SCHEDULE




Photo: R. Manahan © 2025 SDCC

Programming at WonderCon this year is back with a bang! With additional panels, rooms, and more late-night programming, it's guaranteed 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 24**. 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 2026 as of press time. For last-minute additions and changes, please check the schedule signs posted at the entrance of each room 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 downstairs, on the first level, in **North 100B.** d4: Tabletop Creative Conference, our gaming-focused event, returns to WonderCon with panels and events in **North 151, 152, and 153** throughout the weekend. For more information, **see page 43**.

This year, all the most up-to-date panel descriptions are available on our website; just follow the QR code on this 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 2026 are **Rooms 204C & 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 pm and 7:00 pm**, respectively. It will also house the **Game Pitch Review and the Gaming Creator Connection on Saturday, at 11:30 am and 2:00 pm**, respectively. There will also be portfolio reviews throughout the weekend, not just for comics, but also for 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 303CD is the new home of the Los Angeles International Children's Film Festival**, featuring films for kids of all ages, all weekend long (**see page 22** for a complete schedule). **Rooms 205A and 205B** showcase the finest in Anime screenings (**see page 44** for more information). Note that Anime screenings move to the **Hilton Anaheim, California Ballroom A (Second Level) after 7:00 pm.**

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!

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

COMIC-CON INTERNATIONAL PRESENTS

# WONDERCON AFTER DARK

Once the Exhibit Hall closes, the fun kicks it up a notch 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. 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 that are part of d4 **(more information on page 43)**. 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 fans to casual nerds. Join us for all that is new and exciting!

## COMIC-CON APP

1.




2.

3.



**APP CONTAINS:**
**SCHEDULES**
**ANIME**
**GAMES**

COMIC-CON INTERNATIONAL PRESENTS
WONDERCON

COMIC-CON INTERNATIONAL PRESENTS

# WONDERCON

# JOIN US AGAIN IN 2027

## MARCH 26-28 IN ANAHEIM!

MARK YOUR CALENDAR




| ROOM/LOCATION | PM 1 | PM 2 | PM 3 | PM 4 |
|---|---|---|---|---|
| NORTH 200A<br>NORTH BUILDING<br>SECOND LEVEL | | | *HYDE* Unleashed: First Comic from Mechanical Cake | |
| NORTH 100B<br>NORTH BUILDING<br>GROUND LEVEL | | | Brandon Davis Show LIVE | SEE NEXT PAGE |
| ROOM 204C<br>SECOND LEVEL | | | Success in Creativity Mixer | |
| ROOM 206B<br>SECOND LEVEL | | | | |
| ROOM 207<br>SECOND LEVEL | | Helping Dragons Fly: Real Science in Animation | | |
| ROOM 208<br>SECOND LEVEL | | | Star Wars: Inside the Creatures, Droids, and Puppetry | Spotlight on Liana Kangas |
| ROOM 209<br>SECOND LEVEL | | Identity, Growth, and Graphic Novels | Willie Ito: A Conversation with | |
| ROOM 210<br>SECOND LEVEL | | COMICS ARTS CONFERENCE<br>CACS#1: Defining the Superhero Today | CAC #2: Focus on Lee Marrs | |
| ROOM 211<br>SECOND LEVEL | | Spiritual Themes in Comics | TMNT 1990 Movie Screenwriter Turtle Gabfest | |
| ROOM 213AB<br>SECOND LEVEL | | | Charles M. Schulz and Peanuts | The Groo Panel |
| ROOM 213CD<br>SECOND LEVEL | | Comic-Con Lost Videos of the 1980s Part II | Toddlers to Teens, Writing Kidlit | |
| ROOM 300A<br>THIRD LEVEL | | Crafting Pop Culture Content to Educate | Felicia Day: Creating Outside the Box | |
| ROOM 300C<br>THIRD LEVEL | | | Creating a Local Comics Community | Deaf Representation in Popular Culture |
| ROOM 300E<br>THIRD LEVEL | | Bootleg Cosplay | Eco-Friendly Cosplay | |
| ROOM 303AB<br>THIRD LEVEL | | Showcase of 24 Hours Animation Contest | Alternative Career Options in Video Games | |
| NORTH 151<br>NORTH BUILDING<br>GROUND LEVEL | | d4: TABLETOP CREATIVE CONFERENCE<br>RPG Gamemaster Workshop | BIPOC Representation in Tabletop | |
| NORTH 152<br>NORTH BUILDING<br>GROUND LEVEL | | d4: TABLETOP CREATIVE CONFERENCE<br>Creators Assemble: Charisma Check, A Networking Event | | |
| NORTH 153<br>NORTH BUILDING<br>GROUND LEVEL | | d4: TABLETOP CREATIVE CONFERENCE<br>Slugblasting Is Not a Crime 2: Slambulance! | | |

GUSTES SPOTLIGHT & APPEARANCES

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

# FRIDAY PROGRAMMING

| ROOM/LOCATION | PM 4 | PM 5 | PM 6 | PM 7 | PM 8 | PM 9 | PM 10 |
|---|---|---|---|---|---|---|---|
| **NORTH 200A** NORTH BUILDING SECOND LEVEL | | Exploring the Music of *Teen Titans* | | *Regular Show* Q&OOOHHHHH!! | | Marvel Rivals: Meet the Cast | |
| **NORTH 100B** NORTH BUILDING GROUND LEVEL | *Aliens:* The 40th Anniversary | | 35 Years of Indie Animation Production: Ron Diamond. | | Toonstock 17: Singing Again . . . with Dynamic Partners! | | The Greatest Cartoons Ever! | | Taskmaster LA: Bring Your Own Bestie |
| **ROOM 204C** SECOND LEVEL | | Comic Pitch Review | | | Comic Creator Connection | | |
| **ROOM 206B** SECOND LEVEL | | Creators Assemble: Comics Camaraderie, A Networking Event | | | Mixer for Teachers & the Popular Arts Enthusiasts | | |
| **ROOM 207** SECOND LEVEL | Helping Dragons Fly: Real Science in Animation | Ray Harryhausen: An Animated Life | *Fallout*: The Okey Dokey Law of the Wasteland | How to Win the War on Truth | *Dune:* Psychology of the Hero's Journey & Losing Innocence | *Dune:* Where Do We Go From Here? | |
| **ROOM 208** SECOND LEVEL | Spotlight on Liana Kangas | Fear Between the Lines | Creating Comics: Ask the Pros | G-Man Comics: We Published 100 Comics in 7 Years | The Anime Hero's Journey: Anime Heroes Inspire | The Trial of Thanos | |
| **ROOM 209** SECOND LEVEL | *Hello Maggie* Film Premiere at WonderCon | Spotlight on Jasmine Guillory | *Bridging the Expanse:* Who Doesn't Love a "Good" Villain? | Evolution of Fanzines | Quests & Queries! | Star Wars After Dark Trivia Party | |
| **ROOM 210** SECOND LEVEL | COMICS ARTS CONFERENCE CAC #3: The President Is a Hulk | A Creative's Journey into UnrealEngine & Blender 3D | Comic Book Law School®: Copyright & Trademark | Concept to Creation: A Writers Forum | Draw Me Like One of Your Disney Girls | | |
| **ROOM 211** SECOND LEVEL | Spotlighton tom King | The Wonderful World of Williamson | Comics teamwork makes the dream work | Dread the Hall H: (Fictional) Convention Horror Stories | She's Alive! The Bride of Frankenstein at 90! | Browncoat Meeting Room | |
| **ROOM 213AB** SECOND LEVEL | The Groo Panel | Cartoon History | JAKKS Pacific & Disguise Costumes: First Look | Nacelle's Star Trek Action Figures | From Script to Screen in 2026 | On the Mic Podcast with Tim Drake | |
| **ROOM 213CD** SECOND LEVEL | Old Stories, New Voices: Modern Fairy Tale Retellings | How to Fight Comic Bans and Win | A World Without Film Remakes | Why We Need *Buffy the Vampire Slayer* More than Ever | So Fetch! The Ultimate Showtune Showdown | Bad Medicine in TV and Film | |
| **ROOM 300A** THIRD LEVEL | Women in Comics | Masks and Meximalism: Jorge R. Gutierrez | The Vertical Drama Format Powers up | Success Secrets: Pop Culture Podcast | Golden Healing: *K-Pop Demon Hunters* | KHAAAANN!!!: Star Trek's Most Beloved Villain | |
| **ROOM 300C** THIRD LEVEL | SEE LAST PAGE | Afrofuturism: How to Pitch to Hollywood! | Gay Geeks and Where to Find Them | Collecting & Displaying 50 Years of Captain Canuck | Women of *Avatar The Last Air Bender* | Neighborhood Nightmares | |
| **ROOM 300E** THIRD LEVEL | The 5 Secrets of Cosplay Leathercraft | Cosplay Photography 101 | Comic-Con Museum | Thrift, Upcycle, and Cosplay | Cosplaying as a Couple | The Great Geek Debate | |
| **ROOM 303AB** THIRD LEVEL | Bringing back Legacy Games | Original Comic Art: the Insiders | Finding Your Passion . . . and Get Paid! | Panick: The Next Wave in Horror | The Great Comic Book Reading Debate! | | |
| **NORTH 151** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE Tabletop Role-Playing Game Designfor Publishing | From Daggers 'Till Dawn: A Daggerheart Actual Play | The Last Light of Barrowfield: A Candela Obscura Actual Play | Dreadful: Interactive Tabletop Terror! | | | |
| **NORTH 152** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE Designer First-Play | | | | | | |
| **NORTH 153** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE Crowdfunding Best Practices for Tabletop Games | Discovering Careers in the Tabletop Game Industry | Dungeons & Dragons 101 | | | | |

NOTE: This schedule is subject to change

# SATURDAY PROGRAMMING

| ROOM/LOCATION | AM 11 | PM 12 | PM 1 | PM 2 | PM 3 | PM 4 | PM 5 |
|---|---|---|---|---|---|---|---|
| **NORTH 200A** NORTH BUILDING SECOND LEVEL | | Focus on Jim Cummings | Tiny Chef Cooks Up Some Surprises! | *For All Mankind* Cast and Creators | From Indies to Blockbusters | *Ted* the TV Series | |
| **NORTH 100B** NORTH BUILDING GROUND LEVEL | | Bat in the Sun | X-Men Fandom Panel | Tidings from Middle-earth | How The Toys That Made Us Inspired a Toy Company | | |
| **ROOM 204C** SECOND LEVEL | | Game Pitch Review | | Gaming Creator Connection | | | |
| **ROOM 206B** SECOND LEVEL | | | Her Universe Portfolio Review | | Bad Bunker Portfolio Review | | |
| **ROOM 207** SECOND LEVEL | Alien Influence: Set Decoration for Extraterrestrials | Merri Hour Live | DC Comics: What's Next | Prime-Time Animation: How Cartoons Grew Up | *Iyanu Returns*: An Exclusive Look at Season 2 | Cartoon Voices | |
| **ROOM 208** SECOND LEVEL | | Fantastic Flights | Stack YA Shelves: From Fantasy to Horror | Legendary Comics: *Godzilla x Kong, Dune, Pacific Rim* | Storytelling Through Costuming with Babs Tarr | Not So Strange Bedfellows | Science of Disneyland |
| **ROOM 209** SECOND LEVEL | Spotlight on Tini Howard | Your Superpower & How It Fits in Animation | Structuring the Swoon | Artist's Editions (and More) Act 4 Publishing! | Tales From My Spinner Rack LIVE! | *Deadweight* with Bobby Lee: A Universe in the Making, | |
| **ROOM 210** SECOND LEVEL | COMICS ARTS CONFERENCE: CAC Session #4: Adaptation and Collaboration | CAC Session #5: The Horror of It All | CAC Session #6: The Changing Face of the World's Favorite Superhero | Figure drawing for Popular Media | Discovering Our Unique Superpowers | | |
| **ROOM 211** SECOND LEVEL | Secrets of Writing Science Fiction | Where Do Ideas Come From? | Meet Tarzan Author Joe R. Lansdale plus Special Guests! | Diversity in Fantasy | LGBTQ-Inclusive Storytelling for Young People | Family is Community: Middle-Grade Graphic Novels | |
| **ROOM 213AB** SECOND LEVEL | | The Mighty Crusaders | Travel Sketching 101: Patrick Ballesteros | Writing for Animation | Spotlight on Kendall Hale | Spotlight on Claudia Gray | TBD |
| **ROOM 213CD** SECOND LEVEL | Autism in Comic Books | Storytelling Across Games, Comics, and Beyond | The Comic Art of David Lynch | What's the Buzz with The Beat | *Watchers* Cinematic Universe: New Sci-Fi/Fantasy TCG Debuts! | *Re-Vamped* with Juliet Landau Live from WonderCon Podcast | |
| **ROOM 300A** THIRD LEVEL | Behind the Camera of Film and TV | "It's Alive!": Designing Sci-Fi | Production & Post-Production | What Is Funlosophy? | Set Decoration of Marvel's *Wonder Man* | Strange Love: Writing Romantic SFF/H | |
| **ROOM 300C** THIRD LEVEL | | Rey Mysterio vs. the Darkness | Designing Worlds | The Writer's Journey | Storyboarding for Commercials, TV, and More | Breaking in Entertainment | Next Gen Nerds |
| **ROOM 300E** THIRD LEVEL | Culture through Fandom Cosplaying | The DisneyBound Blog | The Characters That Raised Us | The Art of Visual Effects and Speculative Fiction | How to Build a Droid 101 | How to Build Cosplay Armor and Props | |
| **ROOM 303AB** THIRD LEVEL | Pop Culture in Museums | Bad Idea: The WonderCon Panel | Ink & Melanin: A Writer's Roundtable | Pitching to Hollywood | Monstrous Alliances | Taking Your Comics to the Next Tier | |
| **NORTH 151** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: Spotlight on Ben Brode | The Artistry Behind Tabletop Games | Designing Tabletop Board Games | Shattering the Fourth Wall | Venture Forth: An Immersive D&D Actual Play | | |
| **NORTH 152** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: Designer First-Play | | | | | | |
| **NORTH 153** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: Rolled Table: Improvised D&D Comedy | StoryQuest Plays: Dungeon Crawler Carl TTRPG! | Creating Seats at the Table | Daggerheart: Behind the Scenes | | | |

NOTE: This schedule is subject to change

GUSTES SPOTLIGHT & APPEARANCES

# SATURDAY PROGRAMMING

| ROOM/LOCATION | PM 5 | PM 6 | PM 7 | PM 8 | PM 9 | PM 10 | PM 11 |
|---|---|---|---|---|---|---|---|
| **NORTH 200A** NORTH BUILDING SECOND LEVEL | *Ted* the TV Series | | | | The WonderCon 2026 Masquerade | | |
| **NORTH 100B** NORTH BUILDING GROUND LEVEL | | Four Decades of *Robotech* | | David Dastmalchian | | | |
| **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 | Spotlight on Scott Snyder | Star Trek at 60 | Cosmic Call Signs | Superhero Cartoon Draft 2026 | Decrypting Kryptonians: The Science of *Supermane* | | |
| **ROOM 208** SECOND LEVEL | Science of Disneyland | How to Get News Coverage | Making a Living Being Creative | Spice Club | Moon Prism Poptarts: A History of Sailor Moon in North America | | |
| **ROOM 209** SECOND LEVEL | Middle Eastern/North African Representation in Media | Indie Toy Makers Unite! | Sci-Fi Horror: Where No One Can Hear You Scream | Forensic Fact-Check | HahaHorror | | |
| **ROOM 210** SECOND LEVEL | Discovering Our Unique Superpowers | The Art of Voice Directing | The Marco Polo Loose Inking Technique | Mold/Resin Making, 3D Printing, and FX Techniques | Life Drawing on the Go! | | |
| **ROOM 211** SECOND LEVEL | Crowdfunding Comics Today | Hip-Hop and Comics: Cultures Combining | Ultima Comics: The Match Beyond! | The Hero's Journey and Journalistic Integrity | Whodunnit? Locked-Room Mysteries in Comics | | |
| **ROOM 213AB** SECOND LEVEL | TBD | Paleontology in Popular Media | What Peggy Carter Taught Us | EC Fan-Addict Club: Horror! | The Art of Movie Posters! | | |
| **ROOM 213CD** SECOND LEVEL | Scaring Audiences to Death | *Stranger Things* Psychology: Demogorgons N' Diagnoses | Military Fiction | The Dad Batch Podcast: Walking Workbench | StreetPass OC: Nintendo Quizbowl XI | | |
| **ROOM 300A** THIRD LEVEL | The Business of Animation Careers | Career Paths into Game Development | How Video Game Films Git Gud | The Psychological Journey of *The Lord of the Rings* | Psychology of Horror | | |
| **ROOM 300C** THIRD LEVEL | Next Gen Nerds | From Weird Jobs to TV Writing Jobs | The Early Days of Star Wars, SDCC, and Fandom | Crafting Your Own R2 Astromech! | Selling the Hit: What You Always Wanted to Know About the Stunt Industry | | |
| **ROOM 300E** THIRD LEVEL | Suiting Up and Serving Others with Marvel Causeplay | Building Cosplay Props on a Budget | Crafting Without Breaking the Bank | Klingon Lifestyles | Welcome to Starfleet Academy | | |
| **ROOM 303AB** THIRD LEVEL | Trans Masculine Representation | From Batman to Basquiat | The Power of Color | The Art of Toy Photography | | | |
| **NORTH 151** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: Not Another Horror TTRPG One Shot | | Classic Fantasy Meets Modern RPGs | | | | |
| **NORTH 152** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: Designer First-Play | | | | | | |
| **NORTH 153** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: Story Over Stats: The Narrative TTRPG Shift | Worldbuilding for Creators | Running TTRPGs for an Audience | The Gauntlet: A D&D Comedy Adventure | | | |

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

# SUNDAY PROGRAMMING

| ROOM/LOCATION | AM 11 | PM 12 | PM 1 | PM 2 | PM 3 | PM 4 | PM 5 |
|---|---|---|---|---|---|---|---|
| **NORTH 200A** NORTH BUILDING SECOND LEVEL | | | | | | | |
| **NORTH 100B** NORTH BUILDING GROUND LEVEL | The Choice Behind the Voice | | Long Away Short Film Screening | | *JAWS* 50: The 50th Anniversary | Trailer Park | |
| **ROOM 204C** SECOND LEVEL | | The Writers Coffeehouse: WonderCon Edition | | | Mixer for Science-Minded Geeks | | |
| **ROOM 206B** SECOND LEVEL | | | | | | | |
| **ROOM 207** SECOND LEVEL | Filipino Mythologies of Future Past | The Jack Kirby Tribute Panel | Breaking into Voice Acting | Game of Thrones with Director Jeremy Podeswa | Dr. Horrible's Sing-Along Blog Interactive Screening | | |
| **ROOM 208** SECOND LEVEL | What Is All This for: Spotlight on Author Sarah Gailey | superhero shop talk | Mental Health in Comics | Managing Your Duties as a Producer or Showrunner | The Future of Doctor Who | | |
| **ROOM 209** SECOND LEVEL | Question & Answer Session: Robin Hobb | Panels, Prose, and Personality in Graphic Novels | Making Something Borrowed Something New | Storytelling & Music: Writing Music for Film, & Video Games | The Rise of Webtoons, Anime, & K-Dramas | Comics and Healing | |
| **ROOM 210** SECOND LEVEL | COMICS ARTS CONFERENCE: CAC #7: Metaphor and Interpretation | CAC #8: Fear & Loathing in Aztlan | CAC #9: Representing Identity | Art as Stress Relief Instead of Stress | | | |
| **ROOM 211** SECOND LEVEL | Pop Culture and the Christian Church | From Burnout to Brainstorm | The Magical World of LGBTQ+ Fantasy | SPOTLIGHT ON FLOYD NORMAN | Navigating Our Differences | Masters of Public Domain | |
| **ROOM 213AB** SECOND LEVEL | Art Department of Marvel's *Wonder Man* | *Fallout*: Props of the Wasteland | Breathe Life into Your Toys: The Art of Stop-Motion Animation | Hey! Is That an Anime Doll? | WonderCon Talk Back | | |
| **ROOM 213CD** SECOND LEVEL | Cosplay is a Drag | Nerdy Arts and Crafts for All Ages | Manga, Anime, and the New World of Censorship | All Batmen Are Batman | Writing Psychologically Rich Characters | Success in Creativity | |
| **ROOM 300A** THIRD LEVEL | Supporting Women's Rights (and Wrongs!) in Comics | Building Tiny Droids | Set Decoration for Puppets | Not All Solutions Are Good Ones | Production to Distribution | Story Artists Unleashed! | |
| **ROOM 300C** THIRD LEVEL | Future of Fandom: VHS to 4K to? | Spidey Super Stories Still Matter to Autistic Kids? | Makeshift Mechanics with Long Lost Lore | Time Travel Writing for Film and TV | Star Wars Trading Card Collecting | | |
| **ROOM 300E** THIRD LEVEL | Cos-Ability: Cosplaying While Disabled | Solutions for a Cosplay Universe | Armor & Prop Building | How to Build a WALL-E 101 | dD Cosplay Club for Persons with Disabilities | Breaking and Rebuilding Your Personal Brand | |
| **ROOM 303AB** THIRD LEVEL | Writing for Indie Comics | Comics as Counter-Narratives | Help! I'm in Love with an Artist | Adaptation: from One Medium to Another | Coffee with Kremer | Starring in Your OWN Comic | |
| **NORTH 151** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: Spotlight on Spenser Starke | How to ACTUALLY Start an Actual Play | How to Improv in TTRPGs | Queer Gaming: Adventuring with Pride | Let's Make a Board Game! | Battle Bracket: D&D Class | |
| **NORTH 152** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: Designer First-Play | Tabletop Games Pitch Panel | | | | | |
| **NORTH 153** NORTH BUILDING GROUND LEVEL | d4: TABLETOP CREATIVE CONFERENCE: The Wandering Path: D&D Live! | The Legend of Taylore | | | | | |

NOTE: This schedule is subject to change

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

GUSTES SPOTLIGHT & APPEARANCES

d4: Tabletop Creative Conference returns to WonderCon with an exciting offering of tabletop industry programming.

San Diego Comic Convention, the organization that brings you WonderCon and Comic-Con International, beacons for the popular arts for over 50 years, looks to bring creators from across the tabletop gaming community together for **d4: Tabletop Creative Conference.** d4 will feature panels with industry experts, game designer playtesting, pitch panels, tabletop actual plays, and networking events.

## d4: TABLETOP CREATIVE CONFERENCE

For 2026, programming has expanded to include an additional room to support the growing tabletop role-playing space, with speakers and panels on storytelling, RPG game mechanics, world-building, and actual plays. Listen to experts across the tabletop industry and learn how to level up your games and gaming experiences.

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.

**Ever wanted to play a board game before it becomes a hit?** Join us at the **First Play Game Lab (North 152)** for a look behind the curtain. We're hosting an open-house playtest session where you can dive into the next generation of board and card games. Come play, give your input, and help shape the next big thing in gaming! **Are you a designer with a prototype to share?** Come grab a table! Whether a game is polished and ready for retail or just a wild new idea scrawled on index cards, we want to see it!

SCAN QR CODE TO LEARN MORE

**design**
**develop**
**discuss**
**discover**

## FRIDAY

**North Building Room 151 (First Level)**

| | |
|---|---|
| 2:00 pm: | RPG Gamemaster Workshop |
| 3:00 pm: | Our Seats at the Table: BIPOC Representation in the Tabletop World |
| 4:00 pm: | Tabletop Role-Playing Game Design for Publishing |
| 5:00 pm: | From Daggers Till' Dawn: A Daggerheart Actual Play |

**North Building Room 153 (First Level)**

| | |
|---|---|
| 2:00 pm: | SlugBlaster |
| 4:00 pm: | Crowdfunding Best Practices for Tabletop Games |

**DEMOS & EVENTS**
**North Building Room 152 (First Level)**

| | |
|---|---|
| 2:00 pm to 4:00 pm | Creators Assemble: Charisma Check A Networking Event |
| 5:00 pm to 9:00 pm | First Play Game Lab |

## SATURDAY

**North Building Room 151 (First Level)**

| | |
|---|---|
| 11:00 am: | Spotlight on Ben Brode |
| 12:00 pm: | The Artistry Behind Tabletop Games |
| 1:00 pm: | Designing Tabletop Board Games |
| 2:00 pm: | Shattering the Fourth Wall: Breaking into a Gaming Career |
| 3:00 pm: | Venture Forth D&D - Live Play |
| 5:00 pm: | Not Another Horror TTRPG One Shot |
| 7:00 pm: | ProgCore: Classic Fantasy meets Modern RPGs |

**North Building Room 153 (First Level)**

| | |
|---|---|
| 11:00 am: | An Improvised TTRPG featuring Knights of the Rolled Table |
| 1:00 pm: | StoryQuest Live: Oops All Dungeon Masters! |
| 2:00 pm: | Shattering the Fourth Wall: Breaking into a Gaming Career |
| 3:00 pm: | Creating Seats at the Table: The Responsibility of Producers and DMs to Create Welcoming, Diverse Spaces in the Tabletop World |
| 4:00 pm: | Daggerheart: Behind The Scenes |
| 5:00 pm: | Story Over Stats: The Narrative TTRPG Shift |

**DEMOS & EVENTS**
**North Building Room 152 (First Level)**

| | |
|---|---|
| 10:00 am to 9:00 pm | First Play Game Lab |

## SUNDAY

**North Building Room 151 (First Level)**

| | |
|---|---|
| 11:00 am: | Spotlight on Spenser Starke |
| 12:00 pm: | How to ACTUALLY start an Actual Play: Round Table Discussion |
| 1:00 pm: | Rolling with the Story: How to Improv in TTRPGs |
| 2:00 pm: | Queer Gaming: Adventuring with Pride |

**North Building Room 153 (First Level)**

| | |
|---|---|
| 12:00 pm: | The Wandering Path: D&D Live! |
| 2:00 pm: | The Legend of Taylore |
| 4:00 pm: | Let's Make a Board Game! |

**DEMOS & EVENTS**
**North Building Room 152 (First Level)**

| | |
|---|---|
| 10:00 am to 5:00 pm: | First Play Game Lab |
| 1:00 pm to 2:30 pm: | Tabletop Games Pitch Panel |

# ANIME SCHEDULE




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

Daytime screenings will be at the Anaheim Convention Center in **Rooms 205A and 205B, running 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 screenings are at the Hilton Anaheim Hotel in **California Ballroom A on the second level of the hotel. They run 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.**

**FIND THE MOST UP-TO-DATE ANIME SCHEDULE ON OUR WEBSITE!**




## FRIDAY DAYTIME

### Anaheim Convention Center Room 205A (Level 2)

12:30 pm: *Onipan!*
12:45 pm: *Mahoraba Heartful Days*
1:10 pm: *Himouto! Umaru-Chan*
1:35 pm: *Urusei Yatsura TV*
2:00 pm: *Urusei Yatsura (2022)*
2:25 pm: *A Galaxy Next Door*
2:50pm: *Monthly Girls' Nozaki-kun*
3:15 pm: *Miss Kobayashi's Dragon Maid*
3:40 pm: *Ramen Fighter Miki*
4:05 pm: *Yashahime: Princess Half-Demon*
4:30 pm: *Medaka Box*
4:55 pm: *Nura: Rise Of The Yokai Clan: Demon Capital*
5:20 pm: *The Dreaming Boy is a Realist*
5:45 pm: *Horimiya*
6:10 pm: *Food Wars!*
6:35 pm: *Uzaki-chan Wants to Hang Out!*

***Programming ends at 7:00 p.m.**

### Room 205B (Level 2) Anaheim Convention Center

12:30 pm: *Isekai Quartet*
12:45 pm: *Tweeny Witches*
1:10 pm: *Star Ocean EX*
1:35 pm: *Busou Shinki Armored War Goddess*
2:00 pm: *The Eccentric Family*
2:25 pm: *Hunter X Hunter*
2:50 pm: *Kekkaishi*
3:15 pm: *Bleach - Thousand-Year Blood War*
3:40 pm: *TRIGUN STAMPEDE*
4:05 pm: *Revisions*
4:30 pm: *Cowboy Bebop*
4:55 pm: *S-CRY-ed*
5:20 pm: *Gods' Games We Play*
5:45 pm: *Dream Eater Merry*
6:10 pm: *One Punch Man*

***Programming ends at 7:00 p.m.**

## FRIDAY NIGHTTIME

### Hilton Anaheim Hotel California Ballroom A (Level 2)

7:15 pm: *Flame of Recca*
7:40 pm: *A Certain Scientific Accelerator*
8:05 pm: *K: Return of Kings*
8:30 pm: *Saiyuki Reload*
8:55 pm: *My Instant Death Ability Is Overpowered*
9:20 pm: *Berserk of Gluttony*
9:45 pm: *Trinity Seven*
10:10 pm: *Juden Chan**
10:35 pm: *Vermeil in Gold**
11:00 pm: *Classroom for Heroes**
11:25 pm: *Lupin the Third: The Woman Called Fujiko Mine**

*** Programming ends at 12:00 a.m.**

## SATURDAY DAYTIME

### Anaheim Convention Center Room 205A (Level 2)

12:30 pm: *Onipan!*
12:45 pm: *Mahoraba Heartful Days*
1:10 pm: *Himouto! Umaru-Chan*
1:35 pm: *Urusei Yatsura TV*
2:00 pm: *Urusei Yatsura (2022)*
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***Programming ends at 7:00 p.m.**

### Anaheim Convention Center Room 205B (Level 2)

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1:10 pm: *Star Ocean EX*
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2:00 pm: *The Eccentric Family*
2:25 pm: *Hunter X Hunter*
2:50 pm: *Kekkaishi*
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*** Programming ends at 7:00 p.m.**

## SATURDAY NIGHTTIME

### Hilton Anaheim Hotel California Ballroom A (Level 2)

7:15 pm: *Flame of Recca*
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10:10 pm: *Juden Chan**
10:35 pm: *Vermeil in Gold**
11:00 pm: *Classroom for Heroes**
11:25 pm: *Lupin the Third: The Woman Called Fujiko Mine**

*** Programming ends at 12:00 a.m.**

## SUNDAY DAYTIME

### Anaheim Convention Center Room 205A (Level 2)

10:30 am: *Onipan!*
10:45 am: *Cardcaptor Sakura: Clear Card*
11:10 am: *Saint Tail*
11:35 am: *Azumanga Daioh*
12:00 pm: *Kodocha*
12:25 pm: *Kubo Won't Let Me Be Invisible*
12:50 pm: *Mahoraba Heartful Days*
1:15 pm: *Himouto! Umaru-Chan*
1:40 pm: *Urusei Yatsura TV*
2:05 pm: *Urusei Yatsura (2022)*
2:30 pm: *A Galaxy Next Door*
2:55 pm: *Monthly Girls' Nozaki-kun*
3:20 pm: *Miss Kobayashi's Dragon Maid*
3:45 pm: *Ramen Fighter Miki*
4:10 pm: *Yashahime: Princess Half-Demon*
4:35 pm: *Medaka Box*

*** Programming ends at 5:00 p.m.**

### Anaheim Convention Center Room 205B (Level 2)

10:30 am: *Isekai Quartet*
10:45 am: *Shrine of the Morning Mist*
11:10 am: *Sleepy Princess in the Demon Castle*
11:35 am: *Magic Knight Rayearth*
12:00 pm: *Tokyo Mew Mew New*
12:45 pm: *KonoSuba - An Explsion on This Wonderful World*
12:50 pm: *Tweeny Witches*
1:15 pm: *Star Ocean EX*
1:40 pm: *Busou Shinki Armored War Goddess*
2:05 pm: *The Eccentric Family*
2:30 pm: *Hunter X Hunter*
2:55 pm: *Kekkaishi*
3:20 pm: *Bleach - Thousand-Year Blood War*
3:45 pm: *TRIGUN STAMPEDE*
4:10 pm: *Revisions*
4:35 pm: *Cowboy Bebop*

***Programming ends at 5:00 p.m.**

**Due to some mature themes/contents, no one under 18 will be allowed into the Anime Room after 10:00 p.m. unless accompanied by a parent or adult legal guardian.**

# AUTOGRAPH AREA




Photo: K.Green © 2025 SDCC

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, Saturday from 10:00 am to 7:00 pm, and Sunday from 10:00 am to 5:00 pm. No autograph sessions will take place outside these hours.**

Certain autograph signings, due to the high demand and limited availability of the talent, require tickets, which are awarded through the Exclusives Portal or a ticket-drawing process explained below.

## WonderCon Autograph Area Guidelines

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

• 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, and a designated area in Hall D has been set up for attendees waiting for these drawings to begin. Each morning, you may line up for that day's drawings upon entering the building in Hall D. Drawings will begin after the Attendee lines enter the building, before the Exhibit Hall opens, and only lines in the official designated area will be recognized. To participate, please proceed to the designated line for your drawing, 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. This 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.

• 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 autograph 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.

## Procedure for Attendees with Mobility Issues

• This procedure may be used by any attendee with mobility issues who has registered at the Deaf Services and Disabled Services departments and wishes to obtain autographs from talent appearing in the Autograph Area, participate in any ticket drawing in the Autograph Area, or obtain a wristband for an Exclusive Signing awarded through the Exclusives Portal.

• 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 dark green shirt.

**– continued on page 48**

# DR. HORRIBLE'S SING-ALONG BLOG

Sunday, March 29, 2026
3:00 PM – 4:30 PM
Room 207

## Interactive Screening

WonderCon's Closing Sing-Along Tradition For 14 Years






This is not a quiet screening.
This is a full-voice, freeze-ray, community chor...

* Cheer for Dr. Horrible.
* Roo...
* An...

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JUNE 13-14, 2026

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LOS ANGELES CA

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# AUTOGRAPH AREA



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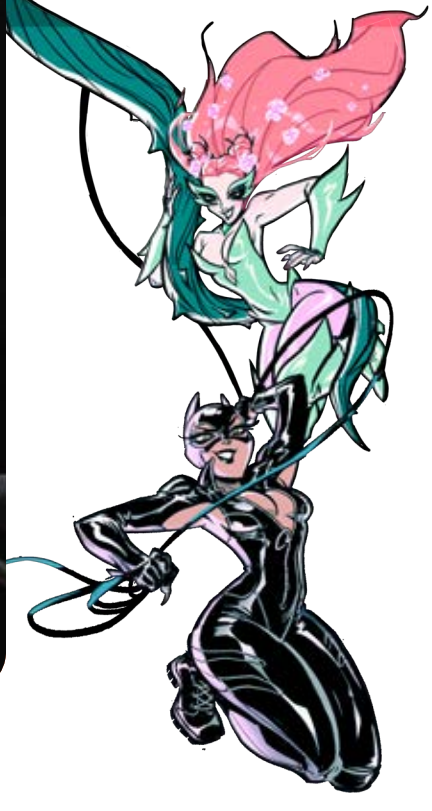


Photo: R. Manahan © 2025 SDCC

• You will be assigned a volunteer to stand in line for you. 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 the 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.




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