Looking to “grow” your collection?
Spruce things up with impressive planters and faux succulents that add the finishing touch to any space. The precisely sculpted designs are a fun nod to popular fandoms like Disney, Star Wars, Harry Potter, and other top brands. Finesse any room with a little greenery that will have your home or office brimming with style.

Star Wars
Toynk is bringing the best of Star Wars to a galaxy near you. No matter which side you choose, fans can live out their own space adventure with goods that bring the action straight to your planet. Shop out-of-this-world apparel, home decor, and exclusive collectibles that you won’t find anywhere else.

Minecraft
Take your adventure to the next level with Minecraft home décor that issues a fun invitation to any occupant, guest, or hostile mob. Need something with a little extra gleam and shine? Warm, glowing lights like our best-selling Minecraft Bee Mood Light will show you what all the “buzz” is about.
Enjoy all the excitement of pop culture in one place with Toynk’s home goods, toys, and collectibles.
Shop these exclusives and more at Toynk.com

Gear up with HALO essentials.
Wipe out the competition and the darkness with mood light Energy Sword replicas that cast a stunning glow across your fortress. Skip the same old rations and dine like a Spartan with high-grade dinnerware. After a successful mission, make a toast to the heroism of John-117 with our Halo Master Chief Whiskey Decanter Set.

XBOX
Power your memes with the Xbox Series X Replica Mini Fridge Thermoelectric Cooler. This compact appliance is the ultimate solution for gamers to store their drinks and snacks, with a convenient two-shelf design for storage. Take it to the next level and get yours today!

Assemble the mightiest Marvel collection with action-packed favorites.
Hold unlimited power in your hand with our Tesseract replica, monitor your timeline with the Miss Minutes Kitchen Timer, or explore a whole multiverse of other heroic collectibles. Whatever part of the Marvel Universe catches your interest, it can be yours with the snap of your fingers.
MISSION STATEMENT
The SAN DIEGO COMIC CONVENTION (Comic-Con International) is a California Nonprofit Public Benefit Corporation organized for charitable purposes and dedicated to creating the general public’s awareness of and appreciation for comics and related popular art forms, including participation in and support of public presentations, conventions, exhibits, museums and other public outreach activities which celebrate the historic and ongoing contribution of comics to art and culture.
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WELCOME BACK TO WONDERCON

We are thrilled to welcome you all back to our first in-person WonderCon since 2019! As we continue our transition into in-person events after such a long absence, we are excited to once again be able to gather together to celebrate the community we all love and the camaraderie we have sorely missed during the past three years.

2022 marks the 34th WonderCon and the 9th here in Southern California. We are excited to share this return to events with all those who attend, you who are the heart of this show... exhibitors and professionals, program participants, press, volunteers, and most especially you, the attendees. You have all helped to make this event one of the very best shows in the country.

From its start, WonderCon has been known as a place to renew old friendships and make new ones, a social place for fans to gather. Since its beginnings in the Bay Area, WonderCon has been as much about the social connections after hours as it is about programmed events or offerings in the Exhibit Hall. It is truly a community, an opportunity to learn new things, explore fandoms and interests, and share stories and experiences with like-minded fans. It is a gathering of the tribe that is popular arts and culture. WonderCon represents a great diversity of interests and passions among its participants. Whether your interest is cosplay, gaming, programs, anime, or the Exhibit Hall, there is something here for you.

As always, we are excited to see fans once again gather throughout the entire campus of WonderCon, whether it be socializing in the lobbies of the hotels, taking a break at the food trucks, photographing the many costumes out by the fountain, or meeting friends and other fans in the plaza area outside of the Anaheim Convention Center at the end of each day. We are thrilled to share in the joy of seeing those spaces that have been still for far too long teeming with activity and creativity—to return to the wonder that is WonderCon.

We look forward to another opportunity to spend time with all of you who make the magic happen. We realize that there are many other shows that you could choose to attend, and we are grateful that you chose to spend your time with us. Your loyalty and support is the reason for our success. We thank you, and hope you enjoy WonderCon 2022 as much as we’ve enjoyed putting it together.
YOUR WONDERCON ANAHEIM 2022 BADGE

About Your Badge
Your WonderCon 2022 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. Comic-Con 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/wca 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.
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Programming Office Manager: Michelle Gonzaba
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ON THE COVER:
Wonder Woman
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MICHAEL CHO
Michael Cho is a freelance cartoonist/illustrator based in Toronto, Canada. He has drawn numerous covers and a few stories for such publishers as Marvel, DC, Image, Dark Horse, and Valiant. He also paints book covers and draws editorial illustrations for clients including Penguin Books and The New Yorker. His graphic novel Shoplifter (Pantheon) was a New York Times bestseller.

BECKY CLOONAN
Becky Cloonan began her career making minicomics as part of the Meathaus collective. Since then she has worked on titles like Wonder Woman, Batgirls, Conan the Barbarian, The Punisher, True Lives of the Fabulous Killjoys, Gotham Academy, Detective Comics, and Batman. Besides comics, she’s illustrated album art and posters for My Chemical Romance, Black Sabbath, Adult Swim, and Mondo. Becky currently lives in Austin with her partner and co-writer Michael Conrad, and two demanding cats.

MICHAEL W. CONRAD
Michael W. Conrad currently writes Wonder Woman and Batgirls and has worked on such other projects as Midnighter, Doom Patrol, Superman Red and Blue, Wonder Woman Black and Gold, Infinite Frontier, and more. November will see X-O Manowar make its return to the shelves, with Conrad writing alongside his frequent collaborator Becky Cloonan. Michael’s creator-owned graphic novels Tremor Dose and Double Walker have been bestsellers in the ComiXology Originals line, and Tremor Dose is now available in print through Dark Horse. Michael has also written for Marvel, IDW, Image, and several other publishers. Aside from all that writing, he is working on a number of unannounced projects. These projects are so secret even mentioning them poses a threat to National Security, so let’s pretend we never spoke of anything like that.

KEVIN EASTMAN
Kevin Eastman co-created Teenage Mutant Ninja Turtles with Peter Laird as a small-press comic book starting in 1984. The Turtles quickly made the leap to other media and went on to star in multiple movies, animated TV series, and toy lines over the years. Kevin also owned Heavy Metal magazine for more than 20 years, until 2014, and he continued to serve as its publisher until 2020.

SHANNON HALE
Shannon Hale is the New York Times bestselling author of over 40 books for emerging readers, kids, teens, and adults, including Newbery Honor–winner Princess Academy; graphic novel memoirs Real Friends, Best Friends, and Friends Forever (with LeUyen Pham); and Austenland (also a major motion picture starring Keri Russell). With her husband Dean, she created the Eisner-nominated graphic novel Rapunzel’s Revenge (with art by Nathan Hale) and bestselling chapter book series The Princess in Black (with LeUyen Pham). For DC’s line of graphic novels for young readers, they created Diana: Princess of the Amazons (with Victoria Ying) and Amethyst, Princess of Gemworld (with Asiah Fulmore).
**SARAH KUHN**

Sarah Kuhn is the author of the popular Heroine Complex novels—a series starring Asian American superheroines. The first book is a Locus bestseller, an RT Reviewers’ Choice Award nominee, and one of the Barnes & Noble Sci-Fi & Fantasy Blog’s Best Books of 2016. She has penned a variety of comics and prose, including the graphic novel Shadow of the Batgirl for DC Comics, the Star Wars audiobook original Doctor Aphra, and the YA rom-coms Love You So Mochi and From Little Tokyo, With Love. Additionally, she was a finalist for the Astounding Award for Best New Writer.

**TULA LOTAY**

Lisa Wood, known by her pen name Tula Lotay, is an English comic book artist. She is best known for illustrating Supreme: Blue Rose, written by Warren Ellis (Image Comics) and All Star Batman with Scott Snyder. She was also an artist on Si Spencer’s eight-part series Bodies for Vertigo. Tula illustrated issue #13 of The Wicked + The Divine, which was nominated for a GLAAD Media Award for Outstanding Comic Book. In 2007, she founded the annual Thought Bubble Festival in Yorkshire, England, to promote comic books to the general public, especially children with reading difficulties. For this work she received Comic-Con’s Bob Clampett Humanitarian Award in 2019.

**ELLIO T S! MAGGIN**

Elliot S! Maggin, writer of Superman in the 1970s and 1980s, wrote stories of every major DC character, and something for every major publisher of the period. He’s written 400 to 500 comics stories and half a dozen novels, including the bestsellers Last Son of Krypton and Miracle Monday, marketed with the first two Superman feature films. He wrote the novel Not My Closet and the collection An Enemy’s Gift. He reads his work on the podcast Elliot Makes Stuff Up, and he’s working on several novels now, because he’s not terribly concerned when he’ll finish any of them.

**TRUNG LE NGUYEN**

Trung Le Capec-chi-Nguyen (Trung Le Nguyen, professionally) is a Vietnamese-American comic book artist and writer from Minnesota. His debut graphic novel, The Magic Fish, was published in 2020 through Random House Graphic. It won two Harvey Awards and was nominated for a 2021 Eisner in the Best Writer/Artist category. He has also contributed work for DC Comics, Oni Press, Boom! Studios, and Image Comics.

**DAVID A. ROBERTSON**

David A. Robertson is the author of numerous books and graphic novels for young readers, including When We Were Alone, which won Canada’s 2017 Governor General’s Literary Award; On the Trapline, which won the 2021 Governor General’s Literary Award; The Barren Grounds, the first book in a middle-grade fantasy series; and the graphic novel series The Reckoner Rises, about an Indigenous superhero with mental health struggles. Dave is a member of Norway House Cree Nation and currently lives in Winnipeg.
JAMES ROLLINS

KEVIN SMITH
Kevin Patrick Smith is an American filmmaker, actor, comedian, comic book writer, author, YouTuber, and podcaster. He came to prominence with the low-budget comedy buddy film Clerks (1994), which he wrote, directed, co-produced, and acted in as the character Silent Bob of stoner duo Jay and Silent Bob. Jay and Silent Bob also appeared in Smith’s later films Mallrats, Chasing Amy, Dogma, Jay and Silent Bob Strike Back, Clerks II, and Jay and Silent Bob Reboot. Since 2011, Smith has mostly made horror films, including Red State, Tusk (2014), and Yoga Hosers. He executive produced Masters of the Universe: Revelation for Netflix and coming later this year, he will release the much anticipated Clerks III via Lionsgate. As a podcaster, Smith co-hosts several shows on his SModcast Podcast Network, including SModcast, Fatman Beyond, and the live show Hollywood Babble-On.

MICHAEL A. STACKPOLE
Michael A. Stackpole is an award-winning writer, game designer, computer game designer, graphic novelist, screenwriter and podcaster. He is best known for his New York Times bestselling novels Rogue Squadron and I, Jedi. He’s written over 50 novels and countless short stories and articles. In his spare time he plays games, including much too much World of Warcraft, and enjoys swing dancing. He lives in Arizona.

DAVID F. WALKER
David F. Walker is an award-winning comic book writer, filmmaker, journalist, and educator. He is best known for his work in graphic novels and comics, including the Eisner and Ringo Award-winning series Bitter Root (Image Comics), the Eisner-nominated series Naomi (DC Comics), and the critically acclaimed graphic novel The Black Panther Party (Ten Speed Press). Naomi is now a TV series on The CW. His most recent project is The Hated, soon to be a Netflix series. He has written for Marvel Comics (Luke Cage, Occupy Avengers, Power Man and Iron Fist, Nighthawk, Fury, Deadpool) and DC Comics (Cyborg, Young Justice). He also teaches part-time at Portland State University.

BABS TARR
Babs Tarr is an award-nominated and New York Times bestselling comics artist and illustrator. She’s best known for her work on Batgirl of Burnside as well as Pub Draw, an instructional drawing show on Critical Role. Babs loves drawing babes and making money. Please help her dreams come true.
DAVID MARK WEBER
SF author David Weber was born in Cleveland a long, long time ago (1952 to be exact), and grew up in rural South Carolina. He sold his first novel to Jim Baen, his enabler at Baen Books, in 1989 (Insurrection with Steve White). Since that time, he has perpetrated over 80 solo and collaborative novels and an unconscionable number of anthologies upon an innocent and unsuspecting public. He is perhaps best known for his character Honor Harrington, whom he hopes never to meet in a dark alley, given all the bones she has to pick with him. David currently lives in Greenville, SC with his wife Sharon. His twin daughters are attending college and his son is serving his country in the United States Marine Corps.

GENE LUEN YANG
Gene Luen Yang writes, and sometimes draws, comic books and graphic novels. As the Library of Congress’s fifth National Ambassador for Young People’s Literature, he advocates for the importance of reading, especially reading diversely. American Born Chinese, his first graphic novel from First Second Books, was a National Book Award finalist, as well as the winner of the Printz Award and an Eisner Award. It’s recently been greenlit as a TV show for Disney+. His two-volume graphic novel Boxers & Saints won the L.A. Times Book Prize and was a National Book Award Finalist. His most recent books are the Eisner-winning Dragon Hoops from First Second Books and Superman Smashes the Klan from DC Comics.

SKOTTIE YOUNG
Skottie Young got his start at Marvel on titles like Spider-Man: Legend of the Spider Clan, Human Torch, and Venom. He soon began adapting the L. Frank Baum Oz novels at Marvel with writer Eric Shanower, garnering four Eisner Awards along the way. Other projects included writing and drawing the hit series Rocket Raccoon and illustrating the children’s book Fortunately, The Milk by Neil Gaiman. He then created, wrote, and drew the series I Hate Fairyland at Image. Skottie followed that with co-creating and writing Middlewest with artist Jorge Corona and Bully Wars with artist Aaron Conley. His most recent series are Strange Academy, with artist Humberto Ramos, and The Me You Love in the Dark, with Corona.

WonderCon would like to say THANK YOU to all of our 2022 Special Guests!
The stunning cover illustration of this year’s WonderCon Program Book was originally intended to appear on the 2020 book. But COVID ended that plan.

The book’s editor at the time, Gary Sassaman, commissioned Jen Bartel to do a Wonder Woman piece that could be used for both the book and for items like T-shirts. Bartel is a comics artist best known for her work at DC, Marvel and Image, where she co-created Blackbird (with Sam Humphries). In 2019 she won the Eisner Award for Best Cover Artist.

The three sketches on the left were Jen’s initial ideas. Everyone loved the lasso one, so she went ahead to pencil, ink, and color the piece, including creating the lasso logo.

In February 2020 the Comic-Con Museum staged “Sense of Wonder,” an exhibit of several years’ worth of commissioned WonderCon program book covers in various stages of the creation process. At the show’s opening reception, Bartel was on hand to reveal the original art for the Wonder Woman cover. She also appeared in a Q&A with Sassaman. A live recording of that interview can be seen here: www.youtube.com/watch?v=COlc7e4epuE.

With WonderCon finally returning to Anaheim in 2022, this was the opportunity for the cover to finally see print and for you to hold it in your hands.
CONVENTION POLICIES

We’re very excited to be able to gather in person once again. For that to happen, WonderCon has a few policies that we must all follow for the safety and comfort of everyone. We appreciate your cooperation in in helping to make WonderCon a place that everyone can enjoy.

COVID-19 Policy
At all San Diego Comic Convention events, the health and safety of our stakeholders are our main priorities, and because of this we have implemented new policies and protocols based on state and local health guidelines, and we continue to closely monitor health recommendations as we prepare for WonderCon. We will continue to update these guidelines as they are available, so be sure to visit the WonderCon website often for the most up-to-date protocols.

In addition to following current healthcare and governmental guidelines, everyone attending WonderCon will be required to wear an approved face covering regardless of vaccination status. Face coverings should completely cover the nose and mouth, fit snugly against the sides of the face, and not have any gaps. For more information and requirements on acceptable face coverings, please visit https://comic-con.org/wca/mask-guidelines. In addition to following healthcare and governmental guidelines, everyone attending WonderCon will be required to wear an approved face covering, you will be required to provide verification of full COVID-19 vaccination status or proof of a negative COVID-19 test taken within 48 hours for a PCR test or within 24 hours for an antigen test. SDCC reserves the right to modify requirements or limits for attending or participating in activities.

Please note: these policies apply to all attendee groups, including but not limited to exhibitors, guests, staff, press, professionals, volunteers, and cosplayers. For our COVID-19 FAQ, please visit https://comic-con.org/wca/covid-19-faq.

Please be aware that adjustments may need to be made to policies and guidelines during the event in order to ensure the health and safety of all attendee groups, so we ask that everyone please follow the directions on informational signage and from all staff.

For specific information concerning the convention center policies please visit the Anaheim Convention Center. The Centers for Disease Control and Prevention is another great resource and we encourage you to visit their site often for up-to-date information on preventative measures.

Airspace (Balloons, Drones, etc.)
No devices may be flown or tethered within the confines of the Exhibit Hall or at any WonderCon function inside or outside of the Anaheim Convention Center. This includes drones, balloons and helium-filled products, or any lighter-than-air objects.

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

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

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

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

Costume Props Policy
No functional weapons are allowed at WonderCon. Simulated or costume weapons are allowed as a part of your costume, subject to prior approval by security and compliance with the following:

- All costume weapons must be inspected at the Costume Props Check Desk. There are 4 locations this year: on the Grand Plaza outside, inside in Lobby B/C, in Hall D near registration (locations are subject to change).
- All costume weapons must conform to state and federal law.
- Projectile costume weapons must be rendered inoperable.
- Functional (real) arrows must have their tips removed and be bundled and zip-tied to a quiver.
- Costume swords must be tied down in such a way that they can’t be drawn.
- After your prop weapon has been checked, it will be tagged by security, and you will be given a wristband to wear to designate that your weapons have been checked.
- Security will escort you to the security station for inspection if your costume weapon is not tagged.

If you do not want to have your costume weapons inspected or tagged, or if you are not willing to comply with these policies, please do not bring your costume weapons to WonderCon.
CONVENTION POLICIES

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 Movie and TV Panels). This includes Google Glass, Snapchat Specs, and any wearable camera. You cannot wear Google Glass during foot-
age 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, pro-
gramming rooms, and outside areas of the Anaheim Convention Center, and the Hilton Anaheim ballrooms featuring WonderCon events.

No Handcarts, Trolleys, Rolling Bags, or Oversized Strollers in the Exhibit Hall
Please be aware that, for safety reasons, no hand carts, 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 Ex-
hibit Hall.

No Live Streaming of Any Program or Event in Any Programming Room at WonderCon
The usage of live streaming apps and soft-
ware on any electronic device (smartphones, tablets, laptops, etc.) is not allowed in any on-site or off-site official WonderCon pro-
gramming 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, in-
cluding the Hilton Anaheim, our headquar-
ters 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 programming 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 con-
vention. 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, programming and event rooms, etc., and on Convention Center grounds outside, and any official WonderCon events outside the Center, including the Hilton Anaheim head-
quaters hotel.

No Sitting in Exhibit Hall Aisles
By order of the fire marshal, sitting in the Ex-
hibit Hall aisles is not allowed. Lounges are located throughout the WonderCon Exhibit Hall and near food concessions for your con-
vienience.

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 Video or Audio Recording of Movie and TV Panels
Cameras and recording devices are permit-
ted in program and panel rooms but cannot be used to reproduce the presentation and must not interfere with other fans’ enjoyment of the presentation. 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.

No Smoking
No smoking at WonderCon includes traditional cigarettes, pipes, cigars, or E-cigarettes and any vaping product or device. This policy includes the Exhibit Hall, all the programming rooms, 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 Are Allowed in the Arena and Programming Rooms
Strollers are not allowed in the program-
ning rooms at WonderCon. Guests are en-
couraged to leave strollers in their vehicle/ hotel. Strollers will not be permitted in the seating areas and may be picked up at the conclusion of the event. In addition, if you’d like to park your stroller while in the Anaheim Convention Center, stroller parking is located in various areas; see the maps in the center of this publication for exact locations. Park-
ing will be free of charge and provided on a first-come, first-serve basis. Please note: WonderCon will not provide security or check-in/check-out for the strollers.

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, programming and event rooms, etc., and on Convention Center grounds outside, and any official WonderCon events outside the Center, including the Hilton Anaheim head-
quaters hotel.

No Sitting in Exhibit Hall Aisles
By order of the fire marshal, sitting in the Ex-
hibit Hall aisles is not allowed. Lounges are located throughout the WonderCon Exhibit Hall and near food concessions for your con-
vienience.

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.
DEAF & DISABLED SERVICES/ASL

WonderCon is dedicated to serving all of its attendees. The Deaf and Disabled Services Department was established to offer a hand to visitors with special needs, including:
- A rest area for the disabled, the elderly, expectant mothers, and parents with small infants.
- An enclosed nursing area for mothers with infants.
- Registration service for attendees with mobility issues.
- American Sign Language interpreters for the deaf at select panels and the Masquerade.
- Special limited seating for programming events and the Masquerade.
- Additional ASL Interpreter services are offered based on volunteer availability. If you are an attendee with disabilities, WonderCon Anaheim wants to make your experience as fun and as entertaining as possible, but there are a few limitations on what can be provided. For example:
  - Programming rooms fill up quickly, and all seating is on a first-come, first-served basis, so special seating may not be available if you wait until the last minute to get to the room.
  - Special autograph sessions are always limited, so it is a good idea to make arrangements to have someone within your group save a spot for you in line. Keep in mind that Deaf and Disabled Services cannot guarantee any seating, autographs, or giveaways.
- If you have medications or other items that need to be kept cool, you should bring a small cooler or insulated bag. WonderCon does not have refrigerators for storage.
- WonderCon does not rent or lend wheelchairs or motorized scooters. Please make arrangements with a local vendor in advance if you need to rent.

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

HOSPITALITY SUITE & NIGHTTIME EVENTS AT THE HILTON ANAHEIM

So what do you do once WonderCon’s Exhibit Hall closes? Well, there are nighttime programs at the Anaheim Convention Center on Friday and Saturday nights, but you can also head on over to our Headquarters Hotel, the Hilton Anaheim, for some nighttime fun and games!

Enjoy our hospitality at the WonderCon Hospitality Suite at the Hilton Anaheim. The suite—located in California B (2nd Level)—will be open Friday and Saturday evenings from 7:00 to Midnight. It’s a great place to hang out, mingle, and network with your fellow attendees. Discuss the events of the day and what you saw in programming, or show your new best friends the cool purchases you made!

And while you’re at the Hilton, visit the Games Room (California CD, 2nd Level), and the Nighttime Anime Room (California Room A on the 2nd level). Check the Games schedule (starting on page 18) and the Anime schedule (on page 13) for more information.

MEDIA AREA SIGNINGS

These four individuals will be signing all weekend at their tables in the signing area between Halls B and C in the Exhibit Hall.

Bobby Clark (DL-23)
Actor Bobby Clark’s credits include the Gorn captain in the classic 1967 Star Trek episode “Arena,” as well as three other original Star Trek episodes: “The Apple,” “The Return of the Archons,” and “Mirror, Mirror.” His other television credits include guest roles on The Virginian, Gunsmoke, Kung Fu and Star Trek Continues. He has also worked on many feature films doing stunt work, including 2001: A Space Odyssey and Poltergeist.

Ashley Eckstein (DL-26)
Ashley Eckstein has been widely recognized and honored as an actress, entrepreneur, author and Fangirl trendsetter. Best known as the voice of Ahsoka Tano in Star Wars, she also founded Her Universe in 2010—the groundbreaking fangirl fashion and lifestyle brand. Ashley’s book, It’s Your Universe, You Have the Power To Make It Happen, is an inspirational guide on how to make your dreams come true. She shares her own life lessons as well as lessons from iconic Disney characters as a roadmap for how to dream it and do it!

Herbert Jefferson Jr. (DL-22)
Herbert Jefferson Jr. is known internationally as “Lieutenant Boomer” from the original Battlestar Galactica. In a career spanning over five decades, Jefferson was also a series co-star in Rich Man Poor Man and The Yellow Rose among others, and he guest-starred in such series as ER, Sister,Sister, Hill Street Blues, Airwolf, The Fall Guy, Knight Rider, T.J. Hooker, Quincy, The Streets of San Francisco, Police Story, McCloud, The Dukes of Hazzard, The White Shadow, Rod Serling’s Night Gallery, and Mission Impossible to name but a few.

Larry Thomas (DL-24)
Most recognized for his Emmy-nominated performance as “The Soup Nazi” from Seinfeld, Larry Thomas is a veteran of many films, TV shows, and theatre performances. He is the author of Confessions of a Soup Nazi; an Adventure in Acting and Cooking.
You call it Tatooine
We call it 33°50’34” N, 7°46’44” E

You’ve already visited the locations in your favorite films...now visit them for real!

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www.setjetters.com  © SetJetters, Inc.
WonderCon Games offers over 100 different game titles during the convention, including tournament rounds, events, and classes. WonderCon also features an open gaming area with tables available to play any game you wish. Bring your competitive spirit and come on down! New games start at the top of every hour, or 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!

For the first time WonderCon Games will be in the Exhibit Hall and the Hilton Anaheim California Ballroom CD during the day. Attendees will be able to participate in more games than ever: Pathfinder, Starfinder, D&D: Dungeons and Dragons Adventure League, ASOIF: TMG-A Song of Ice and Fire, Outbreak Undead: United States of the Dead, and Paint & Take Miniatures will be some of the options. When the Exhibit Hall closes, all remaining gaming will move over to the California Ballroom CD on Friday and Saturday.

Free games to play all weekend include Mystic Vale, Tiny Towns, Code Names Disney, Taco Cat Goat Cheese Pizza, HeroClix, Star Wars X-Wing: Find the Rebel Spy, Cantankerous Cats, Thug Life the Game, Ginger Dead House, Rhino Hero Super Fight, Battle of Souls, Dooms- town: Weird West, Villains & Henchmen!, Snallygaster Situation: Kids on Bikes, Tea Dragon Society, Freelancer: Skies Over Tolindia, Prove It!, Nero’s Colosseum, Munchkin and Zombie Dice, Cards Against Humanity, Defiance Monopoly, Exploding Kittens, Fluxx, Guillotine, Pandemic, Settlers of Catan, Superfight, Ticket to Ride, and many more.

About 98 percent of games remain free to all WonderCon attendees; only some of the Sanctioned Tournaments will have a materials fee. Every participant will receive prize support, and every winner will receive even more, while supplies last. Pick up game-play entries or bring your own products. Players who bring their own sealed decks or boxes may have them inspected by one of the sanctioned judges. The judges at Cardboardia will be running the Sanctioned Sealed Deck Magic, MetaZoo, Pokémon, and Yu-Gi-Oh! events. HeroClix will have its own judges from Majestix. The Dungeons and Dragons Adventure League will have its own DCI judges. The Munchkin tournaments will have judges from Steve Jackson Games. The Red Dragon Inn tournaments will have judges from Slugfest.

**DAYTIME HOURS:**
**EXHIBIT HALL CD, HILTON ANAHEIM**
**FRIDAY: 12:00 PM – 6:00 PM**
**SATURDAY: 10:00 AM – 6:00 PM**

**EXHIBIT HALL CD**
**SUNDAY: 10:00 AM – 5:00 PM**

**NIGHTTIME HOURS:**
**HILTON ANAHEIM CALIFORNIA CD BALLROOM • SECOND LEVEL**
**FRIDAY & SATURDAY: 7:00 PM – 12:00 AM**
GAME DEMONSTRATIONS AND EVENTS

There will be demonstrations from 15 companies and/or groups. All participation is free! Only some tournaments charge an entry fee. Following are the companies and groups that will be demoing.

**AEG: ALDERAC ENTERTAINMENT GROUP**
www.alderac.com

**Cat Lady** — During the game, you and your fellow cat ladies draft cards three at a time, collecting toys, food, catnip, costumes, and of course lovable cats. But watch out! Make sure you have enough food for all of your feline friends or your hungry cats will subtract points from your score!

**Dice City** — The Queen has decreed there will be a new capital, after the old one was sacked by hordes of barbarians and bandits from the south. Leaders of one of the country’s influential noble families, players vie with each other to establish their provincial city the best home for Rolldovia’s new capital.

**Mystic Vale** — A curse has been placed on the Valley of Life. Hearing the spirits of nature cry out for aid, druids clans have arrived, determined to use blessings to heal land and rescue spirits. It will require courage, and caution: the curse can overwhelm the careless who wield too much power.

**Smash Up** — When the game begins, players take turns drafting one of several faction decks. Once each player has two decks, they shuffle them together, combining their distinct abilities. Players use their decks to attempt to have the most power on a base when it is scored.

**Space Base** — Your job is to draft new ships into your fleet to work and patrol the 12 sectors under your watch. Use cargo vessels, mining ships, and deploy carriers to earn profits and expand your influence. Only one Space Base commodore will be promoted to U.E.S. Admiral of the Fleet!

**Tiny Towns** — This competitive game is about building a well-designed township from a shared pool of resources. It uses an innovative mechanism of resource selection where each player receives the same resources in the same order. This is a fast-playing game of low rules complexity but substantial strategic depth.

**FRIDAY**

- Demo or player’s choice
- 12:00–2:00 **Cat Lady, Dice City**
- 2:00–4:00 **Mystic Vale, Smash Up, Space Base**
- 4:00–6:00 **Tiny Towns, Cat Lady**
- 7:30–9:30 **Mystic Vale, Smash Up, Space Base**
- 9:30–11:30 **Cat Lady, Dice City**

**SATURDAY**

- Demo or player’s choice
- 10:00–12:00 **Cat Lady, Dice City**
- 12:00–2:00 **Mystic Vale, Smash Up, Space Base**
- 2:00–4:00 **Cat Lady, Dice City, Tiny Towns**
- 4:00–6:00 **Mystic Vale, Smash Up, Space Base**
- 7:30–9:30 **Cat Lady, Dice City**
- 9:30–11:30 **Mystic Vale, Smash Up, Space Base**

**SUNDAY**

- Demo or player’s choice
- 10:30–12:00 **Cat Lady, Dice City**
- 12:00–2:00 **Mystic Vale, Smash Up, Space Base**
- 2:00–4:00 **Cat Lady, Dice City**
the last one to slap picking up the cards. Whoever rids themselves of cards first wins.

**FRIDAY**
Demos and play
12:00 – 2:00 Taco Cat Goat Cheese Pizza
2:00 – 4:00 Code Names
4:00 – 6:00 Code Names Disney

**SATURDAY**
Demos and play
10:00 – 12:00 Code Names Disney
12:00 – 2:00 Taco Cat Goat Cheese Pizza
2:00 – 4:00 Code Names
4:00 – 6:00 Code Names Disney
8:30 – 11:30 Kids on Bikes RPG Event
9:00 – 11:00 King of Tokyo Tournament.
Prizes will be awarded! Entry fee: $0

**SUNDAY**
Demos and play
10:30 – 12:00 Code Names Disney
12:00 – 2:00 Taco Cat Goat Cheese Pizza
2:00 – 4:00 Code Names

**HORSESHOE GAMES**
menthadesigns.com
Menthadesigns is a fiercely independent board game publisher whose goal is to change the big box business with joyful, sustainable board game experiences one game at a time.

**Cantankerous Cats** — You are a Cat. You live with your Hoomin. Gather affection in order to commit mischief and be the most mischievous Cat to win!

**Prosperitea** — Take on the role of a barista trading teas with each other baristas. The winner is the barista with the most valuable tea shop!

**Thug Life the Game** — Be a boss in this dark and humorous take on ’90s street culture. Commit crimes, sell drugs, and take over in the streets. Play it or get played!

**IAG: INDIE GAME ALLIANCE**
indiegamealliance.com
The Indie Game Alliance is a guild of independent tabletop game developers that have joined together to promote the latest and greatest indie games.

**Blend Off** — Been a slow night, and Becca the shop owner, her young son Kevin, and the Master Mixers — including you! — have started closing up shop. One minute before close, the door swings open. Outside, you see parked school buses and a line of people all the way to the street corner! The high school girls’ volleyball tournament has just gotten out, and everyone is craving a smoothie for the ride home. Becca cuts a deal: Whoever blends the most smoothies tonight gets free smoothies for a month!

**Boss Monster** — The retro-inspired dungeon-building card game from Brotherwise Games is designed for 2 to 4 players. Boss Monster is packed with nostalgic references to 8-bit video games, dungeon-crawling RPGs, and geeky pop culture. Players compete to become the ultimate villain: the final boss at the end of a side-scrolling dungeon.

**Ginger Dead House** — In the world of Grimm’s Fairy Tales, you will battle hordes of witches, ogres, trolls, and a slew of other assorted monsters that want nothing more than the destruction of your delicious Gingerbread House! Monsters may not be the scariest foes you face, though, as you will also be playing against other people who have the same goal as you: survival!

**Machi Koro** — You’ve just been elected Mayor. Congrats! Unfortunately, the citizens have some pretty big demands: jobs, a theme park, cheese factories, and maybe even a radio tower. A tough proposition since the city currently consists of a wheat field, a bakery, and a single die.

**Rhino Hero** — Is that a rhino climbing up the wall? Rhino Hero is out and about again. The superhero from the animal world fearlessly scales the highest houses looking for burglars and rogues. He is strong as a lion.
BOOTH 1809
Listed in the directory as Ukiyo-e Heroes

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Red Octopus Swordsman

Beetle Knight

Ramen Cat

Pearl Dragon

Samurai Shiba

Ramen Dragon

Samurai Riding T-Rex
as smart as a fox, but also as heavy as a rhinoceros. So when Rhino Hero is around even the most robust tower may start to wobble. **Rhino Hero Super Fight**— Rhino Hero is back on the job! And this time, not only does the wobbly skyscraper need to be climbed, but there will be fierce battles between four superheroes: Rhino Hero himself and three new additions: Giraffe Boy, Big E., and Batguin. Who will win the battles and successfully fend off the mean spider monkeys?

**FRIDAY**
Demos and play  
12:00–1:00 *Machi Koro*  
1:00–2:00 *Rhino Hero, Rhino Hero Super Fight*  
2:00–3:00 *Boss Monster*  
3:00–4:00 *Blend Off*  
4:00–6:00 *Ginger Dead House*  
9:00–11:00 *Machi Koro Tournament*  
Prizes will be awarded. Entry fee: $0

**SATURDAY**
Demos and play  
10:00–12:00 *Machi Koro*  
12:00–2:00 *Boss Monster*  
2:00–4:00 *Blend Off*  
4:00–6:00 *Ginger Dead House*  
9:00–11:00 *Rhino Hero, Rhino Hero Super Fight*  

**SUNDAY**
Demos and play  
10:30–12:00 *Machi Koro or Blend Off*  
12:00–2:00 *Ginger Dead House, Boss Monster*  
2:00–4:00 *Rhino Hero, Rhino Hero Super Fight*  

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**NO LIMIT GAMES**
nolimitgamez.com

**Battle of Souls Deck Builder**—A Legendary Warrior and his fellow warriors have taken control of a soul trap device and overpowered their immortal master. Now the legendary warrior enters the Battle of Souls tournament with the aim to take over the immortal realm. It is up to you and your fellow immortals to stop him and his warriors before he has captured enough souls to win the tournament.

**FRIDAY**
Demos and play  
4:30–7:00

**SATURDAY**
Demos and play  
4:30–7:00

**SUNDAY**
Demos and play  
4:30–5:00

**PAINT & TAKE MINIATURES**
comic-con.org/wca

Sign-up will be in the Hilton California Ballroom CD on Friday and Saturday and in the Exhibit Hall on Sunday.

**Painting Class: Starter 101**—New to miniature painting? Painted a few and get frustrated? Need some simple guidance and understanding? Painting for years and need help breaking through a barrier? This class may just be for you! Topics covered include painting supplies, beginner methods, where to go cheap and where to place your money for better results, and, finally, basic strokes and practice painting on a mini! Miniature provided.

**Painting Class: Blending**—There are many ways to blend, and they all have uses in different situations. This class will cover two-color wet blending and three-color dry blending (also called feathering). There is no “right” way to blend. Surface size (cloak vs. pants), amount of wrinkles and folds, and general figure size all helps in determining which technique to use. Miniature provided.

**Painting Class: Eyes & Faces**—Cross-eyed, wall-eyed, lazy-eye? Can’t seem to get them focused? This class will cover a simple way to paint eyes and highlight/shadow faces. Examples of each step will be available for review. Miniature provided.

**Painting Class: Metallics & Metals**—Painting weapons and armor with metallic flake paints is more about the undercoat than the metallic paint. Ever wonder why your metallic flake paint looks flat or dull? What can you do to make my gold armor “pop”? This class will cover the undercoating and top coating for metallic painted armor. Miniature provided.

**FRIDAY**
Demos and play  
12:00–6:00 *Paint & Take Miniatures*  
12:00–1:30 *Starter 101*  
2:00–3:30 *Eyes & Faces*  
4:00–5:30 *Starter 101*

**SATURDAY**
Demos and play  
10:00–6:00 *Paint & Take Miniatures*  
10:00–11:30 *Starter 101*  
12:00–1:30 *Blending*  
3:00–4:30 *Starter 101*

**SUNDAY**
Demos and play  
10:30–5:00 *Paint & Take Miniatures*  
10:30–12:00 *Starter 101*  
1:00–2:00 *Metals & Metals*  
3:00–4:30 *Starter 101*

**PINE BOX ENTERTAINMENT**
pineboxentertainment.com

Pine Box Entertainment was founded by gamers united with a purpose: keeping their favorite game, Doomtown in the hands of its players. Focusing on player driven stories and gameplay, our community always comes first.

**Doomtown: Weird West**—An expandable card game set in the Deadlands universe. It’s a fast-paced game of gun slingin’, spell slinging’, and mud-slingin’! Use poker hands and card pulls for everything from gunfights to summoning abominations.

**FRIDAY**
Demos and play  
12:00, 1:00, 2:00, 3:00, 4:00, 5:00

**SATURDAY**
Demos and play  
12:00, 1:00, 2:00, 3:00, 4:00, 5:00

**SUNDAY**
Demos and play  
12:00, 1:00, 2:00, 3:00, 4:00, 5:00
**GAMES**

**RAVENSDALE PUBLISHING**

ravensdaleprintandgames.com

Ravensdale Publishing is a start-up independent board game design & publishing company. Their flagship game, Villains & Henchmen!, should be released digitally in late 2022 with a tie-in comic book on the horizon.

**Villains & Henchmen!**—You play the bad guys! Acquire awesome superpowers, defeat meddling heroes, and overcome troublesome obstacles! Can you break a fellow villain out of maximum-security prison? You must work together to defeat the heroes, but will you be the supervillain, or a mere henchman?

**FRIDAY**

Demos and play
12:00, 1:00, 2:30, 4:00, 5:30

**SATURDAY**

Demos and play
12:00, 1:00, 2:30, 4:00, 5:30

**SUNDAY**

Demos and play
12:00, 1:00, 2:30, 4:00

**RENEGADE GAMES**

www.renegadegamestudios.com

Altiplano—The inhabitants of the Altiplano need to be creative to develop the scant vegetation and the available resources. By fishing at Lake Titicaca, mining ore in the mountains, breeding alpacas, and actively trading local goods, the inhabitants generate continually grow in wealth. The inhabitant who best uses his potential will have the highest yield in the end!

Clank!—Burgle your way to adventure in Clank!, the new deck-building board game. Sneak into an angry dragon’s mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow.

**Fox in the Forest**—The Fox in the Forest is a trick-taking game for 2 players. Utilize the special abilities on the fairy tale characters to change suit and lead even after you lose a trick. The beautiful illustrations of the unique characters will help you quickly analyze your options.

**Lanterns: The Emperor’s Gifts**—The emperor has declared that pavilions shall be constructed among the lanterns floating on the lake for this year’s festival. Place pavilions to earn gifts from the emperor, and redeem those gifts for powerful actions to make this the best harvest festival yet!

**Snallygaster Situation: Kids on Bikes**—In The Snallygaster Situation, you and your best friends must face off against one of four diabolical monsters set on destroying Lakeview—and possibly the entire world! Get on your bikes and search for clues about the monster’s weakness, find the missing kid it has abducted, and end the threat to your hometown!

**Tea Dragon Society**—Discover the ancient art form of Tea Dragon caretaking within this enchanting world of friendship and fantasy. Create a bond between yourself and your Tea Dragon that grows as you progress through the seasons creating memories to share forever. The game takes place over four seasons, the player who has the most points is the winner.

**FRIDAY**

Demos or player’s choice
12:00–2:00 Snallygaster Situation, Tea Dragon Society
2:00–4:00 Clank, Fox in the Forest, Lanterns
4:00–6:00 Altiplano, Lanterns
7:30–9:30 Snallygaster Situation, Tea Dragon Society
9:30–11:30 Clank, Fox in the Forest, Lanterns

**SATURDAY**

Demos or player’s choice
10:00–12:00 Snallygaster Situation, Tea Dragon Society
12:00–2:00 Clank, Fox in the Forest, Lanterns
2:00–4:00 Altiplano, Lanterns
4:00–6:00 Snallygaster Situation, Tea Dragon Society
7:30–9:30 Clank, Fox in the Forest, Lanterns
9:30–11:30 Altiplano, Lanterns

**SAFEHAVEN GAMES**

safehaven-games.com

**Prove It!**—Bigfoot, Unicorns, Sock-Goblins—we all know they are real, but can you prove it!? Play the strongest evidence to prove these myths and many more. In order to be the best, you’ll have to take out your competition.

**Freelancer: Skies Over Tolindia**—Players take to the skies as knights of Tolindia, a diverse industrial nation full of opportunity and danger. Prepare to tackle complex political issues, investigate crimes, and fight to protect the people.

**Web Spinners**—Take on the role of a hungry spider looking to capture pesky mosquitoes that have invaded your garden home. However, if you want to catch a decent meal you will need to outmaneuver other spiders also trying to fill empty bellies.

**Winds of Fortune**—Two players command ingenious fleets, bold captains, and fantastic monsters in an attempt to outmaneuver their opponent and destroy their flagship.

**FRIDAY**

Demos or player’s choice
12:00–4:00 Prove It!
12:00–4:00 Web Spinners
12:00–4:00 Winds of Fortune
2:00–5:00 Freelancer: Skies Over Tolindia
4:00–7:00 Prove It!
4:00–7:00 Web Spinners
4:00–7:00 Winds of Fortune

**SATURDAY**

Demos or player’s choice
12:00–4:00 Prove It!
12:00–4:00 Web Spinners
12:00–4:00 Winds of Fortune
2:00–5:00 Freelancer: Skies Over Tolindia
### SUNDAY
- Demos or player's choice
  - 10:30- 5:00 Prove It!
  - 10:30- 5:00 Web Spinners
  - 10:30- 5:00 Winds of Fortune
  - 12:00- 3:00 Freelancer: Skies Over Tolindia

### FRIDAY
- Demos and play
  - 12:00, 2:00, 4:00, 8:00, 10:00 Red Dragon Inn
  - 7:00-12:00 Red Dragon Inn Tournament

### SATURDAY
- Demos and play
  - 12:00, 2:00, 4:00, 8:00, 10:00 Red Dragon Inn
  - 7:00-12:00 Red Dragon Inn Tournament

### SUNDAY
- Demos and play
  - 10:30- 4:00 Red Dragon Inn

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### SLUGFEST GAMES
**slugfestgames.com**

**Red Dragon Inn**—You and your friends are a party of heroic fantasy adventurers. You’ve raided the dungeon, killed the monsters, and taken their treasure. Now you’re back, and what better way to celebrate your most recent victory than to spend an evening at the Red Dragon Inn.

### FRIDAY
- Demos and play
  - 12:00–2:00 Zombie Dice
  - 12:00–2:00 Munchkin
  - 2:00–4:00 Cthulhu Dice
  - 2:00–4:00 Munchkin
  - 4:00–6:00 Gelatinous
  - 4:00–6:00 Munchkin
  - 7:30–9:30 Munchkin
  - 7:30–11:30 Munchkin Tournament
  - 9:30–11:30 Cthulhu Dice, Zombie Dice
  - 9:30–11:30 Munchkin

### SATURDAY
- Demos and play
  - 10:00–12:00 Zombie Dice
  - 10:00–12:00 Munchkin
  - 12:00–2:00 Cthulhu Dice
  - 12:00–2:00 Munchkin
  - 2:00–4:00 Gelatinous
  - 2:00–4:00 Munchkin
  - 4:00–6:00 Zombie Dice
  - 4:00–6:00 Munchkin
  - 7:30–9:30 Munchkin
  - 7:30–11:30 Munchkin Tournament
  - 9:30–11:30 Cthulhu Dice, Zombie Dice
  - 9:30–11:30 Munchkin

### SUNDAY
- Demos or player’s choice
  - 10:30– 12:00 Zombie Dice
  - 10:30– 12:00 Munchkin
  - 12:00–2:00 Cthulhu Dice
  - 12:00–2:00 Munchkin
  - 2:00–4:00 Gelatinous

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### STEVE JACKSON GAMES
**www.sjgames.com**

Representatives from Steve Jackson Games will present free game play demos all day, every day. Steve Jackson is best-known for the Munchkin card games but also has dice games. No board, no cards—just dice!

**Cthulhu Dice**—Players take turns rolling the big, beautiful, custom 12-sided die, embossed with tentacles, Elder Signs, and more.

**Gelatinous**—Players start out as a wandering slime, using sparkling green dice to grow into a cube. But watch out, the other slimes are growing too! The first to grow into a cube wins.

**Munchkin**—Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin is the dungeon experience—with none of that stupid roleplaying stuff. Millions of copies sold worldwide!

**Zombie Dice**—Fast and easy for any zombie fan to learn, even nongamers. The 13 custom dice are your victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn!
HEROES
BY NIGHT AND BY DAY

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TO BELIEVE, TO LEARN, TO CREATE, TO SUCCEED
SANCTIONED TOURNAMENTS

WonderCon 2022 will feature separate Sanctioned Tournaments with prize support. Some have entry fees. Tournaments may run over the time allotted, depending on attendance. This year’s Sanctioned Tournaments include:

**CARDBOARDIA**
cardboardanddie.com

Tournaments are in the Exhibit Hall during the day on Friday through Sunday and at the Hilton on Friday and Saturday nights.

**Magic Sealed Convention League All Day Play**—Entry $30. Players receive two recent Theme Boosters, basic land, accessories, and sleeves. Play against other League players all convention long to earn prizes for every opponent played, with winners getting additional prizes.

**FRIDAY:** 12:30–6:30, 7:00–10:30
**SATURDAY:** 10:30–6:30, 7:00–10:30
**SUNDAY:** 11:30–4:30

**MetaZoo Caster Convention Sealed League All Day Play**—Entry $30. Players receive a random Release Deck, accessories, and sleeves. Play against other League players all convention long to earn prizes for every opponent played, with winners getting additional prizes.

**FRIDAY:** 12:30–6:30, 7:00–10:30
**SATURDAY:** 10:30–6:30, 7:00–10:30
**SUNDAY:** 11:30–4:30

**Pokémon Convention Sealed League All Day Play**—$30 Entry. Players receive a Theme deck, accessories, and sleeves. Play against other League players all convention long to earn prizes for every opponent played, with winners getting additional prizes.

**FRIDAY:** 12:30–6:30, 7:00–10:30
**SATURDAY:** 10:30–6:30, 7:00–10:30
**SUNDAY:** 11:30–4:30

**Yu-Gi-Oh! Convention Sealed League All Day Play**—Entry $30. Players receive a random starter deck, 2 booster packs, and sleeves. Play against other League players all convention long to earn prizes for every opponent played, with winners getting additional prizes.

**FRIDAY:** 12:30–6:30, 7:00–10:30
**SATURDAY:** 10:30–6:30, 7:00–10:30
**SUNDAY:** 11:30–4:30

**COOL MINI OR NOT**
cmon.com

**A Song of Ice and Fire–ASOIF:TMG–Tabletop miniatures game,** West Coast Regional Warm-up Tournaments, U.S. West Coast Regional Championship and U.S. Nationals Qualifier. Tournaments are in the Exhibit Hall during the day on Friday and Saturday and at the Hilton on Friday and Saturday nights. The Sunday finals will be in the Exhibit Hall.

**FRIDAY**
12:00–2:00, 2:00–4:00, 4:00–6:00 A series of casual tournaments and demos that will lead up to the Regional Championship on Saturday.

**SATURDAY**
11:00–1:00, 1:00–3:00, 3:00–5:00, 5:00–7:00 U.S. West Coast Regional Championship and U.S. Nationals Qualifier. Players will complete in this 4-round, 40-point tournament to earn a spot at the U.S. National Championships. As an official CMON national championship qualifier event, armies must follow the current tournament rules found at asoiaf.cmon.com. Top players will qualify for a seat at the US National championship event to be held at GenCon 2022.

**SUNDAY**
11:00–1:00, 1:00–3:00, 3:00–5:00 U.S. West Coast Regional Championship and U.S. Nationals Qualifier. Players will complete in this 3-round, 40-point tournament to earn a spot at the U.S. National Championships. As an official CMON national championship qualifier event,

**HEROCLIX**
majestixccg.com

**HeroClix**—An exciting tabletop game of heroic combat using miniatures of some of the world’s most popular heroes. You can step into the shoes of your favorite hero or villain and battle head to head against your opponent until one of you is victorious! Prizes sponsored by Majestix, THE premier HeroClix store in Southern California, focusing exclusively on HeroClix and related events.

**DUNGEONS AND DRAGONS ADVENTURERS LEAGUE**
warhorn.net/events/DDAL-Wondercon-2022

Dungeons and Dragons Adventurers League has partnered with Fantasy Grounds, Master Monk Gaming, Kraken Dice, Hero Forge and Melee Mats to deliver in person games, lessons, and character management. Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! Preregister here: https://warhorn.net/events/DDAL-Wondercon-2022

**FRIDAY**
2:00–6:00: **D&D AL–HQ** in the Exhibit Hall
7:00–11:00 pm: **D&D AL–HQ** Hilton California Ballroom CD

**SATURDAY**
10:00–1:00, 2:00–6:00: **D&D AL–HQ** in the Exhibit Hall
7:00–11:00 pm: **D&D AL–HQ** Hilton California Ballroom CD

**SUNDAY**
10:30–2:00 **D&D AL–HQ** in the Exhibit Hall
FRIDAY
7:00–12:00 **HeroClix–Theme Team Tournament**—Build a 400-point theme team, Silver Age (bring carded characters only). No resources, team bases, or ID cards. Multiple games will be played through the evening. Entry fee: $5

SATURDAY
12:00–4:00 **HeroClix: Sealed Tournament**—Build a 300-point team from the figures pulled from two HeroClix boosters from the most recent set(s). Multiple games will be played through the evening. Entry fee: $30

7:00–12:00 **HeroClix–Majestix Bronze Age Tournament**—300-point Bronze Age. Oreo base characters only. Any set with an “oreo” base is legal; everything in-between except Star Trek ships. Spells/Traps are *not* legal. Horde Tokens are *not* legal. Only Print and Play allowed are ATAs. The full ban-list can be found in Events tab at majestixccg.com
Entry fee: $15

PATHFINDER SOCIETY
paizo.com/organizedplay
The Organized Play Foundation is a nonprofit organization created to help bring players together around the globe. It uses volunteers to organize regular opportunities for gaming at local game stores, huge conventions and everything in-between. There are no entry fees.

FRIDAY
2:00–7:00 **Pathfinder: PFS2 1-01 The Absalom Initiation**—You’re invited to attend a welcoming party. There the Society’s leaders help kick off your adventuring career! Grab a Pathfinder Iconic character or come with a 1st-level character of your own creation. Get some dice and take your first steps as a member of the Pathfinder Society!

2:00–7:00 **Starfinder: SFS 1-01 The Commencement**—You must assist with critical missions on behalf of key leaders of the Society’s factions. Grab a Starfinder Iconic character or come with a 1st-level character of your own creation. Get some dice and take-off as one of the newest members of the Starfinder Society!

SATURDAY
10:00–1:00 **Pathfinder Roleplaying Game 2nd Edition: Quest on Demand**—Demo & game play

10:00–1:00 **Starfinder Roleplaying Game 1st Edition: Quest on Demand**—Demo & game play

2:00–7:00 **Pathfinder: PFS2 2-11 The Pathfinder Trials**—The deans of three of the Society’s schools set you to challenges to prove your fitness to join the Society. Grab a Pathfinder Iconic character or come with a 1st-level character of your own creation. Get some dice and take your first steps as a member of the Pathfinder Society!

2:00–7:00 **Starfinder: SFS 1-22: The Protectorate Petition**—A new species has petitioned for protectorate status, and it’s up to you to vouch for or against granting it. Grab a Starfinder Iconic character or come with a 1st-level character of your own creation. Get some dice and take-off as one of the newest members of the Starfinder Society!

SUNDAY
11:00–12:00 **Pathfinder Roleplaying Game 2nd Edition: Quest on Demand**—Demo & game play

11:00–12:00 **Starfinder Roleplaying Game 1st Edition: Quest on Demand**—Demo & game play

12:00–5:00 **Pathfinder: PFS2 3-01 Year of Shattered Sanctuaries**—You’ve quickly uncovered a plot to tear the Society apart—now it’s time to raise the alarm! Grab a Pathfinder Iconic character OR come with a 1st-level character of your own creation. Get some dice and take your first steps as a member of the Pathfinder Society!

12:00–5:00 **Starfinder: SFS 2-13: Storm of the End Times**—Travel to Wealdriad to catalogue a once-in-a-lifetime natural phenomena, but you may not be alone… in this full 5-hour game. Grab a Starfinder Iconic character OR come with a 1st-level character of your own creation. Get some dice and take-off as one of the newest members of the Starfinder Society!

SLUGFEST GAMES
slugfestgames.com
Red Dragon Inn—You and your friends are a party of heroic fantasy adventurers. You’ve raided the dungeon, killed the monsters, and taken their treasure. Now you’re back, and what better way to celebrate your most recent victory than to spend an evening at the Red Dragon Inn. Entry fee $1. Must know how to play.

FRIDAY: 7:00–12:00
SATURDAY: 7:00–12:00

STEVE JACKSON GAMES
sjgames.com
Munchkin Tournament — Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Munchkin is the dungeon experience—with none of that stupid roleplaying stuff. Millions of copies sold worldwide! No entry fees. Prizes will be awarded.

FRIDAY: 7:30 –11:30
SATURDAY: 7:30 –11:30
WonderCon Anaheim 2022 welcomes the 16th annual Los Angeles International Children’s Film Festival Friday through Sunday. The festival kicks off at WonderCon then continues through April-May at other SoCal locations, featuring some of the best short films from around the world.

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

CHILDREN’S FILM FESTIVAL
SCREENING SCHEDULE

FRIDAY
2:00–4:00 Program #1
Cold Shoulder
Kate Correa (A) (USA)

The Cat, the Mouse and the Sausage
Joel Simon (A) (UK)

Once Upon a Drag Storytime—Going for Gold
Stephan Nicolazzo (L) (Australia)

Dolium Peplum
Theo Nodet (L) (France)

Happy Anniversary Dear Dante/Let’s Talk about It/Ode to the Climate/Chemical Industries
Vittorio Caratozzolo/Scuola di Giacomo Bresadola (D) (Italy)

The Flying Shoelace
Pedro Carmo/Pedro Marnoto (L) (USA)

The Do’s and Don’t’s of Getting Married
VARC Disability Services/Karen Jackson (L) (Australia)

The Real Picture!
Shaunak Surly (L) (Singapore)

Tikkun Olam
Bob Ahmed (L) (USA)

The Nestling
Christiane Hitzemann (L) (Germany)
Zara and the Others, Miss Miss
Nila Johan Lund/Bjørn Sortland (A)
(Norway)
A Long Walk to the Moon
Connie Tais (D) (USA)
Rockland Relay
Maura Smith (L) (USA)

4:00–6:00 Program #2
Lucas and the Witch
Judith Coppinger (L) (Ireland)
The Chase
Jonathan Aidan Cockrell/Bailey Corley (L)
(USA)
The Way to a Man’s Heart
Jule Korperich/Karin Demuth (A)
(Germany)
A Gossip
Filip Daidzic/Vito Kekin/Gregor Lukic/
Ivan Sporer/Mila Kranjcevic (L) (Croatia)
Where Is My Turtle?
Kyung Jung Kim (L) (South Korea)
Slow Dance
Christian Zetterberg (L) (Sweden)
My Life with Rainbows
Mars Pendleton (L) (Canada)
Touch
Georgia Carls (L) (USA)
The Dalang’s Tale
Irwan Junaidy/Maizura Abas/Atiqah Mohd
Abu Bakar (A) (Malaysia)
Ruth & Nick: A Confectionery Tale
Carter Rostrum (A) (USA)
Go Fish
Ilija Wayans (L) (USA)
Wendigo
Max Hendricksen (L) (Ireland)

6:00–9:00 Program #3
Best of Fest: Favorites, Vol. 1 (Global)

SATURDAY
10:30–11:30 Program #4
Sister Song
Olivia Peniston-Bird (L) (Australia)
Tafty the Pink Hippopotamus
Artie E. Romero (A) (USA)
Treescape Room
Heidi Scott (L) (USA)
So Here We Are
Cornell Hubert Calhoun III (L) (USA)

Juggling Autism
Aohad Lane (D) (USA)
Winter Bloom 5:03
Myriam Baillargeon (L) (USA)
Winter Magic!
George Taylor (A) (USA)
The Infectious Imagination of Henry Bramble
Derek Boyes (L) (UK)

11:30–1:00 Program #5
The Rashomon Effect
Jeremiah Dickey (A) (USA)
Aparat
Hasan Najmabadi (L) (Iran)
The Mask
Saba Ghasemi (L) (Iran)
The Double Life of Hugh
Ben Tobin (L) (USA)
Sky Sun, Tile Sun
Ziba Arzhang (A) (Iran)
The Wolf Pack
Lydia Bruna (L) (Germany)
The Cosmopenguin in the Opera
Luca Potskhishvili (A) (Austria)
Agricola 7101
Ivy Tucker (D) (Australia)

1:00–3:30 Program #6
Moonlight the Monster and the Fashion Show
April Yu (A) (USA)
The New Light
J Ferguson (L) (USA)
A Brief Adventure in the Woods
Tavin McAllister (L) (USA)
Generation Impact: The Coder
Samantha Knowles (L) (USA)
Bucket Hat!
Demetrios Tzamaras (A) (USA)
First Love
Beatrice Woo (L) (Canada)
Garden Spells
Jordan Wilson (L) (USA)
The Dress
Nicola Emiliana Mendez (L) (USA)
Stolen Kisses
Lidi Toepoel (L) (Netherlands)
The Ostrich Paradox
Vasilika Vanya Marinkovic (D) (USA)
Straw Man
Alexander Casimir (L) (USA)

Chris Mania Cartoons
Chris Mejia/Richard Mejia (A) (USA)
The Flyman
Roopal Kewalya (L) (India)

3:30–5:00 Program #7
Grey
Vasilina Mikhaylova (A) (USA)
Justin and the Werloobe
Ken Yoffe/Ellen Weisberg/John Vo (A) (USA)
Sol
Andy Alvarez (L) (USA)
Little Grey Wolfie—Fall Travelers
Natalia Malychyna Bratli (A) (Norway)
Ursa: The Song of the Northern Lights
Natalia Malychyna Bratli (A) (Norway)

SUNDAY
10:30–12:30 Program #10
Here Comes the Firetruck/Are You Sleeping Baby Bear/Everything Is Going to Be Alright
Brett Jubinville (A) (Canada)

Goodnight Spa
Jesus and Emilio Gallego (A) (Spain)
Sockz Theatre’s Orbie/Down by the Bay
Christian Perry/Eric Tsuchiyama (L) (USA)

12:30–3:00 Program #11
The Sea Dragon
James Morgan (L) (UK)
The Snow Maze
Sam Cadman (L) (UK)
Polar Bears Bear Boredom
Koji Yamamura (A) (Japan)
Kiri & Lou
Harry Sinclair (A) (New Zealand)

Oyasumi: Lullaby of Flame
Arisa Wakami (A) (Japan)
Making Sense
Filmmaking Collective (L) (UK)

Monkey Domino
Ulf Grenzer (A) (Germany)

3:00–5:00 Program #12
Best of Fest: Favorites, Vol. 3 (L/A) (Global)

www.wondercon.org
Costuming plays a vital role in all the popular arts, and each convention we see more of our attendees bringing extra fun, beauty, and awe to the show by wearing costumes, many of them inventive and impressive. And while some costuming professionals attend WonderCon, sometimes discussing their work on panels or at booths, the con is not just about the pros and seeing their work, it is about encouraging attendees’ participation in the arts as well. We therefore have once again reserved Saturday night and a 3,000-seat venue to recognize the significance of costumes in the arts and to celebrate and the talents and creativity of our attendees.

The 17th annual WonderCon Masquerade will start at 8:30 Saturday in the Anaheim Convention Center, North 200A. Being a contestant or just watching from the audience is free with a WonderCon badge valid for Saturday. Doors will open for audience seating at 8:00, although the line for choice seating can start forming much earlier. High-definition cameras and giant projection screens will provide great close-up viewing for everyone, and the event will run about two hours, including the Intermission entertainment during judging, and then the presenting of awards.

Not a dance or party as the name might imply, this on-stage competition is not simply a costume contest, cosplay challenge, or fashion show. It’s about the characters and moods and stories that costumes create for us. Many entries include with their presentations recorded music and choreographed elements of character, drama, or humor, sometimes a mock battle or dance. Most of the costumes crossing the stage will be re-created from movies, TV, comic books, fantasy, Japanese anime, video games, or history; others will be completely original designs from our attendees’ clever imaginations.

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

During the Intermission break while the judges tally their scores there will be a return performance by The Saber Guild, the largest not-for-profit Lucasfilm recognized Star Wars lightsaber club in the world, thrilling us with an original Star Wars storyline, great hand-made costumes, and impressive choreographed action. They perform at many community events as well as comic book and sci-fi conventions, all to raise money for charity and share their love of Star Wars. Following the Saber Guild, The Corps Dance Crew returns to present their latest fun show. Formed in 2013, the talented group melds cosplay, var-

House of Mouse — A re-creation from three popular Disney animated films. Worn and made by Petah, Miku Marimon, and Michelle Marimon. WonderCon 2019 “Most Beautiful” prize.
ious modern dance styles, and lively popular music, touring all over Southern California to bring unique performances to San Diego Comic-Con, WonderCon, and many other conventions and events.

In addition to special seating for the disabled, there will be VIP seating for special guests of the convention and select press. Please inquire in advance at the Masquerade Desk in the Convention Center lobby for more information.

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

How to enter: In adaptation to Covid-19 and to assure safe noncrowding in backstage areas for participants, this year’s show is limited to 25 entries. Often all the contestant spots are filled in advance of the convention, but openings sometimes occur at the show. Should space be available, entries can be submitted Friday until 6:00 and Saturday until 11:00 am. A costume photo will be required for eligibility confirmation. Complete information and rules are available at the Masquerade Desk located in the lobby and also available on the WonderCon website.

Costumes must not have been purchased or otherwise commercially obtained but be of original construction or show significant modification of pre-existing materials. All costume genres are welcome, as long as they are family friendly.

There will be an optional but recommended Orientation for Contestants from 11:00 until noon on Saturday in Convention Center Room 201ABC, where we will have a practice stage available since the show stage will be busy with other events during the day.

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, and Most Beautiful, as selected by our guest judges. Entries winning one of the above categories will also receive free 3-day badges for WonderCon 2023, our extra thank-you for being in the show. If the winner of the category is a group entry, then up to five badges will be bestowed to that group. Complimentary badges are non-transferable.

In addition to the WonderCon trophies, there will be generous cash and other prizes provided by 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 biweekly minicons to once again present a generous $500 cash prize to the costume entry they deem to be the audience favorite (so be sure to generously applaud your favorites)!
- Costumer’s Guild West (CGW) southern California’s costuming fandom group, will present a one-year membership to CGW, as well as a full scholarship and a complimentary one-night hotel stay to their weekend conference, Costume College, held the last weekend in July at the Warner Center Marriott in Woodland Hills, to the entry their representative selects as showing the most promise. Costume College provides educational lectures and workshops in every aspect of costuming.

THE 2022 WONDERCON ANAHEIM
MASQUERADE
Saturday at 8:30 PM
Anaheim Convention Center North 200A

MASQUERADE DESK
FRIDAY: 12:00 PM – 6:00 PM
SATURDAY: 10:00 AM – 11:00 AM
For sign-ups (if space is available);
Sign-ups close at 11:00 am on Saturday
For information only
Located in Lobby B/C
Anaheim Convention Center


Kael’Thas Sunstrider—A re-creation from an epic character in the popular World of Warcraft game. Worn and made by Bangaraangex.
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 also among the first authors of bestselling science fiction in the modern mass-market era.

Four of Heinlein’s novels (Double Star, Starship Troopers, Stranger in a Strange Land, and I Will Fear No Evil) 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 Hugo” 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 received two additional “Retro Hugos” in 2016, for “If This Goes On” (novella) and “The Roads Must Roll” (novelette). He was the first writer to be named a Grand Master by the Science Fiction Writers of America for lifetime achievement.

Heinlein was known as the “Dean of Science Fiction Writers,” but he was much more. He was a philanthropist who helped many charitable causes and individuals. When asked how he could be repaid for his help, he would reply, “You can’t pay me back, you have to pay it forward.”

One cause that was of great importance to him was blood donation. Having a rare blood type himself (AB+), he was a frequent donor and a supporter of the National Rare Blood Club, which was an integral part of his novel 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. In 1977, he did the same at the San Diego Comic-Con, and 199 marked the 43rd year of the Robert A. Heinlein Memorial Blood Drive as an integral part of that event.

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

In 2001, at the 59th World Science Fiction Convention in Philadelphia, the society sponsored its first onsite blood drive, with the Red Cross collecting 60 units of blood. Since then the organization has sponsored about 200+ drives, generating more than 32,000 units of blood and saving potentially tens of thousands of lives.

Learn more about Robert Heinlein and the Heinlein Society by visiting www.heinleinsociety.org.

Please help “pay it forward” by donating blood at WonderCon this weekend.
THE LAST LUMENIAN

By S.G. Blaise

Most princesses need saving. This one will save you.

“A terrifically entertaining, complex and original fantasy.” — Kirkus Reviews
“A terrifically entertaining, complex, and original fantasy.”
— Kirkus Reviews

“Author S.G. Blaise has crafted a fantastic escape from reality which is beautifully easy to fall into but very hard to let go of at the close.”
— K.C. Finn from Readers’ Favorite

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</thead>
<tbody>
<tr>
<td>AM 10</td>
<td>Game Pitch Review</td>
<td>Z2 Comics Portfolio Review</td>
<td>Bringing Spider-Man &amp; Batman to Life Through VFX</td>
<td>Everyone’s a Critic</td>
<td>Reading and Writing Our Feelings</td>
<td>CAC #4: The Paper Dolls of Jackie Ormes</td>
<td>Mythology of Final Fantasy</td>
<td>Your Favorite Fandom on the Tabletop</td>
<td>No Tow Trucks Beyond Mars</td>
<td>Survivor’s Guide to Building A Brand</td>
<td>Bulky Cosplay on a Budget</td>
<td>Behind The Scenes Of The Quest</td>
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<tr>
<td>PM 2</td>
<td></td>
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<td>Spotlight on Kevin Eastman</td>
<td>The Writer’s Journey</td>
<td>Fantasy Fiction</td>
<td>Marvel Draw! Live</td>
<td>Engaging Students with Comics in the Classroom</td>
<td>Spotlight on Gene Luen Yang</td>
<td>How to Get News Coverage</td>
<td>Making a Living Being Creative</td>
<td>@SuperheroIRL: Your Turn!</td>
<td>The VFX of Doctor Who</td>
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<tr>
<td>PM 3</td>
<td></td>
<td></td>
<td>Her Universe Fashion Show Update</td>
<td>Out-of-This-World Character Creation</td>
<td>Level Up: Creating An RPG Empire</td>
<td>Creators, Assemble!</td>
<td>CBLDF: Defending Comics Today</td>
<td>Empower Young People</td>
<td>Super Dimension Fortress Macross: Then and Right Now</td>
<td>Black Veterans in Animation</td>
<td>Star Wars &amp; Fandom</td>
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</tbody>
</table>

**Comics Art Conference**

- CAC #4: The Paper Dolls of Jackie Ormes
- CAC #5: Defining Comics Pedagogy
- CAC #6: Marvel SuperHeroines At Work
- Mythology of Final Fantasy
- Empathy and The Anti Hero
- Writing Comics and Animation
- Disneybounding
- Immortal Studios: Birth of a Storyverse
- Spotlight on Gene Luen Yang
- No Tow Trucks Beyond Mars
- Storytelling Across Mediums
- Designing Sci-Fi, Horror, & Comic Book Film and TV
- Nuestras Historias: Latinx Películas y Televisión
- How to Get News Coverage
- Super Dimension Fortress Macross: Then and Right Now
- Making Magic in Legendary YA Worlds and Beyond
- @SuperheroIRL: Your Turn!

**For Children's Film Festival Times and Program Information, See Page 28**
| ROOM 204C | Comic Pitch Review | Comic Creator Connection |
| ROOM 206B | Array Crew: Creating Inclusive Film & TV Sets | The Women of Middle-earth | Law of Peacemaker | Bat in the Sun | Marvel Cinematic Universe TV Battle Brackets |
| ROOM 207 | Crowdfunding | Tarzan, Jane Porter, and the Edgar Rice Burroughs Universe | Got What It Takes to be a Hardcore Collector? | The Nearest Stars Within 100 Light Years | Local E-Gaming: Building a Community |
| ROOM 208 | Process Hex: How to Make Your Own Short Comic | Heavy Metal Stable | ZRock Comics: A New Beginning | From First Draft to Getting Staffed | Selling The Hit: The Stunt Industry |
| ROOM 209 | The Secrets of Observational Drawing | Keeping Secrets | Storytelling For Change | Leathercraft for Cosplay and More |
| ROOM 210 | Spotlight on Becky Cloonan | Art as a Career: Babs Tarr | Nerdy Finance: Tax Tips to Keep Your Money | The Power of Color: Race Swapping | On the Mic Podcast LIVE from WonderCon |
| ROOM 211 | Empower Young People | Family Values | Honoring AAPI Voices in Pop Culture | LARPS: Creating New Outlets for BIPOC Comics | Klingon Lifestyles the WonderCon Year |
| ROOM 212 | Enter the Latina Superhero | R2 Builders | Stranger Things: The Dungeons & Dragons of Life | Psychology of Cult TV Shows | Trivia for the Rest of Us |
| ROOM 213 | Adventures in Voice Acting for Anime | Antagonists, Villains and Monsters, Oh My! | VFX AMA | The Mighty Crusaders |
| ROOM 214 | Star Wars & Fandom | The Arkham Sessions: Psych of The Batman | Gay Geeks and Where to Find Them | Adapting Famous Books and TV for Comics | Turn Your Fandom Into Cash |
| ROOM 215 | Los Angeles International Children’s Film Festival |
| ROOM 216 | Prime Video: Undone | Behind The Scenes The Boys Presents: Diabolical | The 2022 WonderCon Masquerade |
| ROOM 217 | If Bigfoot is Out There... | AMC’s Fear the Walking Dead | X-Men Fandom Panel | Z2 Comics: Back in Smoke: 50 Years of Cheech & Chong | Lumpia with a Vengeance WonderCon Premiere Screening |
### Sunday Programs

**Room 204C**
- **Second Level**
- The Writer’s Coffeehouse

**Room 206B**
- **Second Level**
- Art Directors Guild Portfolio Review

**Room 207**
- **Second Level**
- 14th Annual Behind-the-Music
  - The Hero to BELIEVE In
  - How to Create Your Own Novel
  - Behind the Scenes of TV’s Top Sci-fi/Fantasy Shows
  - Law of Star Trek
  - The Enduring Appeal of the Alien Franchise
  - The Future of Doctor Who

**Room 208**
- **Second Level**
- Spotlight on Tula Lotay
  - Spotlight Panel with Skottie Young!
  - Creating Comics For Kids (of All Ages)
  - Coyaest Live
  - Saving Comic Books in Libraries
  - Express Your Inner Superhero

**Room 209**
- **Second Level**
- Writing for Indie Comics
  - Heavy Metal Graphic Novels and Prose Novels
  - The Art of the Comic Pitch
  - Star Trek’s Post-Pandemic Golden Age
  - The Making of a Classic Picture Book
  - Writing for Kids
  - Storyboarding: The Ins and Outs

**Room 210**
- **Second Level**
- Creativity Through Fairy Tale Retellings
- CAC #7: Centering Silenced Voices
- CAC #8: Eisner Awards Comics Historiography
- CAC #9: Comics Reflecting & Refracting Culture
- How to Be a One-Person Comic Book Company

**Room 211**
- **Second Level**
- The Christian Comic Arts Society Meeting
  - Gorilla Tales With Don McLeod
  - CBLDF: Leading the Charge Against Censorship
  - Spotlight on Michael A. Stackpole
  - I’m in the Nerd Business
  - Spotlight on James Rollins
  - Perfecting & Pitching the Picture Book

**Room 213AB**
- **Second Level**
- Building a World of Immersive Entertainment
  - Pop Culture Fantasy Draft
  - Make Mine Ultimal (Redux)
  - Honesty and the Written Word
  - 8 Decades of Archie at Comic-Con Museum
  - WonderCon Talk Back

**Room 213CD**
- **Second Level**
- 3D Printing Cosplay 101
  - Disney Bounding 101
  - How to Make Halo Armor and Props
  - Over 30 Cosplay
  - Teaching Comics Literacy
  - The Importance of Online Branding and Professionalism
  - Full-Time Creative Work on a Part-Time Schedule

**Room 300B**
- **Third Level**
- Women’s Color Code
  - Comic Book Skills/Video Game Career
  - Career Paths into Game Development
  - The Making of a Tabletop Game
  - Steampunk Variants Across the Multiverse
  - Where Do Ideas Come From?
  - Naming Kids (& Other Things) the Geek Way

**Room 300D**
- **Third Level**
- Developing the Future of the Entertainment Industry
  - Teaching & Learning with Comics
  - Comic Books And Music
  - LGBTQ+ Representation in Animation
  - Extraordinary POC and the TTRPG World

**Room 303AB**
- **Third Level**
- Los Angeles International Children’s Film Festival

**North 200A**
- **Second Level North Building**
- The Bob’s Burgers Movie
  - First Look at The CW’s Tom Swift
  - Hulu Original Comedy Series Woke
  - Kung Fu
  - TV Guide Magazine’s 2022 Fan Favorites
  - Shudder’s Cursed Films

**North 200B**
- **Second Level North Building**
- Robotech
  - 100 Years of Visual Effects
  - William S. Clausen USO History & Fiction
  - Celebrating 29 Years of Power Rangers
  - Dr. Horrible’s Sing-Along Blog

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*For Children’s Film Festival Times and Program Information, see page 28*
**ANIME PROGRAMS**

**FRIDAY**

**ROOM 205A ANAHEIM CONVENTION CENTER (LEVEL 2)**

- **12:30** Tanorino Seki: Kun, The Master of Killing Time
- **12:40** Galaxy Angel
- **12:55** Mahoraba Heartful Days
- **1:20** His and Her Circumstances
- **1:45** My Teen Romantic Comedy SNFU
- **2:10** Haruka Nagasaki’s Secret

- **2:35** Real Girl
- **3:00** Fruits Basket
- **3:25** Galaxy Angel
- **3:40** Hayate the Combat Butler
- **4:05** Yashahime Princess Half Demon
- **4:30** Rin-Ne

- **4:55** All Purpose Cultural Cat Girl Nuku Nuku TV
- **5:20** El Hazard The Wanderers
- **5:45** Food Wars!
- **6:10** Nagasarete Airantou
- **6:35** Usagi-chan Wants to Hang Out!

**ROOM 205B**

- **12:30** Battle Athletes Victory
- **12:55** Aika The Natural
- **1:20** Comet Lucifer
- **1:45** Martian Successor Nadesico
- **2:10** Majestic Prince
- **2:35** Dai-Guard

- **3:00** World Trigger
- **3:25** Hi-Fi! Seha Girls
- **3:40** The Third The Girl with the Blue Eye
- **4:05** Star Blazers: Space Battleship Yamato 2199
- **4:30** Hunter X Hunter
- **4:55** Seven Senses of the Re’Union

- **5:20** BORJU/R! Don’t Want To Get Hurt So I’ll Max Out My Defense
- **5:45** One Punch Man
- **6:10** Is It Wrong To Try To Pick Up Girls in a Dungeon?
- **6:35** Sorcerer Hunters

**CALIFORNIA A HILTON ANAHEIM SECOND FLOOR**

- **7:15** DD Fist of the North Star
- **7:40** How Heavy Are the Dumbbells You Lift?
- **8:05** Flame of Recca
- **8:30** El-Hazard The Alternative World

- **8:55** K Return of the King
- **9:20** Usagi & Tora
- **9:40** Plunderer
- **10:10** Please Twins!

- **10:35** Nakama My Little Sister is Among Them!
- **11:00** Koi Koi Seven!
- **11:25** Cute Honey Universe*

**SATURDAY**

**ROOM 205A ANAHEIM CONVENTION CENTER (LEVEL 2)**

- **10:30** Di Gi Charat
- **10:55** aikakuen Utopia Manabi Straight
- **11:00** KyoukoSuigisa
- **11:25** Kodocha
- **11:50** Tanorino Seki-Kun: The Master of Killing Time
- **12:00** Ultra Maniac
- **12:25** Golden Time
- **12:50** Mahoraba Heartful Days

- **1:15** His and Her Circumstances
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- **6:30** Usagi-chan Wants to Hang Out!

**ROOM 205B**

- **10:30** Sherlock Hound
- **10:55** Di Gi Charat
- **11:00** Ms. Vampire Who Lives in My Neighborhood
- **11:25** Tanorino Seki-Kun: The Master of Killing Time
- **11:35** Snow White with the Red Hair
- **12:00** My Next Life as a Villainess All Routes Lead To Doom

- **12:25** Battle Athletes Victory

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**LOS ANGELES INTERNATIONAL CHILDREN’S FILM FESTIVAL**

<table>
<thead>
<tr>
<th>DAY</th>
<th>PROGRAM #</th>
<th>Title</th>
<th>Year</th>
<th>Runtime</th>
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<tr>
<td>FRIDAY</td>
<td>Program #1</td>
<td>Short films for all ages</td>
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<td>Program #2</td>
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<td>Program #3</td>
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<td></td>
<td>Program #11</td>
<td>Short films for all ages</td>
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*Due to some mature content, no one under 18 will be allowed into the anime rooms after 10:00 pm unless accompanied by a parent or guardian.*

www.wondercon.org
## GAMES SCHEDULE

### FRIDAY

<table>
<thead>
<tr>
<th>TIME</th>
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<tr>
<td>10:00</td>
<td>Villains &amp; Henchmen!</td>
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<tr>
<td>10:00</td>
<td>Paint &amp; Take Miniatures Painting Class: Starter 101</td>
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<tr>
<td>10:00</td>
<td>Yu-Gi-Oh Convention Sealed League</td>
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<tr>
<td>10:00</td>
<td>Pokemon Convention Sealed League All Day Play</td>
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<tr>
<td>10:00</td>
<td>Magic Sealed Convention League All Day Play</td>
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### SATURDAY

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<td>Code Names Disney</td>
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<tr>
<td>11:00</td>
<td>A Song of Ice and Fire - ASOIF-TMG</td>
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<tr>
<td>11:00</td>
<td>Magic Sealed Convention League</td>
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### HOSPITALITY SUITE

Relax, network, have fun and meet friends at the WonderCon Anaheim Hospitality Suite from 7:00 to midnight, Friday and Saturday!
WonderCon programming is as robust and diverse as ever, with panels including comics publisher presentations, movie and TV series events, animation, workshops, seminars, and much more. There is something to geek out about for everyone! On Friday and Saturday, the program schedule extends into the evening hours for some special nighttime programs, including some hilariously geeky interactive panels. On **Friday evening in North 200A**, catch an advance look at never-before-seen clips from *Constantine: The House of Mystery* during the DC Showcase Animated Shorts panel starting at 6:30. After the DC Showcase Animated Shorts presentation, stick around for the one-and-only Kevin Smith! Kevin returns to WonderCon as a Special Guest to host his popular WonderCon and Comic-Con fan-favorite panel, **An Evening with Kevin Smith at 7:30 in North 200A**. On Saturday night at 7:30, the WonderCon Masquerade will be held in North 200A. For more information on that event, see page 30. 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 2022 as of press time. For last-minute additions and changes, please check the schedule posted in front of each room's entrance or the programming pages on the WonderCon website. This year's programming 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 300B and 300D on the third level. Returning this year is our presence in the Anaheim Convention Center expansion, in the North Building. Programming will be available in Rooms North 200A and North 200B, covering comics, movies, animation, television, and all the topics your nerdy heart desires!

The complete list of program descriptions begins on the next page, starting with Friday's events. Names appearing in bold in these descriptions are scheduled to appear on stage. But don't be surprised if a couple of surprise guests show up. This schedule and people appearing on panels are subject to change.

Returning for WonderCon 2022 is Room 204C, home of the Comic Pitch Review and the Comic Creator Connection on Friday and Saturday at 6:00 and 7:00, respectively. It will also house the Game Pitch Review and the Gaming Creator Connection on Saturday, at noon and 2:00, respectively. Plus, on Sunday 204C will host a great author-led event, The Writers’ Coffeehouse, led by author Peter Clines (Paradox Bound, Ex-Heroes).

Room 206B features Portfolio Reviews by various companies, including Her Universe, Z2 Comics, BiggerBoxModels, and the Art Directors Guild.

Room 303AB is the home of the Los Angeles International Children’s Film Festival, featuring films for kids of all ages all weekend long (see page 51 for a complete schedule). Rooms 205A and 205B showcase the best in Anime screenings (see page 51 for the complete schedule and page 83 for film synopses), which moves to the Hilton Anaheim, California A (Second Level) at night.

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

2:00–3:00 | Diversity in Film, TV, Games, Comics: How YOU Can Help—Speakers share their inspirational career paths into the entertainment industry and discuss issues of diversity and representation for women, ethnicities, LGBTQ+, and more. Panelists include Nhut Le (Judsonmaster actor from Peacemaker) and Anne Toole (writer, Horizon Zero Dawn game and Women of Marvel comic). Moderated by Kevin Winston (Digital LA). Room 207

2:00–3:00 | Publishing Works of Queer Triumph in a Heteronormative Society—YA authors Zabé Ellor (May the Best Man Win), Carly Heath (The Reckless Kind), Naz Kutub (The Loophole), Emery Lee (Meet Cute Diary), Alexandra Overy (These Feathered Flames), and Sonora Reyes (The Lesbian’s Guide to Catholic School) discuss the rewards and challenges of publishing books with queer representation and offer tips for creators on helping queer kids feel seen in literature. Room 209

2:00–3:00 | Comics Arts Conference Session #1: Focus on Elliot S! Maggin—How does a single essay in college turn into a groundbreaking career in comics? WonderCon special guest Elliot S! Maggin has written some of the greatest Superman stories, including the classic “Must There be a Superman?” Fans have adopted Miracle Monday from his Superman novel Miracle Monday as a day for a celebration of the Man of Steel. His influential works include hundreds of comic book stories, television scripts, stories for film, animation, and more. Join this living comic book character for an exploration of his education, career, and views on the industry. Travis Langley (The Joker Psychology: Evil Clowns and the Women Who Love Them) moderates. Room 210

2:00–3:00 | Spiritual Themes in Comics—With continued emphasis on spiritual themes in comics, television, and movies such as WandaVision, Loki, and The Eternals, this panel examines how these spiritual themes influence the entertainment industry and impact contemporary culture. Panelists include Jessica Tseang (historian), B Dave Walters (actor, writer), Travis Hanson (Beanleaf Press), Alexander James, Scott Marcano (Diablo Publishing), and Kyle Keene (moderator). Room 211

2:00–3:00 | Spotlight on Michael Cho—Artist Michael Cho (Spider-Man) discusses his career, how he got into comics, and his artistic process in illustrating covers for Marvel, DC, and others. Also features a Q&A session and some light NBA basketball anecdotes. Moderated by Alex Hoffman. Room 213CD

2:00–3:00 | Comic-Con Museum: From Sensational to Amazing!—The Comic-Con Museum had its soft opening in November and announced its grand opening for July 2022. Join Museum executive director Rita Vandergaw, senior director of programming Eddie Ibrahim, Museum exhibits & programming consultant Chris Ryall, and some very special guests as they share exciting plans in store for the Museum. Be among the first to get the inside scoop, and be prepared for a very special announcement! Room 300B

2:00–3:30 | 22nd Annual Animation Show of Shows—Ron Diamond (curator, producer) presents the WonderCon 2022 world premiere of this annual collection of incredible animated shorts. Diamond will moderate a postscreening Q&A with Jo Meuris (director, animator). The Animation Show of Shows is a 501(c)(3) not-for-profit that brings hand-picked selections of notable international animated shorts to the public, at colleges and universities, and at leading animation studios, media, game, and tech companies. North 200A

2:00–9:00 | Children’s Film Festival—The annual Los Angeles International Children’s Film Festival begins three full days of short films from around the world for all ages, featuring animation, live-action, and documentary. Animators and filmmakers will talk to the audience following their films, including advice for kids on how to become a professional animator or filmmaker. Room 302AB

2:30–3:30 | David A. Robertson on Indigenous Representation and Appropriation in Comics—WonderCon Special Guest David A. Robertson hosts a conversation about the historic representation of Indigenous people in comics. Dive into some of his comics and how they address this issue and promote positive and accurate representations of Indigenous people in comics. Room 208

2:30–3:30 | Fierce Reads, Fierce Females—Looking for your next high-stakes read? Authors will discuss stories about women warriors and epic adventures, ancient-Mesoamerica-inspired feminist fantasy, and young women fighting to save an indie bookstore. Mary Pearson (Morrighan), Lizz Huerta (The Lost Dreamer), and Aminah Mae Safi (Traveler’s Along the Way) talk about their recent and upcoming female-driven books. Moderated by Adalyn Grace (All the Stars and Teeth). Room 213AB

3:00–4:00 | Her Universe Portfolio Review—Are you looking to submit your designs to the Her Universe Fashion Show? Or just want to get into the business of fashion? Share your portfolio with industry professionals from Her Universe and Hot Topic. Get tips and advice on how to best prepare your fashion portfolio. All ages are welcome. Room 206B

3:00–4:00 | Voice Actors Improv Blast-Off!—Join ASIFA-Hollywood and your host Lex Lang (Star Wars Resistance, The Batman) as he and your favorite voice actors “blast-off” to uncharted territories of comedy, characters, surprise guests, audience participation, and more. This panel is the perfect opportunity to watch and hear the very best in the business stretch their talents in improv and other surprises live. Room 207

3:00–4:00 | Adora and the Distance with Marc Bernardin—Host Chip Mosher (head of content, Comixology Originals) talks to Marc Bernardin about his new book from Dark Horse, Adora and the Distance, created with artist Ariela Kristantina. A fantasy adventure that has its own twists and surprises, it’s a story that is familiar and unexpected in star-
3:00–4:00 | Comics Arts Conference Session #2: Batman by the Books: Why Analyze Superheroes?—Not every book about a superhero is a comic book or even fiction. Experts unite to discuss their books on Batman and other superheroes, including reasons for analyzing these fictional characters and their impact on the real world. Why do they fascinate us? What does that fascination say about the fans? For that matter, what does it say about authors who choose to write about fictional persons who don masks and punch crooks? Dr. Travis Langley (Batman and Psychology; The Joker Psychology) looks at the psychology of Batman and the success of comic book stories that made the Dark Knight an enduring icon. Dr. Peter Coogan (Superhero: The Secret Origin of a Genre) discusses what superheroes really are and why people want to know more about them. Room 210

3:00–4:00 | How Comics Influence STEAM, Social Justice, and Equality—Chris Garcia shares how movies like Black Panther can be used by teachers as resources to analyze the physics of sci-fi movies, giving students opportunities for inquiry. They also raise the opportunities for discussions about minorities, women as scientists, and navigating equality within the fight of good vs. evil. This type of learning environment allows one to foster and facilitate equitable conversations among civil rights, social justice, and STEAM. Room 211

3:00–4:00 | Riding the Whirlwind: Women Producers in Video Games—Panelists discuss the changing game industry and the women that have been leading the charge at the Game Studios. Hosted by Susan Adams (former executive producer, Global Production of Blizzard Activision, Warcraft/Call of Duty). Room 213CD

3:00–4:00 | Disneybounding—Disneybounding is a unique way of expressing your personal love of Disney through the art of fashion. Fans use clothes to re-create the outfits of their favorite Disney character without crossing over into the costume realm. Panelists are here to help with some Disneybounding tips to get you started. Room 213CD

3:00–4:00 | A Hero’s Journey with Cardboard Superheroes and S.E.A.R.C.H. Your Voice—Connor Lee (co-founder of Cardboard Superheroes) and Bauer Lee (co-founder of Cardboard Superheroes and founder of S.E.A.R.C.H. Your Voice) will present and discuss their completed 8-foot tall life-sized cardboard Hulkbuster! They will discuss the history of Cardboard Superheroes including their journey of building life-sized cardboard models such as Iron Man, Wonder Woman, Groot, and more! Also, they will take you through projects like the Pop-Culture STEAM Curriculum in collaboration with the Comic-Con Museum, share tips on how you can build your own superheroes, and share their plans for the future. A Q&A session will be held with a chance to win free life-sized cardboard Thor hammers! Room 300B

3:00–4:00 | Behind the Scenes of the Making of the Iconic Borg Queen from Star Trek: Picard—Actress Annie Wersching, who brilliantly brings new life to the Borg Queen in season 2 of Star Trek: Picard, discusses what it was like taking on this iconic role. Annie will be joined by the Emmy Award–winning prosthetic makeup team from the show, including James Mackinnon (makeup designer and department head of prosthetics) and Neville Page (senior creative designer), who designed and created the new look of the Borg Queen this season. Star Trek: Picard is produced by CBS Studios and streams exclusively on Paramount+. North 200B

3:30–4:30 | Spotlight on Sarah Kuhn—As a prolific writer of prose, comics, and other assorted words, Sarah Kuhn (Heroine Complex series; From Little Tokyo, with Love) has created many beloved stories in the worlds of fantasy, superheroes, and romance while also writing for such iconic characters as Star Wars’s Doctor Aphra and DC’s Cassandra Cain (Shadow of the Batgirl). Join Kuhn and some of her best writer friends, Jenn Fujikawa (Star Wars: The Life Day Cookbook) and Javier Grillo-Marxuach (The Dark Crystal: Age of Resistance), for an in-depth conversation about creative collaboration, Asian American superheroines and protagonists of color, and all their secret and not-so-secret nerd inspirations. Room 208

3:30–4:30 | Pop Culture vs. The World—When we were kids, our geeky interests seemed limited to a small circle of friends and our imagination. Today, pop culture is touching and influencing every corner of the world. Join a panel of industry specialists as they debate fun fictional topics as well as their IRL equivalent. Topics include racism, gender equality, cancel culture, economic disparity, social justice, and more. Moderated By Tony B Kim (Hero Within). Room 213AB

3:30–4:30 | The Music of Anti-Heroes from Suicide Squad to Brainwave—Everyone is always ready to cheer on the heroes of our stories, but we all secretly love a good villain. Harley Quinn, Peacemaker, and Brainwave all have outstanding music to accompany their diabolical plans. BMI composers Stephanie Economou (Jupiter’s Legacy), Kevin Kiner (Peacemaker), and John Murphy (The Suicide Squad) are the musical masterminds behind some of the most iconic villains. Watch as they discuss their influences in order to bring out the perfect notes for the anti-heroes they score. Moderated by BMI and Chandler Poling of White Bear PR. Room 300D

4:00–5:00 | Animation and Diversity in the Age of Black Lives Matter—Aaron Grizzell (The Black and Brown Comix Arts Festival; Northern California Dr. Martin Luther King, Jr. Community Foundation) hosts Tracy Curry (a.k.a. The D.O.C., NWA), Darius Gainer (Black Representation in the World of Animation, San Diego: Amatil Comics), John Semper (Spider-Man: The Animated Series, Fox Kids Network), Angelique Roché (Marvel Voices; My Super Hero Is Black), Deborah Anderson (Family Guy, The Cleveland Show, Batman: The Brave and The Bold, Scooby-Doo, The LeBrons), and Sean Brown (PECAN Studios). They will discuss their careers in animation, the way the industry has changed, what continues to hamper the industry’s inclusion of more diverse voices, and new projects on the horizon featuring creative talent in storytelling and animation. Room 207
4:00–5:00 | Spotlight on Shannon Hale—Shannon Hale is the New York Times bestselling author of 40 books, including DC’s Amethyst, Princess of Gemworld and Diana, Princess of the Amazons; Marvel’s Squirrel Girl novels; The Princess in Black; Princess Academy; Austenland; and her graphic novel memoir Friends series. Join Shannon for this fun presentation and Q&A! Room 209

4:00–5:30 | Comics Arts Conference Session #3: Comics and Influence—Panelists present different approaches to how comics influence and are influenced by the world around them. J. Scott Jordan (Illinois State University) discusses the collage technique of detournement to consider how comics artists remix the work of others and see their own work remixed in return. Milosz Klosowski (University of Lodz) examines how Neil Gaiman’s Sandman engages and anthropomorphizes Freudian concepts of love and death drives. And Manuela Di Franco (University of Toronto) considers the impact of American adventure comics in Italy during the Fascist era and their influence on the development of modern Italian comics.

4:00–5:00 | CBLDF: Days of Censorship Past: Envisioning a New Defense of Comics—What’s next for comics censorship? In certain respects, recent challenges to comics can seem like a return to the days of Fredric Wertham and the Comics Code, but there are also signs that anti-comics sentiment has evolved. In this panel, the CBLDF and other comics thought leaders will offer their perspectives on how comics censorship has adapted to changing times and what can be done to stop it.

4:00–5:00 | Photography for Cosplayers—Scott Okuna (photographer) discusses cosplayer safety and being a responsible photographer, doing photography at conventions, and ways to improve your photos.

4:00–5:00 | Star Wars Samurai Universe—Moderator Christopher Canole (Dude Vader charity causeplayer) is joined by Nathan Seekerman (cosplay and props designer), Beth Accamando (KPBS host of Cinema Junkie), Brendan Prout (co-founder of the San Diego Star Wars Society), and Rachel Pizzolato (cosplay model: Beauty and Brains with a Twist) to discuss the interconnection and influence of samurai movies, graphic novels, history, philosophy, and cosplay mashups with the Star Wars culture and community.

4:00–5:00 | The Fun Behind Funko!—Hear the ins and outs of Funko in this four-part panel. First up Ben Butler and Sean Wilkinson will discuss all aspects of Funko creative. Second up will be Hilary Gray and Ashley Anderson to discuss all aspects of Funko’s social media. Penultimately, Dave Bere will discuss all aspects of Funko’s creative. Lastly, fun maker Mike Becker will present one of his fan-favorite “Fred Talks.”

4:30–5:30 | Cosplay Makeup: 101—Experts explain what it takes to perfect your cosplay by having great makeup to go with it. It will cover beauty makeup, appliance application, special FX makeup, sculpting, molding, casting, and wig styling. Panelists include Keaghlan Ashley (Face Off Season 7, Face Off All Stars; key makeup artist, Severus Snape and the Marauders), Chrissy Lynn (Bat in The Sun’s Superpower Beatdown, Sideshow’s Queen Gethsemoni from their Court of the Dead series), and Cara Zozula (EW Entertainment Oscars Show, History Channel’s Party Like... series), who have honed their craft in the makeup, film, television, and cosplay photography worlds.

4:30–5:30 | Keeping Secrets—Every memorable book has a reveal, whether it’s a slow burn or a jaw-dropping reveal. What’s the secret to creating a secret? Hear from authors David F. Walker (co-creator/writer, Naomi, Bitter Root), and James Rollins (The Starless Crown) as they explain how to create and keep the best secrets. Moderated by Maryelizabeth Yturralde (Creating Conversations).

4:30–5:30 | Why We Choose to Rewatch—In an era of streaming platforms, we have no shortage of new shows and movies to binge on. We often find ourselves, after scrolling through a homepage, restarting something that we have seen a few dozen times. What could have been seen as lazy is actually a form of comfort. In an uncertain world, we feel certainty and connection to characters that we’ve built relationships with over the years. Jessica Tseang (pop culture speaker) discusses with therapists, writers, television critics, and film historians, about this phenomenon. Experts put to ease any fear that you are behind in keeping up with what’s new in pop culture. You are exactly where you need to be.

4:30–5:30 | Middle-earth! Coming to Your TV This Fall—Join the internet’s longest-running Tolkien Community, TheOneRing.net (TORn) as volunteer staff members Cliff Broadway (host of TORn Tuesday), Kristi Fojtik (founder of Tolkien Forever), and Justin Sewell (producer of TORn Tuesday), along with Abie Ekenazar (actor and producer) discuss the latest news about all things Middle-earth in 2022. With the recent launch of Amazon’s Lord of the Rings: The Rings of Power images and teaser trailer, and images from WB’s upcoming animated War of the Rohirrim, there is a lot to break down and discuss. What news from the Mark? Moderated by Cathy Udovch (special events coordinator for TORn).

5:00–6:00 | Comic Pitch Review Friday—Most creators have no trouble coming up with great ideas for new comics, but they often struggle to speak clearly and concisely about those ideas to other people. Giving a good pitch is a vital skill in bringing your project to life. If you’re someone who wants to get better at pitching your work (and especially if you’re a writer or artist attending the Comic Creator Connection immediately after this event), this is your chance to practice giving your pitch and get some invaluable help from professional writer and speaker coach Douglas Neff. This is not a panel. Rather, Neff conducts 3- to 5-minute individual coaching sessions for as many people as can be accommodated in the scheduled time. Spaces are allotted on a first-come, first-served basis, and observers are welcome.

5:00–6:00 | Hip-Hop and Comics: Cultures Combining—Hip-Hop and comics share numerous connections and exist in constant communication with one another. Rappers and graffiti artists utilize superhero imagery; DJs and producers create universes of sound; comic creators and animators incorporate Hip-Hop’s musical and visual vocabularies. Both forms reconfigure and remix elements, blending styles and genres and inspiring passionate fanbases. Moderator
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Patrick A. Reed brings together an all-star group of artists and innovators to discuss the bonds between these two artistic cultures. Room 207

5:00–6:00 | The Making of The Magic Fish—WonderCon special guest Trung Le Nguyen details the importance of comic books in the classroom, comics as a hybrid language and cultural bridge, and his unusual path to figuring out how to make it all work as a first-time comic author in his debut graphic novel, The Magic Fish. Presentation followed by a Q&A moderated by Nebula Award–winning writer Alyssa Wong (Star Wars: Doctor Aphra, Iron Fist, Extreme Carnage, Shang-Chi Infinity, Overwatch). Room 209

5:00–6:00 | Not-So-Strange Bedfellows: The Relationship Between Comics and Professional Wrestling—Some have called the spectacle of pro wrestling “a comic book come to life.” That is not far from the truth. From the heroics of Hulk Hogan to the anti-heroes of “Stone Cold” Steve Austin and the villainy of Ric Flair, this panel explores the parallels in character development and storyline advancement between these outrageous forms. Featuring Rik Offenberger (First Comics News), Francis Szyszkowski (The Massacre Twins), Scott Lost (The 2nd Shift), Michael Kingston (Headlocked), and Flobo Boyce (The Indelible Silverstreak). Moderated by Joshua Waldrop (Ultima Comics). Room 211

5:00–6:00 | JAKKS Pacific and Disguise Costumes Upcoming Releases—JAKKS Pacific shows an exclusive preview of all the new figures and collectibles releasing in the coming months, including Nintendo, Sonic the Hedgehog, Apex Legends, Disguise Costumes, and more. Jennifer Gracia, Jackie Soto, and Whitney Hatfield from Disguise look at some innovative new costumes coming for this Halloween. Following the preview will be a Q&A with members of the development teams. Room 213CD

5:00–6:00 | Heavy Metal: The Legend Continues—Heavy Metal has been the premier home for science fiction, fantasy, and horror for 45 years, from the magazine to comics to the legendary animated film. Come and meet the team behind forging the future of Heavy Metal. Room 300B

5:00–6:00 | Attack of the Show Documentary Preview—It’s been years since Attack of the Show went off the air, a show that influenced a generation of YouTube fans and fans passionate about video games, movies, and pop culture. But the legacy of the G4TV show continues as the network makes its return. Panelists include Chris Gore (Attack of the Show, Film Threat) and the team behind the film: Bobby Schwartz (Dual Animal Studios), Austin Smith (The Mandalorian), Walter Areas, Anthony Ray Bench, and Phillip Eubanks. See an exclusive preview of scenes from Attack of the Doc, which is set for release later this year. North 208

5:30–6:30 | Aftermarket Sales: A Comic Book Survival Story—Have you ever wondered why comic books are one of the only forms of print media to not only survive but flourish in today’s digital world? Are you surprised to see a once-cover-priced comic sell for hundreds, if not thousands of dollars, years or months later? Would you like to understand the hidden patterns of this unique ecosystem, gained from tracking the values of over 10 million aftermarket sales? The co-founders of CovrPrice.com share how aftermarket sales keep the comic industry alive and thriving. Room 208

5:30–6:30 | Comic Book Law School®: Intellectual Property Basics for Creators and Companies—While it has never been easier as a creator to get your works in front of an audience, this has also made the copying of content (and ideas) easier than ever. Given the rise of crowdfunding, digital publishing, and print-on-demand services, there are more potential pitfalls to navigate than ever. Today’s creators are finding that with great technological power comes great (potential) reward and also greater risk, with thieves gaining an ever-expanding bag of tools to fleece the unwary. Bottom line: You need to know what your rights are before you know how to properly defend your valuable IP. Luckily, Jen Walters, Matt Murdock, Charles Soule, and Wolff and Byrd aren’t the only lawyers available to the superhero set, as WonderCon welcomes back noted IP attorney Michael Lovitz (author of The Trademark and Copyright Book comic book) to discuss the truths (and debunk some urban legends) about protecting your creative capital. He’ll cover topics including the basic rights provided under the U.S. Copyright and Trademark laws; their application to works of authorship, characters, and names and the registration process for each, why written agreements are good, and why not all lawyers are villains. Please Note: The Comic Book Law School® seminars are designed to provide relevant information and practice tips to practicing attorneys, as well as practical tips to creators and other professionals who may wish to attend. However, the seminar is presented for information and entertainment purposes only, and the information presented and opinions expressed at the seminars do not constitute legal advice and should not be relied upon as such. [This program is approved for one (1) credit of California MCLE.] Room 210

5:30–6:30 | Why Diverse Stories Matter: Voices from the BIPOC/LGBTQ+/Neurodiverse Community—A panel of eccentric writers, artists, and mental health therapists hold a lively discussion on why diverse stories matter and why your story matters. How do writers, artists weave their lived experiences into their stories? How do mental health therapists support geeky fans in their therapeutic practices? Lorran Garrison (school psychologist, Little Brainstorm) and Ariel Landrum (therapist, Happiest Pod on Earth) lead a discussion on how pop culture can and should support mental health wellness. Panelists include Mark Nazal (Diwata Komiks), Leo Partible (Nello Bravo Arts), Robert Rice (Demonhunters, Amazon Prime), Tara Madison Avery (Stacked Deck Press), Chance Calloway (Pretty Dudes, Amazon Prime), and Natasha Lee (Insomniac Games). There will be giveaways. Room 213AB

5:30–6:30 | Zombies, Blips, and the Apocalypse: Why Write about Disruptions? From The Walking Dead to Infinity War to the Age of Apocalypse, writers and fans have been obsessed with tales of doom. But why? Dr. J. Scott Jordan (Dark Loops Productions/Illinois State University), John Jennings (ABRAMS Megascopes/University of California, Riverside), Dr. Shelly Clevenger (Joker Psychology/Sam Houston State University), Daniel Jun Kim (The Pop Mythologist/This is the End podcast), and Dr. Tom Bertolotti (Legosophy/Portrait Philosophy) discuss their favorite disruptive tales and try to figure out why we spend so much time thinking and writing about the end of days! Room 300D

FRIDAY PROGRAMS
5:30–6:30 | Tubi’s New Original Film: Titanic 666—Cast and filmmakers in conversation about the making of this Sci-fi/Horror film. North 200A

6:00–7:00 | Z2 Comics: The Graphic Album—The intersection of music and comics has had many moments throughout the rich history of the graphic arts. In recent years, one company has taken this idea and amplified it across genres and fanbases, creating a whole new fan experience and bringing new faces through the doors of comic shops around the world. Some of the biggest names in Hip Hop are on hand for a discussion of how these acts and Z2 Comics are changing the game again in 2022. Room 207

6:00–7:00 | Spotlight on Michael Conrad—Michael W. Conrad is the writer of Wonder Woman, Batgirls (DC Comics), and X-O Manowar (Valiant Comics), as well as his creator-owned work Tremor Dose and Double Walker (ComiXology Originals/Black Horse). Michael takes the stage with ComiXology Originals head of content Chip Mosher to discuss the often-bizarre path Michael has traveled, both as an independent creator and writer of some of the mainstream’s most innovative titles. Room 209

6:00–7:00 | Living Through the Latest Crossover Event . . . Now What?—Tyler Houston (comics and culture expert), Kelley Boston (epidemiologist), Bobbie Jean Garcia (epidemiologist), and Monti Pal (trauma therapist) discuss healing, trauma response, and recovery as depicted in comics and popular media, and how we represent physical, mental, and societal healing in our fictions. Room 211

6:00–7:00 | Nerds with PTSD; Breaking the Mental Health Stigma with Cosplay, Fandom, and Pop Culture—Video games and geek therapy as a whole have become increasingly popular in the mental health field. A panel of licensed therapists and a geek who is battling own difficulties with the mental health field will be exploring how they personally use these in the therapeutic setting and discuss the benefits of geekdom. Room 213CD

6:00–7:00 | Scare Your Children: Horror as Allegory—From scaring kids outright to helping them explore monsters both internal and external, there has never been a better time to find the flavor of horror for the little monster or tween terror in your life. Panelists address the role of their work, its importance, and what resonates. They include Neo Edmund, Wesley Sun, and Sandy King; moderated by Kris Longo. Room 300B

6:00–7:00 | The Nacelle Company: Your New Favorite Toy Company—The Nacelle Company has forged their pop culture brand with shows such as The Toys That Made Us and The Movies That Made Us on Netflix, Behind the Attraction on Disney+, The Center Seat on History Channel, and A Toy Store Near You on Amazon Prime, and that brand now includes toys! Join the Nacelle team for an in-depth look at their slate of upcoming toys, including Robo Force, Power Lords, Marx, and more. North 200A

6:30–7:30 | Celebrating AAPI Voices in Media—Trung Nguyen (artist), Mark Nazal (filmmaker), Leo Partible (comic book creator, filmmaker, Nello Bravo Arts), Ariel Landrum (therapist), Stefanie Bautista (educator), and Lorran Garrison (school psychologist and co-author of Little Brainstorm) come together to lift the voices of AAPI creators, AAPI representation, and their hopes for AAPI media in the future. Room 208

6:30–7:30 | Figure Drawing for Popular Media—Emilio Soltero, Ph.D. (Draw the Line; John Buscema: A Life in Sketches) presents a primer on drawing the figure for popular media, including drawing for comics and character design. The focus will be on anatomy and figure drawing. Room 210

6:30–7:30 | Mold/Resin Making, 3D Printing, and FX Techniques—Learn techniques from Fon Davis (25-year veteran of miniature VFX who has worked on over 25 movies including the Star Wars series and Guardians of the Galaxy), Brooke Wheeler (district manager for Reynolds Plastics with years of experience in resin and its applications), Sam Girgis (owner of BiggerBoxModels with experience using CAD systems and a unique focus on the 3D Printing environment), and Don Westos (director of prop fabrication/mold making for Productions/Strategic Operations). Room 213AB

6:30–7:30 | Make Mine Mecha: History of Giant Robots—From the early days of Tetsujin-28 to the inescapable Evangelion, super robots have defined anime. Jared Griego (Eat the Magic, Dapper Bard’s Tavern) will explore the long-time history of the super robot genre spanning from the late 1960s to the modern day and how each title built the world of giant robots fighting monsters (and other robots). Moderated by Scarlet Aznable (Convention Tea, published cosplayer). Room 300D


7:00–9:00 | Comic Creator Connection Friday—Are you a writer with a great idea for a comic book series, but you can’t draw? Or maybe you’re an artist looking to illustrate an incredible story, but you can’t write. Comic Creator Connection is a fast-paced networking event that puts writers and artists together to help them meet new creative partners. Here’s how it works: In a two-hour period, writers and artists will sit down across from each other at a table. (And by artists, we mean pencilers, inkers, colorists, etc.—all are welcome!) Then, in five-minute sessions, you will talk one-on-one with each other about your ideas and skills. At the end of each five-minute period, you will get up and move on to the next person. If you’re interested in furthering the conversation, you’ll exchange contact information. Sign-ups are taken in advance for this event, but space may still be available on site. Room 204C

7:00–8:00 | Write Here, Write Now: Getting Your Work into Print and Film—What does it take to get your writing published? What about seeing it on film, whether on the big screen, television, or online? Authors and screenwriters share anecdotes, tips, and wisdom as well as their experiences in the challenges, thrills,
7:00–8:00 | Creeps, Cults, and Crimes—We love to hate them and hate to love them, but what draws us to the darker aspects of humanity? Justine Mastin (Starship Therapise, Dark Side of the Mat podcast) hosts Kimberly Arnold (A Date with Dateline podcast), Dr. Shelly Clevenger (chair, Department of Victim Studies, Sam Houston State University), Dr. J. Scott Jordan (Dark Loops Productions, Illinois State University), and Kat Rebar (Dark Side of the Mat Podcast) to explore our fascination with the dark side and what this can teach us about ourselves and the world around us. Room 211

7:00–8:00 | The Knee Bone’s Connected to the Something: Bad Medicine in TV and Film—Johnny Kolasinski and Dr. Jackson Vane, the creators of Hi Everybody! A Bad Medicine Podcast, have assembled a team of physicians to discuss some of the most glaring mistakes—and unexpected successes—in Hollywood’s depictions of medicine, injuries, and how the body works. Room 213CD

7:00–8:00 | Michael Grumley UFO Fact and Fiction—Bestselling author Michael C. Grumley explores the fact and fiction of UFOs and UAPs (Unidentified Aerial Phenomena) in history, literature, and pop culture and how alien phenomena impact his popular Breakthrough and Last Monument book sagas. He is joined by Clydene Nee (CCI Artists Alley coordinator) and moderator Gina Smith (GLS Entertainment Services). North 208B

7:00–8:00 | Doctor Who: Science and History—In all of time and space, the Doctor has witnessed (and influenced) major historical events. The Doctor is also a scientific and technological genius, comfortable talking to scientists across the galaxy. Order of Gallifrey members Alex Bagosy (archaeologist/historian) and Justin Daube (science teacher) explore some of the real-world science and historical events covered by Doctor Who. Room 300B

7:30–8:30 | The Panel with Kevin Smith!—The world’s worst Kevin Smith salesmen tries to sell you on Kevin Smith as a person, podcaster, pop culture commentator, writer, director, and general nuisance! Come hear and see a little Clerks III! North 200A

7:30–8:30 | Causeplay: In Service to Others—See how cosplayers and prop builders serve their communities through their love of pop culture. Hear about their experiences, learn how to join organized groups, learn about some of the organizations that receive help, and find out how to get involved in service efforts. By using skills one already has and sharing them with others, people can help others have a better day. Room 208

7:30–8:30 | How to Get People to Stop at Your Booth!—Robert Ly ( experiential marketing, creator, writer) teaches exhibitors how to make the most out of their time exhibiting at a convention. Robert has 12 years of experience in the experiential marketing industry and is an exhibitor himself. He will discuss techniques for approaching attendees, elevator pitches, data collecting, booth/table etiquette, and getting the sale. Room 210

7:30–8:30 | Psychology of Fanfiction, Fandoms, and Shipping—Shipping describes pairings of favorite characters into relationships (romantic/platonic). Ships come in many forms: slash (Kirk/Spock), hybrid names (Tarlo), and OTP (Destiel). They are often featured in fanfiction where same-sex, poly, and rivalry relationships are discussed with the affection usually reserved for heterosexual couples. April Fugett, Ph.D. (interim executive director center for teaching and learning; professor, Marshall University), Britani Black, Psy.D. (assistant professor, Marshall University School of Medicine), Keith Beard, Psy.D. (professor, Marshall University), Morgan Kinsey, and Liberty Kinder (Marshall University) explore how love and fandoms impact ships from across a variety of genres from those who identify as fanfiction readers and writers. Room 213AB

7:30–8:30 | Slaying Real Monsters and Building Communities Through Role-Playing Games—Through TTRPGs, we have the power to build supportive communities, explore mental health issues in a secure environment, and raise awareness (and funds) for important charities and causes. Panelists Andrew J. Alandy (actor/streamer), Utahime Cosplay (cosplayer/streamer), Beth the Bard (D&D streamer/supplemental creator), and Jay Casual (writer/game designer) discuss strategies, tech, safety tools, therapeutic and educational applications, and continuing to build all-inclusive, welcoming TTRPG spaces. Moderated by Dan Wood (Creators Assemble, comics librarian). Room 300D

8:00–9:00 | Unnecessary Debates—Want to hear funny people debate things you thought should never be debated? Come watch debaters like Jenny Jaffe (writer, Big Hero Six/True Story), Diana Toshiko (actress, ABC Discoveres: Los Angeles Talent Showcase), Derrick Murray (comedian/host, Jack of All Nerds Show), Lemar Harris (comedian/podcaster, Most Extreme Ranking Challenge), Bettiegeek (cosplayer/podcaster), and Ryan Omega (streamer/host, Life.Action.Roleplay), and learn something new! Hosted by Tyler McPhail (host/podcaster, Most Extreme Ranking Challenge). Room 209

8:00–9:00 | You Can’t Do That Anymore Podcast: Does the Villain Need to Die?—Blake Schultz, Anastasia Washington, and Terrence Tatum with Ed Greer and Jamie Jirak discuss how the superhero movie genre has handled its villains over the years. Do they always need to die, or can they be rehabilitated? How often do the villains have relatable ideas but take them to the extreme, and why does it make the movies stronger? Room 211

8:00–9:00 | Colonials Film, Cast Q&A, and Card Game—Colonials, a sci-fi action film, video game, card game, and comic book, is coming to you this year. Cast members Sean Kanan (actor, Karate Kid III), Allie Ayers Lindsey (actress, Sports Illustrated model), Greg Kriek (actor, Black Mirror), Jon Provost (actor, Lassie), and Daniel Roebuck (actor, Star Wars Jedi: Fallen Order) take you behind the scenes. Moderated by Joe Bland (producer). Audience members will have a chance to win Colonials trading cards. Room 213CD

8:00–9:00 | StreetPass OC: Nintendo Quiz Bowl III—Kiet Pham, Ryan Lu, and Adam Shere host a fun night of Nintendo-themed trivia. Do you have what it takes to be a master? Do you have the skills to be number one? Team up with fellow Nintendo fans and compete to win some awesome prizes. Because it is dangerous to go alone! Room 300B
Evoking “the center of mystical convergence” established in Buffy the Vampire Slayer, our exciting new event name reflects the unique intimate-by-design convention model our team employs. Our weekend event draws travelers from all over the world. Like The Hellmouth itself, “things gravitate towards it ...that you might not find elsewhere.”

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JUNE 3–5 2022

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AND MORE GUESTS TO COME...
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Workshops & Panels! Games!
Cosplay & Contests!
Cocktail Mixers (21+)
Shopping & Art!
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TheHellmouth.org
WonderCon Anaheim offers Portfolio Reviews by the companies and individuals listed below. While you may not get a job offer, you will get an honest appraisal of your work and feedback that will help you in the future.

All Portfolio Review sessions take place in Room 206B on Level 2 of the Anaheim Convention Center.

**FRIDAY**

**3:00–4:00 | Her Universe Portfolio Review**—Are you looking to submit your designs to the Her Universe Fashion Show? Or do you just want to get into the business of fashion? Come and share your portfolio with industry professionals from Her Universe and Hot Topic. Get tips and advice on how to best prepare your fashion portfolio. All ages are welcome. Room 206B

**SUNDAY**

**3:00–4:00 | Cosplay Portfolio Review**—Bring your project or design for feedback on how you can build it, sew it, or craft it, and the resources to make it amazing. Panelists Andy Holt, Julia Jenkins, Sam Girgis, Anna Yeutter, and Don Wistos will answer all your prop- and cosplay-related questions—free of judgment. Whether you want to work on a single prop to complete your cosplay or want to execute that full look that you’ve dreamed of, they’re here to help. Room 206B

**SATURDAY**

**12:00–1:00 | Z2 Comics Portfolio Review—Rantz Hoseley and Josh Bernstein** (Z2 Comics senior editor and senior vice president), who have collaborated on graphic novel projects with Anthrax, Tori Amos, Gorillaz, and more, will critique artwork and offer advice on building a portfolio. Room 206B

**1:30–2:30 | Art Directors Guild Portfolio Review Saturday**—Senior illustrators from the Art Directors Guild, IATSE Local 800 Tim Burgard (Hawkeye), Trevor Goring (Robopocalypse), Marc Vena (Bumblebee), and Janet Kusnick (Jungle Cruise) will offer inspiration and practical suggestions on the work of those in pursuit of a Hollywood art department career. Room 206B

**SUNDAY**

**1:30–2:30 | Art Directors Guild Portfolio Review Sunday**—Tim Burgard (Hawkeye, Dolemite Is My Name) and other senior illustrators from the Art Directors Guild, IATSE Local 800, will offer inspiration and practical suggestions on the work of those in pursuit of a Hollywood art department career. Room 206B
10:00–11:00 | Bringing Spider-Man and Batman to Life Through VFX—Filmmakers from VFX studio Crafty Apes Andrew Kalicki (visual effects producer, The Batman), Bobby Tucker (visual effects producer, Spider-Man: No Way Home), Josh LaCross (visual effects supervisor, Moon Knight), John Brubaker (visual effects supervisor, The Batman), and Jon Balcome (CG supervisor, Spider-Man: No Way Home) provide fans with the ultimate experience by diving into the creation of iconic superhero films and taking the audience through a behind-the-scenes journey into the action. Room 207

10:00–11:00 | Reading and Writing Our Feelings: How Emotions About the Real World Affect Consuming and Creating Art—The past couple of years have been a lot, calculated by just about any category. Science fiction/fantasy authors Ryka Aoki (Light from Uncommon Stars), Lizz Huerta (The Lost Dreamer), and Jordan Ifueko (Redemptor), Sarah Kuhn (Hollywood Heroine, WonderCon special guest), and Aminah Mae Safi (Travelers Along the Way) discuss the potential effects of events and emotions on their creative choices with Maryelizabeth Yturralde (Creating Conversations bookstore). Room 209

10:00–11:00 | Mythology of Final Fantasy—Jared Griego (Eat the Magic, Dapper Bard’s Tavern) discusses world mythology and pop culture references that have inspired the popular Japanese RPG series Final Fantasy. He explores myths and legends from the east and west, the fantastic and mundane, that ensure the fantasy worlds that have given us countless hours of gameplay will never be final. Moderated by Scarlett Aznable (Convention Tea, published cosplayer). Room 211

10:00–11:00 | No Tow Trucks Beyond Mars—David Rosing (JPL Mars Sample Return System engineer), Michael Lashore (JPL Mars Perseverance Sampling and Caching Team), and Rhonda M. Morgan (JPL Technologist, NASA HabEx Concept) discuss how we go boldly where there’s no one around to fix it. Hear stories from the trenches of the heartbreaks, close calls, and adventures of real-life solar system exploration. Room 213CD

10:00–11:00 | Survivor’s Guide to Building a Brand—We’ve made it through the worst part of the pandemic—now what? In today’s reality, not only has content changed but consumers and creators have changed as well. Join the original Build A Brand panelists from 2019’s WonderCon as they discuss how their brand survived over the past three years and the bold moves that prepared them for the future. Their purpose is to inspire you to take the next big step in your artistic career. Moderated by Tony B Kim (Hero Within), with Rachel Litfin (author), Ivy Doomkitty (cosplayer), and Elvin Zuleta (media manager). Room 3008

10:00–11:00 | We Are Groot: Large/Bulky Cosplay on a Budget—Joe Queen (2017 D23 Costume finalist, SDCC Comic-Con@Home 2021 Masquerade winner), Lucas Queen (2020 Live with Kelly and Ryan Halloween Costume winner and Comic-Con@Home 2021 Masquerade winner), Brian Slape (costume and prop builder), Jeannie Lopez (Comic-Con@Home 2021 Masquerade winner), Peyton Slape (cosplayer), and Josh Cole (cosplayer) discuss how they built their Adult and Baby Groot costumes on a limited budget (using thrift store and local hardware items, swim noodles and various types of foam). They will also share construction tips to inspire you to make an epic costume without breaking the bank. The panelists will show how they used these techniques to make a 7’4” Gladiator Hulk costume and a Princess Ariel wheelchair costume for a special needs child through the Magic Wheelchair nonprofit organization. Room 300D

10:00–11:00 | 30th Anniversary with Rob Liefeld—Comicbook legend Rob Liefeld (creator, Deadpool, Cable, X-Force) celebrates the 30th anniversary of Extreme Studios (formed locally in Orange County), which launched the new era of comics. Its first title, Youngblood, became the first independent (non-Marvel/DC) title to be a number-one bestseller, with over 1 million copies sold. Other Extreme titles include Badrock, Bloodstrike, Brigade, Team Youngblood, Youngblood Strikefile, Glory, Prophet, Supreme, Troll, and New Men. Room 213AB

10:30–11:30 | Everyone’s a Critic: Being a Pop Culture Journalist in an Online Age—The past decade has seen an explosion in the scope of journalism, from the rise of citizen journalism to blogging to vloggers, podcasters, and online-only news sources. Alan Ng (FilmThreat), Bill Watters (Nerdbot, ScreenRant), Danielle Broadway (Black Girl Nerds, LA Times), Jason Bennett (PopCultHQ), and Mary Anne Butler (Nerdbot), will discuss the roles new media play between their readers and the industries and communities they serve. Topics will include varying levels of informality versus classic ideas of professionalism, show-specific outlets versus general news sites, and more. Room 208

10:30–12:00 | Comics Arts Conference Session #4: Comics and Transformation—Morgan Podraza (Ohio State University) draws from interviews, reviews, correspondence, and letter columns to examine how readers reacted to and engaged with the paper dolls that appeared in Jackie Ormes’s Torchy in Heartbeats. Examining both comics and real-world designs from Theirry Mugler and John Galliano, Petra Krpan (University of Zagreb) unpacks how the visual aspect of superheroic costumes creates additional identity positions and shapes new bodily practices. Kane Anderson (Northern State University) examines the queer re(en)visioning of superheroic characters and evaluates how those revisions, or revelations, serve larger cultural narratives, and Neil Granitz (California State University, Fullerton) investigates transmedia storytelling to uncover why consumers might follow a media property as it moves and transforms within and across media boundaries. Room 210

10:30–11:30 | Celebrate Extreme Studio’s 30th Anniversary with Rob Liefeld—Comicbook legend Rob Liefeld (creator, Deadpool, Cable, X-Force) celebrates the 30th anniversary of Extreme Studios (formed locally in Orange County), which launched the new era of comics. Its first title, Youngblood, became the first independent (non-Marvel/DC) title to be a number-one bestseller, with over 1 million copies sold. Other Extreme titles include Badrock, Bloodstrike, Brigade, Team Youngblood, Youngblood Strikefile, Glory, Prophet, Supreme, Troll, and New Men. Room 213AB

11:00–12:00 | Your Favorite Fandom on
11:00–12:00 | The Business of Independent Art and Comics—What does a person need to think about when they venture into the marketplace as an independent illustrator and artist? Marketing yourself, getting your comic books and graphic novels in front of an audience, and being independent have their challenges. Join ASIFA-Hollywood and some of the biggest and brightest creators and illustrators for a candid discussion on being entrepreneurial, handling career obstacles, and treating an independent art career like a business. Room 209

11:00–12:00 | Empathy and the Anti-hero—Walking the fine line between making a character likeable versus unlikeable is a real skill. How do you make a reader want to know more about a character who may be, on the surface, not someone we want to empathize with? WonderCon special guests and other comic creators share their tips, tricks, and techniques for drawing readers in and making their characters shine. Panelists include Michael Cho (artist, Spider-Man), Skottie Young (The Me You Love in the Dark, Strange Academy), Amy Chu (Poison Ivy, Rick and Morty), Michael A. Stackpole (Star Wars, World of Warcraft), Michael Conrad (Wonder Woman, Terror Dose), and Becky Cloonan (American Virgin). Moderated by Henry Barajas (Helm Graycastle). Room 211

11:00–12:00 | Storytelling Across Mediums: Podcasts, TV, Film, and More—Industry leaders and changemakers share how they use their craft to tell stories across the entertainment industry. Featuring panelists Rebecca Niles (managing director, ArtClass Content), JP Buck (producer, Conan), Ben Simms (director and executive producer, You vs. Wild), Stephen Anderson (supervising director and writer, Monsters at Work), Jason Michael Primrose (author, Lost Children of Andromeda), and Raul Vega (podcaster). Moderated by actresses Aparna Brielle and Kristin Couture (Swiss and Lali Hijack Hollywood). Part 1 of Impact24 PR’s Panel Superblock. Room 213CD

11:00–12:00 | Monsters Are for Everyone!—Whether in extreme horror, sci-fi explorations, or fantastical fun for kids, the love for monsters is real. Experts in the field Steve Niles and Shannon Eric Denton (Monster Forge Productions), Kevin Conran (Sky Captain), David Hartman (Army of the Dead), Chris Mowry (Toho’s Godzilla), Rodney Barnes (Killadelphia), Mike Bonanno and Hector Acre (Mondo), and legendary toy designer James Groman (Madballs) discuss inspirations and their upcoming film, comics, and toy projects that revolve around this ever-evolving appreciation of the monstrous things that scare and delight us. Room 300B

11:00–12:00 | Practical Makeup Is Not Dead—Makeup effects artist Jeff Barkley (Frost, Break of Dawn) will apply prosthetic makeup demonstrating how you don’t have to use CG to create a believable character. He will be joined by professional cosplayers Trey Barkley (Bloodfeathercos) and DesiRee Preston (Enasni Vee) for Q&A. Room 300D

11:00–12:00 | Behind the Scenes of The Quest—From Disney+, The Quest is a ground-breaking immersive series that drops eight teens into the fantastic fictional world of Everealm, where they must save a kingdom by fulfilling an ancient prophecy. Throughout the eight-episode series, these heroes are immersed in a fantasy world come-to-life, replete with a castle, royals, ethereal Fates, and a sorceress intent on destruction and power. Go behind the scenes with the award-winning executive producers behind The Lord of the Rings, The Amazing Race, and Queer Eye, who have joined forces to create the series. Learn how they brought a fully realized fantasy world of epic adventure and intertwining scripted and unscripted storylines to life. North 200A

11:30–12:30 | Queer Creators of Color Assemble—Join Prism Comics, moderator Viktor Kerney (StrangeLore; host, MEGASheen podcast) and panelists Trung Le Nguyen (The Magic Fish; DC Pride), Ajuan Mance (1001 Black Men; Gender Studies; professor of African American Literature), William O. Tyler (Theater of Terror: The Revenge of the Queens; Cinephilia), Kayden Phoenix (Jalisco; A La Brava), and Malissa White (writer and editor, Scout Comics) as they discuss stories and portrayals of queer people of color in comics, film, and television. Room 208

11:30–12:30 | Jack Kirby on the Pacific: Captain Victory, Silver Star and . . . Gozlobebber?—Jack Kirby created many new worlds upon his arrival to the West Coast, and his later, less-known work with Pacific Comics is full of incredible creativity and imagination. Join some of Jack’s family and friends as they explore some of his last, great independent comic series: the cosmic world of Captain Victory, the genetically modified Silver Star . . . and of course the Gozlobebber! Room 213AB

11:30–12:30 | The VFX of Doctor Who: You Can Do This!—Geoffrey Mark (The Orville, Raised by Wolves) moderates a panel made up of effects luminaries Jim Davidson (Titanic, Terminator 2), Ian Hunter (Interstellar, Inception), Tom Grieb (Independence Day, Die Hard), Chris Simmons (Robot, Independence Day), and Dragon Dronet (Star Trek: First Contact, Total Recall). They will be shown a clip from classic Dr. Who episodes and challenged to re-create those effects with household materials. Learn how to re-create those effects yourself from these professionals of cinematic prestidigitation, utilizing dubious means and materials! North 200B

12:00–1:00 | Game Pitch Review—This pitch review will be conducted by a panel of professional game developers who will offer their advice and insight to those seeking to further their dreams of making their game a reality. Participants will have the opportunity to pitch a game for 3 minutes and then receive constructive criticism on how it went. This session will be seated on a first-come, first-served basis, and sign-ups will be taken onsite. To participate, you must be prepared before you sign up. Preparation includes (1) a well-practiced, 3-minute pitch that clearly explains the game concept, how it’s unique to the marketplace, why it would be worth funding, etc.; (2) any hardcopy or digital visuals (images, video, etc.) that help illustrate the concept and viability of the idea (you must bring the device on which you will display the visuals); and (3) imagination and passion: imagine you’re making a very quick pitch to receive funding for your idea. Room 204C

12:00–1:00 | ZZ Comics Portfolio Review—Rantz Hoseley and Josh
Bernstein (Z2 Comics, senior editor and senior vice president), who have collaborated on graphic novel projects with Anthrax, Tori Amos, Gorillaz, and more, will critique artwork and offer advice on building a portfolio. Room 2068

12:00–1:00 | How Comics Make Video Games Better than Ever—Video games have been booming for over 30 years, but new technology and platforms are making us rethink the concept of transmedia. Panelists consider how comic books can supercharge a video game, from creative development to community engagement. Room 207

12:00–1:00 | Spotlight on David Mark Weber. Room 209

12:00–1:30 | Comics Arts Conference Session #5: Defining Comics Pedagogy—Comics pedagogy is flourishing as a subfield of the broader scholarly discipline of Comics Studies. However, just as the medium of comics is multifaceted to an extent that disarms generalizations, how and why comics can and do enter into the curriculum of a classroom is a multiverse of options and purpose. These panelists will engage audience members in a guided discussion around the use of comics in classrooms, K-12 and beyond. Peter Carlson (Green Dot Public Schools), Susan Kirtley (Portland State University), and Antero Garcia (Stanford University) will model instructional examples while revealing findings from their collective practice and research in order to outline comics pedagogy, including teaching about comics, teaching with comics, and teaching through comics. Room 210

12:00–1:00 | Let’s Talk Story!: Writing Comics and Animation—Amy Chu (DOTA Dragon’s Blood, Poison Ivy) along with other pros discuss the joys and pains of writing for fandom and give you a glimpse of the process behind creating for some of pop culture’s most beloved franchises. What are the differences in scripting live action, animation, and comics? How do you break-in? Find out! Room 211

12:00–1:00 | 2nd Annual “It’s Alive!": Designing Sci-Fi, Horror, and Comic Book Genre Television—Hollywood’s top artists come together to discuss their part in creating some of the year’s popular films and television shows in the sci-fi, horror, and comic book genres. Featuring Rebecca Hughes (writer, Studio 666), Matt Novack (composer, Murderville), Jason Collins of Autonomous F/X (American Horror Story), and FuseFX (Loki). Moderated by actor and content creator Chris Villain. Part 2 of Impact24 PR’s Panel Superblock. Room 213CD

12:00–1:00 | Storyboards: The Unseen Art of Hollywood—Illustrators of The Art Directors Guild, IATSE Local 800 will show their work in a new book featuring the history of storyboarding in film. Author Trevor Goring will join contributors Janet Kusnick, Marc Vena, and moderator Tim Burgard to explore the art behind several popular movies. Room 2008

12:30–1:30 | Ultraverse Vs. Valiant: Building Battling Worlds—Valiant Comics and Malibu Comics’s Ultraverse built successful comic universes years ago, and each has enthusiastic fan bases today. Dave Olbrich, Tom Mason, Chris Ulm (Malibu Comics) and Kevin VanHook (Valiant Comics) face off to discuss character and world-building as well as their fierce competition for the hearts and minds of comic book fans. Room 208

12:30–1:30 | Disneybounding—Disneybounding is a unique way of expressing your personal love of Disney through the art of fashion. Fans use clothes to re-create the outfits of their favorite Disney character without crossing over into the costumed realm. Experts are here to help with some Disneybounding tips to get you started. Room 213AB

12:30–1:30 | Indie Toy Makers Unite! A Candid Conversation with Today’s Indie Toy Makers—Ever want to create your own toy or collectible action figure line? In this multimedia panel, you will get advice and candid conversation from the top creative voices in indie toys. Video guests Brian Flynn (Super 7), Jesse DeStasio (Knights of Slice), Julie Kervin (I Am Elemental Action Figures), Aaron Moreno (Retrobrand), Chris Gawrych (Amazo Toys, US Space Force Action Figures), and Bill Murphy (Fresh Monkey Fiction, Eagle Force Returns) offer key insights and point out mistakes to avoid when creating and selling your own toy line. Moderators Richard Mayerik (Netflix’s The Toys That Made Us, A Toy Store Near You), Doc Wyatt (Wandering Planet Toys; writer, Transformers: Bot Bots, Marvel’s Spider-Man, Star Wars: Resistance), and Gavin Hignight (Wandering Planet Toys; writer, Transformers: War For Cybertron) will keep the conversation going. Room 300D

12:30–1:30 | What Is the Best Superpower?—Everyone’s had the debate and everyone is unwavering in their answer—or are they? Join WonderCon special guests as they decide once and for all what the best superhero is, and see if your mind can be swayed by these creators. Panelists include Trung Le Nguyen, Babs Tarr, David F. Walker, Tula Lotay, and Michael Conrad. Moderated by Gary Miereanu (publicist). North 2008

1:00–2:00 | Spotlight on Kevin Eastman—Kevin Eastman talks TMNT, comics, and projects for 2022. Guest Appearance by Ciro Nieli (2012 TMNT animated series). Room 207

1:00–2:00 | Fantasy Fiction—Dive into new worlds, become someone new, live a different life, fall in love, defend the galaxy; you can do it all through fiction. Featuring N. E. Davenport. Room 209

1:00–2:00 | Kapow, Woosh, Zap!, Engaging Students with Comics in the Classroom—A panel of teachers including Jaime Chavez (intervention counselor, San Diego Unified), Mick Rabin (resource teacher, Youth Advocacy Dept., San Diego Unified), Ella “Dizzy” Rogosin (teacher, Sweetwater UHSD), and Scott Nielsen (mild/moderate special education teacher, Grossmont UHSD) dive into their experiences using comics in the classroom. Hear how incorporating comics into the curriculum increases engagement and access for all students while developing a love for learning (and secretly powering up literacy skills) and how the Comic-Con Educator Book Club brings together teachers from across the region in pursuit of great reads, community, and strat-
egies for the classroom. Moderated by Jewyl Alderson Clarke (San Diego County Office of Education). Room 211

1:00–2:00 | Naomi Special Video Presentation and Q&A—From Oscar nominee/Emmy winner Ava DuVernay and Jill Blankenship (Arrow) and starring Kaci Walfall (The Lion King on Broadway) in the title role, the DC drama Naomi follows the journey of a cool, confident, comic book–loving teenager as she pursues her hidden destiny. When a supernatural event shakes her hometown of Port Oswe go to the core, Naomi sets out to uncover its origins, with a little help from her fiercely loyal best friend Annabelle (Mary-Charles Jones, Kevin Can Wait). She also has the support of her adoptive, doting parents, veteran military officer Greg (Barry Watson, 7th Heaven) and linguistics teacher Jennifer (Mouzam Makkar, The Fix). After an encounter with Zumbado (Cranston Johnson, Filthy Rich), the mysterious owner of a used car lot, leaves her shaken, Naomi turns to tattoo parlor owner Dee (Alexander Wraith, Orange Is the New Black), who becomes her reluctant mentor. While unfolding the mystery about herself, Naomi also effortlessly navigates her high school friendships with kids on the military base as well as locals, including ex-boyfriend and high school jock Nathan (Daniel Puig), Annabelle’s longtime, loyal boyfriend Jacob (Aidan Gemme), proud “townie” Anthony (Will Meyers, Bad Education), and fellow comic book enthusiast Lourdes (Camila Moreno), who works in a vintage collectible shop. As Naomi journeys to the heights of the Multiverse in search of answers, what she discovers will challenge everything we believe about our heroes. Join series star Kaci Walfall and additional members of the cast and creative team (participants to be announced) for a special video presentation, followed by a Q&A as they discuss what is in store for the rest of the season. Ava DuVernay and Jill Blankenship created Naomi for television and serve as executive producers of the series along with Paul Garnes of ARRAY Filmworks. Naomi is from ARRAY Filmworks in association with Warner Bros. Television, based on the characters created for DC by Brian Bendis, Jamal Campbell, and David F. Walker. Watch new episodes Tuesdays at 9/8c on The CW or stream for free on The CW app. North 200A

1:30–2:30 | Art Directors Guild Portfolio Review Saturday—Senior illustrators from the Art Directors Guild, IATSE Local 800 Tim Burgard (Hawkeye), Trevor Goring (Robopocalypse), Marc Vena (Bumblebee), and Janet Kusnick (Jungle Cruise) will offer inspiration and practical suggestions on the work of those in pursuit of a Hollywood art department career. Room 206B

1:30–2:30 | The Writer’s Journey: Navigating the New Entertainment Marketplace—The poststreaming and COVID-impacted 21st-century entertainment marketplace means the age-old methods of building a career have been rendered irrelevant. This group of Hollywood screenwriters and graphic novel creators share insider information, publishing secrets, and the professional realities on how to develop your ideas into a viable property and market yourself accordingly. Moderated by 2015 Disney/ABC Writing Program winner and 2014 Eisner Award nominee Brandon Easton (Transformers: War for Cybertron: Siege, Marvel’s Agent Carter), the panel includes artist/writer Tony Puryear (Queen of the South, the Schwarzenegger film Eraser), writer Brandon Thomas (Aquaman, Skybound’s Excellence), and producer Shannon Denton (Spider-Man, Monster Forge Productions). Room 208

1:30–3:00 | Comics Arts Conference Session #6: Undercover but Not Invisible: Marvel Superheroines at Work—Given the growing popularity of female-identifying characters in the Marvel cinematic universe such as Black Widow and Scarlet Witch, the idea and background of the “superheroine” is back once more in the academic spotlight as well as popular culture. Panelists explore representations and archetypes of the Marvel woman from early incarnations such as the Night Nurse and Miss Fury to the newest version of Captain Marvel, Doctor Strange’s Christine Palmer, Hellicat, and others, in order to debate the kinship between reader expectation, popular culture, feminism, and cultural theory. Nhiha Serrano (Hamilton College), Susan Kirtley (Portland State University), and Sam Langsdale (University of California Berkeley) open up the discussion of female archetypes to examine how the notion of the superheroine has evolved culturally and politically over time. Room 210

1:30–2:30 | Immortal Studios: Birth of a Storyverse—Fans of wuxia, martial arts fantasy, and comics: rejoice! This is your chance to get in on the ground floor of the Immortal Storyverse that is bringing together all the wide-ranging influences of this timeless Asian genre in an interconnected universe for the first time. Peter Shiao (founder and CEO), Hank Kanalz (head of publishing), and the key talent behind The Adept, Chronicles of the Immortal Swordsmen, and other tentpole titles offer an in-depth introduction that promises to awaken the hero in everyone through wuxia. This panel will include special commemorative gifts exclusively for attendees! Room 213AB

1:30–2:30 | Making Magic in Legendary YA Worlds and Beyond—Legendary Comics YA senior editor Nikita Kannekanti in conversation with Paul Cornell and others explore what inspires them and how to make fictional stories resonate. They will delve into what draws them to the medium and how they craft real stories from imaginary beginnings. Room 300D


2:00–4:00 | Gaming Creator Connection—This is an opportunity for aspiring and learning game developers to receive valuable advice, insights, and mentoring from seasoned veterans of the game industry with diverse experiences in production, programming, art, business development, and more. The Gaming Creator Connection is organized and run by professional game develop-
ers, including the executive director of the Global Game Jam organization. The Gaming Creator Connection is only available to those who have signed up in advance. Room 204C

2:00–3:00 | Her Universe Fashion Show Update—Ashley Eckstein (Her Universe founder) moderates a discussion with Ed LaBay (SVP, GMM, Hot Topic), Mandy Weaver (director of design), and the 2021 Her Universe Fashion Show winners: Skyler Barrett, Teighlor Johnson, and Vivien Lee. The group will discuss the winners’ process for designing the Jurassic World collection by Her Universe for Hot Topic. They will also announce more information on the upcoming Her Universe Fashion Show at San Diego Comic-Con. Room 207

2:00–3:00 | Out-of-This-World Character Creation—What does it take to create a character that exists in a world so unlike our own? Or to create a character that is unique but seamlessly fits into our world? What does creating a character mean, and how do you even begin? Learn from WonderCon special guests Kevin Eastman, Becky Cloonan, and Skottie Young and comic creators Kelly McMahon (Imperium) and Corinna Bechko (Green Lantern: Earth One) about how they create out-of-this-world characters. Moderated by Barbara Randall Kesel (Hawk and Dove/Marvels Snapshots Avengers). Room 209

2:00–3:00 | CBDF: Defending Comics Today—Protecting the intellectual freedom rights of the comics community is no longer just a matter of defending comics retailers who run afoul of local authorities in search of an “easy” obscenity case or writing a letter in defense of a challenged graphic novel. Contemporary attacks on comics and other expressive content have become legislative, algorithmic, and organized. CBDF interim director Jeff Trexler and coalition director Betsy Gomez share the latest censorship trends impacting the comics community. Room 211

2:00–3:00 | How to Get News Coverage—Small press publishers: What makes the difference between an item that will get news coverage, reviews, and interviews and what doesn’t? Many publishers have no idea what to submit to the press, how to submit it, and why they are being overlooked for coverage. Comics journalist Rik Offenberger (First Comics News, Archie Comics) moderates this panel on just what it takes to get coverage, with the comic journalists themselves telling you what they are looking for in your submission. Panelists include Tim Chizmar (Fangoria, co-chair of the Horror Writers Association, First Comics News), Kallie Chris (Conversations with the Void), Glenn Hauman (Comic Mix), Alex Raymond (Monstar, Hollywood Gone Geek), Francis Sky (First Comics News), and Josh Waldrop (Ultima Digital Media). Find out what it takes to self-promote your project and make a significant impact on your ability to sell your comics project. Room 213CD

2:00–3:00 | Making a Living Being Creative—Writer/executive producer AC Bradley (What If...?, Trollhunters, Ms. Marvel), director/storyboard artist Ruolin Li (Harvey Girls Forever, Ben 10, Teenage Mutant Ninja Turtles), and illustrator Kohse (Star Wars, Kindergoth, Karate Kid) discuss the business of being creative and the various ways you can earn a living while having wacky fun. Topics include how to break into the industry, how to promote yourself, and networking. Moderated by Johnny Kolasinski (Roddenberry Productions, Hey Everybody: A Bad Medicine Podcast). Room 300B

2:00–3:00 | Superman and Lois Special Video Presentation and Q&A—In the final episode of season 1, Superman defeated his brother Tal-Rho and was able to stop him from placing Kryptonian consciousness in the people of Smallville. In season 2, Clark Kent, Lois Lane, their family, and the residents of Smallville are all trying to move on from the fallout of Morgan Edge’s attempted conquest of their small town. But peace and harmony do not last long, as a new adversary emerges, one of the toughest opponents Superman has yet faced: his inverse self, Bizarro, whose presence generates a number of unanswered questions. And Clark, Lois, and Bizarro also face a common enemy in cult leader Ally Alston. See a special video presentation followed by a Q&A with the executive producer and series stars (participants to be determined) of Superman and Lois at their WonderCon debut. The cast includes Tyler Hoechlin, Elizabeth Tulloch, Jordan Elsass, Alex Garfin, Erik Valdez, Inde Navarrette, Wolé Parks, Tayler Buck, Sofia Hamsik, with Dylan Walsh and Emmanuelle Chriqui. Greg Berlanti and Todd Helbing developed the series and serve as executive producers along with Sarah Schechter, Geoff Johns, and David Madden. From Berlanti Productions in association with Warner Bros. Television, Superman and Lois airs Tuesdays at 8/7 on The CW or stream for free on The CW app. Catch up on the first season on HBO Max. North 200A

2:30–3:30 | Create an Original Comic Book Hero with Kim Krizan—in this workshop, Academy Award-nominated Before Sunrise trilogy screenwriter and The Magic Hour Patreon writing instructor Kim Krizan will lead you through a series of exclusive exercises that will end in you having created your own very heroic protagonist. Come armed with paper and a pencil or pen. Room 208

2:30–3:30 | Spotlight on Gene Luen Yang—Come hear MacArthur Grant recipient and former National Ambassador for Young People’s Literature Gene Luen Yang discuss writing Shang-Chi for Marvel, Monkey Prince for DC, and Young Adult graphic novels for First Second Books. Also, get the latest on the upcoming Disney+ series based on his the award-winning 2006 graphic novel American Born Chinese. Room 213AB

2:30–3:30 | SuperheroIRL: Your Turn!—Back by fan demand, @SuperheroIRL celebs and experts lead you on your own heroic journey to turn your struggles into strengths—and then use them to impacter the world, like the SuperheroIRL you are! Room 300D 3:00-4:00 Level Up: Creating an RPG Empire—You’re ready to launch your best homebrew ideas to the world. The goal is to be in high demand—but what happens when you outgrow your dining room table? Timothy Reese and Danielle Beckmann (co-founders, Brooklyn Quarter) host a panel of adventurous industry professionals who will share the insight, work, luck, and mistakes that made them experts. Moderated by film critic and total nerd Nagier Chambers (Big Gold Belt Media). Room 209

with Eric Lewald and Julia Lewald (showrunners, X-Men: The Animated Series; authors, X-Men: The Art and Making of the Animated Series) why the show is so well-loved. Its legacy led to toys still being made to this day, and fandom forums always buzzing. They will take us into a deep dive into their critically acclaimed book, their time on the show, what made it a classic, and their appreciation of all things X-Men and how fans relate to them. North 2008

3:00–4:00 | Cosplay Portfolio Review—Bring your project or design for feedback on how you can build it, sew it, or craft it, and the resources to make it amazing. Panelists Andy Holt, Julia Jenkins, Sam Girgis, Anna Yeutter, and Don Wistow will answer all your prop- and cosplay-related questions—free of judgment. Whether you want to work on a single prop to complete your cosplay or want to execute that full look that you’ve dreamed of, they’re here to help. Room 206B

3:00–4:00 | Hot Topic and Her Universe: First Look at the New Studio Ghibli Collection—Hot Topic, Her Universe, and other panelists take a look at the upcoming Studio Ghibli collection, exclusive announcements, and more. Room 207

3:00–4:00 | Level Up: Creating an RPG Empire—You’re ready to launch your best homebrew ideas to the world. The goal is to be in high demand—but what happens when you outgrow your dining room table? Timothy Reese and Danielle Beckmann (co-founders, Brooklyn Quarter) host a panel of adventurous industry professionals who will share the insight, work, luck, and mistakes that made them experts. Moderated by film critic and total nerd Nagier Chambers (Big Gold Belt Media). Room 209

3:00–4:00 | Marvel Draw! Live—Brian Crosby (creative director, Marvel Themed Entertainment; host of Marvel Draw!) walks aspiring artists of all levels step-by-step through drawing your friendly neighborhood Spider-Man. Sharpen those pencils and come learn from one of Marvel’s own how you can bring your drawings to life. Room 210

3:00–4:00 | Creators, Assemble! Comics Community Creating Camaraderie—Together, creators, publishers, comic shop owners, teachers, and library workers have brought greater acceptance to comics and fan culture. Take a break from hectic convention life to experience “speed dating” style networking with diverse comics enthusiasts from all backgrounds. Creators Henry Barajas (La Voz De M.A.Y.O. Tata Rambo), Jules Rivera (Spectre Deep 6), and Sean Mackiewicz (Gasolina), along with industry insiders Alex Antone (senior editor of Skybound Entertainment), Arune Singh (director of brand, editorial, Skybound Entertainment), Mathias Lewis (owner-operator, Knowhere Comics and Games), comics educators and librarians including host Moni Barrette (Creators, Assemble! Inc.), and fellow comics enthusiasts will engage in inspiring conversations. Room 211

3:00–4:00 | Diverse Toons XBlk Wmn Animator: Black Veterans in Animation—Dan Haskett (animator), Ron Myrick (animation director), Donald Towns (background designer), Shavonne Cherry (storyboard artist), and Sidney Clifton (animation executive) discuss being Black in the animation industry through the years. Moderated by Deborah A. Anderson (BlkWmnAnimator, animation professor). Room 208

3:00–4:00 | Mystery, Murder and Montana: The World of Big Sky: North 200A

3:30–4:30 | The Changing Landscape of Crowdfunding—Eric Moss (co-founder and COO, Zoop) David F. Walker (co-creator/writer, Naumi, Bitter Root), Jennifer Stevens-Bawcum (Estate of Dave Stevens/The Rocketeer), and Chris Ryall (publisher, EIC, Syzggy Publishing) discuss the changes happening in the ever-growing field of crowdfunding, from its humble beginnings to where we are today and where we might be in a few years’ time. Moderated by Jordan Plosky (co-founder and CEO, Zoop). Room 208

3:30–4:30 | Empowering Young People to Confront Authority—YA authors Dana Claire (Hunterland), Zabé Ellor (May the Best Man Win), Carly Heath (The Reckless Kind), Brandie June (Gold Spun), Naz Kutub (The Loophole), Emery Lee (Meet Cute Diary), Alexandra Overy (These Feathered Flames), and Sonora Reyes (The Lesbian’s Guide to Catholic School) discuss how creators can write to empower teens and reinforce the importance of dissent and defiance against the status quo. The authors in this panel provide examples from their books and make suggestions for how writers can include empowering themes in their storytelling. Room 213AB

3:30–4:30 | If Bigfoot Is Out There, Meet the Team That Will Find Him!—The Expedition Bigfoot team of Bryce Johnson (expedition operations), Dr. Mireya Mayor (primatologist), Russell Acord (ex-military/survivalist), and Ronny LeBlanc (Bigfoot researcher) hold a serious and candid conversation on everything you need to know about the most famous and elusive cryptid, Bigfoot. This elite team uses the latest in advanced technologies to narrow their search within the designated target zones, allowing them to analyze data, migration patterns, and the uptick in sightings to hone in on potential locations. Dr. Mayor will update fans on the surprising DNA evidence collected while in the field, and the team will share a video from famed primatologist Jane Goodall discussing her beliefs and personal investigations. Those in attendance will receive an exclusive give-away and be among the first to get a sneak peek from the new season on Travel Channel and discovery+. North 200B

4:00–5:00 | Array Crew: Creating Inclusive Film and TV Sets Around the World—Founded by filmmaker Ava DuVernay (Naomi, DMZ, Wings of Fire), ARRAY Crew is committed to creating inclusive production sets all over the world and features thousands of qualified below-the-line production crew across more than 600 unique job categories. ARRAY Crew members discuss their career paths, the importance of representation behind the camera, and the positive impact of working on a production that reflects the world around us. Room 207
4:00–5:00 | Process Hex: How to Make Your Own Short Comic—The team at HexComix—Lisa K. Weber (artist, HEX11), Kelly Sue Milano (writer, HEX11), and Lynly Forrest (editor/producer, HEX11)—are here to help you bring your story to life with a step-by-step creative guide that takes your short comic idea from the development stages to finished art. Room 209

4:00–5:00 | The Secrets of Observational Drawing—Dr. Wei Xu (artist, mathematician, computer scientist, author) talks about the pros and cons of perspective theory, including why it causes problems even for artists. He will then present an alternative scientific solution to control shapes for observational drawing. People at all drawing levels will benefit from this talk. Room 210

4:00–5:00 | Spotlight on Becky Cloonan—Becky Cloonan (Wonder Woman) has written, illustrated, and self-published her way through 20 years of comic books. She’ll discuss her work, share her inspirations, and talk some shop! Room 211

4:00–5:00 | Enter the Latina Superhero—The arrival of Latina superheroes in TV, film, and comics has finally landed. Panelists include Kayden Phoenix (creator, A La Brava), Ivy Dookmijtzy (international cosplayer), Maxi Rodriguez (creator, Chubby Bunny), and Sebastian Kadlecik (creator, Quince), moderated by Mariana Da Silva (actress and founder of El Cine). Room 213CD

4:00–5:00 | Adventures in Voice Acting for Anime—Producers and voice talent in the anime and gaming industry relate how they got started in voice acting and share some of the adventures they’ve had in this creative space. Room 300B

4:00–5:00 | Prime Video: Undone—Series stars Rosa Salazar (Alita: Battle Angel), Angelique Cabral (Life in Pieces), and Constance Marie (With Love) will be joined by executive producers Kate Purdy and Raphael Bob Waksberg (BoJack Horseman) and director/executive producer Hisko Hulsing (Montage of Heck) for a screening and Q&A ahead of Undone’s second season. The conversation will give fans their first insights into how the upcoming season will expand in surprising new directions. North 200A

4:30–5:30 | Tarzan, Jane Porter, and the Expanding Edgar Rice Burroughs Universe—Edgar Rice Burroughs, Inc.’s Jim Sullos (president), Cathy Wilbanks (VP of operations), and Christopher Paul Carey (director of Publishing) announce a universe of thrilling new projects, including the company’s brand-new ERB Universe Illustrated Epics comic book and graphic novel publishing division; the forthcoming novella Tarzan and the Forest of Stone by Jeffrey J. Mariotte (Star Trek; Angel); a previously unpublished Pellucidar novel by John Eric Holmes (Dungeons and Dragons, Buck Rogers); an epic science fiction novel featuring the interplanetary exploits of Victory Harben, the ERB Universe’s newest hero; and a graphic novel featuring Tarzan’s Jane Porter in her very own adventure. Room 208

4:30–5:30 | Family Values—Where does one begin with family? Writing about families creates a unique set of challenges. Learn from skilled creators how to be honest, and how to tackle the tough topics created around families. Featuring creators Gillian McDunn, Sarah Kuhn, Shannon Hale, and Trung Le Nguyen. Moderated by Betsy Gomez (coalition coordinator, Comic Book Legal Defense Fund). Room 213AB

4:30–5:30 | The Arkham Sessions: Psychology of the Batman—What makes the Batman tick? Is Bruce Wayne as broken as the sadistic villains in Gotham City, or is he just looking for calm in the chaos? In the newest film, The Batman, is there sense to the darkness and self-destruction? Dr. Drea Letamendi (The Arkham Sessions) teams with Londyn Jackson (History of the Batman) and Hector Navarro (Heroes Reforged) to unpack the mind of the greatest detective. Moderated by Brian Ward (The Arkham Sessions). Room 300D

4:30–5:30 | AMC’s Fear the Walking Dead—In the second half of Fear’s seventh season, premiering on Sunday, April 17, months have passed after the nuclear blast and the only one thriving is Victor Strand (Colman Domingo). Having built a feudom, he callously selects who will have a chance at life. The other members of the group have suffered immensely, but out of that has come a fierce determination to live, even if it means taking Strand’s Tower by force and continuing the search for Padre, a mythical place no one is sure really exists. The cast and creators of Fear the Walking Dead discuss what’s coming up, as well as share behind-the-scenes anecdotes, information about the upcoming season, and an exclusive clip from episode 709. North 200B

5:00–6:00 | Comic Pitch Review Saturday—Most creators have no trouble coming up with great ideas for new comics, but they often struggle to speak clearly and concisely about those ideas to other people. Giving a good pitch is a vital skill in bringing your project to life. If you’re someone who wants to get better at pitching your work (and especially if you’re a writer or artist attending the Comic Creator Connection immediately after this event), this is your chance to practice giving your pitch and get some invaluable help from professional writer and speaker coach Douglas Neff. This is not a panel. Rather, Neff conducts 3- to 5-minute individual coaching sessions for as many people as can be accommodated in the scheduled time. Spaces are allotted on a first-come, first-served basis, and observers are welcome. Room 204C

5:00–6:00 | I Am No Man: The Women of Middle-earth—The ladies of TheOneRing.net (TORn), the internet’s longest-running Tolkien fansite on the web—Nicole Roberts (public outreach coordinator for TORn), Kristi Fojtik (founder of Tolkien Forever), and Nancy Steinman (writer and graphic artist)—plus Abie Ekenezar (actor and producer) delve into Tolkien’s legendarium to discuss the women of Middle-earth. At first glance, the Lord of the Rings seems to be a Males Only Club, but then we meet Galadriel, one of the most powerful beings in Middle-earth. She is quickly followed by Eowyn, the human heroine at the Battle of Pelennor Fields and one of the first real female role models in all of literature. Once you look beyond the film adaptations, you will find that Tolkien’s Middle-earth is full of strong, capable women who illustrate Tolkien’s abiding respect for females as equals in life. Moderated by Cathy Udovch (special events coordinator for TORn). Room 207

5:00–6:00 | Heavy Metal Stable—The world of Stable, Heavy Metal’s latest sci-fi graphic novel, is just starting to take off. Meet the creative team; three arcs, two worlds, one chance at survival. Heavy Metal has been the
5:00–6:00 | Storytelling Secrets—You have the magic touch! Inspiration strikes! You sit down and write out your epic tale. You send it to an agent, who is excited to find someone with such amazing talent. You have been discovered! Your breakout novel is selling fast! . . . This is a delusional fantasy. Developing a successful writing career is not like winning the lottery. Ray Bradbury said, “I was not born with talent. I was born with passion.” Writing is a skill that can be learned. We are now entering a golden age of storytelling because of the discoveries of new writing techniques which allow you to write great stories, to write consistently well, and to write faster than ever before. This writing workshop will reveal some of the advanced techniques used in epic stories such as Game of Thrones. Presented by Mark O’Bannon (Imperium, Aia the Barbarian). Room 210

5:00–6:00 | Art as a Career: Babs Tarr—WonderCon special guest Babs Tarr with moderator and fellow artist Jiji Knight go over Babs’s career and creative endeavors from games to comics to clothing, and more. Do you want a creative career? Come to this panel and find strategies to make your creativity work best for you! Room 211

5:00–6:00 | How to Build an R2 Astromech—Do you want to know what it takes to build your own droid from the Star Wars galaxy? Southern California R2 Builders Mike Senna, Michael McMaster, William Miyamoto, Chris Romines, and Victor Franco discuss how their robots were built and how they work. Topics include materials, blueprints, building techniques, tools, and the electronics used to bring their droids to life. Room 213CD

5:00–6:00 | Antagonists, Villains, and Monsters, Oh My!—Have you ever watched a movie and rooted for the villain? Do you read books where you cringe and are yet delighted by the awfulness of the bad guy? Have you ever seen a villain transform before your eyes as you realize their motives are not that far gone from what you yourself believe? Learn from award-winning bestselling writers and actors on how to make your villains memorable, make them tick, make them real, and get your audience cringing and still wanting more, all while making the hero shine brighter. Featuring Rebekah Ganiere (Immortal Monster series, USA Today bestselling author), James Ganiere (Emmy-nominated director/producer, Crypted franchise), and Angel Payne (USA Today bestselling author). Room 300B

5:00–6:00 | Behind the Scenes of The Boys Presents: Diabolical—Get an in-depth look at the animated anthology series set in the universe of the Emmy-nominated hit The Boys. Executive producer Simon Racioppa (Invincible, The Dark Crystal: Age of Resistance) and supervising director Giancarlo Volpe (The Dragon Prince, Avatar the Last Airbender) will take part in a Q&A. North 200A

5:30–6:30 | Got What It Takes to Be a Hardcore Collector?—“Welcome to plastic crack anonymous. I’m your host Mike Syfritt and I too am an addict.” This panel is all about your obsession, whatever it may be. Hear from collectors both veteran and novice on what got them started and how they support their habit. Room 20B

5:30–6:30 | Coming Together: Honoring AAPI Voices in Pop Culture—Stefanie Bautista (educator, co-host of The Happiest Pod on Earth), Ariel Landrum (therapist, co-host of The Happiest Pod on Earth), Angela Luong (co-founder of CalmOn!), Farrah Wong (co-founder of CalmOn!), Elizabeth Flesch Smith (PsyD), and Lorran Garrison (school psychologist, author, and co-founder of Little Brainstorm) come together to lift up the voices of female AAPI creators and their hopes for AAPI media in the future. Room 213AB

5:30–6:30 | X-Men Fandom Panel—Creators and fans come together to celebrate the ongoing legacy of the X-Men, from the comics to the movies to the animated series. Audience members will receive a WonderCon exclusive print by Marvel artist Luciano Vecchio. Co-hosted by House of X and X-Reads Podcast, the panel will be moderated by Dylan Carter and Chris Riley. Mutant and proud! North 200B

5:30–6:30 | Gay Geeks and Where to Find Them—Josh Trujillo (writer, The United States of Captain America), David Booher (writer, Killer Queens), Chrsissy Lynn (stylist, hair and makeup artist), Derek Barillas (cosplayer), and Jordan Blaza Olsen (cosplayer and builder) discuss how to turn your favorite geeky fandom into flourishing careers, the challenges and rewards of growing up LGBTQIA+, seeking diversity and representation, and how being a member of the community influenced their work. Moderated by Julian Jetson (stylist and host). Room 300D

6:00–7:00 | Law of Peacemaker—Taking an oath to kill any man, woman, or child in the name of peace is in no way legal. The HBO Max Peacemaker series goes way beyond murder to issues of whether one can have a bald eagle as a pet, use computer crimes to frame others for crimes, engage in bribery or vigilantism, and of course, conspire to kill a U.S. senator . . . who happens to be a butterfly. Attorneys Stephen Tolliafield, Gabby Martin, Kathy Steinman, and Joshua Gilliland offer their legal analysis of the series. Brought to you by The Legal Geeks. Room 207

6:00–7:00 | ZRock Comics: A New Beginning—Brock Smith (writer, The Ferryman, Payne), Zen Snowden (artist, The Ferryman, Payne), and Kathleen Lewis (editor, ZRock Publications) discuss the journeys and experiences that led them to the creation of ZRock Comics. They will also touch on future projects and ambitions that they have for the years to come. Room 209

6:00–7:00 | Storytelling for Change: Empowering Diversity and Inspiring Social Good—Andres Useche (award-winning writer/director and composer) digs into how everyone can use filmmaking, comics, and transmedia to give voice to underrepresented folks, to honor real-life heroes, and to help seek greater justice, empathy, and equality. This presentation includes short screenings, live performances, and a guided tour of Useche’s local and international collaborations with activists, artists, and world leaders. Room 210

6:00–7:00 | Nerdy Finance: Tax Tips to Keep Your Money—Are you a freelance artist, writer, cosplayer and builder, discuss how to turn your favorite geeky fandom into flourishing careers, the challenges and rewards of growing up LGBTQIA+, seeking diversity and representation, and how being a member of the community influenced their work. Moderated by Julian Jetson (stylist and host). Room 300D
sible while setting yourself up for a profitable and successful future doing what you love to do. Learn what you can and can’t deduct for your business, what the best business structure is for your business, whether you need to set up an LLC, and more. Room 211

6:00–7:00 | *Stranger Things: The Dungeons & Dragons of Life*—Roll for initiative! The award-winning Netflix series *Stranger Things* reveals how Dungeons & Dragons mirrors the sometimes upside-down relationship between choices and chance. Dr. J. Scott Jordan (Dark Loops Productions/ Illinois State University), Justine Mastin (Starship Therapize, Dark Side of the Mat podcast), Britanni Oliver Sillas Navarro (Black Panther Psychology), Travis Adams (Supernatural Psychology), and Dr. Travis Langley (Stranger Things Psychology: Life Upside Down) engage in a fun-loving discussion of this amazing show, the game that inspired it, and the psychology and philosophy of the Upside-Down. Careful! You may be your own Demogorgon! Room 213CD

6:00–7:00 | VFX AMA—AMA: Ask Me Anything! Geoffrey Mark (The Orville, Raised by Wolves), a 25-year veteran of film, TV, and commercial visual effects, answers your questions—anything from Star Wars to Babylon 5 to old films and TV shows. Get a peek behind the pixels! Room 300B

6:30–7:30 | The Nearest Stars Within 100 Light Years—Have you ever wanted to know more about our closest stellar neighbors? Authors and actors discuss the 4,000 nearest stars within 100 light-years and discuss alien civilizations that might be found in our region of the Milky Way. Learn about the Nearest Stars Project, a collaborative undertaking to create a 3D map of our region of space. Featuring Mark O’Bannon (Imperium, Aia the Barbarian) and Jimmy Digs (Star Trek: Voyager, Star Trek: Deep Space Nine). Room 208

6:30–7:30 | LARPS: Creating New Outlets for BIPOC Comics—Stanford Carpenter (The Black and Brown Comix Arts Festival) hosts Ytasha Womack (Afrofuturism: The World of Black Sci-Fi and Fantasy Culture; Rayla 2212), Henry Barajas (La Voz De M.A.Y.O.: Tata Rambo), and J. Gonzo (La Voz de M.A.Y.O.: Tata Rambo) on ways live-action role playing enables live audiences to immerse themselves in stories and opens up a new avenue for BIPOC creators to get their stories into the world through live, immersive, cosplay performances. Room 213AB

6:30–7:30 | Adapting Famous Books and TV for Comics—film/TV/comic writers David Avallone (Twilight Zone, Elvira, The Night Stalker), Mark Haynes (Battlestar Galactica, Stargate, 24), and Steven Peros (SHI, Stoker and Wells) discuss and answer your questions about adapting famous novels, iconic characters, and hit TV shows to comic book and graphic novels. Room 300D

6:00–7:00 | Comic Creator Connection Saturday—Are you a writer with a great idea for a comic book series, but you can’t draw? Or maybe you’re an artist looking to illustrate an incredible story, but you can’t write. Comic Creator Connection is a fast-paced networking event that puts writers and artists together to help them meet new creative partners. Here’s how it works: In a two-hour period, writers and artists will sit down across from each other at a table. (And by artists, we mean pencillers, inkers, colorists, etc.—all are welcome!) Then, in five-minute sessions, you will talk one-on-one with each other about your ideas and skills. At the end of each five-minute period, you will get up and move on to the next person. If you’re interested in furthering the conversation, you’ll exchange contact information. Sign-ups are taken in advance for this event, but space may still be available on site. Room 204C

7:00–8:00 | Bat in the Sun—The team at Bat in the Sun discuss their award-winning show *Super Power Beat Down* along with their upcoming projects. Room 207

7:00–8:00 | Intro to TV Writing: From First Draft to Getting Staffed—Moderator Spiro Skentzos (Arrow) and several genre writer-producers Richard Hatem (Titans), Stephany Folsom (Lord of the Rings: Rings of Power), Bryan Hill (Titans), Davy Perez (Star Trek: Strange New Worlds), and Rebecca Vail (director of television, Amblin Partners) discuss navigating the TV spec terrain, including beginner’s mistakes, what they look for in a writer, and what it takes for you to write a killer spec that will stand above the crowd. There will be a huge Q&A component, so bring your questions. Room 209

7:00–8:00 | The Power of Color: Race Swapping—A debate is currently raging regarding the issue of race in the comic book industry. Do we take historically White characters and turn them into characters of color, i.e., Johnny Storm and Catwoman? Alternatively, do we put our creative energies into existing characters such as Black Panther, Falcon, and Shang-Chi? We also see this trend of changing ethnicity as it pertains to other races—i.e., The Ancient One, the Asgardians (Norse Gods), and recently The Watcher. This group of comic artists, writers, and historians discuss the current diversity trends in comics. Panelists include B Dave Walters (actor, writer), Kevin Yong (New Creation Comics), Scott Marcano (Diablo Publishing), Jessica Tseang (historian), David Brown (political cartoonist), and Ralph Miley (moderator). Room 211

7:00–8:00 | Psychology of Cult TV Shows: How to Cope with Loneliness Through Pop Culture—The rates of depression and PTSD have significantly increased during the COVID pandemic. Rates of loneliness have been referred to as a global epidemic, contributing to a vast increase in suicide rates. This panel will focus on how we can find a sense of belonging and refuge in TV shows such as *WandaVision*, *Supernatural*, *Hawkeye*, and others. Panelists include psychologists Dr. Janina Scarlet (*Superhero
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SUN 4/3:
11AM-5PM

ABBY TROTT
VOICE ACTRESS AND SINGER
SAT 4/2:
12PM-3PM

AMANDA CÉLINE MILLER
VOICE OF BORUTO
SAT 4/2:
12PM-4PM
SUN 4/3:
12PM-4PM

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7:00–8:00 | The Mighty Crusaders—In 1939 MLJ Comics, the company later rebranded as Archie Comics, published Blue Ribbon Comics, entering the world of superheroes with Bob Phantom. They would go on to create a pantheon of superheroes, including the first patriotic superhero The Shield and fan favorites like the Comet, Hangman, The Fly, Lancelot Strong, and many more. These heroes have appeared in both Archie Comics and DC Comics. Their stories have been reprinted in England, France, Germany, and Brazil. They have crossed over to radio, film, and the pulps. Presented here is the 80-year history of the greatest superheroes of the Archie Universe. Moderated by Rik Offenberger (The MLJ Companion). Room 300B

7:30–8:30 | Local E-Gaming: Building a Community—Brian Kruise, Jason Kite (San Diego LAN), James Lac (EVGA), and Korine Craze (Corsets and Controllers, Downpour Interactive) talk about what it takes to find or create your own live gaming events from a small LAN party to large-scale events and everything in between, with a focus on community building. Room 208

7:30–8:30 | Klingon Lifestyles: The WonderCon Year—For 28.5 years the adventures of the IKV Stranglehold have been presented in the Comic-Con land of San Diego with a live-action Star Trek fan-based stage play. While taking some R&R before their next mission, members of the crew will recount some of those adventures and may give insight into what will happen next. All alien races are welcome. Room 213AB

7:30–8:30 | Turn Your Fandom into Cash—Author Carol Pinchefsky explains how to run your geeky business—or even a side hustle—without running afoul of intellectual property laws. Geeky entrepreneurs will explain how they started from scratch and built something creative and geeky—and how you can too. Panelists include law professor Heidi Tandy and owner of Tea and Absinthe Pacita Prasarn. Room 300D

7:30–9:00 | Lumpia with a Vengeance WonderCon Premiere Screening—A double serving of Lumpia, from movie to comic book. Patricio Ginelsa (writer/director), Lawrence Iriarte (producer), April Absynth (Blindspotting), Katrina Dimaranan (Miss Universe Philippines Tourism 2021), Earl Baylon (Tomb Raider), Edward Baon (Lumpia), Gerald Pilare (illustrator), and A.J. Calomay (producer/editor) discuss the seven-year journey crowdfunding the award-winning indie feature (starring UFC fighter Mark Muñoz and Danny Trejo) and companion indie comic book series. Includes free print giveaway by BayaniArt. Moderated by Winston Emano (mano Y mano Media), followed by screening and cast/crew Q&A. North 200B

8:00–9:00 | Marvel Cinematic Universe TV Battle Brackets—What is your favorite Marvel live-action television show? This is a chance for fans to sound off and have their opinions count. Panelists include Dave Olbrich (Geekview Tavern host), Tom Mason (Geekview Tavern co-host), and special guest Chris Ulm (Jam City Games). Using the Battle Brackets system, attendees will be selecting their favorite MCU TV show through discussion and voting. Results will be featured on an upcoming episode of Geekview Tavern on YouTube. Audience participation! Surprise guests! Room 207

8:00–9:00 | Selling the Hit: What You Always Wanted to Know About the Stunt Industry (In Memory of Eric Caijua)—Stuntmen and stuntwomen from Avengers: Endgame, Black Panther, Captain Marvel, Godzilla: King of the Monsters, Walking Dead, Agents of Shield, MacGuyver, and many more discuss their experiences and offer advice in getting into and navigating the stunt industry in movies and TV, as well as how it is changing. Room 209

8:00–9:00 | On the Mic Podcast LIVE from WonderCon—The popular entertainment and comedy podcast heads to WonderCon, hosted by Tim Drake (Funny or Die, Robot Butt), award-winning filmmaker, writer, author, and Second City alumni. Tim’s jokes and tweets have been featured on The Tonight Show with Jimmy Fallon, Jimmy Kimmel LIVE, The Nightly Show with Larry Wilmore, and Larry King Now. Tim will be joined by a special celebrity panelist, talking film, TV, and comedy. Room 211

8:00–9:00 | Trivia for the Rest of Us—Use your own device to play this inclusive, open, online session covering such topics as superheroes, video games, monsters, princesses, Stan Lee, and more. Winners will receive prizes. Featuring Debbie Kunes (curator), Jeff Kunes (director), Owen Kunes (monitor), and Tyler Kunes (creator). Everyone is welcome; appropriate for all ages. Room 213CD

8:30–11:30 | The 2022 WonderCon Masquerade—Our annual big on-stage costume competition returns, featuring amazing, beautiful, and imaginative costumes crafted by our talented and creative attendees. Trophies are bestowed by a panel of guest judges, along with $500 in cash plus other prizes presented by representatives from companies and organizations. The master of ceremonies will be writer/artist Phil Foglio (of Studio Foglio.com). Additional entertainment during the judging intermission is provided by the Saber Guild performance group and The Corps Dance Crew. Doors will open for audience seating at 8:00 but the line for choice seating will start forming earlier. North 200A

8:00–9:00 | The Tonight Show with Jimmy Fallon, Jimmy Kimmel LIVE, The Nightly Show with Larry Wilmore, and Larry King Now. Tim will be joined by a special celebrity panelist, talking film, TV, and comedy. Room 211

8:00–9:00 | Trivia for the Rest of Us—Use your own device to play this inclusive, open, online session covering such topics as superheroes, video games, monsters, princesses, Stan Lee, and more. Winners will receive prizes. Featuring Debbie Kunes (curator), Jeff Kunes (director), Owen Kunes (monitor), and Tyler Kunes (creator). Everyone is welcome; appropriate for all ages. Room 213CD

8:30–11:30 | The 2022 WonderCon Masquerade—Our annual big on-stage costume competition returns, featuring amazing, beautiful, and imaginative costumes crafted by our talented and creative attendees. Trophies are bestowed by a panel of guest judges, along with $500 in cash plus other prizes presented by representatives from companies and organizations. The master of ceremonies will be writer/artist Phil Foglio (of Studio Foglio.com). Additional entertainment during the judging intermission is provided by the Saber Guild performance group and The Corps Dance Crew. Doors will open for audience seating at 8:00 but the line for choice seating will start forming earlier. North 200A
NATURAL'S MOST VICIOUS EATING MACHINE JUST ARRIVED IN KING SIZE ...
...
AND YOU ARE ITS PREY!

ATTACK OF THE BLACK SCORPIONS™

a new Horror-Creature novel – coming Friday, May 13th from Dave Gregory - galaxiefilm@post.com
SUNDAY PROGRAMS

10:00–11:00  Behind-the-Music panel—Composers give you a behind-the-scenes look at what goes into creating the scores to some of today’s most popular series and films. Featuring panelists Sean Callery (Halo), Jeff Russo (Star Trek: Picard), Sherri Chung (Kung Fu), Kurt Farquhar (The Proud Family: Louder and Prouder), Dominic Lewis (Bullet Train), and Joseph Shirley (The Book of Boba Fett). Room 207

10:00–11:00  Writing for Indie Comics—Host David Lucarelli (Tinseltown) and panelists Ryan Winn (Gods and Gears, Hammerella), Charlie Stickney (White Ash), and David Avallone (Elvira Meets Vincent Price) explain the four very different routes they took to become indie comics writers, describe their writing processes, and offer advice about how to break into the industry. Free comics for everyone who asks a question! Room 209

10:00–11:00  The Christian Comic Arts Society Meeting—There will be a short sermonette to be followed by a panel discussion. If the church were given a grade (A, B, C, D, or F) on its outreach to comic book/animation/game culture, what would that grade be? What has been successful? What has failed? What steps can be taken to effectively reach this community with the gospel of Jesus Christ? P. Panelists will include Brendan Prout (pastor of Sanctuary San Diego; co-author, Superhero Grief), Joe Queen (Geeky Guys for God), Alexander James, Christina Todd (CCAS), Eric Jansen (God and Country Graphics), and Kyle Keene (moderator). Room 211

10:00–11:00  3D Printing Cosplay 101—3D Printing has become an industry standard for props and costume pieces in movies and cosplay. Veteran prop and cosplayer Mad Propps shares tips and tricks for the best practice to 3D printing props and costume pieces. Also, hear from other panelists who are currently mastering the art of 3D printing. Room 213CD

10:00–11:00  Women’s Color Code—Women’s Color Code is two women of color in video games who are excited to talk to you and answer your questions about the game industry. They share their experiences working on titles big and small, from Race with Ryan Road Trip and The Arcslinger to DreamWorks’s Trollhunters: Defenders of Arcadia and Pac-Man: Mega Tunnel Battle. Game designer Alissa Smith (Heavy Iron Studios) and licensing producer Cheyenne Shotton hope to inspire game lovers, women, and people of color to pursue their dreams of creating video games. Room 300B

10:00–11:00  The Bob’s Burgers Movie—Bob’s Burgers creators and cast come together for this first look at the Belcher family’s jump to the big screen. During the panel, they will share never-before-seen footage and answer fan questions. North 200A

10:00–5:00  Children’s Film Festival Sunday—the annual Los Angeles International Children’s Film Festival continues with its final day of short films from around the world for all ages, featuring animation, live action, and documentaries. Animators and filmmakers will talk to the audience following their films, including advice for kids on how to become a professional animator or filmmaker. Room 303AB

10:30–11:30  Spotlight on Tula Lotay—Tula Lotay is best known for her work on Supreme Blue Rose, All-Star Batman, and The Wicked + The Divine. Her cover work for DC, BOOM!, and Image has made her a much-in-demand artist. But she’s also well known for creating the UK’s largest comic art festival, Thought Bubble. SDCC’s own Laura Jones (operations and programming coordinator) will be chatting with Tula about the business of comics, events, and being an entrepreneur in creative fields. Room 208

10:30–11:30  Encouraging Creativity Through Fairy Tale Retellings—Brandie June (author, Gold Spun) discusses how developing characters and out-of-the-box thinking make for a more interesting and complex story. She provides several writing prompts to encourage participants to think creatively and develop their own fairy tale retellings with new characters and settings. Bring paper and pen and get ready to start your own original retelling! Room 210

10:30–11:30  Building a New World of Immersive Entertainment—From studio giants to independent productions through the United States, a group of artists discuss some of the activations in the pop culture industry and the new frontier of interactive events. Room 213AB

10:30–11:30  Developing the Future of the Art, Media, and Entertainment Industry—Jinko Gotoh (producer and vice president, Women in Animation), Arnon Manor (vice president of visual effects, Sony Pictures), Nicole Hendrix (producer, executive director of the BRIC Foundation, Concept Arts Association), Alison Mann (talent manager, co-president of Fourth Wall Animation; co-founder BRIC Foundation), and Steve Issacs (education program manager, Epic Games) take part in a lively discussion on how to challenge the status quo and create alternative career opportunities in animation, game design, and VFX, especially for diverse talent. Through Career Technical Education (CTE) programs and developing a registered youth apprenticeship, young people in underserved communities will have access to industry training as a part of their education. Moderated by Jewyl Alderson Clarke (San Diego County Office of Education, Innovation Division). Room 300D

11:00–1:00  Writers’ Coffeehouse—Led by New York Time bestselling author Peter Clines (The Broken Room, Paradox Bound) this session focuses on the business of prose publishing. The Writers’ Coffeehouse is a bunch of writers sitting around talking about writing: no agendas, no requirements, just chat about markets, pitching and selling, conquering frustration and defeating writer’s block, and all of the good things that come from the community of writers. It’s open to everyone—from absolute beginners to award winners and bestselling. Just show up, hang out, and talk. Or don’t talk—lurk in the back and take notes. Room 204C

11:00–12:00  Ted Lasso: The Hero to Believe In—In the midst of our current society and world news, Apple+ debuted Ted Lasso, only for the series to cut through other franchises and make its way to the top as one of the best shows to watch. Ted Lasso is the hero we didn’t know we needed until we met him. Jason Sudeikis, along with his stellar cast, brings to life characters we can
not only relate to but also find therapy in. The show brings viewers joy, hope, faith, and above all: to believe. Jessica Tseang (pop culture speaker) talks with therapists, hosts, writers, artists, and TV critics as they explore what makes this series stand out above others. Room 207

11:00–12:00 | Heavy Metal Graphic Novels and Prose Novels—The worlds of prose novels and graphic novels are not usually shared by the same company. Come learn how Heavy Metal is doing them both. Heavy Metal has been the premier home for science fiction, fantasy, and horror for 45 years. Room 209

11:00–12:00 | Gorilla Tales with Don McLeod and Adam Mier—If you have wondered about the gorillas that you see in films, commercials, and on television, wonder no more. Meet the men inside the gorilla suits, Don McLeod and Adam Mier (professional mimes, actors, and living statues). Don (gorilla creator and author of Gorilla Tales) will explain what it takes to create the gorilla character and costume. Stay for a Q&A moderated by Sandra Scheller, a professional mime and former student of Don McLeod. Be prepared to laugh and learn as this panel goes ape. Room 211

11:00–12:00 | Disney Bounding 101—Members of the cosplay community discuss the history, and rules, along with some useful tips and tricks for Disney and other theme park bounding. Room 213CD

11:00–12:00 | First Look at Tom Swift—Cast members of the new CW show Tom Swift provide an exclusive first look at the series, which follows the sci-fi adventures of the title character and his friends after the shocking disappearance of his father. North 204A

11:30–12:30 | Spotlight Panel with Skottie Young—Comic book creator Skottie Young is here for your questions and whatever you all would like to chat about! Bring your questions about writing, cover design, plot, and character development, what he gets on his pizza—all your questions are fair game. Skottie’s current projects include Marvel variant covers as well as exclusives for his own online store, writing The Me You Love in the Dark, TWIG, Strange Academy, and the relaunch of I Hate Fairyland later this year. Room 208

11:30–1:00 | Comics Arts Conference Session #7: Centering Silenced Voices—Panelists spotlight the voices of those too often marginalized. Grace D. Gipson (Virginia Commonwealth University) examines how several Black girl superher-oines render the visibility of Black girls and reflect both the real and the imagined tensions of their everyday lives. Amy Jacobs (Muskogee Community College) considers how Black Widow: No Restrictions Play juxtaposes the horrors of a narrative about child victimization with a bright and cheery artistic style to uncover a message of hope and transcendence that breaks through the tale’s darkness. And Elke Deever (Indiana University) uncovers the limitations of male creators Deloupy and Swann Meralli’s well-meaning attempts to speak for the forgotten women of the French-Algerian War in Algériennes 1954–1962. Room 210

11:30–12:30 | Pop Culture Fantasy Draft—Fantasy drafts and pop culture collide in this debate-style program, where panelists pick a team of pop culture characters to overcome a slew of ridiculous audience-chosen scenarios. On stage will be our favorite puppets: Chunk (Art Vega, Perception Studio), Cucumber (Danny Montooth, Perception Studio), Willow (Amber Reeder-Vega, Perception Studio), and Brian (Andrew Lockerbie, Perception Studio), along with Alix Catherine (content creator, AlixyGalaxy), Cole Garrison (content creator, Rogue Jedi Gaming), and JPG (pop culture educator and RPG performer) rounding out the competition. Room 213AB

11:30–12:30 | Comic Book Skills/Video Game Career—The talent for visual storytelling can be honed in the comic business, then put to work in a video/mobile game career. Sharpening their skills in comics, panelists Chris Ulm (Jam City Games), Billy King (concept artist, Amazon Games), and Paul O’Connor (Amazon Games) have established their own gaming studio, Appy Entertainment. Find out what it takes and what to learn. A live episode of Geekview Tavern on YouTube with Dave Olbrich (host) and Tom Mason (co-host). Room 300B

11:30–12:30 | Teaching and Learning with Comics: A Workshop for Educators, Scholars, and Fans—Peter Carlson (Green Dot Public Schools), Susan Kirtley (Portland State University), and Antero Garcia (Stanford University) lead this hands-on workshop designed for educators looking to integrate comics into classrooms. Chanti Burnette (Animo South Los Angeles High School) joins the panel as they guide participants through activities that model how to develop superhero readers and writers in classrooms through the implementation of a critical comics pedagogy. Workshop materials will be provided, and everyone is welcome. Room 300D

11:30–12:30 | Robotech: The New Beginning—The Harmony Gold team talks about exciting new Robotech merchandise/licenses and their new partnership for future Robotech with Funimation! North 200B

12:00–1:00 | How to Create Your Own Novel: From First Idea to Publishing—The Winner Twins, Brittany and Brianna, multiple award-winning and national bestselling sf/fantasy authors, explain how to create your own novel step by step. They will be joined by Todd McCaffrey (New York Times bestselling author, Dragonriders of Pern). From developing a writing routine to an in-depth look at different publishing paths, they explore what it means and what it takes to be an author professionally and to achieve success. They will share their war stories, secrets, and paths to help you tell your stories to the world. Room 207

12:00–1:00 | The Art of the Comic Pitch—Chip Mosher, whose career spans Oni Press, BOOM! Studios, and Comixology Originals, dives into what he looks for in a pitch and how to prepare a pitch for success. Learn why publishers don’t take unsolicited submissions and how to get solicited. Room 209

12:00–1:00 | CBLDF: Leading the Charge Against Censorship: Strategies for Defending Comics in Your Community—The landscape of censorship has changed in the last several months. Instead of occasional and localized attempts to ban comics, CBLDF and its coalition partners have seen organized nationwide campaigns against comics and other books, vitriolic protests at school board meetings, and political attacks. CBLDF coalition director Betsy Gomez, ALA GNCRT president-elect Moni Barrette, and a panel of experts will provide proven strategies and resources for countering censorship in your community. Room 211
**SUNDAY PROGRAMS**

12:00–1:00 | **How to Make Halo Armor and Props with Anvil Station**—Looking to build your own Halo cosplay armor and props? Getting lost because the options seem infinite? The crew of Anvil Station is here to help you reach your goals! They’ll review the most common techniques used today to construct props and costumes including 3D printing, casting and molding, foam construction, laser cutting, and microcontroller programming. Featuring panelists Cary Gunnar Lee (Legacy Effects, Starside Armory), Alec Richter (Materialhackers), Chris Loomis (Crazedone Cosplay), and SpicyTeaCat. Moderated by JP Pollio. *Room 213CD*

12:00–1:00 | **Career Paths into Game Development**—As the business of video games now surpasses the annual revenues of both film and music combined, public interest in pursuing a career in the game industry has staggeringly increased in recent years. This has spawned a wide variety of educational and vocational options for individuals to pursue game development, but how exactly does one get the knowledge they need and then find a job in this very competitive industry? Learn from veteran game industry professionals about what it takes to launch a game development career and how there are many paths into the industry. *Room 300B*

12:00–1:00 | **Woke**—See an advance screening of the Hulu original comedy series *Woke* season 2 premiere episode, followed by a Q&A with cast and executive producers. Inspired by the life and work of artist Keith Knight, *Woke* continues to upend Black nerd and activist culture, deftly satirizing with a wink and a smile. The screening will be followed by a conversation with series stars Larmone Morris, T. Murph, and Blake Anderson and co-creators/executive producers Keith Knight and Marshall Todd, along with executive producer/showrunner Anthony King. A co-production between Sony Pictures Television and ABC Signature, season 2 of *Woke* premieres with all eight episodes Friday, April 8 on Hulu. *North 200A*

12:30–1:30 | **100 Years of Visual Effects**—This title is a lie! Visual effects have actually been around for over 115 years! The very people who invented the visual language of film developed effects to tell the most fantastic stories. Geoffrey Mark (*The Orville, Raised by Wolves*) takes you through a historical journey from the beginning of film until today. *North 200B*

1:00–2:00 | **Spotlight on Michael A. Stackpole**—Michael A. Stackpole has had a long career as a game designer, graphic novelist, and novelist, having worked in the Star Wars, World of Warcraft, Gears of War, Shadowrun, Conan, and BattleTech

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12:30–1:30 | **Make Mine Ultima! (Redux)**—The classic Ultima series is known for its epic quests and imaginative worlds. In this panel, we’ll explore the evolution of the Ultima franchise and discuss what makes it a true fantasy classic. Featuring panelists: Gene Yang, Sarah Kuhn, and Shannon Hale, along with Mary Bellamy (*My Little Pony, Faux Facts*) share what makes kids’ comics great for all ages. Moderated by Tracy EDMUNDS. *Room 208*

12:30–1:30 | **Comic-Books and Music: The Storylines and Energy Bringing a Lot of People Together**—Comic books and music link us to our best-loved stories and we often retell them time and time again. Today both popular cultures are raising a dynamic range of emotions and nostalgic feelings. When the two come together we witness something amazing! Panelists will discuss the ways in which these genres are steering the next generation of fans and creators in a positive direction by exploring this growing phenomenon. Featuring: Joy Frankel (owner and publisher of Z2 Comics), Jennifer Sullivan (president, memBrain LLC), Gary Phillips (writer, crime fiction, comic books television), Davien Watkins (founder/general manager, Superpower Enterprises) Jeffrey Gund (CEO/founder, INFOLIST.com), and Rick Gibson (senior vice chancellor, Pepperdine University). *Room 300D*

1:00–2:00 | **Taking a Behind-the-Scenes Look into TV’s Top Sci-Fi/Fantasy Shows**—Filmmakers from VFX studio Crafty Apes—including Brandon Nelson (visual effects supervisor of *Upload*), Molly Pabian (visual effects producer, *Foundation*, *What We Do in the Shadows*), Alex Knudsen (visual effects supervisor, *What We Do in the Shadows*), and Tim LEDoux (visual effects supervisor, *Foundation*)—share first-hand insights into bringing TV’s top sci-fi/fantasy shows to life through visual effects. *Room 207*

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**WONDERCON 2022**

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PANEL: How to Create Your Novel from First Idea to Publishing

Sunday April 3 2022, 12:00PM - 1:00PM Room: 207

The Winner Twins, Brittany and Brianna, multiple award-winning and national bestselling science fiction and fantasy authors, will explain how to create your own novel step by step. They will be joined by Todd McCaffrey (New York Times bestselling author, Dragonriders of Pern). From developing a writing routine, to an in-depth look at different paths to publishing, they explore what it means and what it takes to be an author professionally and to achieve success. They will share their war stories, their secrets, and paths to help you share your stories with the world.

www.WinnerTwins.com
universes. He’s also produced several independent series and stand-alone novels. Join him for this Q&A session. Room 211

1:00–2:00 | Over 30 Cosplay: Costuming and Cosplay Advice for the Mature Cosplayer—Panelists cover topics celebrating the history of comic and cosplay culture, couples’ cosplay ideas, and combating negative age-related stereotypes. They’ll offer tips on costume choice, dating, and family, social media/marketing age awareness, and how to combat bullying in the community. Featuring Chad Edward Lee Evett (president and chief designer, Stoopid Buddy Stoodios), John D. Callison (award-winning cosplayer; CEO and founder of Over30Cosplay), and Shelly Grace-Bowers (ScarlettCosplay, award-winning cosplayer and costume designer). Moderated Jen Greeley (award-winning cosplayer, editor at Over30Cosplay). Room 213CD

1:00–2:00 | The Making of a Tabletop Game—New tabletop games are being published every month, and there are best practices to bring these games to life. Hear advice from veterans in the tabletop game industry on how to design, develop and publish tabletop games. Room 300B

1:00–2:00 | Kung Fu Special Video Presentation and Q&A—A quarter-life crisis causes a young Chinese American woman, Nicky Shen, to drop out of college and go on a life-changing journey to an isolated monastery in China. But when she returns to San Francisco, she finds her hometown is overrun with crime and corruption. Nicky will rely on her family and friends, as well as her martial arts skills and Shaolin values, to protect her community and bring the criminals to justice—all while trying to take down tycoon Russell Tan. Join the cast (participants to be determined) for a special video presentation, followed by a Q&A as they discuss the thrilling new season. Christina M. Kim and Robert Berens are co-showrunners and serve as executive producers alongside Greg Berlanti, Sarah Schechter, Martin Gero, and David Madden. Kung Fu stars Olivia Liang, Tzi Ma, Kheng Hua Tan, Shannon Dang, Jon Prasida, Eddie Liu, Gavin Stenhouse, Vanessa Kai, Tony Chung, and Yvonne Chapman. From Berlanti Productions and Quinn’s House in association with Warner Bros. Television and inspired by the original series created by Ed Spielman, Kung Fu airs Wednesdays at 9/8c on The CW or stream for free on The CW app. Catch up on season one on HBO Max. North 200A

1:30–2:30 | Art Directors Guild Portfolio Review Sunday—Tim Burgard (Hawkeye, Dolmen Is My Name) and other senior illustrators from the Art Directors Guild, IATSE Local 800, will offer inspiration and practical suggestions on the work of those in pursuit of a Hollywood art department career. Room 206B

1:30–2:30 | Cosycast Live!—Coy Jandreau (Collider, Nerdist, Rotten Tomatoes) and a panel of industry pros record an episode of the chart-topping entertainment podcast Cosycast LIVE! They’ll cover all the breaking news from WonderCon, discuss the current state of comics movies and TV, play some games with the audience, and more. Room 208

1:30–2:30 | Honesty and the Written Word—How honest is too honest? How does one strike a balance between being vulnerable and going too deep? Or is there no such thing? Learn from these prolific creators about how to put yourself into your writing: David A. Robertson, Peter Clines, and David Mark Weber. Room 213AB

1:30–2:30 | LGBTQ+ Representation in Animation—Characters who speak to LGBTQ+ audiences have been appearing in popular animation more and more, and a new generation of queer creators is leading the way. From reboots of beloved classic cartoons such as My Little Pony, She-Ra, and Masters of The Universe to all-new offerings such as Q-Force and The Legend of Vox Machina, queer sensibilities and representation have been blazing new trails. Prism Comics and moderator Tara Madison Avery (We’re Still Here; Publisher, Stacked Deck Press) are joined by panelists Cort Lane (My Little Pony, Marvel Super Hero Adventures), Mae Catt (Young Justice, Transformers: Cyberverse), Brad Rader (Batman: The Animated Series; Bob’s Burgers), David Reddish (entertainment editor, Queerty; author, Sex, Drugs, and Superheroes), and Tim Sheridan (Masters of the Universe: Revelation; Batman: The Long Halloween). Room 300D

1:30–2:30 | William S. Clausen USO History and Fiction—USO (Unidentified Submerged Objects) have a long history in America and particularly California. William S. Clausen covers sightings off the coast of California from Catalina to the Mexican waters off of Baja California. North 2008

2:00–3:00 | Law of Star Trek—Lawyers and judges love Star Trek because every series wrestles with complex moral issues. What are the rights of refugees? What happens if a computer goes on a killing spree? If you find a starship, can you keep it? Circuit Judge John Owens, U.S. Magistrate Judge Mitch Dembin, and Washington, DC attorney Mark Zaid offer their legal analysis of issues from Star Trek Picard, Discovery, Lower Decks, Prodigy, and every other Generation of Trek. Moderated by Joshua Gilliland (The Legal Geeks). Room 207

2:00–3:00 | The Making of a Classic Picture Book—Celebrate families of all shapes and sizes, finding your voice, and the power of gentleness and humor at this picture book roundtable. Creators Dan Santat (After the Fall) and Rebecca Jordan-Blum (Kitty) and authors Gregory Bonsignore (That’s Betty!) and Chelsea Lin Wallace (A Home Named Walter) discuss their adorable and heartwarming picture books. Moderated by Mags DeRoma (Awake). Room 209

2:00–3:30 | Comics Arts Conference Session #9: Comics Reflecting and Refracting Culture—Shane Gomes (Tennessee State University) looks at how “graphic novels” have pushed “comics” out of the field of Comics Studies, arguing that the goal of the field should be to strive for the legitimization of comics in general. Shelly Clevenger (Sam Houston State University) presents the results of a content analysis of 248 issues of The Incredible Hulk, asking how violent the Hulk really is and what his violence means for readers. Dwaipayan Roy (National Institute of Technology, Mizoram, India) examines how Raj Comics character Nagraj engages with Indian mythology and folk horror, and Justine Mastin (Saint Mary’s University of Minnesota) unpacks Alison Bechdel’s The Secret to Superhuman Strength and the resonant psychological and philosophical themes that permeate every page. Room 210

2:00–3:00 | I’m in the Nerd Business—How do you create and sustain a business that caters to the geek lifestyle? A panel of entrepreneurs whose businesses are aimed at the nerdy or geeky clientele, from lifestyle goods to high-end nerd collectibles to geeky
services to streaming nerd content, discuss how these businesses grew from just fandom and an idea, how they survived a global pandemic, what it’s like to serve this vibrant community in an increasingly crowded and competitive marketplace, and how you might join them. Room 211

2:00–3:00 | Teaching Comics Literacy—Educators are discovering the power of comics and graphic novels as educational tools. But, can everyone read comics? Recent research shows that visual narratives involve much greater complexity and require a lot more decoding than widely thought. This panel of experts will discuss teaching students to read and analyze comics and graphic novels in depth. They’ll demonstrate how they lead students in analyzing and creating comics and share resources you can use in your classroom. Panelists: Derek Heid (teacher, ELA 9/AP Literature/ Critical Studies of Comics, Temecula Valley High School), Shveta Miller (Hacking Graphic Novels: 8 Ways to Teach Higher-Level Thinking with Comics and Visual Storytelling), Jennifer Naumann (teacher, 7th Grade ELA), and Mary Ellen Stout (lecturer, San Diego State University Department of History and Women’s Studies; founding member of Comics@SDSU). Moderated by Tracy Edmunds (teacher, VP K-12 education for Reading With Pictures). Room 213CD

2:00–3:00 | Steampunk Variants Across the Fandom Multiverse—Steampunk variations of favorite fan characters are one of the most popular mashups among artists and cosplayers. Enjoy a lively discussion with a visual presentation showing some of the best examples of these mashups and learn how you can create a Steampunk variant from your favorite pop culture universe. Panel organized by Gaslight Steampunk Expo together with SoCal Steampunk mashup costumers. Room 300B

2:00–3:00 | TV Guide Magazine’s 2022 Fan Favorites: Warner Bros. Television Showrunners Edition—The publication that loves TV and the studio that loves to make TV team up to bring together an epic group of showrunners from some of your favorite series. From Warner Bros. Television Group, panelists will swap behind-the-scenes stories, dish about everything that goes into putting these shows on the air, and tease what’s to come. TV Guide Magazine senior writer Damian Holbrook moderates. North 200A

2:30–3:30 | Saving Comic Books in Libraries—With book challenges sweeping the country, especially against comics and graphic novels, Jack Phoenix (certified public librarian, author of Maximizing the Impact of Comics in Your Library: Graphic Novels, Manga, and More) will discuss how community members can support schools and libraries during such challenges and how they can help prevent the challenges, to begin with. There will be a brief history of challenges to comics and a Q&A. Room 208

2:30–3:30 | Eight Decades of Archie at the Comic-Con Museum—For more than 80 years, the characters and stories of Archie Comics have resonated with readers, creating fans around the world and serving as the basis for hit pop songs, big-budget motion pictures, and top-rated TV shows (both animated and live-action). This past November, San Diego’s Comic-Con Museum opened a pop-up exhibit dedicated to Archie. Here, members of that show’s curatorial team join long-time fans and key creators to consider Archie’s impact on popular culture and give some behind-the-scenes looks into the Museum galleries. Room 213AB

2:30–3:30 | Meet the Extraordinary POC Taking Over the TTRPG World—Tabletop role-playing games are taking center stage in the entertainment sphere, showing that everyone is welcome to the gaming table. This panel highlights some of the extraordinary people of color in TTRPGs, giving you a look into their background in gaming, how they are making moves in the RPG space, tips for aspiring creators, and more. Featuring Michelle Nguyen Bradley (actor, Critical Role, , Outbreak Undead: United States of the Dead), B. Dave Walters (GM, G4TV’s Invitation to Party; actor, Vampire the Masquerade: LA by Night), Carlos Luna (creative director, Roll20; actor, Dimension20), Makenzie De Armas (associate game designer, D&D Studio/Wizards of the Coast, credited on Critical Role Presents: Call of the Netherdeep, The Islands of Sina Una), Alicia Marie (costume artist, actor, Demiplane: Children of Earte), Noura Ibrahim (actor, D&D’s Black Dice Society and), and Markeia McCarty (host/producer, marketing manager, Hunters Entertainment). Room 300D

2:30–3:30 | It’s Morphin’ Time: Celebrating 29 Years of Power Rangers—Campy, colorful, and often over the top, the Power Rangers launched in 1993 and quickly exploded into a worldwide phenomenon, a multimedia franchise that endures to this day. Celebrate 29 years of Power Rangers mania with some of your favorite actors from the franchise, including Jazz Badauiwila and Abraham Rodriguez (Beast Morphers), Brennan Mejia (Dino Charge), Cameron Jebo (Super Megaforce), and Ciara Hanna (Super Megaforce). North 2008

3:00–4:00 | The Enduring Appeal of the Alien Franchise—Gareth Von Kallenbach (Skewed and Reviewed) along with Victor and Juliette Calderon look at the enduring appeal of the Alien franchise and how Ripley set the standard for strong female characters. They will explore Ripley and her impact on those who followed, from Amanda to those in the pending television series. Room 207

3:00–4:00 | Writing for Kids—Authors Reggie Brown (Who Are Your People), Ernesto Cisneros (Efren Divided), Tim McCanna (Jack B. Ninja), Sam Subity (The Last Shadow Warrior), and Salina Yoon (Penguin and Pinecone) share their insights into the publishing industry and lessons learned on the journey to traditional publication writing for kids ages 5 to 12. Moderated by author Henry Herz (I Am Smoke). Room 209

3:00–4:00 | Spotlight on James Rollins—James Rollins (The Starless Crown) is the New York Times bestselling author of international thrillers as well as a new series of epic fantasy novels that just launched with The Starless Crown. His books are always compulsively readable, and he’s covered everything from telepathic underground marsupials to a group of human disasters setting out to fight the actual moon, so it’s safe to say that there’s no shortage of action, adventure, or imagination in his work. Join James for a session about his writing, inspirations, and more! Room 211

3:00–4:00 | The Importance of Online Branding and Professionalism—Panels offer a collection of tools and knowledge and websites and how to use them to get the good kind of attention for yourself and your projects. All attendees will get a postcard of some

Room 213CD

3:00–4:00 | Where Do Ideas Come From? —For artists and writers who get “stuck,” Veteran writer/editor Barbara Randall Kesel (Hawk and Dove/Marvels Snapshots Avengers) slings rapid-fire tips, tricks, and strategies for vanquishing those blocked brain cells and deadline demons. Part information, part motivation, all entertaining! Room 300B

3:00–4:00 | Shudder’s Cursed Films—Cursed Films is a documentary series that explores the facts and myths surrounding famous films some consider cursed. The new season will feature Rosemary’s Baby, Stalker, The Serpent and The Rainbow, Cannibal Holocaust, and The Wizard of Oz. The creative minds behind the series discuss some of these cursed productions and share some behind-the-scenes anecdotes and an exclusive sneak peek at the upcoming season, premiering Thursday, April 7 on AMC’s premium streaming service Shudder. North 200A

3:30–4:30 | In Plain Sight: Using Everyday Style to Express Your Inner Superhero—Kim Henderson McAndrew (InPlain Sight Blog), Sarah Brockman (ConQuest AR), Christine Quimbo (Team Wicket), and Michael Pao (SuitUpGeekOutBlog) discuss the differences between cosplay, stylized attire, bounding, and everyday fashion; followed by a discussion of how to integrate each into your daily wardrobe to express and celebrate your fandoms. Moderated by Justin Davidson (Justin Davidson Photography). Room 208

3:30–4:30 | How to Be a One-Person Comic Company—Times have changed and now one person can do it all. That is, if you know how! Award-winning comics creator Brian Haberlin will show you how to leverage new technology to not only create comics but also make your own collectibles and animations to promote and sell your creations. Everything the big companies do you can now do yourself! Room 210

3:30–4:30 | WonderCon Talk Back—For the first time since 2019, Comic-Con International presents WonderCon. Representatives from Comic-Con International will be present to listen to attendees’ feedback about the event. What did we do right? What could be improved? We want to hear from you! Room 213AB

3:30–5:00 | Dr. Horrible’s Sing-Along Blog: An Interactive Whedon Musical—WonderCon is going out on a high note! The powers that be behind Fandom Charities, The Hellmouth Con, Whedonopolis.com, and Fandomopolis.com are hosting an interactive screening of Dr. Horrible’s Sing-Along Blog. Come and revel in the musical genius of The Whedons! But remember, the best part of the show is up to you: Cheer for Dr. Horrible! Cheer for Penny! Cheer for Moist! Cheer for the Freeze Ray! Cheer, or whatever, for “Captain Hammer, Corporate Tool”! Just have fun and be sure to make Bad Horse gleeful. There will be audience participation; it isn’t just for Rocky Horror and mob riots anymore. North 200B

4:00–5:00 | The Future of Doctor Who—An interactive and entertaining panel about what’s ahead for fan-favorite sci-fi show Doctor Who. Keeping the show fresh even as the return of previous showrunners will be discussed by moderator Sandro Monetti (CNN) and time travelers unltl cosplayers River Alexandra Song, Karen Glover, Julie O’Malley, Kristi Schoeman, and Cody Shoberg. Room 207

4:00–5:00 | Storyboarding: The Ins and Outs—Ralph Lee Miranda (storyboard artist at ADG 800) walks you through how to develop and apply storyboarding skills and the day-to-day life of a storyboard artist. Ralph will also discuss how storyboarding led to the creation of his new cartoon Oh, Bubba Lu! Jen Lu (writer), Chris Kawagiwa (storyboard artist), Kelvin Chung (art director), Jeremy Parsons (writer), and David Seung (producer) will also discuss creating and finalizing a film and how storyboarding guides the project. All in attendance will receive an exclusive Oh, Bubba Lu! poster and a storyboarding cheat sheet handout. Room 209

4:00–5:00 | Perfecting and Pitching the Picture Book—If you want to write a children’s picture book but don’t know where to start, this panel is for you. Stephen W. Martin (Fluffy McWhiskers Cuteness Explosion; Charlotte and the Rock) takes you through the process of picking the perfect idea, using classical structure to polish it up, and then sending it out with a creative query to capture any editor or agent’s attention. Bring your pencils, paper, and colored crayons . . . let’s pitch some picture books! Room 211

4:00–5:00 | Full-Time Creative Work on a Part-Time Schedule—Panels cover what creatives need to know to make their project happen outside that talent they already have. The focus is on time management, resource management, and communication. All attendees will get a postcard containing some of the collected tips, wisdom, and potential pitfalls talked about on past panels. Also, one lucky attendee will win a one-year subscription to the Adobe Creative Cloud (a $599 value) courtesy of Adobe education leader Sean Glumace. Moderator Ron Coleman, Ph.D. (molecular geneticist and comic writer) is joined by panelists Sean Glumace (comic book letterer, Glumace.com), James Frye (manager editor, TheConGuy.com), Heather Joseph-Witham, Ph.D. (professor of folklore and mythology at Otis College, star of Mythbusters), and Topher Davila (art director, GeekdomWear.com, illustrator). Room 213CD

4:00–5:00 | What’s in a Name: Naming Kids (And Other Things in Your Life) The Geek Way—Scott Rubin (Naming Your Little Geek) and friends Ify Nwadiwe (Dimension 20, NBC’s Grand Crew), Riley Silverman (Nerdist, SYFY), Hector Navarro (Nerdist, Heroes Reforged), and Jessica Lynn Verdi (You Don’t Know, Nick, Mission Log: The Orville) discuss fun ways to discover, research, and choose all the coolest names for your kids, pets, cars, Wi-Fi networks, RPG characters, and more. Room 300B

82 WONDERCON 2022
**ANIME SCHEDULE**

WonderCon Anaheim is proud to present an extended three-day schedule featuring some of the best in Japanese animation. **Daytime screenings take place in Rooms 205A and 205B on Level 2 of the Anaheim Convention Center** (see the map on page 34 for the exact location). On Friday and Saturday nights, the Anime fun moves to our Headquarters Hotel, the Hilton Anaheim, located next to the Convention Center. **The nighttime screenings are in California Room A on the second level of the hotel** (see the map on page 35 for the exact location). This schedule is subject to change. Check the room signs outside Room 205A and 205B for updated information.

### DAYTIME

**Anaheim Convention Center**

**Room 205A (Level 2)**
12:30  Tonari no Seki-Kun: The Master of Killing Time
12:40  Galaxy Angel
12:55  Maharoba Heartful Day
1:20  His and Her Circumstances
1:45  My Teen Romantic Comedy SNAFU
2:10  Haruka Nogizaka’s Secret
2:35  Real Girl
3:00  Fruits Basket
3:25  Galaxy Angel
3:40  Hayate the Combat Butler
4:05  Yashahime: Princess Half-Demon
4:30  RIN-NE
4:55  All Purpose Cultural Cat Girl Nuku Nuku TV
5:20  El-Hazard The Wanderers
5:45  Food Wars!
6:10  Nagasarete Airanto
6:35  Uzaki-chan Wants to Hang Out!

**Room 205B (Level 2)**
12:30  Battle Athletes Victory
12:55  Aria The Natural
1:20  Comet Lucifer
1:45  Martian Successor Nadesico
2:10  Majestic Prince
2:35  Dai-Guard
3:00  World Trigger
3:25  Hi-sCoool! Seha Girls
3:40  The Third The Girl with the Blue Eye
4:05  Space Battleship Yamato 2199
4:30  Hunter X Hunter
4:55  Seven Senses of the Re’Union
5:20  BOFURI I Don’t Want To Get Hurt So I’ll Max Out My Defense
5:45  One Punch Man
6:10  Is It Wrong To Try To Pick Up Girls in a Dungeon?
6:35  Sorcerer Hunters

**NIGHTTIME**

**Hilton Anaheim**

**California A, Level 2**
7:15  DD Fist of the North Star
7:40  How Heavy are the Dumbbells You Lift?
8:05  Flame of Recca
8:30  El-Hazard The Alternative World
8:55  K: Return of the King
9:20  Ushio & Tora
9:45  Plunderer
10:10  Please Twins!*
10:35  Nakaimo My Little Sister is Among Them!*  
11:00  Koi Koi Seven*
11:25  Cutie Honey Universe*

### SATURDAY

**Anaheim Convention Center**

**Room 205AB (Level 2)**
10:30  Di Gi Charat
10:35  aGakuen Utopia Manabi Straight
11:00  Himouto! Umaru-chan
11:25  Kadorra
11:50  Tonari no Seki-Kun: The Master of Killing Time
12:00  Ultra Maniac
12:25  Golden Time
12:50  Maharoba Heartful Days
1:15  His and Her Circumstances
1:40  Science Fell in Love So I Tried to Prove It
2:05  Haruka Nogizaka’s Secret
2:30  Real Girl
2:55  Fruits Basket
3:20  Galaxy Angel
3:35  Hayate the Combat Butler
4:00  Yashahime: Princess Half-Demon
4:25  RIN-NE
4:50  All Purpose Cultural Cat Girl Nuku Nuku TV
5:15  El-Hazard The Wanderers
5:40  Food Wars!
6:05  Nagasarete Airanto
6:30  Uzaki-chan Wants to Hang Out!

**Room 205B (Level 2)**
10:30  Sherlock Hound
10:55  Di Gi Charat
11:00  Kyousougiga: In the Mirror Capital Kyoto
11:25  Tonari no Seki-Kun: The Master of Killing Time
11:35  Snow White with the Red Hair
12:00  My Next Life as a Villainess All Routes Lead To Doom!
12:25  Battle Athletes Victory
12:50  Aria The Natural
1:15  Comet Lucifer
1:40  Martian Successor Nadesico
2:05  Majestic Prince
2:30  Dai-Guard
2:55  World Trigger
3:20  Hi-sCoool! Seha Girls
3:35  The Third The Girl with the Blue Eye
4:00  Space Battleship Yamato 2199
4:25  Hunter X Hunter
4:50  BOFURI I Don’t Want To Get Hurt So I’ll Max Out My Defense
5:15  Seven Senses of the Re’Union
5:40  One Punch Man
6:05  Is It Wrong To Try To Pick Up Girls in a Dungeon?
6:30  Sorcerer Hunters

**SUNDAY**

**Anaheim Convention Center**

**Room 205AB (Level 2)**
10:30  Sherlock Hound
10:55  Di Gi Charat
11:00  Kyousougiga: In the Mirror Capital Kyoto
11:25  Tonari no Seki-Kun: The Master of Killing Time
11:35  Snow White with the Red Hair
12:00  My Next Life as a Villainess All Routes Lead To Doom!
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4:00  BOFURI I Don’t Want To Get Hurt So I’ll Max Out My Defense
4:25  Sorcerer Hunters

*Due to some mature themes/content, no one under 18 will be allowed into the anime rooms after 10:00 PM unless accompanied by a parent or adult legal guardian.*
**ANIME SYNOPSES**

**All Purpose Cultural Cat Girl Nuku Nuku**—To stop Mishima Industry’s president from conquering the world, home appliance market, Kyusaku Natsume creates All Purpose Cat Brain Androbot Nuku Nuku, who easily dispatches Mishima’s appliance robots, but fitting in as a human teenage high school student is different. Schoolboy Ryunosuke Natsume tries to guide Nuku Nuku, but he has his own problems to deal with. Also there’s his mother, Akiko, who by day is a Mishima executive and at night she’s the right hand of the company’s president.

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**Aria The Natural**—On the water-covered planet Aqua three girls, Akari, Aika, and Alice, share the same dream to become the most talented gondoliers in all of Neo-Venezia. Every day they train with their mentors and also together to achieve their shared goal of someday being Neo-Venezia’s top gondoliers, during which they see and explore all of the wondrous sights on Aqua, whether they’re training or using their free time together to enjoy these sights. But even as their skills improve the three friends face new challenges as well.

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**Battle Athletes**—The athletic competition for the Cosmo Beauty title is humanity’s important sporting event in 4998. Only three students from each training school advance to the University Satellite to compete for it, so there’s cutthroat competition between star athletes and devious slackers. For Akari an added problem is she’s the daughter of Tome Mido, the most famous Cosmo Beauty winner ever. This with her bad luck makes Akari the focal point in whatever event she’s in, but good friends and constant practice may give her hope.

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**BOFURI I Don’t Want To Get Hurt So I’ll Max Out My Defense**—After her friend Risa Shiromine encourages playing the VRMMORPG New World Online, Kaede Honjo joins under the name Maple. Not wanting to get hurt, she becomes a shield user with maxed-out defense stats and puts all of her acquired status points only on her defense level so she’s slow and has no magic but can withstand most attacks without taking any damage and gains new skills and higher levels. This along with her creative thinking and innate luck helps her make unexpected accomplishments in the game.

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**Comet Lucifer**—Getting lost while searching for rare crystals in the abandoned Giftadium mines, Sogo Amagi and his childhood friend Kaon incredibly discover a girl trapped inside a giant crystal. When she is unexpectedly freed, giant mechas controlled by a secret military organization suddenly invade the mines that are fought off by a mysterious crystal-like being. Now Sogo, Kaon, and their friends must deal with Felia, a red-eyed girl with strange powers who doesn’t understand their language and somehow unravel her secrets and also uncover why the military is after her.

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**Dai Guard**—Twelve years ago after giant invaders attacked the Earth, its greatest minds and corporations designed a giant robot of incredible power. Unfortunately the lowest bidder won the contract, but just as the robot was ready the invaders totally disappeared, and the robot soon became a tourist attraction. But the invaders have returned and the only thing opposing them is the robot Dai-Guard and a team of young office workers supplementing their income as tour guides and part time pilots. Now these reluctant heroes must stop these invaders while hiding their robot’s defects.

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**DD, Fist of the North Star**—Although Kenshiro achieved in the secret martial art of Hokuto Shinken a high level of useful combat skills for a nuclear devastated wasteland, they’re totally useless in a peaceful modern-day Japan, so like others unemployed people in Japan would be hero Ken looks for work. Finding there’s a job opening at a convenience store it looks hopeful for him, but if he wants this job he will have to deal with two contentious contenders: his brothers Toki and Raoh who’re just as muscle-headed and dimwitted as Ken himself.

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**Di Gi Charat**—Alien Princess Dejiko, who has cat ears, a cat tail, and ray-beam-shooting eyes, travels to Earth hoping to become an idol singer. But she, her sidekick Puchiko, and their balloon-like protector Gema end up working in the only place in Tokyo they seems normal: a game store in Akihabara. Dejiko also has a rival, her co-worker Rabi~en~Rose, who also wants to be an idol singer.

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**El-Hazard: The Alternative World**—During the initiation ceremony for the new Priestess of Water, 17-year-old Qawool Towles, a mysterious entity appears named Arjah who transports everyone there to an alternate world. Makoto and the others are now stranded in a strange new kingdom called Creteria that’s a bleak, industrial realm ruled by the despot Dall. In order for them to make it back to El-Hazard, they must somehow uncover the secret behind an ancient artifact called the Spring of Life, and time may be running out as the spring is dying.

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**El Hazard The Wanderers**—As Makoto always upstages Jinnai at everything they compete at without even really trying to, it just aggravates the delusional rivalry existing only in Jinnai’s mind. When he tries to sabotage Makoto’s newest invention it unfortunately creates a dimensional rift that throws Makoto, Jinnai, and several others from their school into a strange new world filled with amazing creatures, beautiful sights, helpful new friends, and dangerous enemies. If they are ever getting back home, it will take wits, courage, and a lot of luck.

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**Flame of Recca**—For Recca Hanabishi, who’s always felt connected to ninjas, despite his martial prowess his battles are just schoolyard brawls. When a mysterious woman confronts him and tells him that he’s the ancient ninja clan Hokage’s last survivor born with the power to control fire, his world suddenly changes. While battling this woman he discovers he can summon flames from his hands, so Recca wonders what she knows and wants from him. He also wonders if Yanagi, a girl with powers to heal any wounds, is the princess he has always longed to serve.
**Food Wars!**—At the elite Tohtsuki Academy cooking school that’s staffed by famous culinary chefs, lovely short-order cook Soma Yukihira, knowing only a handful of its students actually graduated, is determined to graduate as well. Despite efforts from its culinary giants, like Erina “God Tongue” Nakiri, who try to upend his plans, Soma will show these snobs that anything they can dish out he can also serve it up and will impress them by making it far better than anything they could have ever imagined. Soma vows to graduate as its top student.

**Golden Time**—While starting his new life in Tokyo as a private law school freshman student, Tada Banri, realizing that pretty freshman student Koko Kaga is actually feeling lonely, befriends her. Developing mutual feelings, they start dating. As Banri and Koko adjust to their new romantic lives together, they and their new friends must deal with the various problems they encounter while discovering themselves. As more lost memories from his partial traumatic amnesia start to return, they threaten the intimate relationship that Banri and Koko now have.

**Haruka Nogizaka’s Secret**—At Hakuto Academy, Haruka Nogizaka, who’s pretty, smart, and talented, is considered an idol, while Yuuto Ayase is an ordinary guy who, due to his hard-drinking older sister and her lecherous friend corrupting his life, has given up on girls. When Yuuto accidentally discovers that Haruko is secretly an otaku, she is terrified of others finding this out and flees from him, but now attracted to her he decides she’s one girl that he can’t give up on. After promising to keep her secret, Yuuto and Haruko start dating and they eventually fall in love.

**Hayate the Combat Butler**—Being Nagi’s butler/bodyguard, Hayate’s life has become even more crazed and chaotic as trouble seems attracted to Nagi and her friends. Nagi’s increasing attraction to Hayate, who’s still unsure of her feelings, is maybe changing their professional relationship into one that’s not. Hayate is also still not sure of Hinagiku’s growing attraction to him, which in certain situations has caused misunderstandings between them that he must resolve. So along with the physical dangers of doing his job he has to now deal with increasing emotional perils as well.

**Himouto! Umaru-chan**—To her classmates Umaru Doma is the ideal girl, as she’s pretty, friendly, humble, polite, gets top grades, and can do any given task, but they wouldn’t recognize her at her home, where she changes her pretty clothes for an orange hamburger and pigs out on junk foods, binge-watches television, plays violent video games, whines, rolls on the floor, and leaves the apartment messy, making life miserable for her older brother Taihei. Even closely guarded secrets are uncovered and Umaru’s two lives will eventually collide.

**His and Her Circumstances**—Besides her female classmates ignoring her, Yukiko contends with Tsubasa, who is jealous that she and Arima are dating, unaware that her friends are now friends with Yukiko. Refusing help from Arima, Yukiko confronts a jealous Maho, and her classmates, realizing Maho was using them, apologize to Yukiko. After she finally confronts Tsubasa, they begin to understand each other better. When summer vacation starts, Arima will be in a kendo tournament so can’t be with Yukiko, who then starts spending some time with her new friends.

**Hi-Scool! Seha Girls**—In a new school three girls meet for the first time, but they and school are not what they seem to be. Dreamcast, Sega Saturn, and Mega Drive are SEGA gaming console names, but at Sehagaga Academy they’re also three girls possibly destined for greatness. Wacky hijinks ensue as these girls aren’t tested on math and science skills but rather in being able to complete challenges inside classic SEGA video games to win the 100 medals needed to graduate.

**How Heavy Are the Dumbbells You Lift?**—Her love for food is causing Hibiki Sakurai to gain weight. After her friend Ayaka Uehara suggests that Hibiki needs to slim down, she decides to go check up on the Silverman Gym. There she discovers it’s a haven for intimidating body builders and also notices that her classmate and student council president Akemi Soryuuin is also there. Having a muscle fetish, she decides to join. After meeting Naruzo Machio, one of the handsome personal trainers, Hibiki then decides to join as well.

**K: Return of Kings**—Spreading its influence, the Green Clan JUNGLE has caused increased friction with the Red Clan HOMRA and the Blue Clan SCEPTER 4. The war escalates when the Green King, Nagare Hisui, sends his men to attack Kuro and Neko, forcing the Silver King, Yashiro Isana to return. Reunited with his friends, Shiro proposes an alliance of the Red, Blue, and Silver Clans to stop the Green Clan’s threat, but its King has his own wild cards. The three king’s combined powers are needed to stop the Green King’s dark ambitions.

**Kodocha**—Energetic11-year-old Sana Kurata is a famous child actress with a hit TV show whose school life isn’t doing so well, as class has grounded to a halt due to problem child Akito Hayama and his gang of boys. So Sana declares war on Hayama and his gang, but all of her dumb attacks are having no effect. Eventually Sana finds out that Hayama has problems that run far deeper than she had ever expected, as it involves his family having various issues after his mother had passed away. So Sana is determined she will somehow fix their issues.
Kyousougiga: In the Mirror Capital Kyoto—A beautiful and colorful world inside of a painting, people live an idyllic, boring life until Koto appears, searching for clues about her missing mother she never met, and ends up where she’s supposed to be yet least expected. It’s a tale of a mixed-up, crazy family with a father having mysterious powers, a mother who’s a goddess, and siblings having an intense rivalry that finally ends up attracting the attention of the Shrine, an organization that’s devoted to protecting this multiverse.

Mahoraba Heartful Days—After moving into the Narutaki apartments, art student Ryushi Shiratori discovers the landlady Kozue Aoba is a girl younger than him who has multiple personalities that take her over whenever she’s shocked. Besides Kozue, Ryushi must also contend with the aggressive Saki, the childish Nanako, the wacky Chiuri, and the shy Natsume, along with other eccentric neighbors. As time passes the relationship between Ryushi and Kozue, and her many personalities, becomes closer and more precious for them, as do the bonds with their other friends.

Majestic Prince—In the future an alien race attacks humanity’s expansion into the solar system. Physics and genetic engineering advances create amazing new battle mechs and young pilots who possess many enhanced abilities. The hapless Team Rabbits’ commander Izura leads Toshikaze, Kei, Tamaki, and Ataru to fight the sinister Wulgaru forces, led by ruthless Prince Jiart who has superior firepower, technology, and a driven desire for earthly destruction. Izura and his comrades must learn to cooperate to defeat this foe to save themselves and the earth before it’s too late.

Martian Successor Nadesico—An alien visitor is the last trigger igniting the final phase of the war with the Jovians. With betrayals and deception threatening to destroy the last fragile hope for peace, the Nadesico crew makes a fateful decision to end the fighting no matter what the cost. That means returning to Mars and to get there the Nadesico will have to fight its way through both the Nergal and Jovian fleets. After arriving at Mars they will make some startling discoveries about it, which will help Akito and Yuriko to finally realize they have mutual feelings for each other.

My Next Life as a Villainess, All Routes Lead to Doom!—When she accidently bumps her head, young noblewoman Catarina Claes has a terrifying revelation. She was an avid otaku and game player in a previous life and she’s now living a life that matches the villainess of the game Fortune Lover, a character who’s doomed to be killed or exiled no matter how the game is played. Forewarned and forearmed with the game’s multiple plots, Catarina will now try to change her fate, by not doing what she had done or befriending people that she didn’t.

My Teen Romantic Comedy SNAFU—Recent events helped the awkward Service Club members to start bonding, but they still have emotional issues, and helping others with their personal and romantic issues may threaten to reverse it and cause its collapse. Between Hachiman realizing he can manipulate others, Yukino’s underlying responsibility battles, and Yui’s shifting needs and insecurities, the tenuous thread that’s held their relationship together is even more fragile, as they still refuse to acknowledge that certain feelings exist between them.

Nagasarete Airanto—The island Airanto is surrounded by life-threatening whirlpools, making any escape from it impossible. As only women and young girls live here, this makes life difficult for the marooned Ikuto, as nearly every girl sees him as husband material. Despite this, Ikuto slowly adjusts to living on the island with help from the pretty Suzu, who is a close friend he has been living with, as she is treats him nicely and is the only girl not fighting over him. As Ikuto and Suzu spend more time together they start getting closer as mutual intimate feelings develop.

One Punch Man—Becoming a hero just for fun, Saitama—after undergoing three years of “special” training, during which he loses all his hair—eventually becomes the strongest hero ever. He’s so strong now, maybe too strong, and practically invincible, as even his mightiest opponents are taken out with a single punch, and it’s becoming kind of boring being so devastatingly powerful. Despite facing new enemies every day, his overwhelming strength is causing him to lose his passion for being a hero, and he wonders how much longer he can remain one.

Plunderer—in the world of Alcia, everyone’s worth is measured by a special Count that’s imprinted somewhere on their bodies related to an important aspect of their lives. If it drops to 0, that person is dragged into the abyss and considered dead. After her mother was dragged into the abyss, Hina set out to fulfill her last wish and has been searching for the Legendary Ace for the past five years when she meets the strange masked man Licht. Later, when Hina is in danger, Licht while protecting her loses his mask, revealing that he’s the Legendary Ace.

Real Girl—Never popular, Hikari Tsutsui’s only friend is an extreme otaku, so the only girls he knows are the two-dimensional ones from his manga and video games—until one day as punishment he has to clean the school’s pool with Iroha Igarashi, the school’s resident ‘bad girl!’ who’s, brash, pretty, and known for promiscuous behavior who other girls loath but guys love. For some reason Iroha seems interested in Hikari and even proposes that they go out. Hikari eventually agrees to and even after learning that Iroha is moving away in six months he decides to keep dating her.

RIN-NE—For Sakura Mamiya, life was odd long even before helping her half-Shinigami classmate Rinne Rokudo assist lost souls to reach the land of the dead. The various other-worldly entities Sakura has daily encountered isn’t as strange as finding herself and Rinne involved in a complicated web of...
SAVING LIVES

According to the bio, Dr. Hana Uzaki is a life-saving doctor who loves to help others.

**Position: Life-Saving Doctor**

Dr. Hana Uzaki is a life-saving doctor who enjoys helping others. She is passionate about her work and always ready to assist those in need. Her dedication to her patients is unmatched and her skills are unparalleled. With her bumbling but lovable personality, she brings a touch of fun to the serious world of medicine. She is always looking for ways to improve her skills and is constantly learning from her experiences. Despite her occasional mishaps, she remains a shining example of a dedicated healthcare professional.

**Hana Uzaki's Experience**

Dr. Hana Uzaki has been a practicing doctor for over a decade. She has worked in various capacities, from a small rural clinic to a bustling urban hospital. Her experience has given her a broad understanding of the medical field and has taught her the importance of compassion and empathy in patient care. Her journey has not been without its challenges, but she has emerged stronger and more knowledgeable for it.

**Hana Uzaki's Personality**

Dr. Hana Uzaki is a bumbling but lovable doctor. She is always looking for ways to improve her skills and is constantly learning from her experiences. Despite her occasional mishaps, she remains a shining example of a dedicated healthcare professional.

**Hana Uzaki's Passion**

Dr. Hana Uzaki is passionate about her work and always ready to assist those in need. Her dedication to her patients is unmatched and her skills are unparalleled. With her bumbling but lovable personality, she brings a touch of fun to the serious world of medicine. She is always looking for ways to improve her skills and is constantly learning from her experiences. Despite her occasional mishaps, she remains a shining example of a dedicated healthcare professional.

**Hana Uzaki's Adventure**

Dr. Hana Uzaki embarks on a variety of adventures, always ready to assist those in need. Whether it's a high-risk operation or a simple checkup, she is always ready to lend a helping hand. Her experiences have taught her the importance of compassion and empathy in patient care, and she continues to strive for excellence in her work.

**Hana Uzaki's Importance**

Dr. Hana Uzaki is an important figure in the medical field. Her dedication to her patients is unparalleled and her skills are unmatched. She brings a touch of fun to the serious world of medicine, making even the most difficult situations more manageable. Her bumbling but lovable personality is a testament to her commitment to her patients.

**Hana Uzaki's Impact**

Dr. Hana Uzaki has had a significant impact on the lives of her patients. Her dedication and compassion have helped many to overcome their ailments and live healthier lives. Her bumbling but lovable personality has made her a beloved figure in her community, inspiring others to follow in her footsteps.

**Conclusion**

Dr. Hana Uzaki is a life-saving doctor who loves to help others. Her dedication to her patients is unmatched and her skills are unparalleled. With her bumbling but lovable personality, she brings a touch of fun to the serious world of medicine. Her experiences have taught her the importance of compassion and empathy in patient care, and she continues to strive for excellence in her work. Her bumbling but lovable personality is a testament to her commitment to her patients, and her impact on the lives of her patients is significant.

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**Further Reading**

Dr. Hana Uzaki is a captivating character, and her adventures are sure to entertain and inspire. For more information on her, please refer to the following resources:

- **Hana Uzaki's Official Website**
- **Hana Uzaki's Social Media**
- **Hana Uzaki's Fan Club**

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**Contact Information**

Dr. Hana Uzaki's Contact Information:

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- **Address:** 123 Main Street, Anytown, USA 12345

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Dr. Hana Uzaki's success is due to the hard work and dedication of her team. The following individuals have contributed to her journey and are acknowledged for their support:

- **Dr. John Doe:** Chief Surgeon
- **Dr. Jane Smith:** Obstetrician
- **Dr. Robert Johnson:** Pediatrician

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**About the Author**

Dr. Hana Uzaki is a dedicated and bumbling doctor who loves to help others. She is passionate about her work and always ready to assist those in need. Her dedication to her patients is unmatched and her skills are unparalleled. With her bumbling but lovable personality, she brings a touch of fun to the serious world of medicine. Her experiences have taught her the importance of compassion and empathy in patient care, and she continues to strive for excellence in her work. Her bumbling but lovable personality is a testament to her commitment to her patients, and her impact on the lives of her patients is significant.
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