

COMIC-CON INTERNATIONAL PRESENTS

# WonderCon

ANAHEIM 2023



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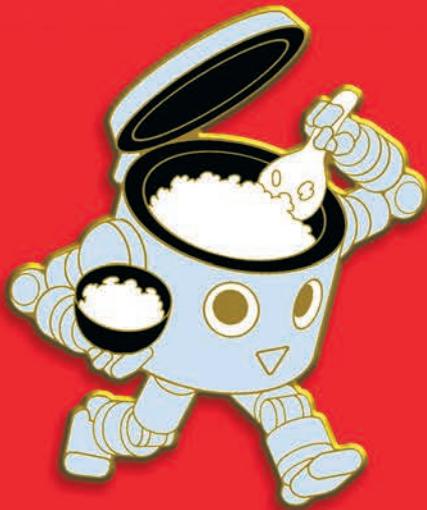
# THE BEST PINS AT WONDERCON

## Ukiyo-e Heroes Booth 1413

### Convention Map



Octopus Swordsman



Rice Bot



Frog Samurai



Ramen Cat



Ruby Dragon



Forest Dragon



Ramen Dragon

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**MISSION STATEMENT**

The SAN DIEGO COMIC CONVENTION (Comic-Con International) is a California Nonprofit Public Benefit Corporation organized for charitable purposes and dedicated to creating the general public’s awareness of and appreciation for comics and related popular art forms, including participation in and support of public presentations, conventions, exhibits, museums and other public outreach activities which celebrate the historic and ongoing contribution of comics to art and culture.

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# WELCOME BACK TO WONDERCON

Welcome back! We are thrilled to welcome you to the 35th WonderCon, our 10th here in Southern California. How time has flown! We are excited to gather once again with all of you to celebrate the community we love and all its various fandoms. We look forward to this opportunity to spend time with all of you who are the heart of what we do.

The heart of WonderCon has always been that community; it is what keeps us coming back year after year. Since its early years 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's a place to connect with old friends and to meet new ones, to come together to share stories, experiences, and interests with like-minded fans, to learn about favorite fandoms or discover new ones. It is a gathering of the tribe that is popular arts and culture.

While exploring the many WonderCon offerings, you will find a great variety of interests and passions among its participants. Whether it be finding that perfect item in the Exhibit Hall, meeting the writers and artists who create the work you love, cosplaying as your favorite character,

watching the amazing creativity on display in the Masquerade, learning a new game in our Games areas, listening to creators and fans discuss their works in Programming, or meeting friends and other fans, there is a huge diversity of content to pique the interests of those of you attending and participating in the show.

We are thrilled to see fans once again gather throughout the entire campus of WonderCon, whether it be socializing in the lobbies of the convention center or hotels, stopping by the fountain to watch or photograph the amazing costumes on display, having a snack at the food trucks, 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 see those venues come alive with activity and creativity—to once again see the wonder

that is WonderCon.

As always, we are grateful to all who attend—professionals, exhibitors, press, volunteers, program participants, and especially you, the attendees—for all that you do to help make WonderCon one of the best events in the country. We realize there are many other shows you could choose to attend, and we truly appreciate that you chose to spend your time with us. Your loyalty and support are the reason for our success. This show is a work of heart from us, the “village” that is the WonderCon staff and volunteers who work year-round to create this magic, and we are thrilled to share it with you. We thank you for joining us, and hope you enjoy WonderCon 2023 as much as we’ve enjoyed creating it for you.

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# WONDERCON 2023 ANAHEIM COMIC-CON® PROGRAM BOOK

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## YOUR WONDERCON ANAHEIM 2023 BADGE

### About Your Badge

Your WonderCon 2023 badge is made up of two key pieces: a plastic badge holder and paper name badge(s). **You must wear your complete badge at all times while on-site at the Anaheim Convention Center.** Your badge is invalid if it is missing any of the pieces mentioned above. We may perform random ID checks at entrances. Please make sure the name on your badge matches your photo ID.

### Lost Badges

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

### Badge Privacy Notice

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

Only allow your badge to be scanned by exhibitors who you want to have your contact information. If an exhibitor scans your badge and obtains your contact information, they may contact you, send you information, or share your information with others. San Diego Comic Convention does not rent, sell, lend or give its mailing list to anyone other than parties that need the information to assist in producing our events (e.g., the registration and housing companies).

### Questions and Help

Visit [www.comic-con.org/wca](http://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.

## WHERE IS IT?

The Anaheim Convention Center has 3 levels, across 2 buildings:

**LOWER LEVEL:** Hall E: Daily Volunteer Registration (Below Hall D)

**LEVEL 1 (Ground Floor):** Arena: Programming; Halls A-C: Exhibit Hall  
Hall D: Badge Pick-Up for Attendee/Professionals/Press/Program Participant/Staff; Bags/Lanyard/Program Book Pick-Up; Early Morning Exhibit Hall Lines

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

**LEVEL 3:** Programming Rooms (300A, 300C, 300E)

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

Anaheim Convention Center North:

**LEVEL 2 NORTH:** Programming Room (North 200A)

### PROGRAMMING

Anaheim Convention Center: Arena (Level 1); Rooms 204C, 207BCD, 208AB, 209AB, 210ABC, 211AB, 213AB, 213CD (ACC Level 2), Rooms 300A, 300C, 300E (ACC Level 3), Room North 200A (ACC North Level 2)

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

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

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

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

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

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

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

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

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

### GAMES:

Back of Exhibit Hall C (ACC Level 1)

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

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

**MASQUERADE:** North 200A (ACC North Level 2)

**MASQUERADE DESK:** (Lobby B/C)

**PORTFOLIO REVIEW:** Room 206B (ACC Level 2)

**VOLUNTEER REGISTRATION:** Hall E (ACC Lower Level)

**WONDERCON MERCH BOOTH:** Exhibit Hall: Booth 1889 (Main Merch booth) and Booth 1889 (Gaming/Vintage Merch)

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

**WONDERCON INFORMATION DESKS:** Lobby, ACC North; Lobby, ACC Level 2, Exhibit Hall Booth 1031



# WONDERCON

## SPECIAL GUESTS

### JASON AARON

**Jason Aaron** is an award-winning comic book writer best known for his work with Marvel Comics, including a landmark seven-year run on *Thor*. He's also had celebrated stints writing *Wolverine*, *Doctor Strange*, *Ghost Rider*, *Conan the Barbarian*, and the 2015 relaunch of *Star Wars*. He is currently writing Marvel's flagship *Avengers* series, along with a character-defining run on *Punisher*. His other works include the Eisner and Harvey Award-winning *Southern Bastards* (Image), *Scalped* (DC/Vertigo), and the recently launched *Once Upon a Time at the End of the World* (BOOM! Studios).



Aaron



Adams



Chen

### ALANE ADAMS

**Alane Adams** is a Webby-award winning creator of media content designed to get kids excited about reading and is the author of the *Legends of Orkney* and the *Legends of Olympus* series for middle-grade readers, as well as four historical picture books set in the 1920s. Alane founded the Rise Up Foundation in 2009, which has supported thousands of teachers with classroom needs and books.



Cook

### MINGJUE HELEN CHEN

**Mingjue Helen Chen** is an LA-based illustrator who works in animation as well as publishing. She's worked for Disney Publishing, BOOM!, DC Comics, and Marvel and contributed to such titles as *Jungle Book*, *Gotham Academy*, and *Silk*, along with doing various comic book cover work. Her movie projects include *Frankenweenie*, *Wreck-It Ralph*, *Big Hero 6*, and *Wish Dragon*. Most recently, she was a production designer on *Raya and the Last Dragon*.

### TOM COOK

**Tom Cook** began his career as an animator and director in 1978 at Hanna-Barbera Studios, where he worked as an assistant animator on such series as *Super Friends*, *Godzilla*, *Scooby Doo*, *Smurfs*, and *The Flintstones*. Moving to Filmation Studios in 1980, he worked on *He-Man and the Masters of the Universe*, *She-Ra Princess of Power*, *Ghostbusters*, and *The Kids Super Power Hour*, among others. He then directed many episodes of these favorite TV cartoons: *Road Rovers*, *Disney's Mighty Ducks*, *Duckman*, *King of the Hill*, *Savage Dragon*, *Extreme Ghostbusters*, *The Simpsons*, and many more. He also animated or was the key clean-up artist on such animated films as *Walt Disney's Prince and the Pauper*, *Roger Rabbit in Tummy Trouble*, *The Jetson's Movie*, *Rover Dangerfield*, *Stay Tuned*, *Pinocchio and the Emperor of the Night*, *Steven Spielberg's We're Back: A Dinosaur Story*, and *Don Bluth's Thumbelina*.



### MARK EVANIER

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

### JENNY FRISON

**Jenny Frison** is an illustrator and comic book cover artist known for her evocative and painterly illustrations. Focusing on moody portraits, her body of work is emotionally motivated and character driven. While Jenny made a name for herself in comics creating covers for titles like *Wonder Woman*, *Catwoman*, *Poison Ivy*, *Harley Quinn*, and more, her portfolio has grown to include art for television, movies, gaming, galleries, and museums. She resides just outside of Chicago with her husband, two terrible cats, and the world's very best dog.

### MITCH GERADS

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

### ADAM HUGHES

While best known for his eye-catching covers on *Black Widow*, *Wonder Woman*, *Catwoman*, and *Fairest*, **Adam Hughes** has done much more to become a fan-favorite artist. His recent interior projects include the Eisner Award-winning *Hellboy: Kram-pusnacht* and *Hellboy: Seven Wives Club*, and stories in *The Rocketeer Anthology*, *Batman: Black and White*, and *Harley Quinn: Black, White and Red*, to name just a few. Now a designer for Disney, Adam still makes time for the occasional comics project.

### PHIL JIMENEZ

**Phil Jimenez** is an Eisner, Inkpot, Diamond, and Wizard award-winning writer and artist who has worked for DC, Marvel, and a host of other comic book companies for nearly 30 years. He is best known for his work on *Tempest*, *The Invisibles*, *JLA/Titans*, *New-X-Men*, *Wonder Woman*, *Infinite Crisis*, *Amazing Spider-Man*, *Otherworld*, *Superwoman*, and the Eisner Award-winning *Wonder Woman: Historia*. Jimenez has also worked in film, television, animation, traditional print media, and packaging design; has lectured at universities, museums, and the Library of Congress on identity and diversity in entertainment; and is considered one of the most prominent out gay creators in mainstream comics.



Evanier



Frison



Gerads



Hughes



Jimenez

## DANIEL WARREN JOHNSON

**Daniel Warren Johnson** is a Chicago-based comic book writer, artist, and illustrator with clients including Image, DC, Marvel, Wizards of the Coast, and many others. His creator-owned title *Extremity* was met with popular and critical acclaim, netting him an Eisner Award nomination for Best Limited Series. His other works includes *Do a Powerbomb*, *Beta Ray Bill*, *Murder Falcon*, and *Wonder Woman: Dead Earth*.

## TOM KING

Eisner Award-winning writer **Tom King** had an extensive run on *Batman*, giving us a story to truly remember. His other credits include *Batman/Catwoman*, *Grayson*, *Heroes in Crisis*, *Mister Miracle*, *The Omega Men*, *Rorschach*, *Strange Adventures*, and *The Sheriff of Babylon* for DC and *The Vision* for Marvel. His most recent projects have included *Supergirl: Woman of Tomorrow*, and *Human Target*. James Gunn has announced that King is one the architects of the new DC Universe media franchise of feature films and other media.

## JAE LEE

**Jae Lee** is a Korean American comic book artist known for his dark style. In 1990, he became one of the youngest artists ever to work for a major publisher. He is an Eisner Award winner for his work on Marvel's *The Inhumans*. His art can also be seen in *Stephen King's Dark Tower*, *Before Watchmen: Ozymandias*, and *Batman/Superman*. Most recently, he returned to Image Comics on the creator-owned series *Seven Sons*.

## STEVE LEIALOHA

**Steve Leialoha** has been working in comics since the 1970s drawing and/or inking primarily for Marvel and DC Comics. Among his favorites he's worked on are *Fables* (the original run and the new current edition), *Petrefax*, *Warlock*, *Howard the Duck*, *Spider-Woman*, *The New Mutants*, *The Hitchhiker's Guide to the Galaxy*, and the original *Star Wars* comics in 1977. Other credits include issues of *Dr Strange*, *Justice League*, *Iron Man*, *X-Men*, *Hulk*, *She-Hulk*, *Spider-Man* with or without Shang Chi (in *Marvel Team-up*), *Star Trek*, *Steeltown Rockers*, *ROM*, *Vampirella*, *Mike Danger*, and *Trypto the Acid Dog*.



Johnson



King



Lee



Leialoha



Newitz

## ANNALEE NEWITZ

**Annalee Newitz** is an American journalist, editor, and author of fiction and nonfiction. They are the recipient of a Knight Science Journalism Fellowship from MIT and have written for *Popular Science*, *The New Yorker*, and the *Washington Post*. They founded the science fiction website io9 and served as editor-in-chief from 2008 to 2015, then became editor-in-chief at Gizmodo and tech culture editor at Ars Technica. Their book *Scatter, Adapt, and Remember: How Humans Will Survive a Mass Extinction* was nominated for the LA Times Book Prize in science. Their first novel, *Autonomous*, won a Lambda award.



### GARY PHILLIPS

**Gary Phillips** has published several novels and short stories and written comics for the likes of DC, BOOM! Dark Horse, and Moonstone, where he penned new adventures of Kolchak, the Night Stalker and pulp favorite *The Spider*. He's been a staff writer on *Snowfall*, a show streaming on Hulu about crack and the CIA in 1980s South Central, and he has edited several anthologies, including the Anthony-winning *The Obama Inheritance: Fifteen Stories of Conspiracy Noir*. *The Washington Post* and *Booklist* named his novel *One-Shot Harry* as one of the best mysteries of 2022. He's currently at work on a crime story for ComiXology.



Phillips

### JOE QUINONES

**Joe Quinones** is an American comic book artist and illustrator. Known for his expressive faces and fluid linework, Joe has worked on several high-profile books over the last 15 years, including *Dial H for Hero*, *Howard the Duck*, *America*, *Spider-Man* and more. Most recently, Joe helped usher in the return of Tim Burton's Batman, realizing a comic book sequel to his two films, titled *Batman '89*. Joe illustrated and helped conceive of the book alongside the film's original screenwriter, Sam Hamm.



Quinones

### TRINA ROBBINS

Retired underground cartoonist and current comics herstoryian **Trina Robbins** has been writing graphic novels, comics, and books for about half a century. Her subjects have ranged from Wonder Woman and the Powerpuff Girls and her own teenage superheroine, GoGirl!, to women cartoonists and women who kill. She's won several Eisner Awards and was inducted into the Will Eisner Comic Industry Hall of Fame in 2013. She lives in a house that survived the 1906 quake in San Francisco, with her cats, shoes, and dust bunnies.



Robbins

PHOTO: JESSICA CHRISTIAN

### JAMES ROLLINS

**James Rollins** is the #1 New York Times bestselling author of the Sigma Force series: *Sandstorm*, *Map of Bones*, *Black Order*, *The Judas Strain*, *The Last Oracle*, *The Doomsday Key*, *The Devil Colony*, *Bloodline*, *The Eye of God*, *The 6th Extinction*, *The Seventh Plague*, *The Demon Crown*, *Cruciblek*, *The Last Odyssey*; six individual adventure thrillers; the blockbuster movie novelization *Indiana Jones and the Kingdom of the Crystal Skull*; the Tucker Wayne series; the Order of the Sanguines series; the Jake Ransom middle-grade series; and a new series, *Moonfall Saga*. The 16th Sigma Force adventure, *Kingdom of Bones*, debuts April 19.



Rollins

PHOTO: DAVID SYLVAIN

### TOM RUEGGER

**Tom Ruegger** is the 14-time Emmy winning creator/producer/writer/showrunner of many beloved animated TV series, including *Animaniacs*, *Pinky and the Brain*, *Tiny Toon Adventures*, *Road Rover*, and *Histeria!* As the creator of *Animaniacs*, Tom served as senior producer, showrunner, story editor, writer and lyricist on the series. He developed, produced, showran and wrote *Freakazoid* as well, and served as executive producer and writer on *Batman: The Animated Series*. Tom also created and produced *A Pup Named Scooby Doo* for Hanna-Barbera Productions. For Disney Television Animation, he developed, produced, wrote and showran Disney's *The 7D*.



Ruegger

## PAUL RUGG

**Paul Rugg** co-developed and was the voice of Freakazoid in *Steven Spielberg Presents: Freakazoid*. Paul was one of the original writers of *Animaniacs* and helped develop the characters of Yakko, Wakko and Dot, writing over 40 episodes. Paul also provided the voice of Mr. Director, a Jerry Lewis–esque character and frequent victim of the Warner’s antics. He’s also the voice of Ned, the 7-foot tall, blue-skinned alien who hosts the Jim Henson Company’s *Earth to Ned*, currently on Disney+.



Rugg

## MARK RUSSELL

**Mark Russell** is an award-winning author and comic book writer best known for his work on *The Flintstones*, the GLAAD Award winning *Exit Stage Left: The Snagglepuss Chronicles*, *Second Coming*, *Superman: Space Age*, and the Eisner and Ringo Award winning *Not All Robots*. He is also the author of two books, *God Is Disappointed in You* and *Apocrypha Now*. He also draws cartoons sometimes.



Russell

## EVAN “DOC” SHANER

**Evan “Doc” Shaner** is a DC Comics exclusive cartoonist. His past works include *Future Quest*, *The Terrifics*, *Man of Steel*, *Supergirl*, and *Doom Patrol*, and *Strange Adventures* among others. His most recent project is *The New Champion of SHAZAM!* He lives in Michigan with his wife, two children, and a dog.



Shaner

## GREG VAN EEKHOUT

**Greg van Eekhout** is the author of four fantasy novels for adults and six fantasy and science fiction novels for middle-grade readers, as well as dozens of short stories. His novel *Weird Kid* won the California Independent Booksellers Alliance’s Golden Poppy Award. Others of his works have been finalists for the Nebula Award, Andre Norton Award, and Locus Award and were listed by the New York Public Library among the best 100 books for children.



Van Eekhout

## MARV WOLFMAN

**Marv Wolfman** is a multi-award-winning writer of comic books, animation, video games, theme park shows and rides, children’s books, novels, television, internet animation, and much more. He has also created more characters that have gone onto TV, toys, games and film than anyone since Stan Lee. Among Marv’s creations are Blade, Black Cat, Bullseye, Nova, Nightwing, Starfire, Raven, Cyborg, Deathstroke, and dozens of others. *The New Teen Titans*, written by Marv and drawn by George Pérez, was DC’s best-selling comic for more than a decade, and the miniseries *Crisis on Infinite Earths* revamped the entire DC Comics line and created the concept of company-wide crossovers. Marv was also editor-in-chief of Marvel, senior editor at DC Comics, and founding editor of *Disney Adventures* magazine.



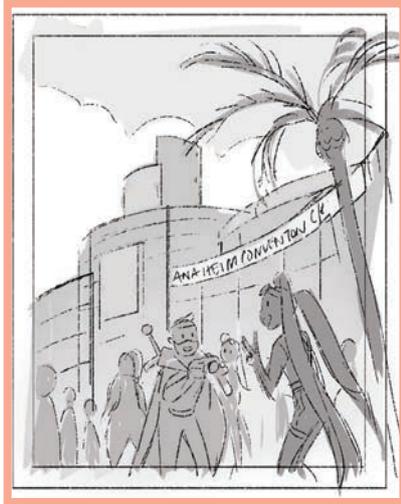
Wolfman

## 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.



Yang



**F**or the cover of the 2023 WonderCon Program Book, we are delighted to feature artwork from WonderCon Special Guest Mingjue Helen Chen.

Born in Beijing, China, Chen has lived in the United States from a very young age. Her love of art and her obvious talent have resulted in her artwork being highlighted in a variety of areas of the popular arts. In publishing, Chen's work has appeared in comics produced by DC, BOOM!, Marvel, and others. Her talent extends to other disciplines as well, as Chen has served as art director, production designer, and visual development artist in a variety of animation and filmed productions produced by Disney Animation, Paramount Animation, and others.

Her whimsical portrayal of WonderCon is a great reflection of one of the friendliest comics conventions in the U.S., and we couldn't be happier to celebrate her artwork and welcome her as a Special Guest.



# 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 area for mothers nursing infants, for administering medication, or as a sensory shroud for attendees with special needs.
- Registration service for attendees with mobility issues and for service animals.
- American Sign Language interpreters for the deaf at select panels and the Masquerade.
- Special limited seating for programming events and the Masquerade.

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

- 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. Please read your WonderCon Program Book and plan your day accordingly, keeping in mind the popularity of most events.
- Special autograph sessions are generally limited, so it is a good idea to make arrangements to have someone within your group save a spot for you in line.
- **Deaf and Disabled Services cannot guaran-**

**tee 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!

Stop by to enjoy our hospitality at the WonderCon **Hospitality Suite**. The suite—located in California Ballroom B on the second level—will be open Friday and Saturday evenings from 7:00 to midnight. It's a great place to enjoy some free snacks while you hang out, mingle, and network with your fellow attendees. Sit down, relax,

and discuss the events of the day, what you saw in programming, or show your new best friends the cool purchases you made!

While you're at the Hilton, be sure to visit our **Nighttime Games Room** (California Ballroom CD) and **Nighttime Anime Room** (California Ballroom A), both on that same level. Check the Games schedule (starting on page 17) and the Anime schedule (on page 75) for more information.



PHOTO: T. GILL © 2022 SDCC



# CONVENTION POLICIES

WonderCon has a few policies that we must all follow for the safety and comfort of everyone. We appreciate your cooperation in helping to make WonderCon a place that everyone can enjoy.

## Airspace (Balloons, Drones, etc.)

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

## Badges

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

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

## Code of Conduct

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

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

## Costume Props Policy

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 Desks. There are 4 locations this year: on the Grand Plaza outside, inside in Lobby B/C; in Hall D near registration; and in the lobby of the new North Building (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 each person's costume 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.*



PHOTO: A. WILLIAMS © 2022 SDCC

### Wearable Cameras/Video Recorders/ Camera Phones

Remember that recording of footage on the screens during panels is prohibited (see below: No Video or Audio Recording of Panels for Public Display). This includes Google Glass, Snapchat Specs, and any wearable camera. You cannot wear Google Glass during footage viewing in any program room. If your Google Glass is prescription, please bring a different pair of glasses to use during these times.

Also, please turn off your devices (phones, tablets, laptops, etc.) and put them away during the screening of panel footage. Not doing so interferes with everyone's viewing quality and causes security to think you're recording the clip.

### No Segways or Hoverboards

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

### No Handcarts, Trolleys, Rolling Bags, or Oversized Strollers in the Exhibit Hall

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

### No Live Streaming of Any Program or Event at WonderCon

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

### No Paging

Please keep in mind that there will be no personal pages over the P.A. system. Set a time and place to meet with your family and friends and communicate with them via text or phone when necessary.

### No Pets Allowed

If you have pets, including iguanas, parrots, boa constrictors, or other nonhuman critters, please leave them at home. The Anaheim Convention Center will not allow animals into the building except for service animals. If your service animal is not wearing any kind of ID identifying them as a service animal,

you will be stopped by security. Please stop by Disabled Services in Lobby B/C for Service Animal Stickers for your WonderCon badge.

### No Retail Sales Unless Exhibit Space Has Been Purchased

No retail sales are allowed anywhere at WonderCon unless you purchased or were allocated exhibit space. This includes the Exhibit Hall, common areas such as lobbies, program rooms, and outside venues, such as the Anaheim Convention Center grounds, or the hotels in the WonderCon room block, including the Hilton Anaheim, our headquarters hotel. Retail sales are strictly limited to the exhibitors in the WonderCon Exhibit Hall.

### No Running

There is absolutely no running anywhere at WonderCon! That includes the 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 convention. Don't run . . . it's not worth it!

### No Selfie Sticks or Similar Devices at WonderCon

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

### No Sitting in Exhibit Hall Aisles

By order of the fire marshal, sitting in the Exhibit Hall aisles is not allowed. Lounges are located throughout the WonderCon Exhibit Hall and near food concessions for your convenience.

### No Smoking, Including E-cigarettes and Vaping Products and Devices

**No smoking is allowed at any WonderCon event at any time and in any location.** No

smoking at WonderCon includes traditional cigarettes, pipes, cigars, or E-cigarettes and any vaping product or device. This policy includes the Exhibit Hall, all the programming rooms, the Arena, and the Hilton Anaheim headquarters hotel. You are welcome to step outside to smoke in designated smoking areas only, but please be considerate of others when you do. This policy is in place not only for the comfort of attendees but also to comply with Anaheim city ordinances prohibiting smoking at public events near any doorway, entrance, exit, or operable window. Please comply with this policy; noncompliance may result in ejection from the convention.

### No Strollers in the Arena and Programming Rooms

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

### No Video or Audio Recording of Panels for Public Display

Cameras and recording devices are permitted in program and panel rooms but cannot be used to reproduce the presentation and must not interfere with other fans' enjoyment of the presentation. Any recording of panels or programs is allowed only for personal use and not for broadcast in any form. No video or audio recording is allowed of the footage on the screens during movie and television panels. The footage shown in these panels are exclusives brought to us by the studios and networks. Please respect their rights and allow us to continue to show this type of material to our attendees.

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



# BOOTH #900

MEET THE

# WINNER TWINS

## INTERNATIONAL BESTSELLING AUTHORS



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

**Sunday: March 26th 2023, 12:00 p.m. - 1:00 p.m. Room: 270**

The **Winner Twins**, **Brittany and Brianna** (International best-selling authors, *Joan Jett & The Blackhearts: I Love Rock N Roll*, *Halestorm: Hyde Manor*, *The Strand Series*) explain how to create your own novel step by step. They will be joined by **Todd McCaffrey** (New York Times best-selling author, *Dragonriders of Pern*, *The Canaris Rift Series*, *LA Witch Series*) and **Rantz Hoseley** (Eisner and Harvey award-winning author and artist, *Tori Amos: Comic Book Tattoo*, *Judas Priest: Screaming for Vengeance*, *The Heroin Diaries*), and more guests to be announced. 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.

[www.WinnerTwins.com](http://www.WinnerTwins.com)

  @WinnerTwins



# GAMES

## WONDERCON 2023 SCHEDULE

**W**onderCon Games offers over 100 different game titles during the convention, including teaching demonstrations, events, and tournament rounds. 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! WonderCon Games will be in Exhibit Hall C by day and the Hilton Anaheim California Ballroom CD at night.

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

Nighttime Games Attendees will be able to participate in more game demos than ever! As the Exhibit Hall closes at 7:00 on Friday and Saturday, all remaining gaming will move over to the California Ballroom CD on the second level of the Hilton Anaheim, our headquarters hotel, next door to the Anaheim Convention Center (see the map on page 34 for the exact location).

About 98 percent of games remain free to learn & play for all WonderCon attendees; only some of the Sanctioned Tournaments will have a materials fee. Every participant will receive prize support, and every winner will receive even more, while supplies last. Pick-up game-play entries or bring your own products. Players who bring their own sealed decks or boxes may have them inspected by one of the sanctioned judges. The judges at Cardboardia will be running the Sanctioned Sealed Deck Magic, MetaZoo, and Yu-Gi-Oh! events. HeroClix will have its own judges from Majestic. 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 C

**FRIDAY:** 12:00 PM – 6:00 PM  
**SATURDAY:** 10:00 AM – 6:00 PM

#### EXHIBIT HALL C

**SUNDAY:** 10:00 AM – 5:00 PM

### NIGHTTIME HOURS:

**HILTON ANAHEIM  
 CALIFORNIA CD BALLROOM • SECOND LEVEL**

**FRIDAY & SATURDAY:** 7:00 PM – 12:00 AM

# WONDERCON GAMES INFO

## IMPORTANT NOTICE FOR GAMERS

**Sign-up**—for special events early is recommended. Register in the Games Area in Exhibit Hall C, or in the Hilton California Ballroom CD.

**Run Time**—Games & Tournaments may run over the time allotted—ask a helpful representative for further details.

**Covid-19 FAQ:** <https://comic-con.org/wca/covid-19-faq>

## GAME DEMONSTRATIONS

There will be learn-to-play demonstrations from 17 companies and/or groups. All participation is free! Only some Tournaments charge an entry fee. Here are the companies and groups that will be demoing:

### AEG: ALDERAC ENTERTAINMENT GROUP

[www.alderac.com](http://www.alderac.com)

AEG was formed in 1993 and is based in Ontario, CA. Prior to getting into their current markets, AEG was involved with the hobby gaming magazine Shadis. In 2012, AEG published the widely praised Thunderstone Advance. Current games include War Chest, Smash Up, Cat Lady, Point Salad, Space Base and Tiny Towns.

**Cat Lady**—Players are part of an elite group of people including Marie Antoinette and Ernest Hemingway. During the game the cat ladies will draft cards three at a time, collecting toys, food, catnip, costumes, and lovable cats. But watch out! Make sure you have enough food for all your feline friends, or your hungry cats will subtract points from your score.

**Point Salad**—is a fast and fun card drafting game for the whole family. There are over 100 ways to score points. Players may use a variety of strategies and every game of Point Salad is unique! By drafting combinations of veggies and point cards that work for your strategy, you can amass the most points and win

**Smash Up**—begins with a simple premise: take the 20-card decks of two factions, shuffle them, then compete to crush more Bases than your opponents! Each faction involves a different gaming mechanism - the pirates move the cards, the zombies bring back the cards from the discard pile, the dinosaurs have enormous power. Each combination of factions brings a different gaming experience.

**Space Base**—is a quick-to-learn, quick-to-play dice game. 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**—You're the mayor in a competitive game 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. Whoever builds the most prosperous tiny town wins!

**War Chest**—is an all-new bag-building war game! Raise your banner and call (drafting) several units into your army. Use them to capture key points on the board. To succeed you must successfully manage not only your armies on the battlefield, but those that are waiting to be deployed. The game ends when one player, or one team has placed all of their control markers.

Board/Card/Token, 2-4 players, Ages 14+, 30 minutes

### FRIDAY

12:00 PM – 2:00 PM *Cat Lady, Space Base, War Chest*

2:00 PM – 4:00 PM *Point Salad, Smash Up, Tiny Towns*

4:00 PM – 7:00 PM *Cat Lady, Smash Up, Tiny Towns*

8:00 PM – 9:30 PM *Cat Lady, Smash Up, Tiny Towns*

9:30 PM – 11:30 PM *Point Salad, Space Base, War Chest*

### SATURDAY

10:00 AM – 12:00 PM *Point Salad, Smash Up*

12:00 PM – 2:00 PM *Cat Lady, Space Base, War Chest*

2:00 PM – 4:00 PM *Point Salad, Tiny Towns*

4:00 PM – 7:00 PM *Cat Lady, Smash Up, Tiny Towns*

8:00 PM – 9:30 PM *Cat Lady, Smash Up, Tiny Towns*

9:30 PM – 11:30 PM *Point Salad, Space Base, War Chest*

### SUNDAY

10:30 AM – 12:00 PM *Point Salad, Smash Up*

12:00 PM – 2:00 PM *Cat Lady, Space Base, War Chest*

2:00 PM – 4:00 PM *Point Salad, Tiny Towns*

### CARDBORDIA

[Cardboardanddie.com/](http://Cardboardanddie.com/)

#### MetaZoo Caster Convention Sealed

#### League All Day Play

Learn to play. Players receive a random release deck. Play against other League players all convention long to earn prizes for every opponent played with winners get additional prizes! Pick up and play! Perfect for games in between panels and taking breaks from walking the floor. Entry fee \$0 Free. (Convention Center during the day and the Hilton at night). Card, 2-6 players, Ages 13+, 20-60 minutes

### FRIDAY

12:30 PM – 6:30 PM, 7:00 PM – 10:30 PM

*MetaZoo Caster Convention Sealed League All Day Play—Learn to play.*

### SATURDAY

10:30 PM – 6:30 PM, 7:00 PM – 10:30 PM

*MetaZoo Caster Convention Sealed League All Day Play—Learn to play.*

## SUNDAY

11:30 AM – 4:30 PM

*MetaZoo Caster Convention Sealed League All Day Play—Learn to play.*

## ST. COOL MINI OR NOT

[www.cmon.com](http://www.cmon.com)

Since 2011, CMON has become known for its focus on high-quality games featuring amazing miniatures and fun, engaging gameplay. Thanks to its fans and stakeholders, CMON has published many critically acclaimed games, including *Marvel United*, *Marvel Zombies: A Zombicide Game*, *Arcadia Quest*, *Blood Rage*, *Cthulhu: Death May Die*, and more!

**Marvel United: X-Men**—Assume the role of iconic Marvel X-Men cooperating to stop the master plan of a powerful Villain controlled by the game. Heroes must carefully choose the cards that not only offer actions and superpowers to use, but also combine with the actions of other Heroes to do the impossible!

**Marvel Zombies: A Zombicide Game**—The hunger takes hold after many superheroes in the Marvel Universe have been turned into zombies. You play as these infected heroes and will be eating people to satisfy your hunger...and objectives within the game!

**Scooby-Doo! The Board Game**—Take on the role of a member of the gang building traps to catch the villains before they frighten all the citizens away! Each member of Mystery, Inc. has their own special ability to help during the game, and they'll need all the help they can get!

**Stranger Things: Upside Down**—Take on the role of the series' protagonists to gather Allies, escape a secret government agency, and fight the horrors coming from the Upside Down. Can you reach your goal: to stop the Upside Down forces and rescue Will...or will you succumb to your fear?

## FRIDAY

*Marvel United: X-Men—12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM*

*Marvel Zombies: A Zombicide Game—12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM*

*Scooby-Doo! The Board Game—12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM*

*Stranger Things: Upside Down—12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM*

## SATURDAY

*Marvel United: X-Men—10:00 AM - 11:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM*

*Marvel Zombies: A Zombicide Game—10:00 AM - 11:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM*

*Scooby-Doo! The Board Game—10:00 AM - 11:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM*

*Stranger Things: Upside Down—10:00 AM - 11:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM*

## SUNDAY

*Marvel United: X-Men—10:30 AM - 11:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:00 PM*

*Marvel Zombies: A Zombicide Game—10:30 AM - 11:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:00 PM*

*Scooby-Doo! The Board Game—10:30 AM - 11:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:00 PM*

*Stranger Things: Upside Down—10:30 AM - 11:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:00 PM*

## DIRE WOLF GAMES

<https://www.direwolfdigital.com/>

**Clank!**—Careless noise draws the attention of the evil Lord Eradikus. Hacking into his command module and stealing his artifacts increases his rage. You'd better hope your fellow thieves are louder than you are if you want to make it to an escape pod and get out alive.

**Clank! Catacombs**—is a standalone deck-building adventure. The catacombs of the skeletal dragon Umbrok Vessna are mysterious and dangerous. Portals transport you around the dungeon. Wayshrines offer vast riches. Prisoners are counting on you to free them. Ghosts may haunt you to death. Despite all that, it's time to leave the board behind with Clank! Catacombs.

**Dune: Imperium**—As a leader of one of the Great Houses of the Landsraad, raise your banner and marshal your forces and spies. War is coming, and at the center of the conflict is Arrakis – Dune, the desert planet. Dune: Imperium uses deck-building to add a hidden-information angle to traditional worker placement.

**Eternal: Chronicles of the Throne**—combines deck-building games and strategy card battlers into an intense strategic experience.

Summon powerful allies to attack your opponents or build an unbreakable defense. Will you exhibit patience and seek the power of the Eternal Throne, or forgo such a risky path? The decisions are yours!

## FRIDAY

*12:00 PM – 2:00 PM, 4:00PM – 7:00 PM Dune Imperium, Clank! Catacombs*

*2:00 PM – 4:00 PM Clank! In Space, Eternal; Chronicles of the Throne*

## SATURDAY

*10:00 AM – 12:00 PM, 2:00PM – 4:00 PM Dune Imperium, Clank! Catacombs*

*12:00 PM – 2:00 PM, 4:00PM – 7:00 PM Clank! In Space, Eternal; Chronicles of the Throne*

## SUNDAY

*10:30 AM – 12:00 PM, 2:00 PM – 4:00 PM Dune Imperium, Clank! Catacombs*

*12:00 PM – 2:00 PM Clank! In Space, Eternal; Chronicles of the Throne*

## DUNGEONS & DRAGONS Y GLOOMHAVEN EN ESPAÑOL

[www.startplaying.games/gm/atari](http://www.startplaying.games/gm/atari)

Amaury (aka GM Atari) is an experienced bilingual Game Master that has run years-long DnD campaigns in English and Spanish and has experience running role-playing and strategic board games at conventions. Atari enjoys giving the community the option to enjoy this hobby in Spanish or English with some latin flavor! Games to be hosted will be Dungeons & Dragons one shots and the famous dungeon crawler Gloomhaven: Jaws of the Lion, both in Spanish.

## VIERNES

*4:00 PM - 7:00 PM Gloomhaven: Jaws of the Lion en Español—Es juego de mesa de aventuras en un calabozo. El juego tendrá 4 personajes: Valrath el Guardia Rojo,*

*Inox Hatchet, un Humano Voidwarden y un Quatryl Demoledor. El juego incluye una nueva campaña que invita a los héroes a investigar el caso de una desaparición misteriosa. Un juego de mesa para jugadores de habla Hispana. Aprende a jugar / se enseñarán las reglas. Se proveerán materiales para 4 jugadores de 15+.*

*Los menores deberán ser acompañados de un adulto. HQ se encontrarán en la Sala de Exhibición C.*

*8:00 PM - 11:00 PM Dungeons & Dragons en Español - El Norte Congelado—Una aventura de DnD Se se una sola sesión para jugadores de habla Hispana. Una avalancha a atorado a ti y a tus aliados en medio de la*

TRAILER



THEY'VE BEEN ASLEEP FOR MILLIONS OF YEARS. BUT NOW THEY'RE AWAKE AND HUNGRY ... RAVENOUSLY HUNGRY!  
**WHO WILL SURVIVE?**

REVIEWS



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LINDA MONTGOMERY



PATRICK MONTGOMERY



JENNIE MONTGOMERY



TOM HERNANDEZ



YOLI HERNANDEZ

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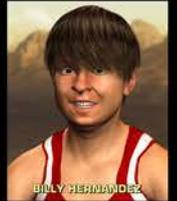
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BUT VISIT BOOTH SP-27 TO RECEIVE A FREE PDF FILE OF OUR 3-D COMIC-TEASER AND A PAIR OF 3-D GLASSES\*

\*WHILE SUPPLIES LAST. -- SEE SAMPLE IMAGES BELOW WITH 3-D GLASSES.



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SUGGESTED FOR MATURE READERS

montaña, y una fuerte tormenta está desvaneciendo toda la esperanza de sobrevivir. Reúne a los miembros sobrevivientes de la caravana y busquen refugio! Aprende a jugar / se enseñarán las reglas. Se proveerán materiales para 5 jugadores de 15+. Los menores deberán ser acompañados de un adulto. HQ se encontrarán en Hilton California Ballroom CD

## SABADO

2:00 PM - 5:00 PM **Dungeons & Dragons en Español - El Norte Congelado**—Una aventura de DnD Se se una sola sesión para jugadores de habla Hispana. Una avalancha a atorado a ti y a tus aliados en medio de la montaña, y una fuerte tormenta está desvaneciendo toda la esperanza de sobrevivir. Reúne a los miembros sobrevivientes de la caravana y busquen refugio! Aprede a jugar / se enseñarán las reglas. Se proveerán materiales para 5 jugadores de 15+. Los menores deberán ser acompañados de un adulto. HQ se encontrarán en la Sala de Exhibición C.

8:00 PM - 11:00 PM **Gloomhaven: Jaws of the Lion en Español**—Es juego de mesa de aventuras en un calabozo. El juego tendrá 4 personajes: Valrath el Guardia Rojo, Inox Hatchet, un Humano Voidwarden y un Quatryl Demoleedor. El juego incluye una nueva campaña que invita a los héroes a investigar el caso de una desaparición misteriosa. Un juego de mesa para jugadores de habla Hispana. Aprende a jugar / se enseñarán las reglas. Se proveerán materiales para 4 jugadores de 15+. Los menores deberán ser acompañados de un adulto. HQ se encontrarán en la Sala de Exhibición C

## GSGN: GOLDEN STATE GAMING NETWORK

facebook.com/

GoldenStateGamingNetwork

**Castle Panic**—is a Fantasy-themed, cooperative, light tactical wargame for 1-6 players, ages 10 & up. Players must work together to defend their castle from monsters that attack out of the forest. Players trade cards, hit and slay monsters, and plan tactics together to keep their castle towers intact.

**Code Names**—Code Names is an easy party game for 2-8 players. Work together to contact all of your agents before the other team. The game is divided into red & blue. Each side's team leader's goal is to lead their team to the final victory.

**Code Names Disney**—The Codenames

Disney Family Edition combines the hit social word game with some of Disney's most beloved characters and properties from the past 90 years. Including both pictures and words, it's family fun for all ages. 2-8 players.

**Geek Out Disney**—is a party game that determines which player is the most knowledgeable about your favorite pop culture subjects! Draw cards under a certain category: comic books, fantasy, games, science fiction, and misc. Other players may try to steal your points (and bragging rights!) The bidding continues until one player is ready to "out-geek" their friends.

**King of Tokyo**—You play mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. Choose whether to keep or discard dice to win victory points, gain energy, restore health, or attack.

**Love Letter: Princess Princess Ever After**—A quick game of risk and deduction based on the award-winning Love Letter card game! Find the perfect ally to secretly carry your letter to Princess Isadora and win her heart. Entrust your message to the nearly invincible ogre, the lightning-fast unicorn, or her close friends, Princess Sadie and Princess Amira!

**Machi Koro**—is a fast-paced game for 2-4 players. Each player wants to develop the city on their own terms in order to complete all of the landmarks under construction faster than their rivals.

## FRIDAY

12:00 PM – 2:00 PM *Castle Panic*

12:00 PM – 2:00 PM, 4:00 PM – 7:00 PM *King of Tokyo*

12:00 PM – 2:00 PM *Love Letter: Princess Princess Ever After*

2:00 PM – 4:00 PM *Code Names*

2:00 PM – 4:00 PM, 4:00 PM – 7:00 PM *Machi Koro*

4:00 PM – 7:00 PM *Code Names Disney*

4:00 PM – 7:00 PM *Geek Out Disney*

## SATURDAY

10:00 AM – 12:00 PM, 2:00 PM – 4:00 PM *Code Names*

10:00 AM – 12:00 PM, 4:00 PM – 7:00 PM *Geek Out Disney*

10:00 AM – 12:00 PM *King of Tokyo*

12:00 PM – 2:00 PM *Castle Panic*

12:00 PM – 2:00 PM, 2:00 PM – 4:00 PM, 4:00 PM – 7:00 PM *King of Tokyo*

12:00 PM – 2:00 PM *Love Letter: Princess*

*Princess Ever After*

2:00 PM – 4:00 PM *Machi Koro*

4:00 PM – 7:00 PM *Code Names Disney*

## SUNDAY

10:30 AM – 12:00 PM, 2:00 PM – 5:00 *Code Names*

10:30 AM – 12:00 PM *Geek Out Disney*

10:30 AM – 12:00 PM, 12:00 PM – 2:00 PM,

2:00 PM – 5:00 PM *King of Tokyo*

12:00 PM – 2:00 PM *Castle Panic*

12:00 PM – 2:00 PM *Love Letter: Princess*

*Princess Ever After*

2:00 PM – 5:00 PM *Code Names Disney, Geek Out Disney Player's choice*

2:00 PM – 5:00 PM *Machi Koro*

## NO LIMIT GAMES

nolimitgamez.com

Indie game developer in Anaheim delivering fun tabletop board and card games and later electronic console and computer games

**Battle of Souls Deck Builder**—A Legendary Warrior and his fellow fighters have overpowered the immortal that summoned them. Now he seeks to enter the Battle of Souls tournament and take over the realm. The other immortals must band together to stop him. 60+ minute board game demos for up to 6 players, ages 13 & up.

## FRIDAY

12:00 PM – 2:00 PM, 2:00 PM – 4:00 PM, 5:00 PM – 7:00 PM *Battle of Souls Deck Builder*

## SATURDAY

10:00 AM – 12:00 PM, 12:00 PM – 2:00 PM, 3:00 PM – 5:00 PM, 5:00 PM – 7:00 PM *Battle of Souls Deck Builder*

## SUNDAY

10:30 AM – 12:00 PM, 12:00 PM – 2:00 PM, 3:00 PM – 5:00 PM *Battle of Souls Deck Builder*

## PATHFINDER SOCIETY

paizo.com/organizedplay

Paizo Inc. is publisher of the award-winning Pathfinder Roleplaying Game and Starfinder science-fantasy roleplaying game. Paizo has received more than 100 major awards and has grown to become one of the most influential companies in the hobby games industry. The Organized Play Foundation is a nonprofit organization created to help bring players together around the globe.

**Pathfinder**—2nd edition in 2 hours. Create a new character or select a pre-made



one and take them on a short adventure! Discover the fun in an easy low-pressure experience! RPG materials provided. Up to 6 players. Easy. Ages 12+, minors must be accompanied by an adult.

**Starfinder**—in 2 hours. Create a new character or select a pre-made one and take them on a short adventure! Discover the fun in an easy low-pressure experience! RPG materials provided. Up to 6 players. Easy. Ages 12+, minors must be accompanied by an adult.

#### FRIDAY

*Pathfinder: Learn to play—Pathfinder 2nd edition in 2 hours. 1:00 PM – 3:00 PM, 3:30 PM – 5:30 PM*

*Starfinder: Learn to play—Starfinder in 2 hours. 1:00 PM – 3:00 PM, 3:30 PM – 5:30 PM*

*Starfinder: Learn to play—Starfinder in 2 hours. 1:00 PM – 3:00 PM, 3:30 PM – 5:30 PM*

#### SATURDAY

*Pathfinder: Learn to play—Pathfinder 2nd edition in 2 hours. 10:30 AM - 12:30 PM, 1:30 PM – 3:30 PM, 4:00 PM – 6:00 PM*

*Starfinder: Learn to play—Starfinder in 2 hours. 10:30 AM - 12:30 PM, 1:30 PM – 3:30 PM, 4:00 PM – 6:00 PM*

#### SUNDAY

*Pathfinder: Learn to play—Pathfinder 2nd edition in 2 hours. 10:00 AM – 1:00 PM, 1:30 PM – 3:30 PM*

*Starfinder: Learn to play—Starfinder in 2 hours. 10:00 AM – 1:00 PM, 1:30 PM – 3:30 PM*

#### POKEMON

[www.poke-event.com](http://www.poke-event.com)

Card, TCG, CCG, 2 players, Ages 6+, 20-30 minutes.

#### FRIDAY

*12:00 pm – 7:00 pm*

*Pokémon—Learn to play trading card game all day long! Entry fee \$0 Free.*

*12:00 pm – 7:00 pm*

*Pokémon GO! Events All Day Play—We've added a Friend Zone.*

#### SATURDAY

*10:00 am – 7:00 pm*

*Pokémon—Learn to play trading card game all day long! Entry fee \$0 Free.*

*10:00 am – 7:00 pm*

*Pokémon GO! Events All Day Play—We've added a Friend Zone.*

#### SUNDAY

*10:30 am – 5:00 pm*

*Pokémon—Learn to play trading card game all day long! Entry fee \$0 Free.*

*10:30 am – 5:00 pm*

*Pokémon GO! Events All Day Play—We've added a Friend Zone.*

#### RELIC WORLDS

[relicworlds.com](http://relicworlds.com)

**Relic Worlds Expeditions**—Play as Indiana Jones, Lara Croft, Nathan Drake, or another adventurer as you search for treasures of ancient aliens within the ruins of their civilization. But beware, fierce monsters and dangerous traps await which you must survive to strike it rich! All players will receive a copy of the game. Miniatures, Ages 10 & Up, Medium, up to 6 players, 60min.

**Relic Worlds Adventures**—Search the ruins of ancient alien civilizations for priceless treasures! But beware of dangerous traps and lurking monsters. Then solve ancient puzzles as you uncover the secrets of the galaxy. Board, Ages 10 & Up, Medium, up to 4 players, 60min.

#### SATURDAY

*1:00 PM - 3:00 PM Relic Worlds Expeditions*

*8:00 PM - 10:00 PM Relic Worlds Adventures*

#### RENEGADE GAMES

<https://www.renegadegamestudios.com/>

**Arboretum**—is a strategy card game for 2-4 players, ages 10 & up, that combines set collection, tile-laying and hand management while playing in about 25 minutes. Players try to have the most points at the end of the game by creating beautiful garden paths for their visitors.

**Artisans of Splendent Vale**—is a co-operative adventure game set in a magical land. As a troupe of artisans, you will explore the beauty of the Splendent Vale while honing your individual crafts. Overcome challenges during tactical action scenes played out on specialized grid maps, then experience individual interludes to build your story, separately from the group's tale. Teamwork and careful strategy will be crucial during these encounters.

**Duel of Wands**—is set in the world of the Kids on Brooms RPG and which contains rules for use within that game, players attempt to prove themselves the superior caster by slinging spells at each other to try to remove their opponent's psyche and win the duel.

**Kitty Paw**—is a quick dexterity and reaction game. All players act simultaneously.

Players try to be the first to complete the kitty combinations shown on the Kitty cards to score victory points (VP). The player with the most VP in the end wins.

#### My Little Pony: Adventures in Equestria

—As Twilight Sparkle, Rainbow Dash, Fluttershy and more, you've been given a challenge! You need to travel throughout Ponyville. Get new cards to improve your deck, complete tasks for resources, and overcome obstacles. The ponies will have to work together using teamwork and friendship to win this deck-building game

#### Power Rangers: Deck-Building Game

– Zeo: Stronger Than Before—is a competitive deck-building game that pits 1-2 heroes against 1-2 villains. In this asymmetrical game, the hero and villain sides play a bit differently, but they both have the same goal: Crush your enemies! This is playable as a standalone game or can be combined with the Power Rangers DBG Core Set for more possibilities!

#### FRIDAY

*12:00 PM – 2:00 PM Arboretum, Duel of Wands, Kitty Paw (Valentine's Day Edition)*

*2:00 PM – 4:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony: Adventures in Equestria*

*4:00 PM – 7:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

*8:00 PM – 9:30 PM Arboretum, Power Rangers Deck Builder*

*9:30 PM – 11:30 PM Kitty Paw, Duel of Wands, Artisans of Splendent Vale*

*12:00 PM – 2:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony Deck Builder*

*2:00 PM – 4:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

*8:00 PM – 9:30 PM Arboretum, Power Rangers Deck Builder*

*9:30 PM – 11:30 PM Kitty Paw, Duel of Wands, Artisans of Splendent Vale*

*12:00 PM – 2:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony Deck Builder*

*2:00 PM – 4:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

*8:00 PM – 9:30 PM Arboretum, Power Rangers Deck Builder*

*9:30 PM – 11:30 PM Kitty Paw, Duel of Wands, Artisans of Splendent Vale*

*12:00 PM – 2:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony Deck Builder*

*2:00 PM – 4:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

*8:00 PM – 9:30 PM Arboretum, Power Rangers Deck Builder*

*9:30 PM – 11:30 PM Kitty Paw, Duel of Wands, Artisans of Splendent Vale*

*12:00 PM – 2:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony Deck Builder*

*2:00 PM – 4:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

*8:00 PM – 9:30 PM Arboretum, Power Rangers Deck Builder*

*9:30 PM – 11:30 PM Kitty Paw, Duel of Wands, Artisans of Splendent Vale*

*12:00 PM – 2:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony Deck Builder*

*2:00 PM – 4:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

*8:00 PM – 9:30 PM Arboretum, Power Rangers Deck Builder*

*9:30 PM – 11:30 PM Kitty Paw, Duel of Wands, Artisans of Splendent Vale*

*12:00 PM – 2:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony Deck Builder*

*2:00 PM – 4:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

*8:00 PM – 9:30 PM Arboretum, Power Rangers Deck Builder*

*9:30 PM – 11:30 PM Kitty Paw, Duel of Wands, Artisans of Splendent Vale*

*12:00 PM – 2:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony Deck Builder*

*2:00 PM – 4:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

*8:00 PM – 9:30 PM Arboretum, Power Rangers Deck Builder*

*9:30 PM – 11:30 PM Kitty Paw, Duel of Wands, Artisans of Splendent Vale*

*12:00 PM – 2:00 PM Artisans of Splendent Vale, Power Rangers Deck Builder, My Little Pony Deck Builder*

*Pony Deck Builder*

*2:00 PM – 4:00 PM Kitty Paw, My Little Pony Deck Builder, Duel of Wands*

## SAFEHAVEN GAMES

[safehaven-games.com](http://safehaven-games.com)

SafeHaven Games is dedicated to bringing light and excellence with every adventure. We create games for all ages and experience levels.

**Freelancer: Skies Over Tolindia**—Skies Over Tolindia is a fantasy RPG set during an industrial revolution. Play as a member of the illustrious Freelancers, brave men and women who fight against espionage and corruption. Freelancers face danger not only from gunfire and monsters, but also from the political repercussions of their actions. 30-minute demos for 6 players, ages 12 & Up. Learn to play all afternoon

**Web Spinners**—Web Spinners is a botanical blast for up to 6 players. Take on the role of strategic spiders looking to capture the warms of juicy insects invading your garden home. Quick 15-minute demos for ages 8 & Up. Learn to play all afternoon

### FRIDAY

*Freelancer: Skies Over Tolindia*—Learn to play all day. 30-minute RPG demos for 6 players, ages 12 & up. 12:00 PM - 1:00 PM, 1:00 PM - 2:00 PM, 2:00 PM - 4:00 PM, 4:00 PM - 5:00 PM, 5:00 PM - 7:00 PM

*Web Spinners*—Learn to play all day. Quick 15-minute demos for ages 8 & up. 12:00 PM - 1:00 PM, 1:00 PM - 2:00 PM, 2:00 PM - 4:00 PM, 4:00 PM - 5:00 PM, 5:00 PM - 7:00 PM

### SATURDAY

*Freelancer: Skies Over Tolindia*—Learn to play all day. 30-minute RPG demos for 6 players, ages 12 & up. 10:00 AM - 12:00 PM, 12:00 PM - 1:00 PM, 1:00 PM - 2:00 PM, 2:00 PM - 4:00 PM, 4:00 PM - 5:00 PM, 5:00 PM - 7:00 PM

*Web Spinners*—Learn to play all day. Quick 15-minute demos for ages 8 & up. 10:00 AM - 12:00 PM, 12:00 PM - 1:00 PM, 1:00 PM - 2:00 PM, 2:00 PM - 4:00 PM, 4:00 PM - 5:00 PM, 5:00 PM - 7:00 PM

### SUNDAY

*Freelancer: Skies Over Tolindia*—Learn to play all day. 30-minute RPG demos for 6 players, ages 12 & up. 10:30 AM - 12:00 PM, 12:00 PM - 1:00 PM, 1:00 PM - 2:00 PM, 2:00 PM - 4:00 PM

*Web Spinners*—Learn to play all day. Quick 15-minute demos for ages 8 & up. 10:30 AM - 12:00 PM, 12:00 PM - 1:00 PM, 1:00 PM - 2:00

*PM, 2:00 PM - 4:00 PM*

## SLUGFEST GAMES

[slugfestgames.com](http://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. 3-6 players, Ages 13+, 45 minutes.

### FRIDAY

*12:00 PM - 2:00 PM Red Dragon Inn*

*2:00 PM - 4:00 PM Red Dragon Inn*

*4:00 PM - 6:00 PM Red Dragon Inn*

*7:00 PM - 11:59 PM Red Dragon Inn*

*Tournament—Must know how to play.*

*Materials entry fee \$1*

*9:30 PM - 11:30 PM Red Dragon Inn*

### SATURDAY

*10:00 AM - 12:00 PM Red Dragon Inn*

*12:00 PM - 2:00 PM Red Dragon Inn*

*2:00 PM - 4:00 PM Red Dragon Inn*

*4:00 PM - 6:00 PM Red Dragon Inn*

*7:00 PM - 11:59 PM Red Dragon Inn*

*Tournament—Must know how to play.*

*Materials entry fee \$1*

*9:30 PM - 11:30 PM Red Dragon Inn*

### SUNDAY

*10:30 AM - 12:00 PM Red Dragon Inn*

*12:00 PM - 2:00 PM Red Dragon Inn*

*2:00 PM - 4:00 PM Red Dragon Inn*

## STEVE JACKSON GAMES

[sjgames.com](http://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 SJG also has Dice games. No board, no cards – just dice! These fast games are all about portable fun.

**Cthulu Dice**—Players take turns rolling the big, beautiful, custom 12-sided die, embossed with tentacles, Elder Signs, and more. Dice, 2-6 players, Ages 10+, 5 minutes

**Gelatinous**—In 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. Dice, 3-6 players, Ages 10+, 20 minutes

**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! Card, 3-6 players, Ages 10+, 60-120 minutes

**Zombie Dice**—Fast and easy for any zombie fan to learn, even non-gamers. The 13 custom dice are your victims. Push your luck to eat their brains but stop rolling before the shotgun blasts end your turn! Dice, 2-99 players, Ages 10+, 10-20 minutes

### FRIDAY

*12:00 PM - 2:00 PM Zombie Dice*

*12:00 PM - 2:00 PM Munchkin*

*2:00 PM - 4:00 PM Cthulhu Dice*

*2:00 PM - 4:00 PM Munchkin*

*4:00 PM - 6:00 PM Gelatinous*

*4:00 PM - 6:00 PM Munchkin*

*7:30 PM - 9:30 PM Munchkin*

*7:30 PM - 11:30 PM Munchkin Tournament—Must know how to play.*

*9:30 PM - 11:30 PM Cthulhu Dice, Zombie Dice*

*9:30 PM - 11:30 PM Munchkin*

### SATURDAY

*10:00 AM - 12:00 PM Zombie Dice*

*10:00 AM - 12:00 PM Munchkin*

*12:00 PM - 2:00 PM Cthulhu Dice*

*12:00 PM - 2:00 PM Munchkin*

*2:00 PM - 4:00 PM Gelatinous*

*2:00 PM - 4:00 PM Munchkin*

*4:00 PM - 6:00 PM Zombie Dice*

*4:00 PM - 6:00 PM Munchkin*

*7:30 PM - 9:30 PM Munchkin*

*7:30 PM - 11:30 PM Munchkin Tournament—Must know how to play.*

*9:30 PM - 11:30 PM Cthulhu Dice*

*9:30 PM - 11:30 PM Munchkin*

### SUNDAY

*10:30 AM - 12:00 PM Zombie Dice*

*10:30 AM - 12:00 PM Munchkin*

*12:00 PM - 2:00 PM Cthulhu Dice*

*12:00 PM - 2:00 PM Munchkin*

*2:00 PM - 4:00 PM Gelatinous*

*Check online listings for the most up-to-date gaming information.*

**ALA**  
Animé Los Angeles



**ANIMÉ LOS ANGELES 19**

**JANUARY 4 - 7 2024**

**LONG BEACH CONVENTION CENTER**

Find out more at [animelosangeles.org](http://animelosangeles.org)!

## PAINT & TAKE MINIATURES

[comic-con.org/wca](http://comic-con.org/wca)

**Paint & Take Miniatures**—all day long! Painting is fun and free! Painting supplies and 1 miniature figure will be provided. Supplies are limited. Come sign up in Exhibit Hall, C or just drop by. Minors must be accompanied by an adult. Ages 5 & Up

### FRIDAY

12:00 pm – 2:00 pm Paint & Take Miniatures—paint your own miniature figure

2:00 pm – 4:00 pm Paint & Take Miniatures—paint your own miniature figure

4:00 pm – 6:00 pm Paint & Take Miniatures—paint your own miniature figure

### SATURDAY

10:00 am – 12:00 pm Paint & Take Miniatures—paint your own miniature figure

12:00 pm – 2:00 pm Paint & Take Miniatures—paint your own miniature figure

2:00 pm – 4:00 pm Paint & Take Miniatures—paint your own miniature figure

4:00 pm – 6:00 pm Paint & Take Miniatures—paint your own miniature figure

### SUNDAY

10:30 am – 12:00 pm Paint & Take Miniatures—paint your own miniature figure

12:00 pm – 2:00 pm Paint & Take Miniatures—paint your own miniature figure

2:00 pm – 4:00 pm Paint & Take Miniatures—paint your own miniature figure



## SANCTIONED TOURNAMENTS

**W**onderCon 2023 will feature separate Sanctioned Tournaments with materials fees and prize support. Tournaments may run over the time allotted, depending on attendance. This year's Sanctioned Tournaments include:

### IMPORTANT NOTICE FOR TOURNAMENT GAMERS

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

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

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

### CARDBOARDIA

[cardboardanddie.com](http://cardboardanddie.com)

#### Magic Sealed Convention League All Day

**Play**—Learn to play! Players receive sealed product to make a 40-card Convention deck, 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! Perfect for games in between panels and taking breaks from walking the floor.

Entry fee \$30. (Convention Center during the day and the Hilton at night). Card, 2 players, Ages 13+, 20-30 minutes

#### Yu-Gi-Oh! Convention Sealed League All

**Day Play**—Learn to play! 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 get additional prizes! Perfect for games in between panels and taking breaks from walking the

floor. Entry \$30. (Convention Center during the day and the Hilton at night). Card, 2 players, Ages 13+, 20-30 minutes

### FRIDAY

12:30 PM – 6:30 PM, 7:00 PM – 10:30 PM

#### Magic Sealed Convention League All

**Day Play**—Players receive sealed product to make a 40-card Convention deck, basic land, accessories, and sleeves. Entry fee \$30.

12:30 PM – 6:30 PM, 7:00 PM – 10:30 PM

**Yu-Gi-Oh! Convention Sealed League All Day Play**—Players receive a random starter deck, 2 booster packs, and sleeves. Entry fee \$30.

### SATURDAY

10:30 AM – 6:30 PM, 7:00 PM – 10:30 PM

**Magic Sealed Convention League All Day Play**—Players receive Sealed product to make a 40-card Convention deck, basic land, accessories, and sleeves. Entry fee \$30.

10:30 AM – 6:30 PM, 7:00 PM – 10:30 PM

**Yu-Gi-Oh! Convention Sealed League All Day Play**—Players receive a random starter deck, 2 booster packs, and sleeves. Entry fee \$30.

### SUNDAY

11:30 AM – 4:30 PM

**Magic Sealed Convention League All Day Play**—Players receive Sealed product to make a 40-card Convention deck, basic land, accessories, and sleeves. Entry fee \$30.

11:30 AM – 4:30 PM

**Yu-Gi-Oh! Convention Sealed League All Day Play**—Players receive a random starter deck, 2 booster packs, and sleeves. Entry fee \$30.

## DUNGEONS AND DRAGONS ADVENTURE LEAGUE

<https://warhorn.net/events/Wondercon-2023>

**Dungeons and Dragons 5e Adventure League**—Dungeons and Dragons 5th edition Adventurer's League — Come and play the world's greatest RPG! Whether it's your first time, or you're a grizzled veteran, join us for WonderCon 2023 back in person! We've partnered with Fantasy Grounds, Master Monk Gaming, Kraken Dice, Hero Forge and Melee Mats to deliver in person games, learn lessons, and character management

### FRIDAY

2:00 PM – 6:00 PM D&D 5e AL - HQ found in the Exhibit Hall—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! Pre-register here: <https://warhorn.net/events/Wondercon-2023>

7:00 PM - 11:00 PM D&D 5e AL - HQ found in Hilton California Ballroom CD—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! Pre-register here: <https://warhorn.net/events/Wondercon-2023>

### SATURDAY

10:00 AM - 1:00 PM & 2:00 PM - 6:00 PM D&D 5e AL - HQ found in the Exhibit Hall—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! Pre-register here: <https://warhorn.net/events/Wondercon-2023>

7:00 PM - 11:00 PM D&D 5e AL - HQ found in Hilton California Ballroom CD—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! Pre-register here: <https://warhorn.net/events/Wondercon-2023>

### SUNDAY

10:30 AM - 2:00 PM D&D 5e AL - HQ found in the Exhibit Hall—Welcome back to D&D 5e AL at WonderCon! Games are geared towards new and veteran players, so come to learn, teach, or just to have fun! Pre-register here: <https://warhorn.net/events/Wondercon-2023>

## HEROCLIX

[www.majestixccg.com](http://www.majestixccg.com)

HeroClix is 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 being sponsored by Majestix. Majestix is THE Premier HeroClix store in the entire SoCal region. Located in Orange, CA, we focus exclusively on HeroClix and related events.

### FRIDAY

7:00 PM – 10:00 PM HeroClix—4-Man Battle Royales. Standard 4-man battle royale rules: Players draft their forces by selecting one figure from their pack and passing the remaining figures to the player on their left, continuing until each player has five figures.

There are no restrictions on force construction. Easy, 50 minutes per Battle Royale. (One booster pack). Entry fee: \$17

### SATURDAY

12:00 PM – 4:00 PM HeroClix—Majestix Open Series Win-A-Map SEAL. Build a 300-point team from two boosters from the latest HeroClix set. Winner gets Haddon Street Map; LE prizing for 2nd-4th. All Participants will get Majestix Dice and Tokens. Easy, 45 minutes per round. (Two booster packs). Entry fee: \$38

### SATURDAY

7:00 PM – 11:00 PM HeroClix—Majestix Open Series Win-A-Map 300pt Bronze Age. Participants will need to bring a 300-point Bronze Age team. 3 Rounds of Swiss (or until 1 Undeclared). For full Bronze Age rules, go to: <http://majestixccg.com/apex-insiders/category/bronze-age>. Winner gets Haddon Street Map; LE prizing for 2nd-4th. All Participants will get Majestix Dice and Tokens. Advanced, 45 minutes per round. Entry fee: \$10

## SLUGFEST GAMES

[slugfestgames.com](http://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. 3-6 players, Ages 13+, 45 minutes.

**Red Dragon Inn Tournament**—Must know how to play. Materials fee \$1

**FRIDAY** 7:00 PM - 11:59 PM

**SATURDAY** 7:00 PM - 11:59 PM

## STEVE JACKSON GAMES

[sjgames.com](http://sjgames.com)

**Munchkin Tournament**—Must know how to play. Entry fee: \$0. Prizes will be awarded. 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!

**FRIDAY** 7:30 PM - 11:30 PM

**SATURDAY** 7:30 PM - 11:30 PM

# ROBERT A. HEINLEIN BLOOD DRIVE



2023 marks the 15th year that WonderCon will host the Robert A. Heinlein Memorial Blood Drive. The drive is co-sponsored by the Heinlein Society. In 2022 we collected 59 whole units and 19 Power Red. We hope to do even better this year!

This year, donors will receive an exclusive Astro City tee shirt from Brent Anderson and Kurt Busiek, as seen to the the left.

Each donor will also receive a \$10 Visa gift card from the Red Cross and a cloisonné pin designed by Heinlein himself for the first WorldCon blood drive in Kansas City in 1976, as our way of saying, "Thank you for helping."

The Red Cross will be at the Anaheim Convention Center in **Room 204AB** to collect donations from 12:15 to 6:15 on Friday, and from 10:00 am to 4:00 pm on Saturday and Sunday.

You can make a reservation to donate in advance by visiting:

<https://www.redcrossblood.org/give.html/drive-results?order=DATE&range=10&zip Sponsor=wondercon>

-OR just stop by the Blood Drive Desk in Lobby B/C to see if they are taking walk-ins, or for answers to any other questions you may have about donating, or about The Heinlein Society.

We hope you will take a brief break from your other convention activities to save lives by giving blood, and having some cookies and juice while you're at it. Blood donations are crucially needed, especially now, and we appreciate every donation received.



**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 novel-length science fiction in the modern mass-market era.

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

"Retro Hugo" for Best Dramatic Presentation. He was the first writer to be named a Grand Master by the Science Fiction Writers of America for lifetime achievement.

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

One cause that was of great importance to him was blood donation. Having a rare blood type himself (AB+), he was a frequent donor and a supporter of the National Rare Blood Club, which was an integral part of his novel *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 2022 marked the 46th year of the Robert A. Heinlein

Blood Drive as an integral part of that event, and the 15th year of the Robert A. Heinlein Memorial Blood Drive at WonderCon.

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

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

## FRIDAY

12:15 PM – 6:15 PM

## SATURDAY

10:00 AM – 4:00 PM

## SUNDAY

10:00 AM – 4:00 PM

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

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

# CHILDREN'S FILM FESTIVAL SCREENING SCHEDULE

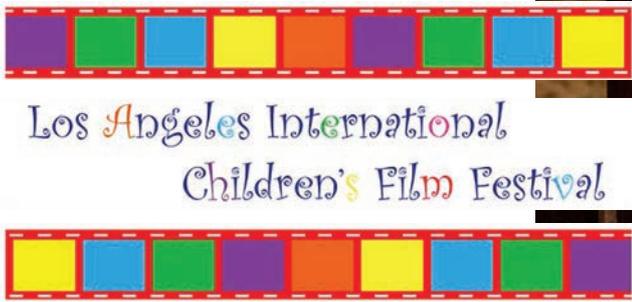
**W**onderCon Anaheim 2023 welcomes the 17th annual Los Angeles International Children's Film Festival Friday through Sunday. The festival kicks off at WonderCon then continues through April and May at other SoCal locations, featuring some of the best short films from around the world. [www.childrensfilmla.org](http://www.childrensfilmla.org)

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, UK, Iran, Finland, Brazil, Malta, and beyond. Animators and filmmakers will talk about their work, how kids can make their own films, and careers in animation and filmmaking.



© James Moffett

From the film *Another Time*



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

## FRIDAY, MARCH 24

2:00 PM - 4:00 PM Program #1

Short films for all ages

### **Gunslinger**

Tristan Hunter Owen (L) (USA)

### **Newbie**

James Robert Skinner (L) (UK)

### **The Footprints of Ants**

Umit Guk (L) (Turkey)

### **Mysterious Places**

Andrew Leopard (L) (USA)

### **Targets**

Anthony Fazio (L) (USA)

### **Santa Doesn't Need Your Help**

Kevin Maher/Joe Dator (L) (USA)

### **Dribble**

Ali Lavarimonfared/Nazafarin Hassanpour (L) (Iran)

4:00 PM - 5:00 PM Program #2

Short films for all ages

### **A Ballad for a Broken Heart**

Aiko Alonso (L) (Mexico)

### **Hollywood**

Tia Kouvo (L) (Finland)

### **19**

Jack Zheng (L) (China)

### **Jilly Goats Gruff**

Sophia Havlak (L) (USA)

### **Mulberryhood**

Pedro Augusto Almeida (L) (Portugal)

### **Little League Chew**

Hollis Rosenkranz (L) (USA)

### **Kris the Cat**

Aimee Todoroff (A) (USA)

5:00 PM - 7:00 PM Program #3

Short films for all ages

### **Eden's Empire**

Joshua J.R. Trachtman (L) (Israel)

### **Return to the Childhood Home Before the Last Farewell**

Andre Almeida Rodrigues (D) (Portugal)

### **The Legend of Qualicum Bay**

Jim Robert Garrison (L) (Canada)

### **The More We Get Together**

Daniel Roberts (L) (USA)

### **Zooming Through History**

Rian Ferragamo (L) (USA)

### **Two Americas**

Asher Elias Anatham (L) (USA)

**Rustling**

Tom Furniss (L) (New Zealand)

**Paracosm**

Natalia Coiro (L) (USA)

**Blush, An Extraordinary Voyage**

Iiti Yi-Harja (A) (Finland)

**The Penguin's Flight**

Stella Serefogiou (L) (Greece)

7:00 PM - 9:00 PM Program #4

Best of Fest: All-Time Favorites, Vol. 1 (Global)

Short films for all ages

**SATURDAY, MARCH 25**

10:00 AM - 11:30 AM Program #5

Short films for all ages

**The Magic Book Story/A Lesson for a Rainy Day**

Andre Vaz/Isa Vaal/Armando Calussi (A) (Brazil)

**The Right One**

Anthony Deptula (L) (USA)

**Sidekick**

Devin Ahire (L) (UK)

**El Taller De Arturo**

Diasbel Perdormo (A) (Spain)

**Shhhh!**

Virginie Kahn (L) (France)

**The Animal Court**

JLee MacKenzie (A) (USA)

11:30 AM - 1:00 PM Program #6

Short films for all ages

**Blue Teddy Bear**

Marina Andree Skop (L) (Croatia)

**Sam & Duke's Incredible Adventure in the Sky**

Tom Taylor (A) (USA)

**No Time to Explain**

Oscar Myles (L) (USA)

**Green Screen**

Andrej Kolencik (L) (Slovakia)

1:00 PM - 4:00 PM Program #7

Short films for all ages

**Cyber Cadets**

Gabriella Salemi/Tatiana Nina Youpa (L) (USA)

**Eid Mubarak**

Mahnoor Euceph (L) (USA)

**Butterfly Playground/Mosquito Fish**

Bryn Wright (A) (USA)

**The Misadventures of Bear**

Jonah Lee Walker (A) (USA)

**Pollution Solution**

The Bum Family (D) (Canada)

**Rag Dolls**

Justin &amp; Kristin Schaack (L) (USA)

**My Dear Aunt Sally**

Tom Procida/Heather Kennedy (L) (USA)

**Superheroes**

Rafael de Andrade (L) (Brazil)

**Niece Day**

Jordan Wilson (L) (USA)

**Dog-Gone It**

Hunter James Cox (L) (USA)

**Bedwoman**

Roman Emrani (L) (Germany)

**The Silent Echo**

Suman Sen (L) (France)

**Handwritten**

Jaime Sunwoo (A/D) (USA)

**Kids on the Job**

Michael Stasko (L) (Canada)

**Fish Tale**

Mark Kiefer (L) (USA)

**Out of Water**

Madi Stine (L) (USA)

**Lusea**

Carly Dessain (L) (USA)

**Gumball Machine**

Eli Staub (L) (USA)

**What's Going on with Us?**

Marusya Shuvalova (D) (Ukraine)

**Me. My Eleven Years. War.**

Marusya Shuvalova (D) (Ukraine)

4:00 PM - 7:00 PM Program #8

Short films for all ages

**Summer**

Ivy Tucker (D) (Australia)

**Luce and the Rock**

Britt Raes (A) (Belgium)

**Shirampari: Legacies of the River**

Lucia Florez (D) (USA)

**The Artist Formerly Known as Verana**

Slava Ushakov (L) (Cyprus)

**Skilled: Paige's Story**

Julio Palacio (D) (USA)

**Mel Fell**

Galen Fott (A) (USA)

**Terra Somnus - Dreamland**

Daniel Orthon M. Gallardo (A) (Spain)

**Skydome**

Adolpho Alioga/Anna Guess Garcia (L) (Spain)

**Life & Butterflies**

Pablo Reigado Ocana (L) (Spain)

**Franceska**

Alberto Cano (A) (Spain)

**Kafka's Doll**

Bruno Simoes (A) (Spain)

**The Thrilling Tales of Dreadful Draco - Dr.**
**Akula**

Balint Kelen (A) (Hungary)

**Wei-Lei**

Robin Wang (L) (USA)

**Our Last Time Together**

Sage Drake (L) (USA)

**Mortimer & the Vanishings**

Sebastian Simon (A) (Germany)

**Number 7**

Mohammadreza Dootsi (L) (Iran)

**Grace & Beauty**

Clara Denise West/Frederick Hamilton (L) (USA)

**Angel in Trouble**

Clara Denise West (L) (USA)

**My Gift**

Michael Rasso (L) (Australia)

7:00 PM -9:00 PM Program #9

Short films for all ages

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

**SUNDAY, MARCH 26**

10:00 AM - 12:30 PM Program #10

Short films for all ages

**Splash! The Duckling Who Was Afraid of Water**

Nongolo Muteto (A) (USA)

**The Great Lesson from Nonna!**

Andre Vaz/Isa Vaal/Armando Calussi (A) (Brazil)

**Jose Comelon's Bedtime Stories/Jose Comelon in the Great Carrot Race**

Andre Vaz/Isa Vaal/Armando Calussi (A) (Brazil)

**The Owl and the Two Rabbits**

Nadia Sammertok (A) (Canada)

**Level One**

Christopher Bennett (A) (USA)

**I'm Gonna Get You**

Jeremy Weinstein (L) (USA)

**Classmates - Everyone Together**

Trond Jacobsen/Marianne Muller (A) (Norway)

**Darb'ohra (Another Time)**

Sarah Zammit (L) (Malta)

12:30 PM - 3:00 PM Program #11

Short films for all ages

**Moon Trace**

M. Yousef Rafizadeh (L) (Iran)

**Edmond & Lucy - The Incredible Featherstag**

Francois Narboux (L) (France)

**Robo99**

Sung Keol King (A) (Republic of Korea)

**The Mermaid's Tale**

Aidan McArdle (L) (UK)

**The Menace from Above**

Mariam Khayat (A) (Saudi Arabia)

3:00 PM - 5:00 PM Program #12

Short films for all ages

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

(L/A) (Global)

# MASQUERADE



## CELEBRATING THE COSTUMING CREATIVITY OF OUR ATTENDEES

Costuming plays a vital role in all the popular arts, enhancing story, setting, and character, and each year we see more WonderCon attendees bringing extra fun, beauty, awe, and clever cosplay to the convention by making and wearing great costumes. And while WonderCon certainly has plenty of professionals featured at our conventions, we are not solely about the pros and their projects, but equally about encouraging and promoting our attendees' participation in the popular arts as well. We therefore, once again, have reserved our Saturday night and a large 3,000-seat venue to appreciate the significance of costumes in the arts, and to celebrate and reward the talents and creativity of our non-professional costuming attendees.

The 18th annual WonderCon Masquerade, or Cosplay Competition for those who may prefer that title, will start at 8:30 PM Saturday at the Anaheim Convention Center, North 200A. Doors will open for audience seating at 8:00 PM, although the line for choice seating will start forming much earlier. Being a contestant or just watching from the audience is free with a WonderCon badge valid for Saturday. Our 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 the judging break, and then the presenting of trophies and generous cash and other prizes. There will be reserved seating available for special guests of the convention and select press. Please inquire in advance at the Masquerade Desk in the Convention

Center lobby for more information on seating.

Our Mistress of Ceremonies this year will be **Ashley Eckstein**, widely recognized and honored as an actress, entrepreneur, and author. To Star Wars fans, she is best known as the voice of Ahsoka Tano in *Star Wars: The Clone Wars*, *Star Wars: Rebels*, and *Star Wars: Forces of Destiny*. Ashley is the founder of Her Universe, a highly successful fashion and lifestyle brand for fans. Ashley is also a passionate advocate for mental health awareness and is a champion for the Nationwide Children's Hospital's "On Our

Sleeves" movement.

Not a dance or party as the name might imply, why is this on-stage presentation called The Masquerade and not simply a costume contest, cosplay challenge, or fashion show? Because it is more than looking at costumes, it's about the characters and stories that costumes create for us. Many of the presentations include recorded music and elements of character, drama or humor, sometimes a mock battle or short dance. Most of the costumes taking their turns on the stage will be re-created from movies, TV, comic books, fantasy art, Japanese anime,

"The Variant" Best in Show winner, WonderCon 2022 Group of Original Designs Inspired by the *Loki* TV series Made and worn by Lisa Truong, Lynleigh Sato, Cindy Purchase, Wendy Colon, Ashley Brown, Mike Purchase, & Martin Hernandez. Photo By Jerry Shaw



video games, or history; others will be completely original designs from our attendees' clever imaginations, some never seen anywhere before!

During the judging 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 handmade 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. Their new show this year is "Two Sides, One Force: When an apprentice is banished by their Sith Master, they take their anger out on the galaxy, starting with the Jedi. But will a chance encounter lead to a change of heart?"

Also entertaining us will be a return performance by the very popular Corps Dance Crew, presenting their latest impressive show. Formed in 2013, the talented group melds cosplay, various modern dance styles, and lively popular music, touring all over Southern California to bring unique and fun performances to Anime Expo, Comic-Con International: San Diego, WonderCon, and many other conventions and events.

No flash photography of the stage is allowed, 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:** Often all our contestant spots are filled weeks before the convention, but openings can sometimes arise from cancellations. Visit the Masquerade Desk to find out if a space has become available, but absolutely no entries will be accepted after 10:00 AM Saturday. A costume photo will be required for eligibility confirmation. The Desk is located in the convention center Lobby B/C, and full rules and more information are available there, as well as 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 suitable for viewing and feature content for all ages.

There will be an optional but recommended Orientation for Contestants from 11:00 AM 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, Most Beautiful, and Best Young Fan as selected by our guest judges. Plus, entries winning one of the above categories will also receive free three-day badges for WonderCon 2024. If the winner of the category is a group entry, then up to six badges will be bestowed to that group. Complimentary badges are non-transferable.

In addition to the special 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 bi-weekly mini-cons to, once again, present a generous \$500 cash prize to the costume entry their representative deems 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 in Woodland Hills, CA, to the entry their representative selects as showing the most promise. Costume College provides educational lectures and workshops in every aspect of costuming.
- The San Diego Comic-Con Alan Campbell Award: The San Diego Comic Convention Board of Directors is donating a \$500 cash award given in memory of long-time Committee and Board member Alan Campbell, who passed away and is sorely missed. Alan was a great fan of the Masquerade, generously donating his own prizes. This award is for the entry deemed the best re-creation from comics or related popular arts, as selected by one of the guest judges.

THE 2023 WONDERCON  
**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*

11:00 AM – 5:00 PM  
*For information only*

Located in Lobby B/C  
 Anaheim Convention Center



"Deadpool Bot" Best Original Design winner, WonderCon 2022  
 Inspired by the Marvel character  
 Made and worn by Nicholas Simonton  
 Photo By Jerry Shaw

# Quick Guide

# WonderCon

ANAHEIM 2023

*Everything you need  
to know about  
WonderCon 2023*



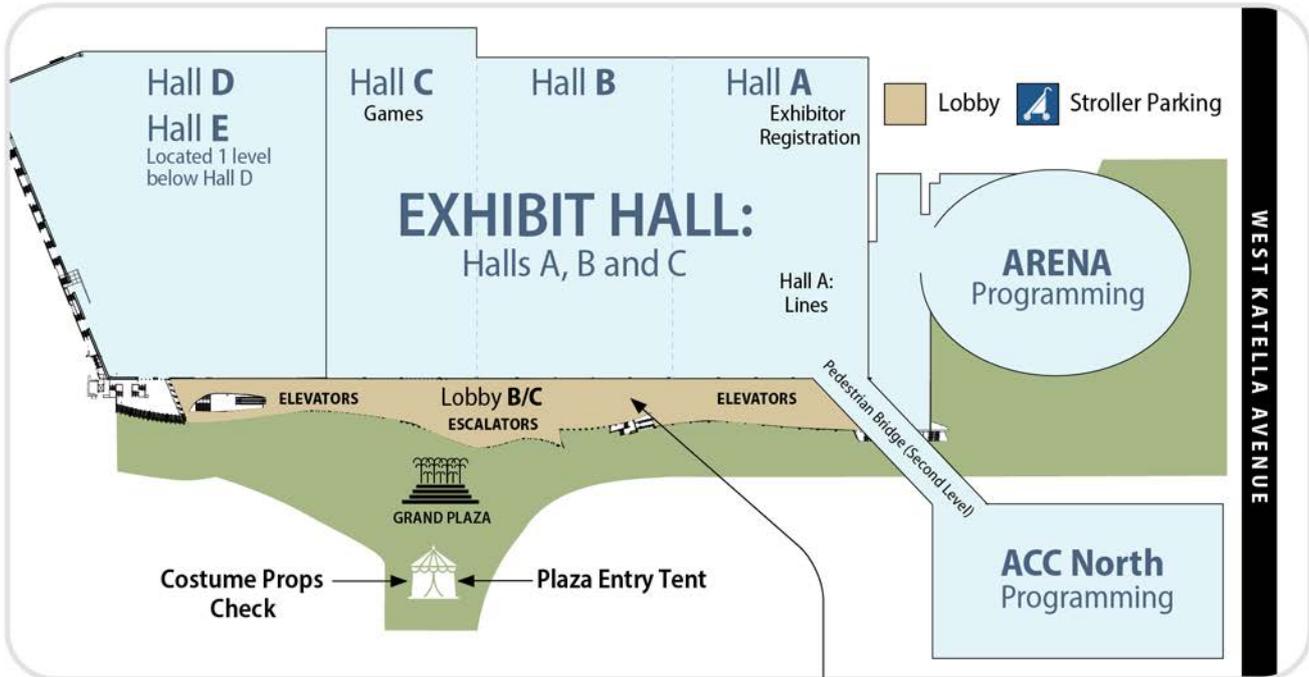
**Exhibit Hall Map  
and Exhibitor Lists**

**Artists' Alley | Exhibitors | Fan Groups | Small Press**

**Complete Program Schedule Grids for All Three Days!**

# Anaheim Convention Center Maps

## ANAHEIM CONVENTION CENTER LEVEL 1



### HALL D

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

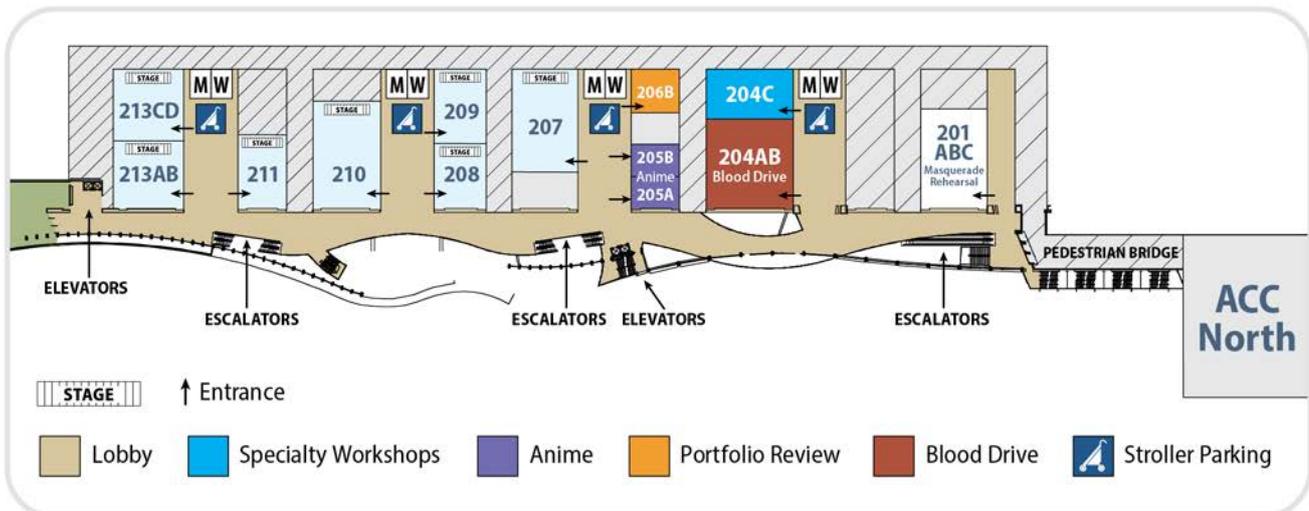
### HALL E (Located below Hall D)

- Daily Volunteer Check-in Area

### LOBBY B/C

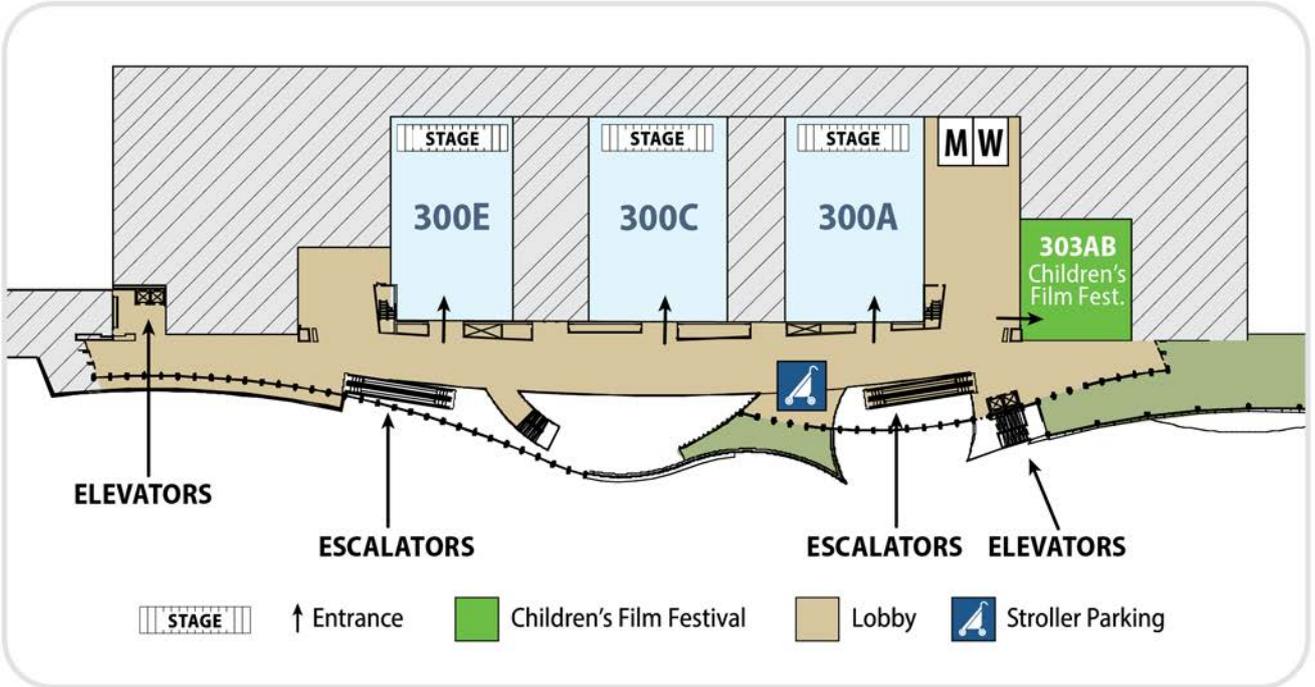
- Blood Drive Sign-up
- Costume Props Check Desk
- Deaf & Disabled Services and ASL Interpreters
- Masquerade Desk
- WonderCon Show Desk

## ANAHEIM CONVENTION CENTER LEVEL 2

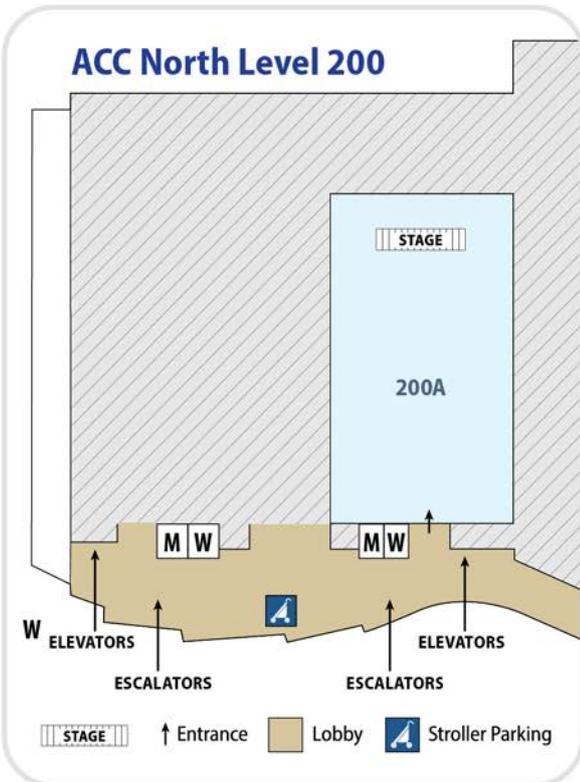


# Anaheim Convention Center Maps

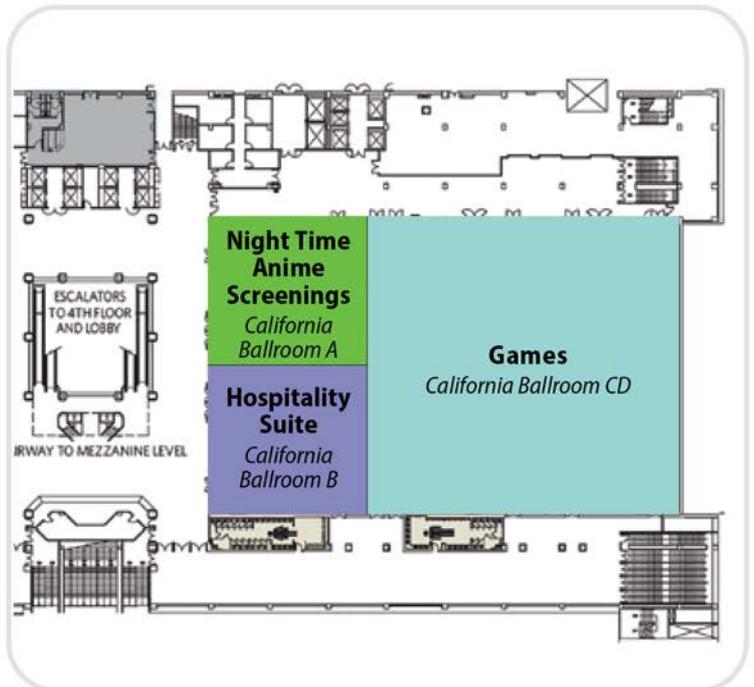
## ANAHEIM CONVENTION CENTER LEVEL 3



## ACC NORTH LEVEL 200



## HILTON ANAHEIM LEVEL 2





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- Animaniacs
- Looney Tunes
- Peanuts

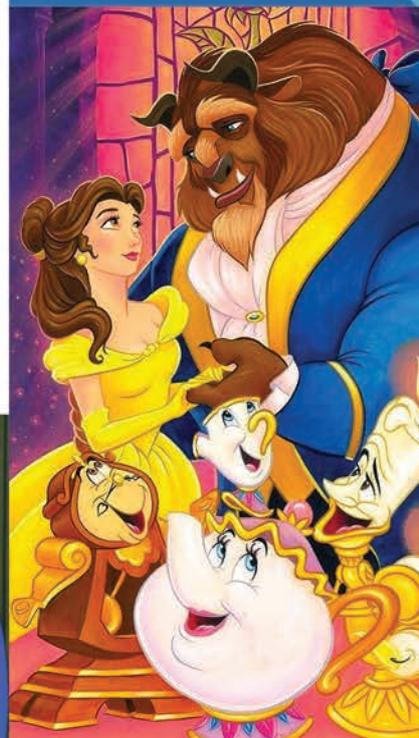
Bring this ad to our booth to

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# WONDERCON EXHIBITORS

## 1-2-3

168 Dragon Trading Inc	261
+2 Charisma Productions	1802
+3 to Charisma	1985
3D Crystal Comics	710
3DHQ	901
3M Bags & Collectables	2024
501st Legion	1089
7 Bucks A Pop	281
9 to 5 Gay Pins, Mumopins and Yoyo's Alley	1367
9monkeys	2118

## A

A Game Merch	1988
Adam Hughes and Allison Sohn	1213
Age of Comics	612
Ageless Geeks	1160
All Blue Anime Inc.	2055
All Discount Comics	119, 121, 220
Alpha Clash TCG	926
AMAZING COMICS	1229
Amkm Comics	609
Anaheim Public Library	891
Andromeda Designs Limited	1355
Angelo's Comics	105
Angry Little Girls, Inc.	1810
Animebooks.com	1024
Antone Perry	209
Art Of David Wong	2258
Art Prints	2165
Art Tomo	2120
ASIFA-Hollywood	1610
Aspen Comics	1113
Asylum Press Inc.	1322
Atomic Art and Music	1260
AUHS Media	1323
Avengers Initiative	990

## B

Bandai Namco Toys & Collectibles America Inc.	936
BB-CRE.8/Punch It Chewie Press	1925
Bean Leaf Press : Travis Hanson	1219
becauseofdreams	2244
Bedo's Collectibles	1272
Beefy & Co.	1808
Benitez Productions	1318
Best Auntie Ever	1946
Bibisama	1181
Big Wow comic Fest	219, 221
Blue Rondo Games	1364

Brittnee Braun Designs	2009
Bryce Kho Draws	2113
Buki Pins	1938
BV Enamel Art	809

## C

California Browncoats	889
California Hot Shots	1165
Cartoon Passion	1127
CBCS	2200
CGC Comics	700
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Mhorlack DL-39

Mini Boba Boutique LLC DL-12

Mishelle's Menagerie DL-46

Mombie Zombie DL-51

Naughty Scribbler Works DL-15

Octaviana Corsetry DL-01

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Sharodactyl Art DL-38

Starlidae DL-07

Story Spark DL-08

Suksha Ray Art DL-54

The Art of Sketch DL-30

The Collective Coven / Wicked Moon  
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The Pindalorian Outpost DL-44

To The Ends DL-36

Triangle Cards & T-Shirts DL-21

Triggerresolved DL-55

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1701st Fleet USS Navras FC-24

Anime For Humanity FC-13

Anime Los Angeles FC-14

Anvil Station Halo Costuming Group  
FC-04

Com Station Z FC-06

ConDor Conventions FC-02

Geeky Guys & Gals 4 God FC-18

Girl Scout Council of Orange County  
FC-16

International Federation of Trekkers  
FC-23

Kids Can Cosplay FC-20

Nerd Mafia FC-17

Ranger Of The Grid FC-05

Rebel Legion, Sunrider Base 1091

Robotech X FC-03

Saber Guild FC-12

San Diego Comic Fest FC-07

Science Fiction Coalition FC-21

SD Who Con FC-08

STAR TREK -- THE FLEET FC-22

# 2023 EXHIBIT HALL MAP

### WCA PHOTO AREA

**LOUNGE**

**ARTISTS' ALLEY**

**ARTISTS' ALLEY**

**ARTISTS' ALLEY**

### GAMING

**REST ROOMS**

**WCA PHOTO AREA**

**LOUNGE**

**FOOD**

**REST ROOMS**

**WCA SIGNING AREA**

**REST ROOMS**

### FAN CLUB TABLES

**DEALERS**

**KEY**

- Artists' Alley
- Fan Club Tables and Booths
- Food Court
- Games





COMIC-CON INTERNATIONAL PRESENTS  
**WONDERCON**

*Join us  
again  
in 2024*

*MARCH 29-31  
IN ANAHEIM!  
MARK YOUR  
CALENDAR*



	PM 1	PM 2	PM 3
<b>ARENA GROUND LEVEL</b>			
<b>ROOM 204C SECOND LEVEL</b>			
<b>ROOM 206B SECOND LEVEL</b>		Comic Book Prescreen for Grading/Pressing	Hexcomix Portfolio Review
<b>ROOM 207 SECOND LEVEL</b>		Dawn of DC	Spotlight on Adam Hughes 
<b>ROOM 208 SECOND LEVEL</b>		Spotlight on James Rollins 	 Spotlight on Alane Adams
<b>ROOM 209 SECOND LEVEL</b>		How to Get News Coverage	The Business of Comics 
<b>ROOM 210 SECOND LEVEL</b>	<i>COMICS ART CONFERENCE</i>		
		CAC#1: Bande Dessinée and America	CAC#2: Comics, Nation, and Politics
<b>ROOM 211 SECOND LEVEL</b>		Spiritual Themes in Comics	Nerdy Finance: Tax Tips To Keep Your Money
<b>ROOM 213AB SECOND LEVEL</b>		<i>New Rockstars</i>	Tabletop Game Design
<b>ROOM 213CD SECOND LEVEL</b>		Defending Comics Today	What Dreams May Come: Visualizing <i>Slumberland</i>
<b>ROOM 300A THIRD LEVEL</b>		Cosplay Photography for Cosplayers	How Has Comic-Con Changed Your Life?
<b>ROOM 300C THIRD LEVEL</b>		How I Built This	<i>Doctor Who:</i> Science & History
<b>ROOM 300E THIRD LEVEL</b>		Knowing Your Worth: Creator's Taking the Reins of Their IP	Women in Comics: Making Horror
<b>NORTH 200A SECOND LEVEL NORTH BUILDING</b>			<i>Knights of the Zodiac</i> Live Action Film Panel

FOR CHILDREN'S FILM FESTIVAL TIMES AND PROGRAM INFORMATION, [SEE PAGE 50](#)



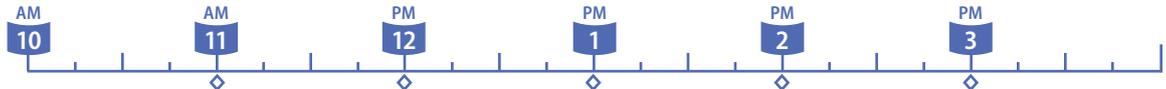
<b>ARENA GROUND LEVEL</b>		<i>Wolf Pack</i>		World Premiere of <i>Batman: The Doom That Came to Gotham</i>		
<b>ROOM 204C SECOND LEVEL</b>		Comic Pitch Review		Comic Creator Connection		
<b>ROOM 206B SECOND LEVEL</b>	Hexcomix Portfolio Review		Creators Assemble: Comics Camaraderie A Networking Event			
<b>ROOM 207 SECOND LEVEL</b>	Everyone's a Critic: Being a Pop Culture Journalist in an Online Age	TTRPG Content Creation's Future	X-Men Fandom Panel	ROBOTECH: The New Beginning	How to Create Psychologically Rich Characters	
<b>ROOM 208 SECOND LEVEL</b>	Spotlight on Alane Adams	Here, Now, There, Then: When Fact Meets Fiction	Publishing Graphic Novels and Highly Illustrated Stories for Kids: A Journey	Engineering Superhero Technology	Splattergore: The History of 90s Horror Comics	
<b>ROOM 209 SECOND LEVEL</b>	Spotlight on Mark Russell	Spotlight on Daniel Warren Johnson	Spotlight on Doc Shaner	The Relationship Between Comics & Pro Wrestling	The Power of Love: Romance in Webtoons & Film	
<b>ROOM 210 SECOND LEVEL</b>	<i>COMICS ART CONFERENCE</i>		Figure Drawing for Popular Media	Comic Book Law School: Basics of Intellectual Property Law	3D Printing and Customizing Action Figures	
	CAC #2: Cont.	CAC#3: Focus on Steve Leialoha				
<b>ROOM 211 SECOND LEVEL</b>	Come Celebrate Animation at the Comic-Con Museum	Spotlight on Phil Jimenez	Marvel-ous Women in Comics and on the Screen	Race Swapping: Representation or Placating for Profit	On the Mic Podcast LIVE from WonderCon	
<b>ROOM 213AB SECOND LEVEL</b>	Tabletop Game Design	How to Write for Animation	Creating Tales of Horror and Suspense: Storm King Comics	Finding the Balance: ZRock Comics	Exclusive Preview: <i>Among The Others</i>	
<b>ROOM 213CD SECOND LEVEL</b>	Comic Collecting In Today's Market	JAKKS Pacific & Disguise Costumes Upcoming Releases	Comics, Culture, and Classrooms	Filipino Voices: Character Building	Gay Geeks and Where To Find Them	
<b>ROOM 300A THIRD LEVEL</b>	Mold/Resin Making, 3D Printing, and FX Techniques	The 5 Secrets of Cosplay Leathercraft	Cosplay Off The Beaten Path	Most Extreme Ranking Challenge	Yippee Ki-Yay, or Nay?? <i>Is Die Hard</i> a Christmas movie?	
<b>ROOM 300C THIRD LEVEL</b>	<i>Doctor Who</i> : Science & History	GAAAYS IN SPAAACE: Exploring New Horizons	Star Wars & Fandom: The Early Days	The Future of <i>Doctor Who</i>	Enter the Sandman: Shape your Dreams, Change your Life	
<b>ROOM 300E THIRD LEVEL</b>	Storytelling for Change	The Greatest Cartoons Ever!	<i>Ologies</i> : Field Trip	Cosplaying as a Couple	These Ain't No Comics – Or Are They?	
<b>NORTH 200A SECOND LEVEL NORTH BUILDING</b>	<i>True Lies</i> : Exclusive Screening + Q&A with Cast and Creators	HBO Max's <i>Fired on Mars</i>	HBO Max's Clone High Exclusive Sneak Peek Teaser	WonderCon After Dark: Comic-Con 2022 Panel Replay		



FOR CHILDREN'S FILM FESTIVAL TIMES AND PROGRAM INFORMATION, SEE PAGE 50



SATURDAY PROGRAMS



<b>ARENA GROUND LEVEL</b>			<i>Legend of The White Dragon</i>		<i>The Walking Dead: Dead City</i>	<i>Fear the Walking Dead</i>		Cont. On Next Page
<b>ROOM 204C SECOND LEVEL</b>			Game Pitch Review			Gaming Creator Connection		
<b>ROOM 206B SECOND LEVEL</b>		Hexcomix Portfolio Review		Her Universe Portfolio Review		ZRock Comics Portfolio Review		Creators, Assemble! Portfolio Review with Alex Antone
<b>ROOM 207 SECOND LEVEL</b>	The History of Sci-Fi Costumes	Rhapsody PR's 15th Annual Behind-the-Music	Jack Kirby Tribute Panel	Spotlight on Tom King	Using Comics for Good	Alternative History in Speculative Fiction		
<b>ROOM 208 SECOND LEVEL</b>		Women's Color Code	@SuperheroIRL: The Role of Comics in Mental Health Wellness	The Science of Spider-Man	Engaging Students with Comics in the Classroom	Defining "Syzygy": What's Coming Up For The Image Imprint	Spotlight: Mingque Helen Chen	
<b>ROOM 209 SECOND LEVEL</b>	Humans Schmoomans	<i>The Last Comic Book on the Left</i>	Middle-Grade: It's More Than Fart Jokes, But It's Also Fart Jokes	This is How the World Begins	Adapting Myths, Legends, and Fairy Tales	Welcome to ...: The City as Context		
<b>ROOM 210 SECOND LEVEL</b>	<i>COMICS ART CONFERENCE</i>							
	CAC#4: Lanterns and Arrows	CAC#5: Ethos and Creative Non-Fiction	CAC#6: How to Use Comics in K-12 Classrooms	CAC#7: Female Creators Strike Back		Learn How to Draw Comics with Comic Pro Boot Camp		
<b>ROOM 211 SECOND LEVEL</b>	Saturday Morning Cartoons with Animator/Director Tom Cook	Spotlight on Trina Robbins	About Comics 25th Anniversary Celebration	Edgar Rice Burroughs, Inc., Centennial	Elevating Trans Voices	Prism Comics Geek Pop Crossfire		
<b>ROOM 213AB SECOND LEVEL</b>		That 90s Panel: Decade that Changed It All	Women in Entertainment: Blazing Your Own Path	Making Magic: From Script to Screen in 2023	CGC Grading Standards with Matt Nelson	What is the Best Super Power?	IDW In-Depth	
<b>ROOM 213CD SECOND LEVEL</b>	Career Paths into Game Development	Scene Breakdown: Behind the Camera of Film and TV Shows	3rd Annual "It's Alive!": Designing Film and TV	All in the Details: Costume, Makeup, and Hair	Comic Books & Music: A.I. Piracy Real Comic Villains	Intro to TV Writing: From First Draft to Getting Staffed		
<b>ROOM 300A THIRD LEVEL</b>	Klingon Lifestyles WonderCon	Cosplay: Movement Inside the Costume	Cosplay Makeup: 101	Celebrating 100 Years of Disney: The Disneybound	How to Make Halo Cosplay and Props with Anvil Station	Are Make Up Effects Dead?		
<b>ROOM 300C THIRD LEVEL</b>		Make Mine Ultima	Balancing Your Day Job and Your Passion Project	Success Through Failure in Content Creation	ST: TNG's Greatest Guest Stars	Her Universe Fashion Show Update	I'm In the Nerd Business	
<b>ROOM 300E THIRD LEVEL</b>	Restoring The Cartoons Of Max Fleischer	Reclaiming the Legacies of Proto-Afrofuturist Comic Books	Where Do Ideas Come From?	Diversity in Films and Award Shows	<i>Saint Seiya / Knights of the Zodiac 101</i>	Turning a Comic Book Into a Franchise		
<b>NORTH 200A SECOND LEVEL NORTH BUILDING</b>		All You Need to Know about the new SYFY Series <i>The Ark</i>	FOX's <i>HouseBroken</i> : Season 2 First Look Screening & Conversation	<i>Animaniacs</i> : A 30th Anniversary Celebration	World Premiere of <i>Justice League x RWBY: Super Heroes &amp; Huntsmen, Part One</i>	30 Years of <i>Power Rangers</i>		



FOR CHILDREN'S FILM FESTIVAL TIMES AND PROGRAM INFORMATION, SEE PAGE 50

<b>ARENA GROUND LEVEL</b>	NBC's <i>Quantum Leap</i>		Funko: Pop Talk Live!			
<b>ROOM 204C SECOND LEVEL</b>		Comic Pitch Review		Comic Creator Connection		
<b>ROOM 206B SECOND LEVEL</b>	Mixer for Creators					
<b>ROOM 207 SECOND LEVEL</b>	Cartoon Voices	How to Build a Star Wars R2 Astromech	Expanding the Nacelle Company Universe	The Legal Mysteries of Netflix's <i>Wednesday</i>	Representation in Horror Comics	
<b>ROOM 208 SECOND LEVEL</b>	Spotlight: Mingue Helen Chen 	Spotlight on Gene Yang 	MENA Voices in the Arts	Diversity in Film, TV, Games, Comics: How YOU Can Help	70th Anniversary of the 3-D Craze of 1953	
<b>ROOM 209 SECOND LEVEL</b>	Creating Immersive Tabletop Gaming Experiences	Worldbuilding Across Multiple Media	Making A Living Being Creative	Mythology of Final Fantasy: A Summoner's Guide to Summons	True Crime in Comics	
<b>ROOM 210 SECOND LEVEL</b>	Marvel Draw! Live	Writing 101: What to Think About Before You Start Writing	The Writers Workshop by C2C Inc	3D Printing 101: A Fun Primer	Creating 3D Models for Storytelling in Blender 3D	
<b>ROOM 211 SECOND LEVEL</b>	 Spotlight on Gary Philips	Storyboarding: The Ins and Outs	<i>Geeks of the Week</i> Live with Straw Hat Goofy and JStoobs	<i>Twilight Zone</i> : Behind-The-Scenes	Mostly Dead is Slightly Alive: The Medicine of Adventure Movies	
<b>ROOM 213AB SECOND LEVEL</b>	IDW In-Depth	Drawing Super 	Indie Toy Makers Unite!	The VFX of <i>Doctor Who</i>	Press Left, Right, B, A, & Start To Change The Rules of Gaming	
<b>ROOM 213CD SECOND LEVEL</b>	Design for Television and Film	Beyond Vasquez: Star Trek's On-Location Sites	Fanbase Press' 30th Anniversary of <i>Star Trek: Deep Space Nine</i>	It's Dead, Jim! Archaeology and Paleontology in Star Trek	What You Always Wanted to Know About the Stunt Industry	
<b>ROOM 300A THIRD LEVEL</b>	Level Up: Cosplay, Characters, and Charity	Colorful Cosplay: The Basics of Bodypaint	Psychology and Emotions of Villains	Pop Culture Fantasy Draft	Puppet-Filled DnD One-Shot	
<b>ROOM 300C THIRD LEVEL</b>	I'm In the Nerd Business	The Importance of Women Telling Women's Stories	<i>Our Flag Means Death</i> : 'ships on Ships	The Future of The Indiana Jones Franchise	The Science (and Schmiense) of the Arrowverse	
<b>ROOM 300E THIRD LEVEL</b>	Hip-Hop And Comics: Cultures Combining	Forging Cinematic Partnerships: God of War Ragnarök	Writing For Indie Comics	From Burnout to Brainstorm	Warren Kremer: Harvey Comics' Cover Genius	
<b>NORTH 200A SECOND LEVEL NORTH BUILDING</b>	30 Years of <i>Power Rangers</i>					The 2023 WonderCon Masquerade

FOR CHILDREN'S FILM FESTIVAL TIMES AND PROGRAM INFORMATION, [SEE PAGE 50](#)



SUNDAY PROGRAMS



<b>ARENA GROUND LEVEL</b>	Animation Show of Shows' Best!		Replay: <i>Justice League x RWBY: Super Heroes &amp; Huntsmen, Part One</i>		Replay: <i>Batman: The Doom That Came to Gotham</i>			
<b>ROOM 204C SECOND LEVEL</b>	Pros: Talk to Comic-Con Museum Education							
<b>ROOM 206B SECOND LEVEL</b>	Z2 Comics Portfolio Review		Art Directors Guild Portfolio Review		Making/Building Cool Complex Cosplays			
<b>ROOM 207 SECOND LEVEL</b>	31st Anniversary <i>X-Men: The Animated Series</i>	Adventures in Voice Acting for Anime	How to Create Your Own Novel	Where Do the Big Ideas Come from?	Game On: Music for Video Games	Civil Rights in a Time of Star Wars	Light Your Spark: Being Authentic in Gaming	
<b>ROOM 208 SECOND LEVEL</b>	Spotlight on Annalee Newitz	Spotlight on Jenny Frison	Spotlight on Joe Quinones	IDW's Artist's Editions	Spotlight on Mitch Gerads	Six Essentials Aspiring Creators Must Know		
<b>ROOM 209 SECOND LEVEL</b>	The Writers Block: Comics State of the Union	Reel Rejects Live!	Indigenous Storytelling in Comics and Pop Culture	Myths, Magic, & More	Horror, Thriller, or Neither	Writing and Illustrating Books for Kids	Perfecting & Pitching the Picture Book	
<b>ROOM 210 SECOND LEVEL</b>	On Your Mark, Get Set, Draw!	COMICS ART CONFERENCE			CAC#8: Visions of Persephone	CAC#9: Illustrating Madness	CAC#10: Social Sciences Take on Comics	Drawing with Science
<b>ROOM 211 SECOND LEVEL</b>	Diversity in Fantasy	Pop Culture and the Christian Church	Putting the FUN in Crowdfunding	All Creatures Great and Furry	Process Hex: How to Make Your Own Short Comic	Spotlight on Marv Wolfman	How to Crack the Career Code For Gaming & Tech	
<b>ROOM 213AB SECOND LEVEL</b>	Spotlight on Jae Lee	Women in VFX: Bringing TV's Top Series from Script to Screen	Star Wars Trading Cards Collecting	Spotlight on Jason Aaron	Make Mine Mecha: A History of Giant Robots	WonderCon Talk Back		
<b>ROOM 213CD SECOND LEVEL</b>	The Illustrators of the Star Trek Universe	Healthy Queer Representation in Comics	Ultraverse: 30th Anniversary Celebration	Tales from My Spinner Rack Live	Virtual Production for Film and TV	The Importance of Online Branding and Professionalism	Full Time Creative Work On A Part Time Schedule	
<b>ROOM 300A THIRD LEVEL</b>	Pop Culture Content Creation for Beginners	Over 30 Cosplay	Cosplay Rescue with SheProp	Celebrating 25 Years of the Labyrinth Masquerade Ball	The Avengers Initiative Marvel Costume Group	Star Wars Samurai Universe	The Un-Masquerade	
<b>ROOM 300C THIRD LEVEL</b>	30 Years of <i>Power Rangers</i> : A Fan Celebration	World Building: <i>Stranger Things</i> , D&D and Paranormal	The Psychology of <i>Batman: Mask of the Phantasm</i>	Honoring AANHPI Voices in Pop Culture	Asian Representation in Comics and Media	StreetPass OC: Nintendo Quizbowl V		
<b>ROOM 300E THIRD LEVEL</b>	Building the #1 Preschool Franchise: <i>CoComelon</i>	Surviving the Zombie Apocalypse	Alternative Career Options in Video Games	Climate in Crisis: Comics to Seed Hope	Digital Comics @ Your Library	The New Age of WOC Comic Creators	How to Create a Utopian Society	
<b>NORTH 200A SECOND LEVEL NORTH BUILDING</b>	UFOs in Comics and Popular Media	<i>The Dragon Prince</i> : Building a Scene	<i>Freakazoid!</i> How One Show Changed The World	Let's Talk <i>LOTR</i> : <i>Rings of Power</i>	<i>Dr Horrible's Sing-Along Blog</i>			



SPECIAL GUEST

FOR CHILDREN'S FILM FESTIVAL TIMES AND PROGRAM INFORMATION, SEE PAGE 50

FRIDAY, MARCH 24

Room 205A (Level 2)

- 12:30 PM *Tonari no Seki-Kun: The Master of Killing Time*
- 12:40 PM *Galaxy Angel*
- 12:55 PM *Place To Place*
- 1:20 PM *Comic Party*
- 1:45 PM *His and Her Circumstances*
- 2:10 PM *Golden Time*
- 2:35 PM *Fruits Basket*
- 3:00 PM *Haruka Nogizaka's Secret*
- 3:25 PM *Haven't You Heard? I'm Sakamoto*
- 3:50 PM *Galaxy Angel*
- 4:05 PM *RIN-NE*
- 4:30 PM *Yashahime: Princess Half-Demon*
- 4:55 PM *Food Wars!*
- 5:20 PM *Sayonara Zetsubou-Sensei*
- 5:45 PM *If Her Flag Breaks*
- 6:10 PM *Nagasarete Airanto*
- 6:35 PM *Uzaki-chan Wants to Hang Out!*

Room 205B (Level 2)

- 12:30 PM *Battle Athletes Victory*
- 12:55 PM *Snow White with the Red Hair*
- 1:20 PM *Welcome To Demon School Iruma-kun*
- 1:45 PM *Hunter X Hunter*
- 2:10 PM *Lost Universe*
- 2:35 PM *Psybuster*
- 3:00 PM *Revisions*
- 3:25 PM *Dirty Pair OVA*
- 3:50 PM *DD Fist of the North Star*
- 4:05 PM *S-CRY-ed*
- 4:30 PM *Star Blazers: Space Battleship Yamato 2199*
- 4:55 PM *One Punch Man*
- 5:20 PM *BOFURI: I Don't Want To Get Hurt ...*
- 5:45 PM *Seven Senses of the Re'Union*
- 6:10 PM *Wise Man's Grandchild*
- 6:35 PM *I'm Quitting Heroing*

Hilton Anaheim, California A, Level 2

- 7:15 PM *Kakushigoto*
- 7:40 PM *Kekkaishi*
- 8:05 PM *Blood Lad*
- 8:30 PM *Princess Principal*
- 8:55 PM *A.D. Police To Protect And Serve*
- 9:20 PM *Mushibugyo*
- 9:45 PM *Plunderer*
- 10:10 PM *Kampfer\**
- 10:35 PM *Koi Koi Seven\**
- 11:00 PM *Val X Love\**
- 11:25 PM *Lupin The 3rd The Woman Called Fujiko Mine\**

SATURDAY, MARCH 25

Room 205AB (Level 2)

- 10:30 AM *Tanaka-Kun is Always Listless*
- 10:55 AM *Cardcaptor Sakura*
- 11:20 AM *Senryu Girl*
- 11:35 AM *Kodocha*
- 12:00 PM *Teasing Master Takagi-san 3*
- 12:25 PM *Ultra Maniac*
- 12:50 PM *Place To Place*
- 1:15 PM *Comic Party*
- 1:40 PM *His and Her Circumstances*
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- 5:40 PM *If Her Flag Break*
- 6:05 PM *Nagasarete Airanto*
- 6:30 PM *Uzaki-chan Wants to Hang Out!*

Room 205B (Level 2)

- 10:30 AM *Mon Colle Knights*
- 10:55 AM *The Eccentric Family*
- 11:20 AM *Hi-sCool! Seha Girls*
- 11:35 AM *Leviathan-the Last Defense*
- 12:00 PM *Aria the Origination*
- 12:25 PM *Battle Athletes Victory*
- 12:50 PM *Snow White with the Red Hair*
- 1:15 PM *Welcome To Demon School Iruma-kun*
- 1:40 PM *Hunter X Hunter*
- 2:05 PM *Lost Universe*
- 2:30 PM *Psybuster*
- 2:55 PM *Revisions*
- 3:20 PM *Dirty Pair OVA*
- 3:45 PM *DD Fist of the North Star*
- 4:00 PM *S-CRY-ed*
- 4:25 PM *Star Blazers: Space Battleship Yamato 2199*
- 4:50 PM *One Punch Man*
- 5:15 PM *BOFURI: I Don't Want To Get Hurt So I'll Max Out My Defense*
- 5:40 PM *Seven Senses of the Re'Union*
- 6:05 PM *Wise Man's Grandchild*

Hilton Anaheim, California A, Level 2

- 7:15 PM *Kakushigoto*
- 7:40 PM *Kekkaishi*
- 8:05 PM *Blood Lad*
- 8:30 PM *Princess Principal*
- 8:55 PM *A.D. Police To Protect And Serve*
- 9:20 PM *Mushibugyo*
- 9:45 PM *Plunderer*

FOR DETAILED ANIME SYNOPSIS,  
SEE PAGE 76

ANIME PROGRAMS

10:10 PM *Kampfer\**  
 10:35 PM *Koi Koi Seven\**  
 11:00 PM *Val X Love\**  
 11:25 PM *Lupin The 3rd The Woman Called Fujiko Mine\**

SUNDAY, MARCH 26

Room 205AB (Level 2)  
 10:30 AM *Tanaka-Kun is Always Listless*  
 10:55 AM *Cardcaptor Sakura*  
 11:20 AM *Senryu Girl*  
 11:35 AM *Kodocha*  
 12:00 PM *Teasing Master Takagi-san 3*  
 12:25 PM *Ultra Maniac*  
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 2:55 PM *Revisions*  
 3:20 PM *Dirty Pair OVA*  
 3:45 PM *DD Fist of the North Star*  
 4:00 PM *S-CRY-ed*  
 4:25 PM *BOFURI: I Don't Want To Get Hurt So I'll Max Out My Defense*

LOS ANGELES INTERNATIONAL CHILDREN'S FILM FESTIVAL

FRIDAY, MARCH 24

2:00 PM - 4:00 PM Program #1  
*Gunslinger*  
*Newbie*  
*The Footprints of Ants*  
*Mysterious Places*  
*Targets*  
*Santa Doesn't Need Your Help*  
*Dribble*  
 4:00 PM - 5:00 PM Program #2  
*A Ballad for a Broken Heart*  
*Hollywood*  
 19  
*Jilly Goats Gruff*  
*Mulberryhood*  
*Little League Chew*  
*Kris the Cat*  
 5:00 PM - 7:00 PM Program #3  
*Eden's Empire*  
*Return to the Childhood Home before the Last Farewell*  
*The Legend of Qualicum Bay*  
*The More We Get Together*  
*Zooming through History*  
*Two Americas*  
*Rustling*  
*Paracosm*  
*Blush, An Extraordinary Voyage*  
*The Penguin's Flight*  
 7:00 PM - 9:00 PM Program #4  
 Best of Fest: All-Time Favorites

SATURDAY, MARCH 25

10:00 AM - 11:30 AM Program #5  
*The Magic Book Story/A Lesson for a Rainy Day*  
*The Right One*

*Sidekick*  
*El Taller De Arturo*  
*Shhh!*  
*The Animal Court*  
 11:30 AM - 1:00 PM Program #6  
*Blue Teddy Bear*  
*Sam & Duke's Incredible Adventure in the Sky*  
*No Time to Explain*  
*Green Screen*  
 1:00 PM - 4:00 PM Program #7  
*Cyber Cadets*  
*Eid Mubarak*  
*Butterfly Playground/Mosquito Fish*  
*The Misadventures of Bear*  
*Pollution Solution*  
*Rag Dolls*  
*My Dear Aunt Sally*  
*Superheroes*  
*Niece Day*  
*Dog-Gone It*  
*Bedwoman*  
*The Silent Echo*  
*Handwritten*  
*Kids on the Job*  
*Fish Tale*  
*Out of Water*  
*Lusea*  
*Gumball Machine*  
*Me. My Eleven Years. War.*  
 4:00 PM - 7:00 PM Program #8  
*Summer*  
*Luce and the Rock*  
*Shirampari: Legacies of the River*  
*The Artist Formerly Known as Verana*  
*Skilled: Paige's Story*  
*Mel Fell*  
*Terra Somnus - Dreamland*

*Skydome*  
*Life & Butterflies*  
*Franceska*  
*Kafka's Doll*  
*The Thrilling Tales of Dreadful Draco - Dr. Akula*  
*Wei-Lei*  
*Our Last Time Together*  
*Mortimer & the Vanishings*  
*Number 7*  
*Grace & Beauty*  
*Angel in Trouble*  
*My Gift*  
 7:00 PM - 9:00 PM Program #9  
 Best of Fest: All-Time Favorites

SUNDAY, MARCH 26

10:00 AM - 12:30 PM Program #10  
*Splash! The Duckling Who Was Afraid of Water*  
*The Great Lesson from Nonna!*  
*Jose Comelon's Bedtime Stories/Jose Comelon in the Great Carrot Race*  
*The Owl and the Two Rabbits*  
*Level One*  
*I'm Gonna Get You*  
*Classmates - Everyone Together*  
*Darb'ohra (Another Time)*  
 12:30 PM - 3:00 PM Program #11  
*Moon Trace*  
*Edmond & Lucy - The Incredible Featherstag*  
*Robo99*  
*The Mermaid's Tale*  
*The Menace from Above*  
 3:00 PM - 5:00 PM Program #12  
 Best of Fest: All-Time Favorites

## GAMES SCHEDULE

### FRIDAY, MARCH 24

12:00 Arboretum  
 12:00 Battle of Souls Deck Builder  
 12:00 Boss Monster, Boss Monster 2  
 12:00 Castle Panic  
 12:00 Cat Lady  
 12:00 Clank! Catacombs  
 12:00 Duel of Wands,  
 12:00 Dune Imperium  
 12:00 Freelancer: Skies Over Tolindia  
 12:00 King of Tokyo  
 12:00 Kitty Paw (Valentine's Day Edition)  
 12:00 Love Letter: Princess Princess Ever After  
 12:00 Marvel United: X-Men  
 12:00 Marvel Zombies: A Zombicide Game  
 12:00 Munchkin  
 12:00 Paint & Take Miniatures  
 12:00 Pokémon  
 12:00 Pokémon GO! Events All Day Play  
 12:00 Red Dragon Inn  
 12:00 Scooby-Doo! The Board Game  
 12:00 Space Base  
 12:00 Stranger Things: Upside Down  
 12:00 Tiny Epic Zombies  
 12:00 War Chest  
 12:00 Web Spinners  
 12:00 Zombie Dice  
 12:30 Magic Sealed Convention League  
 12:30 MetaZoo Caster Convention Sealed League  
 12:30 Yu-Gi-Oh! Convention Sealed League  
 1:00 Pathfinder  
 1:00 Starfinder  
 2:00 Artisans of Splendent Vale  
 2:00 Battle of Souls Deck Builder  
 2:00 Boss Monster: Rise of the Mini Boss  
 2:00 Clank! In Space,  
 2:00 Code Names  
 2:00 Cthulhu Dice  
 2:00 D&D: Dungeons & Dragons 5e AL  
 2:00 Eternal: Chronicles of the Throne  
 2:00 Freelancer: Skies Over Tolindia  
 2:00 Machi Koro  
 2:00 Marvel United: X-Men  
 2:00 Marvel Zombies: A Zombicide Game  
 2:00 Munchkin  
 2:00 My Little Pony Deck Builder  
 2:00 Paint & Take Miniatures  
 2:00 Point Salad  
 2:00 Power Rangers Deck Builder  
 2:00 Red Dragon Inn  
 2:00 Scooby-Doo! The Board Game  
 2:00 Smash Up  
 2:00 Tiny Epic Dungeons  
 2:00 Tiny Towns  
 2:00 Stranger Things: Upside Down  
 2:00 Web Spinners  
 3:00 Star Wars X-Wing: Find the Rebel Spy  
 3:30 Pathfinder  
 3:30 Starfinder  
 4:00 Boss Monster, Boss Monster:  
 Rise of the Mini Boss  
 4:00 Cat Lady  
 4:00 Clank! Catacombs  
 4:00 Code Names Disney  
 4:00 Duel of Wands  
 4:00 Dune Imperium

4:00 Geek Out Disney  
 4:00 Gelatinous  
 4:00 Gloomhaven: Jaws of the Lion en Español  
 4:00 King of Tokyo  
 4:00 Kitty Paw  
 4:00 Machi Koro  
 4:00 Marvel United: X-Men  
 4:00 Marvel Zombies: A Zombicide Game  
 4:00 Munchkin  
 4:00 My Little Pony: Adventures in Equestria  
 4:00 Paint & Take Miniatures  
 4:00 Red Dragon Inn  
 4:00 Scooby-Doo! The Board Game  
 4:00 Smash Up  
 4:00 Stranger Things: Upside Down  
 4:00 Tiny Epic Dinosaurs  
 4:00 Tiny Epic Kingdoms  
 4:00 Tiny Towns  
 5:00 Battle of Souls Deck Builder  
 5:00 Freelancer: Skies Over Tolindia  
 5:00 Web Spinners  
 7:00 D&D: Dungeons & Dragons 5e AL  
 7:00 HeroClix—4-Man Battle Royales  
 7:00 Magic Sealed Convention League  
 7:00 MetaZoo Caster Convention Sealed League  
 7:00 Red Dragon Inn Tournament  
 7:00 Star Wars X-Wing: Find the Rebel Spy  
 7:00 Yu-Gi-Oh! Convention Sealed League  
 7:30 Munchkin  
 7:30 Munchkin Tournament  
 8:00 Arboretum  
 8:00 Cat Lady  
 8:00 Dungeons & Dragons en Español - El Norte  
 Congelado  
 8:00 Power Rangers Deck Builder  
 8:00 Smash Up  
 8:00 Tiny Towns  
 9:30 Artisans of Splendent Vale  
 9:30 Cthulhu Dice  
 9:30 Duel of Wands  
 9:30 Kitty Paw  
 9:30 Munchkin  
 9:30 Point Salad  
 9:30 Red Dragon Inn  
 9:30 Space Base  
 9:30 War Chest  
 9:30 Zombie Dice

10:00 Pokémon GO! Events All Day Play  
 10:00 Point Salad, Smash Up  
 10:00 Red Dragon Inn  
 10:00 Scooby-Doo! The Board Game  
 10:00 Stranger Things: Upside Down  
 10:00 Tiny Epic Dungeons  
 10:00 Tiny Epic Kingdoms  
 10:00 Web Spinners  
 10:00 Zombie Dice  
 10:30 Magic Sealed Convention League  
 10:30 MetaZoo Caster Convention Sealed League  
 10:30 Pathfinder  
 10:30 Starfinder  
 10:30 Yu-Gi-Oh! Convention Sealed League  
 12:00 Artisans of Splendent Vale  
 12:00 Battle of Souls Deck Builder  
 12:00 Boss Monster  
 12:00 Boss Monster 2  
 12:00 Castle Panic  
 12:00 Cat Lady  
 12:00 Clank! In Space  
 12:00 Cthulhu Dice  
 12:00 Eternal: Chronicles of the Throne  
 12:00 Freelancer: Skies Over Tolindia  
 12:00 HeroClix—Majestix Open Series Win-A-  
 Map SEAL  
 12:00 King of Tokyo  
 12:00 Love Letter: Princess Princess Ever After  
 12:00 Marvel United: X-Men  
 12:00 Marvel Zombies: A Zombicide Game  
 12:00 Munchkin  
 12:00 My Little Pony: Adventures in Equestria  
 12:00 Paint & Take Miniatures  
 12:00 Power Rangers Deck Builder,  
 12:00 Red Dragon Inn  
 12:00 Scooby-Doo! The Board Game  
 12:00 Space Base  
 12:00 Stranger Things: Upside Down  
 12:00 Tiny Epic Zombies  
 12:00 War Chest  
 12:00 Web Spinners  
 1:00 Relic Worlds Expeditions  
 1:30 Pathfinder  
 1:30 Starfinder  
 2:00 Boss Monster: Rise of the Mini Boss  
 2:00 Clank! Catacombs  
 2:00 Code Names  
 2:00 Duel of Wands

### SATURDAY, MARCH 25

10:00 Arboretum  
 10:00 Battle of Souls Deck Builder  
 10:00 Boss Monster  
 10:00 Clank! Catacombs  
 10:00 Code Names  
 10:00 Duel of Wands  
 10:00 Dune Imperium  
 10:00 D&D: Dungeons & Dragons 5e AL  
 10:00 Freelancer: Skies Over Tolindia  
 10:00 Geek Out Disney  
 10:00 King of Tokyo  
 10:00 Kitty Paw (Valentine's Day Edition)  
 10:00 Marvel United: X-Men  
 10:00 Marvel Zombies: A Zombicide Game  
 10:00 Munchkin  
 10:00 Paint & Take Miniatures  
 10:00 Pokémon All Day Play

## HOSPITALITY SUITE

CALIFORNIA BALLROOM B |  
 SECOND LEVEL  
 HILTON ANAHEIM

Relax, network, have fun and meet friends at the WonderCon Hospitality Suite from 7:00 PM to midnight, Friday and Saturday!

GAMES SCHEDULE

SATURDAY CONTINUED

- 2:00 Dune Imperium
- 2:00 D&D: Dungeons & Dragons 5e AL
- 2:00 Dungeons & Dragons en Español - El Norte Congelado
- 2:00 Gelatinous
- 2:00 Kitty Paw
- 2:00 Machi Koro
- 2:00 Marvel United: X-Men
- 2:00 Marvel Zombies: A Zombicide Game
- 2:00 Munchkin
- 2:00 My Little Pony: Adventures in Equestria
- 2:00 Paint & Take Miniatures
- 2:00 Pokémon All Day Play
- 2:00 Pokémon GO! Events All Day Play
- 2:00 Point Salad
- 2:00 Red Dragon Inn
- 2:00 Scooby-Doo! The Board Game
- 2:00 Star Wars X-Wing: Find the Rebel Spy
- 2:00 Stranger Things: Upside Down
- 2:00 Tiny Epic Dungeons
- 2:00 Tiny Towns
- 3:00 Battle of Souls Deck Builder
- 4:00 Arboretum
- 4:00 Boss Monster
- 4:00 Boss Monster: Rise of the Mini Boss
- 4:00 Cat Lady
- 4:00 Clank! In Space
- 4:00 Code Names Disney
- 4:00 Eternal: Chronicles of the Throne
- 4:00 Freelancer: Skies Over Tolindia
- 4:00 Geek Out Disney
- 4:00 King of Tokyo
- 4:00 Machi Koro
- 4:00 Marvel United: X-Men
- 4:00 Marvel Zombies: A Zombicide Game
- 4:00 Munchkin
- 4:00 Paint & Take Miniatures
- 4:00 Pathfinder
- 4:00 Power Rangers Deck Builder
- 4:00 Red Dragon Inn
- 4:00 Scooby-Doo! The Board Game
- 4:00 Smash Up
- 4:00 Starfinder
- 4:00 Star Wars X-Wing: Find the Rebel Spy
- 4:00 Stranger Things: Upside Down
- 4:00 Tiny Epic Kingdoms
- 4:00 Tiny Towns
- 4:00 Web Spinners
- 4:00 Zombie Dice
- 5:00 Battle of Souls Deck Builder
- 7:00 D&D: Dungeons & Dragons 5e AL
- 7:00 HeroClix—Majestix Open Series Win-A-Map 300pt Bronze Age
- 7:00 Magic Sealed Convention League
- 7:00 MetaZoo Caster Convention Sealed League
- 7:00 Red Dragon Inn Tournament
- 7:00 Star Wars X-Wing: Find the Rebel Spy
- 7:00 Yu-Gi-Oh! Convention Sealed League
- 7:30 Munchkin
- 7:30 Munchkin Tournament
- 8:00 Artisans of Splendent Vale
- 8:00 Cat Lady
- 8:00 Duel of Wands
- 8:00 Gloomhaven: Jaws of the Lion en Español
- 8:00 Kitty Paw

- 8:00 Relic Worlds Adventures
- 8:00 Smash Up
- 8:00 Tiny Towns
- 9:30 Cthulhu Dice
- 9:30 Munchkin
- 9:30 My Little Pony: Adventures in Equestria
- 9:30 Point Salad
- 9:30 Power Rangers Deck Builder
- 9:30 Red Dragon Inn
- 9:30 Space Base
- 9:30 War Chest

SUNDAY, MARCH 26

- 10:30 Arboretum
- 10:30 Battle of Souls Deck Builder
- 10:30 Boss Monster
- 10:30 Clank! Catacombs
- 10:30 Code Names
- 10:30 Duel of Wands
- 10:30 Dune Imperium
- 10:30 D&D: Dungeons & Dragons 5e AL
- 10:30 Freelancer: Skies Over Tolindia
- 10:30 Geek Out Disney
- 10:30 King of Tokyo
- 10:30 Kitty Paw (Valentine's Day Edition)
- 10:30 Marvel United: X-Men
- 10:30 Marvel Zombies: A Zombicide Game
- 10:30 Munchkin
- 10:30 Paint & Take Miniatures
- 10:30 Point Salad
- 10:30 Pokémon All Day Play.
- 10:30 Pokémon GO! Events All Day Play
- 10:30 Red Dragon Inn
- 10:30 Scooby-Doo! The Board Game
- 10:30 Smash Up
- 10:30 Stranger Things: Upside Down
- 10:30 Tiny Epic Dungeons
- 10:30 Tiny Epic Kingdoms
- 10:30 Web Spinners
- 10:30 Zombie Dice
- 11:00 Pathfinder: Learn to play
- 11:00 Starfinder: Learn to play
- 11:00 Star Wars X-Wing: Find the Rebel Spy
- 11:30 Magic Sealed Convention League
- 11:30 MetaZoo Caster Convention Sealed League
- 11:30 Yu-Gi-Oh! Convention Sealed League
- 12:00 Artisans of Splendent Vale
- 12:00 Battle of Souls Deck Builder
- 12:00 Boss Monster, Boss Monster 2
- 12:00 Castle Panic
- 12:00 Cat Lady
- 12:00 Clank! In Space
- 12:00 Cthulhu Dice
- 12:00 Eternal; Chronicles of the Throne
- 12:00 Freelancer: Skies Over Tolindia
- 12:00 King of Tokyo
- 12:00 Love Letter: Princess Princess Ever After
- 12:00 Marvel United: X-Men
- 12:00 Marvel Zombies: A Zombicide Game
- 12:00 Munchkin
- 12:00 My Little Pony: Adventures in Equestria
- 12:00 Paint & Take Miniatures
- 12:00 Power Rangers Deck Builder
- 12:00 Red Dragon Inn
- 12:00 Scooby-Doo! The Board Game

- 12:00 Space Base
- 12:00 Stranger Things: Upside Down
- 12:00 Tiny Epic Zombies
- 12:00 War Chest
- 12:00 Web Spinners
- 1:30 Pathfinder: Learn to play
- 1:30 Starfinder: Learn to play
- 2:00 Boss Monster, Boss Monster 2
- 2:00 Boss Monster: Rise of the Mini Boss
- 2:00 Clank! Catacombs
- 2:00 Code Names
- 2:00 Code Names Disney, Geek Out Disney
- 2:00 Duel of Wands
- 2:00 Dune Imperium
- 2:00 Freelancer: Skies Over Tolindia
- 2:00 Gelatinous
- 2:00 King of Tokyo
- 2:00 Kitty Paw
- 2:00 Machi Koro
- 2:00 Marvel United: X-Men
- 2:00 Marvel Zombies: A Zombicide Game
- 2:00 My Little Pony: Adventures in Equestria
- 2:00 Paint & Take Miniatures
- 2:00 Point Salad
- 2:00 Red Dragon Inn
- 2:00 Scooby-Doo! The Board Game
- 2:00 Stranger Things: Upside Down
- 2:00 Tiny Epic Dungeons
- 2:00 Tiny Epic Kingdoms
- 2:00 Tiny Towns
- 2:00 Web Spinners
- 3:00 Battle of Souls Deck Builder
- 3:00 Star Wars X-Wing: Find the Rebel Spy
- 4:00 Marvel United: X-Men
- 4:00 Marvel Zombies: A Zombicide Game
- 4:00 Scooby-Doo! The Board Game
- 4:00 Stranger Things: Upside Down

FOR DETAILED  
GAMES  
INFORMATION,  
SEE PAGE 17



2023 WON'T THE BEST GUEST PANELS WITH THESE GUESTS, LEFT TO RIGHT: DAVIET WALKER, BARI STARK, TRAVIS TROTTEN, MICHAEL COMBIA, TULLA LOVY, AND ANDREW TORIGARY (MERFANI). PHOTO: LONNIE FOLEY/2023.WC

## WELCOME TO THE WONDERCON 2023 PROGRAM SCHEDULE

**W**onderCon programming is back with a vengeance this year, with panels including comics publisher presentations, movie and TV series events, animation, workshops, seminars, and much more. We have all of your pop culture topics and fandoms covered. On Friday and Saturday, the program schedule extends into the evening hours for some special nighttime programs, including some hilariously geeky interactive panels. WonderCon boasts an amazing guest line up and all guests have a spotlight panel where you can hear them discuss their craft and hopefully have your burning comics and animation questions answered. Also be sure to check out our group guest panels, where these creators get together to discuss some amazing topics. Spotlights and group guest panels are marked on the Programming Grid with a yellow spotlight symbol. On Saturday night at 8:30, the WonderCon Masquerade will be held in North 200A. For more information on that event, see page 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 2023 as of press time. For last-minute additions and changes, please check the schedule signs posted in front of each room's entrance or the programming pages on the WonderCon website. This year's 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 300A, 300C, and 300E 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 WonderCon is also returning to the Arena, where you can find an array of programming on television, film, collectibles, and more!

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 2023 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, some new panels that give you a chance to get some one-on-one time with amazing creators and industry leaders.

Room 206B features **Portfolio Reviews** by various companies, including Her Universe, Z2 Comics, BiggerBoxModels, Hexcomix, 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 28 for a complete schedule). Rooms 205A and 205B showcase the best in Anime screenings (see page 49 for the complete schedule and page 75 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 PROGRAMMING

## Friday

**2:00–3:00 Comic Book Prescreen for Grading/Pressing**—Jeff Shinn (San Diego-based comic shop owner, professional comic book presser) offers free professional comic book evaluations, recommendations for pressing and cleaning, and advice for submitting comic books for grading to WonderCon attendees. *Room 206B*

**2:00–3:00 Dawn of DC**—Dawn is rising in the DC Universe. Superstar writers and artists **Tom King** (*The Penguin*), **Mitch Gerads** (*Batman: The Brave and the Bold*), **Jeremy Adams** (*Green Lantern*), **Dennis Culver** (*Unstoppable Doom Patrol*), and **Morgan Hampton** (*Cyborg*) come together for a first look at their upcoming Dawn of DC titles. *Room 207*

**2:00–3:00 How to Get News Coverage**—Small press publishers: What makes the difference between an item that will get news coverage, previews, and interviews and what doesn't? A lot of 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), **Glenn Hauman** (Comic Mix), **Jason LiVecchi** (NBC, CW, KUSI News), **Grant Offenberger** (*Grant Me Peace*), **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 work and make a significant impact on your ability to sell your comics project. *Room 209*

**2:00–3:00 Comics Arts Conference Session #1: Bande Dessinée and America**—**Bart Hulley** (University of Lorraine) examines the work of Harvey and Eisner Award-nominated comics translators since 1988 and argues that the advent of machine translation services is destroying the art of comics translation. **Elke Defever** (Indiana University) explains how Moebius directly addresses Native American rights from a European (French) perspective in *Wounded Knee* and *Le Discours du Chef Seattle*. *Room 210*

**2:00–3:00 Spiritual Themes in Comics**—With spiritual themes continuing to be an essential component in comics, television, and movies such as *Thor: Love and Thunder* and *Wakanda Forever* and series such as *House of the*

*Dragon*, this panel examines how these themes have influenced the entertainment industry and the culture at large. Panelists include **Jessica Tseang** (historian), **B Dave Walters** (actor, writer), **Ameen Beydoun** (Habibti Pada), **Travis Hanson** (Beanleaf Press), **Christina Todd** (Geeky Guys & Gals for God), **Alexander James** (church speaker), and **Kyle Keene** (moderator). *Room 211*

**2:00–3:00 Defending Comics Today**—Challenges to free expression through the comic arts have reached new heights, and the Comic Book Legal Defense Fund is on the case. Interim director **Jeff Trexler** and special guests discuss the CBLDF's landmark courtroom victory in Virginia Beach, ongoing efforts to remove graphic novels from schools and libraries, emerging legal risks for selling comics, digital comics codes, and cutting-edge strategies for protecting the artform that brings us together. *Room 213CD*

**2:00–3:00 Photography for Cosplayers**—**Scott Okuna** (photographer) discusses cosplayer safety and case studies of incidents, working with photographers, and taking your own photos, followed by a Q&A session. *Room 300A*

**2:00–3:00 Knowing Your Worth: Creators Taking the Reins of Their IP**—2022 was a referendum on fair terms for comics creators. Everything from work-life balance and compensation to control of creators' intellectual property and how their work is marketed has come to the forefront of industry conversations. With the explosion of digital comics platforms and crowdfunding, hear from creators who are taking control of their own destinies and learn what creators who have never been published before should be looking for in their contracts and representation. Panelists include Ringo Award nominee **Leeanne M. Krecic** (*Let's Play, Dragon King Oath*), *New York Times* bestselling author **Nick Seluk** (*Heart & Brain, Lars the Awkward Yeti*), and Eisner nominee **Ryan Benjamin** (*Brothers Bond, Stan Lee's Genesis*), along with attorney **Matt Sugarman** (Weintraub Tobin and Rocketship Entertainment CEO) and creator **Tom Akel**. *Room 300E*

**2:00–9:00 Children's Film Festival Friday**—The annual Los Angeles International Children's Film Festival presents 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 offering advice for kids on how to become a professional animator or filmmaker. *Room 303AB*

**2:30–3:30 Hexcomix Portfolio Review Friday**—**Lynly Forrest** (editor/producer of *HEX11*), **Lisa K. Weber** (artist of

*HEX11*), and **Kelly Sue Milano** (writer of *HEX11*) own and operate the independent publishing label HexComix and are all professors at OTIS College of Art Design. They will offer feedback on building a portfolio, creating a comic, and building a creative team. *Room 206B*

**2:30–3:30 Spotlight on James Rollins**—**James Rollins** (*The Cradle of Ice*) is the #1 *New York Times* bestselling author of international thrillers, as well as the new Epic Fantasy Moonfall Saga. 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 208*

**2:30–3:30 New Rockstars**—**Erik Voss**, **Tommy Bechtold**, **Jessica Clemons**, and **Zach Huddleston** (New Rockstars and Deep Dive YouTube channels) discuss big Marvel, DC, and Star Wars news, interact with the audience, and bring the fun of the New Rockstars YouTube channel to WonderCon. *Room 213AB*

**2:30–3:30 How I Built This**—The journey of getting into the creative industry is different for everyone. It's a path fraught with peril, serendipitous moments, and bold steps of faith. **Tony B Kim** (Hero Within) interviews creative professionals about how they built their careers. This will be a fun, inspirational discussion filled with tips, tricks, and side steps to help you reach your creative goals. This panel is perfect for novice writers, artists, content, or product creators. *Room 300C*

**3:00–4:00 Spotlight on Adam Hughes** While best known for his eye-catching covers on *Black Widow*, *Wonder Woman*, *Catwoman*, and *Fairest*, **Adam Hughes** has done much more to become a fan-favorite artist. His recent interior projects include the Eisner Award-winning *Hellboy: Krampusnacht* and *Hellboy: Seven Wives Club*, and stories in *The Rocketeer Anthology*, *Batman: Black and White*, and *Harley Quinn: Black, White and Red*, to name just a few. Now a designer for Disney, Adam still makes time for the occasional comics project. *Room 207*

**3:00–4:00 The Business of Comics**—What's it like to be "in the biz"? Hear about the highs, the lows, and everything in between from WonderCon Special Guests **Tom King** (*Supergirl: Woman of Tomorrow*), **Joe Quinones** (*Batman '89*), **Doc Shaner** (*Future Quest*), and **Marv Wolfman** (*Young Justice*), with moderator **Cecil Castellucci** (*Shifting Earth*). *Room 209*



**3:00–4:30 Comics Arts Conference Session #2: Comics, Nation, and Politics**—**Moisés Hassan Bendahan** (Stony Brook University) looks at the Japanese mutant Sunfire to argue that the mutant nation of Krakoa challenges which nationalities are accepted in mainstream American comics. **Karma Waltonen** (University of California, Davis) explores Margaret Atwood’s graphic novel *War Bear* and its dually nostalgic and historical/critical look at the shift to postmodernism as reflected in the Golden Age of Canadian comic books. Through an analysis of 1950s comics and contemporary graphic novels, **Viola Burlew** (University of Colorado) examines how the conservative language and guidelines of the 1954 Comics Code Authority have been repurposed by anti-comics censors ever since. **Daniel Jun Kim** (PopMythology.com) explores the intersection of esoteric spirituality with the radical politics of Grant Morrison and Alan Moore through *The Invisibles*, *V for Vendetta*, and *Promethea*. *Room 210*

**3:00–4:00 Nerdy Finance: Freelance Tax Tips to Keep Your Money**—Are you a freelance artist, writer, or cosplay professional or have your own side hustle? Do you want to learn how to reduce your taxes and keep more money in your pocket? **Neil Narvaez** (CFP, IRS Enrolled Agent) discuss ways to optimize your financial situation to pay as little tax as possible 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*

**3:00–4:00 What Dreams May Come: Visualizing Slumberland**—When creating the expansive dreamworlds of *Slumberland*, Netflix employed Halon Entertainment, a NEP Virtual Studios Company, to provide previsualization and postvisualization for key sequences. Visualization supervisor **Casey Pyke** and lead visualization artist **Samuel Baese** discuss their process of making *Slumberland*’s dreams a reality. *Room 213CD*

**3:00–4:00 How Has Comic-Con Changed Your Life?**—An annual event since 1970, the San Diego Comic-Con is a big part of our lives. Presenting and discussing their love of pop culture are **Greg Koudoulian** (early SDCC film program contributor; manager of the Shel Dorf Archives), **Sasha Achrem** (George Clayton Johnson’s last apprentice), **Anthony Keith** (former SDCC committee member and El Cortez alumnus), **Terry Stroud** (dealer at every Comic-Con and co-founder of American Comic Book Company), and **John Morrow** (TwoMorrows Publishing and author). *Room 300A*

**3:00–4:00 Women in Comics: Making Horror**—Writer **Amy Chu** (*Carmilla: The First Vampire*, *Poison Ivy: Cycle of*

*Life and Death*), publisher **Sandy King Carpenter** (Storm King Productions), and writer **Amy Chase** (*Pop’s Chock’lit Shoppe of Horrors*, *Fantastic Frights*) discuss their inspirations, influences, and challenges as female creators in a traditionally male-dominated genre. *Room 300E*

**3:00–4:00 Knights of the Zodiac Live Action Film Panel**—Top talent from the upcoming live-action extravaganza *Knights of the Zodiac*—including **Famke Janssen** (*X-Men*), **Madison Iseman** (*I Know What You Did Last Summer*), **Nick Stahl** (*Terminator 3*), **Diego Tinoco** (*Teen Wolf*), and **Mark Dacascos** (*Crying Freeman*)—discuss the film in a Q&A moderated by **Dan Larson**. *North 200A*

**3:30–4:30 Spotlight on Alane Adams**—**Alane Adams** is the author of the Legends of Orkney and the Legends of Olympus series for middle-grade readers, as well as four historical picture books set in the 1920s. She has also launched a prequel series, *The Witches of Orkney*, featuring the fifth and final installment, *The Sorceress*. Alane founded the Rise Up Foundation in 2009, which has supported thousands of teachers with classroom needs and books. *Room 208*

**3:30–4:30 Tabletop Game Design Roundtable**—Tabletop games are having a golden age with new releases coming out every month. Learn about the board game design process, including prototyping, playtesting, and more tips and tricks of the trade from industry experts. Bring your questions and participate in an open forum fireside chat. Moderated by **Chris Castagnetto**. *Room 213AB*

**3:30–4:30 Doctor Who: Science and History**—Order of Gallifrey members **Alex Bagosy** (historian/archaeologist), **Justin Daube** (science teacher), and **Mazz Mazzacano** (actual pirate) explore some of the real-world science and historical events appearing in *Doctor Who*, in a panel and Q&A session moderated by **Jennifer Bagosy**. *Room 300C*

**4:00–5:00 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. **Stacey Yvonne** (Stacey Yvonne Creative), **Mary Anne Butler** (Nerdbot), **Alan Ng** (*Film Threat*), and **Danielle Broadway** (Reuters) 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. Moderated by **Bill Watters** (Nerdbot). *Room 207*

**4:00–5:00 Spotlight on Mark Russell**—Writer **Mark Russell** discusses his iconoclastic career, from reshaping *The Flintstones* as a satire of civilization to using *Superman: Space Age*, to look at the Cold War. He will also discuss the process of creating his own characters in *Second Coming*, *Not All Robots*, and *Traveling to Mars*. *Room 209*

**4:00–5:00 Comic-Con Museum**—Explore the worlds of animation, character creation and the history of Comic-Con with **Troy Carlson** (creator of *The Animation Academy*: From Pencils to Pixels exhibit), **Bill Farmer** (actor and voice of Goofy, Pluto, and many more), **Ron McFee** (archivist for Comic-Con and curator of the *Cover Story: Five Decades of Comic-Con* exhibit), **Rita Vandergaw** (executive director, Comic-Con Museum), and moderator **Eddie Ibrahim** (senior programming coordinator, Comic-Con International). *Room 211*

**4:00–5:00 Comic Collecting in Today’s Market**—**Jeff Shinn** (comic shop owner, collector, professional presser), **Bill Buchanan** (comic dealer, comic expert, collector), **Mickey Finnegan** (popular YouTube comic content creator, analytics and market expert), and **Griffin Rich** (comic book historian, high-tier investor and lifelong collector), discuss all aspects of comic book collecting in the current market, such as current trends, speculation, market factors, investing (short and long term), selling, pressing, and grading. *Room 213CD*

**4:00–5:00 Mold/Resin Making, 3D Printing, and FX Techniques**—Learn all about VFX 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*); about resin and its applications from **Brooke Wheeler** (district manager for Reynolds Plastics); about 3D printing from **Sam Girgis** (owner of BiggerBoxModels); about mold making from **Don Westos** (director of prop fabrications/mold making for Productions/Strategic Operations) and **Jeff Broz** (in mold production for over 30 years, producing both aerospace and sci-fi projects); and about costume making from **Julia Jenkins** (cosplayer of many characters, including Supergirl, Wonder Woman, Kim Possible, and Talia). *Room 300A*

**4:00–5:00 Storytelling for Change: Empowering Diversity, Equality, and Peace**—**Andres Useche** (award-winning writer/director and composer), **Maytha Alhassen** (Hulu’s *Ramy*), **Daniela Munoz-Useche** (cinematographer), and **Janina Scarlet** (*Superhero Therapy*) dig 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, an international premiere, and a guided

tour of Useche's local and international collaborations with activists, artists, and world leaders. *Room 300E*

**4:00–5:00 True Lies: Exclusive Screening and Q&A with Cast and Creators**—The secret's out: *True Lies* is coming to WonderCon! Inspired by James Cameron's hit action/comedy film of the same name, the new CBS drama follows Harry Tasker (Steve Howey), a first-class international spy for U.S. intelligence agency Omega Sector, and his wife, Helen (Ginger Gonzaga), a language professor bored with her daily routine who makes the shocking discovery that her seemingly ordinary husband is leading an extraordinary double life. With the secret out, Omega recruits Helen, who impresses everyone with her formidable skills, and she joins Harry and his team of top-notch operatives, embarking on covert missions around the globe and an exhilarating life of danger and adventure—all while keeping their adventures a secret from their children. Join series stars **Steve Howey**, **Ginger Gonzaga**, and **Omar Miller** and showrunner **Matt Nix** for a Q&A, followed by an exclusive advance screening of an action-packed episode. *North 200A*

**4:30–5:30 Here, Now, There, Then: When Fact Meets Fiction**—WonderCon special guests **Annalee Newitz** (*The Terraformers*) and **Gary Phillips** (*One-Shot Harry*), along with **Jose Pimental** (*Twin Cities*), and **Dan Santat** (*A First Time for Everything*), share their experiences, tips, and tricks for setting the perfect stage to tell their stories, whether set in a nonfictional now or a fictional future. Moderated by Dr. **Jeanelle Horcasitas** (educator, technical writer, and speculative futurist). *Room 208*

 **4:30–5:30 Comics Arts Conference Session #3: Focus on Steve Leialoha**—*Warlock! Batman! Star Wars! New Mutants! Howard the Duck!* Best known for illustrating DC/Vertigo's *Fables* from the first issue through the last, five-time Eisner-winning artist/inker **Steve Leialoha** shares his experiences and lessons learned from a career illustrating for Marvel, DC, Dark Horse, Claypool Comics, and more. **Travis Langley** (*Batman and Psychology*, *Spider-Man Psychology*) moderates. *Room 210*

**4:30–5:30 How to Write for Animation**—Did you ever dream of writing cartoon shows? Well, here's your chance to find out how to do it from three guys who have written hundreds and hundreds of them. The secrets of animation writing will be divulged by WonderCon special guests **Tom Ruegger** (*Pinky and the Brain*, *Disney's The 7D*), **Paul Rugg** (*Animaniacs*, *Freakazoid!*), and moderator **Mark Evanier** (*The Garfield Show*, *Dungeons & Dragons*). *Room 213AB*

**4:30–5:30 GAAAYS IN SPAACE: Exploring New Horizons**—Panelists

discuss creating opportunities for underrepresented communities to pursue careers in STEM and the space industry by merging inspiration drawn from sci-fi shows like *The Orville* and *Star Trek* with real-life educational experiences. **Penny Johnson Jerald** (*The Orville*, *Star Trek: DS9*), **Mark Jackson** (*The Orville*), **Karissa Winters** (*Innovation Collective*), **Presley Winters** (diversity and inclusion advocate), and **Inara Tabir** (*The Galaxis Gal*) discuss what can be done today to build a future that goes beyond inclusion. Moderated by **Dan Deevy** (GIS founder/president). *Room 300C*

**4:45–5:45 Wolf Pack**—Series creator **Jeff Davis** and the cast of *Wolf Pack* come together to discuss the supernatural series' first season and shocking season finale. *Arena*

**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. Fortunately, it's also a skill you can learn and improve with practice—and Pitch Review is a great place to do that. 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 a professional writer and speaker coach. Pitch reviews will be conducted by **Douglas Neff**, a professional speechwriter, speaker coach, and host of the Comic Creator Connection. This is not a panel. Instead, these are 3-5 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*

**5:00–7:00 Creators Assemble: Comics Camaraderie, a Networking Event**—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. On hand will be creators including **Pornsak Pichetshote** (*The Good Asian*), **Henry Barajas** (*Creepshow*), **Mairghread Scott** (*Sea Serpent's Heir*), and **Charlie Stickney** (*The Adept*); industry insiders such as **Alex Antone** (Skybound Entertainment), **Arune Singh** (Skybound Entertainment), **Mathias Lewis** (Knowhere Comics & Games), **Barbra Dillon** (Fanbase Press); comics librarians including host **Moni Barrette** (2023 Eisner Awards Judge), and **Jack Phoenix**; and fellow comics enthusiasts. *Room 206B*

**5:00–6:00 TTRPG Content Creation's**

**Future**—This year, creators in the tabletop gaming space have made huge leaps in creating media around the games they love. Panelists discuss the ins and outs of becoming successful in the tabletop gaming media sphere, whether it be creating your own IP, making actual plays, avoiding pitfalls in the space, or collaborating with your peers. Panelists include **Adam Rady** (Tabletop News, G4TV), **Katie Wilson** (SYFY, Paizo), **Aliza Pearl** (NCIS: LA, Stream-punks), **Michelle Nguyen Bradley** (VtM: Ny By Night, Critical Role), and **Lemar Harris** (Dragons & Things, Anime Expo Late Night Comedy Showdown winner). *Room 207*

 **5:00–6:00 Spotlight on Daniel Warren Johnson**—**Daniel Warren Johnson** is the multiple Eisner Award-nominated writer/artist of *Extremity*, *Murder Falcon*, *Wonder Woman: Dead Earth*, *Beta Ray Bill*, and most recently, *Do a Powerbomb*. He will cover his career from his humble beginnings drawing zombie portraits in Artists' Alley to his rise as a fan-favorite comics creator. Plus, some special surprises! *Room 209*

 **5:00–6:00 Spotlight on Phil Jimenez**—**Phil Jimenez** (*Astonishing X-Men*) wants to talk to YOU about comics. Join him for some one-on-one time, ask him questions, and then bring your own Rolodex of answers as he tries to get to the heart of some questions he's been thinking about a lot lately: "What do comic readers love about comics, and more importantly, why? What do they hate about reading them? And what would they change?" *Room 211*

**5:00–6:00 JAKKS Pacific and Disguise Costumes Upcoming Releases**—Get an exclusive preview of the new figures and collectibles releasing in the coming months of Nintendo, *The Super Mario Bros. Movie*, Sonic the Hedgehog, Apex Legends, and more. **Jennifer Garcia**, **Jackie Soto**, and **Whitney Hatfield** from Disguise Costumes take an exciting look at the new costumes coming to retail this year! Following the preview will be a Q&A with members of the development teams and special giveaways! *Room 213CD*

**5:00–6:00 The Five Secrets of Cosplay Leathercraft**—Want to make something out of leather but don't know where to start? **Amy** and **Brayton Carpenter** (owners, Legendary Costume Works) reveal how to approach your project from start to finish in this lecture and demo. Also tips on where to buy leather, supplies, etc. *Room 300A*

**5:00–6:00 The Greatest Cartoons Ever!**—Get your popcorn and get ready to see Bugs, Popeye, and other animated superstars on the big screen! Animation historian **Jerry Beck** will introduce the iconic and most notable theatrical shorts from Hollywood's legendary Golden Age. Films include Max Fleischer's

Superman cartoon *Magnetic Telescope*, Tex Avery's *Little Rural Riding Hood*, the Popeye classic *Goonland*, Chuck Jones' Looney Tunes classic *Duck Rabbit Duck*, and more. *Room 300E*

**5:00–6:00 HBO Max's *Fired on Mars***—Creators **Nate Sherman** and **Nick Vokey** join cast member **Sean Wing** for HBO Max's *Fired on Mars* panel. *Fired on Mars* is an existential comedy set on the Martian campus of a modern tech company that stars Luke Wilson and is produced by Carson Mell (*Silicon Valley*, *Tarantula*). Nate and Nick will share their creative process and give an exclusive first look. *North 200A*

**5:30–6:30 Publishing Graphic Novels and Highly Illustrated Stories for Kids: *A Journey***—From launching or continuing a series to adapting picture books and old classics for different age ranges, publishing books in the graphic novel space is different for every creator. Random House Children's Books creators discuss their journeys to becoming published and how the publishing process for highly illustrated works differs from other mediums. *Room 208*

**5:30–6:30 Figure Drawing for Popular Media**—Artist and author **Emilio Soltero**, Ph.D., MA (*John Buscema: A Life in Sketches*; *Gorillas in da Mix*) presents a primer on drawing the figure for popular media, including drawing for comics and character design. Emilio will lecture and demonstrate figure drawing, accompanied by model **Crystal Aquino**. Professionals and beginners are welcome. Bring your drawing supplies to draw during this interactive presentation. *Room 210*

**5:30–6:30 Creating Tales of Horror and Suspense with Storm King Comics**—For a decade and counting, The Queen of Horror **Sandy King Carpenter** has taken the world of comics by storm with her publishing imprint Storm King Comics, co-founded with the legendary **John Carpenter**. This panel of horror and sci-fi writers will discuss what it takes to craft a compelling tale of horror and suspense for the comic book medium. Panelists include **Sandy King** (writer/editor, *Tales for a HalloweenNight*; CEO of Storm King Productions & Comics), WonderCon Special Guest **Marv Wolfman** (*Tomb of Dracula*, *Teen Titans*, former editor at DC Comics), **Neo Edmund** (*Tales for a HalloweenNight*, *Grimms Town Terror Tales*, *Power Rangers*), and **Sean Sobczak** (writer, *Tales for a HalloweenNight*; managing editor at Storm King Comics). *Room 213AB*

**5:30–6:30 Star Wars and Fandom: The Early Days**—**Craig Miller**, Lucasfilm's original director of fan relations and a publicist on *Star Wars* and *The Empire Strikes Back*, gives a slide show on the early association between *Star Wars* and fandom, including stories about how fans got involved and were kept involved from

before the film came out. *Room 300C*  
**6:00–8:00 *Batman: The Doom That Came to Gotham***—Warner Bros. Discovery Home Entertainment returns its fabled tradition of DC animated film world debuts at WonderCon with the World Premiere of *Batman: The Doom That Came to Gotham*. Inspired by the comic book series by Mike Mignola, Richard Pace and Troy Nixey, the 1920s-based Elseworlds tale finds explorer Bruce Wayne accidentally unleashing an ancient evil, expediting his return to Gotham City after a two-decade hiatus. The logic/science-driven Batman must battle Lovecraftian supernatural forces threatening the sheer existence of Gotham, along the way being aided and confronted by reimagined versions of his well-known allies and enemies, including Green Arrow, Ra's al Ghul, Mr. Freeze, Killer Croc, Two-Face, James Gordon, and Bruce's beloved wards. Prepare to be among the first to witness this mystical, often terrifying Batman adventure, then stay for an entertaining panel discussion among cast and filmmakers. Reprising his *Batman: Soul of the Dragon* role as the voice of the Dark Knight, David Giuntoli (*Grimm*, *A Million Little Things*) leads a star-studded cast that includes Tati Gabrielle (*Kaleidoscope*, *Uncharted*) as Kai Li Cain, **Christopher Gorham** (*The Lincoln Lawyer*, *Insatiable*) as Oliver Queen, **David Dastmalchian** (*Dune*, *The Suicide Squad*, *Ant-Man*) as Grendon, Patrick Fabian (*Better Call Saul*) as Harvey Dent, John DiMaggio (*Futurama*, *Anne Rice's Interview with the Vampire*) as James Gordon, Jeffrey Combs (*Re-Animator*, *The Frighteners*) as Kirk Langstrom, Emily O'Brien (*Days of Our Lives*) as Talia al Ghul, and many more. **Sam Liu** (*The Death and Return of Superman*) fills the dual role of producer and co-director alongside co-director Christopher Berkeley (*Young Justice*) to bring to animated life the script from screenwriter **Jase Ricci** (*Teen Titans Go!* and *DC Super Hero Girls: Mayhem in the Multiverse*). *Batman: The Doom That Came to Gotham*, will be available to own on Digital, 4K Ultra HD, Blu-ray Combo Pack, and Blu-ray on March 28. *Arena*

**6:00–7:00 X-Men Fandom Panel**—Get ready to geek out with the X-Men universe's masterminds and the creative and fandom communities who love everything about Marvel's mutants! **Phil Jimenez** (comic book artist, *Astonishing X-Men*, *New X-Men*), **Sara Moni** (cosplayer), **Creepy Toy Guy** (toy influencer), and **Ron Wasserman** (composer, *X-Men: The Animated Series*) celebrate the never-ending impact of X-Men on comic books, film/TV, collectibles, and more. Attendees receive a special giveaway. Moderated by **Chandler Poling** and **Chris Riley** (co-hosts, X-Reads: An X-Men Experience Podcast) *Room 207*

**6:00–7:00 Spotlight on Doc Shaner**—**Evan "Doc" Shaner** is a DC Comics exclusive cartoonist. His past works

include *Future Quest*, *The Terrifics*, *Man of Steel*, *Supergirl*, *Doom Patrol*, and *Strange Adventures*, among others. His most recent project is *The New Champion of SHAZAM!*. *Room 209*

**6:00–7:00 "No! You move!" Marvel-ous Women in Comics and on the Screen**—Wanda! She-Hulk! Shuri! Squirrel Girl! Ms. Marvel! Jessica Jones! Marvel comics and the MCU are simply full of amazing women who also happen to be superheroes. How are their stories different from those of other heroes? Do they bring a different perspective on how to save the world? Do they define heroism differently than Iron Man, Thor, Captain America, Black Panther, and Dr. Strange? Or might their differences be more about being superhumans than being superheroes? Dr. **J. Scott Jordan** (Dark Loops Productions), Dr. **Vanessa Hintz** (Umm...About That Podcast), Dr. **Shelly Clevenger** (Sam Houston State University), **Justine Mastin**, LMFT (Starship Therapise), **Brittani Oliver Sillas-Navarro**, AMFT, MA (*Black Panther Psychology*), and **Lorran Garrison**, School Psych (Little Brainstorm) attempt to answer these questions. Be warned! **Killgrave**, **The Purple Man**, will be moderating this panel. We can't vouch for his safety! *Room 211*

**6:00–7:00 Comics, Culture, and Classrooms**—**Chanti Burnette** (Ánimo South Los Angeles High School), **Timothy Ojetunde** (West Ed), and **Peter Carlson** (Green Dot Public Schools) share examples of embedding comic books and popular culture into high school curricula and leveraging collectivist learning activities that empower students with more nuanced perceptions of themselves and the world around them. Moderated by **Angela Amador** (Green Dot Public Schools). *Room 213CD*

**6:00–7:00 Cosplay off the Beaten Path: How to Confidently Cosplay the Lesser-Known Characters You Love**—Moderator **Chad Evett** (costume designer) leads panelists **Ve Neil** (Academy Award-winning makeup artist, Legends Makeup Academy), **Bernie Bregman** (event producer, host), **Theo Tiedemann** (actor, costumer), **Connor Breen** (character actor, costume designer/fabricator), **Jordan Munn Hughes** (actress, costume maker), and **Veronica Swarens** (founding BOD member of B.A.D.A.S.S., CAUSEPlayer) who have heard/experienced it all when it comes to introducing unique and lesser-known characters. They will talk through some of the challenges that artists face when swimming against the mainstream current and help you walk away with newfound excitement and passion for your original and/or lesser-known characters. *Room 300A*

**6:00–7:00 Ologies: Field Trip**—For a special episode of her science podcast *Ologies*, **Alie Ward** (podcaster and science correspondent) will catch up with

**C. Andrew Hall** (creative director; Functional Magic) about his search for iconic poster art inspired by solutions to climate change and the latest screen prints from the Drawdown Design Project, his climate art project by gig poster and comic book illustrators. *Room 300E*

**6:00–7:00 HBO Max’s Clone High Exclusive Sneak Peek Teaser**—HBO Max is peeling back the curtain and offering fans an exclusive, in-room only first look at an extended teaser of the Max Original *Clone High*. Fans of this classic hit series, produced by MTV Entertainment Studios, will get a glimpse at some of the best moments, new clones, and story arcs to come in this modern refresh. Following the teaser, enjoy a moderated Q&A with executive producers **Phil Lord, Christopher Miller, Erica Rivinoja, and Erik Durbin** and voice actors **Nicole Sullivan and Will Forte**. In this new iteration of *Clone High*, after a high school that was secretly being run as an elaborate military experiment to clone the greatest minds in history was put on ice, the clones have been thawed out 20 years later to resume the experiment with new clone classmates—all while navigating a new set of cultural norms and overly dramatic teen relationships. *North 200A*

**6:30–7:30 Engineering Superhero Technology**—**Chris Garcia** (STEAM professor and middle-school administrator) discusses the power of the engineering design process and how it has been used by superheroes like Tony Stark to create groundbreaking technology that saves lives. He’ll explore the steps of the design process and see how they apply to real-world scenarios. By the end of the session, you’ll have a new appreciation for the critical role engineering plays in creating our modern world and its potential for solving some of our most significant challenges. *Room 208*

**6:30–7:30 Comic Book Law School®: Basics of Intellectual Property Law for Creators and Companies**—Copyright and Trademark protections are almost as important to comics as a Punchline™. Technology combined with an ever-increasing appetite for content means that it’s easier than ever for creators to get their works in front of an audience; but at the same time, this has also made the copying of content, ideas, and now even artistic styles easier than ever. The economics are always tricky, even with the rise of crowdfunding, digital publishing and print-on-demand services, so more than ever, knowledge is key to navigating the ever-shifting landscape. And although with great power there must also come great responsibility, 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. End result: it’s vital to know what your rights are in order to best defend your valuable IP. Luckily,

Matthew Murdock, Mallory Book, and Wolff and Byrd aren’t the only lawyers available to the superhero set, as WonderCon once again brings 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. Attendees are invited to participate in an interactive discussion led by Lovitz concerning the basic rights provided under the U.S. Copyright and Trademark laws, including the basics on the ownership and protection of ideas, a brief overview of copyright and trademark rights and their application to works of authorship, characters, and names, as well as an overview of the registration process for each, and (time permitting) a brief discussion on how loose lips can sometimes sink ships, why written agreement are good, and why not all lawyers are villains. Along the way, there will be plenty to learn about the protections, and pitfalls, of the U.S. intellectual property systems. *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*

**6:30–7:30 Finding the Balance: PreZented by ZRock Comics**—**Brock Smith** (ZRock Comics co-founder and writer *The Ferryman*) and his team—**Zen Snowden** (co-founder and artist), **Kathleen Lewis** (editor/media), **Maile Eusebio** (media/shorts), and **Christian Pedersen** (operations coordinator)—share their experiences in learning to overcome the challenges of balancing their creative lives and everyday lives to help inspire other future creatives. *Room 213AB*

**6:30–7:30 The Future of Doctor Who**—It’s the biggest year ever for *Doctor Who*, as the show celebrates its 60th anniversary with big-budget specials and a new doctor. It now has a new home on Disney+. The most outspoken and informed Whovians return for their interactive discussion about what’s ahead for everyone’s favorite time lord. Panelists are **Karen Glover, Cody Shoberg Gootz, Julie O’Malley, and Kristi Schoeman** with **Myriam Lp**. Moderated by **Patricia Miller**. *Room 300C*

**7:00–9:00 Comic Creator Connection**—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. WonderCon is proud to once again host the Comic Creator Connection, 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. Think of it as speed-dating, but for writers and artists! Sign-ups are taken in advance for this event, but space may still be available on site. *Room 204C*

**7:00–8:00 Robotech: The New Beginning**—Robotech burst onto the scene in 1985 and helped usher in the age of modern anime fandom in North America. Since then a lot has changed and fans have questions. Join Harmony Gold for this presentation addressing the series in HD, the impacts of Sony’s acquisition of Crunchyroll, and the Macross sequels. *Room 207*

**7:00–8:00 Not So Strange Bedfellows: The Relationship Between Comics and Pro 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-heroics 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 architects from the worlds of comics and professional wrestling. Moderated by **Joshua Waldrop** (Ultima Comics). *Room 209*

**7:00–8:00 Race Swapping: True Representation or Placating for Profit**—Race swapping continues to be a hot topic of debate in the pop culture community. When the MCU changed Namor the Sub-Mariner’s origin from his original Atlantean upbringing to Mayan/Aztec roots, was this a true effort to represent the Latin American culture or just an attempt at racial inclusion for financial profits? A group of comic artists, writers, and historians discuss the diversity trends in pop culture. Panelists include **Scott Mercano** (Diablo Publishing), **Jessica Tseang** (historian), **Carlos Casco** (YnC Comics), **Kevin Grievoux** (*Underworld*), **B Dave Walters** (actor, writer), and **Ralph Miley** (moderator). *Room 211*

**7:00–8:00 Filipino Voices: Character Building**. *Room 213CD*

**7:00–8:00 Most Extreme Ranking Challenge**—**Eric Lopez** (actor, *Young Justice, The Simpsons*), **Diana Toshiko** (actor, *Starborn, The 12 Days of Christmas Eve*), **Ana Mendoza** (podcaster, Most Extreme Ranking Challenge), **Lemar Harris** (comedian/podcaster,

Most Extreme Ranking Challenge), and **Matthew Johnson** (comedian/podcaster, Most Extreme Ranking Challenge) come together to challenge/argue/bargain to make the perfect list of the worst sidekicks of all time. The ranking has never been this chaotic! Moderated by **Tyler McPhail**. *Room 300A*

**7:00–8:00 Cosplaying as a Couple—Miguel Capuchino and Lucy Capuchino** (30+ years), **Trevor Newton** and **Wendy Newton** (3+ years), and **Shawn Richter** and **Lisa Lower** (5+ years) discuss their experiences cosplaying as a couple. From conventions to events to charity work, these three couples are all about doing good in their community and being a positive influence in the world of cosplay. *Room 300E*

**7:00–8:30 WonderCon After Dark: Comic-Con 2022 Panel Replay** — Didn't make it to Comic-Con last year? Well, we have you (partially) covered . . . Comic-Con International/WonderCon programming staff pick two of the most talked about panels from Comic-Con 2022 to reshoot at WonderCon 2023! Could it be the Marvel Studios' Hall H presentation? . . . or could it be what Warner Bros. brought to Hall H? WonderCon's very own Tommy Goldbach (programming coordinator for Comic-Con International and WonderCon) will be there when you find out in this hour-and-a-half replay block! (Please note: these playbacks will include only the panel discussions. None of the film clips or footage shown at the live events will be shown here.) *North 200A*

**7:30–8:30 Splattergore: The History of '90s Horror Comics—Frank Forte** (Asylum Press, *Heavy Metal*, *Cry for Dawn*) discusses the history of '90s horror comics, including the late '80s indie scene that led to the '90s black-and-white boom. Frank talks about Northstar Publications, *Grips*, *Cry for Dawn*, *Faust*, *Lady Death*, *Verotik*, Boneyard Press, *From Beyond*, *Taboo*, *Slow Death*, *Razor*, *Vamperotica*, *Tarot Witch of the Black Rose*, *NightCry*, Marvel's *Hellraiser*, and more. These comics had an effect on the industry as a whole because they were doing huge print runs and there was a rabid fanbase for the genre. Some companies went too far and comics were banned; some stories led to police investigations and charges filed. *Room 208*

**7:30–8:30 3D Printing and Customizing Action Figures**—Like most toy collectors out there, you probably like to customize your figures to make them just right for you. With 3D printing now you can do just that. Learn from the best digital designers, customizers, and printers from around the world. They will cover how to start designing, where to get pre-designed files, what printers and paints to buy, and what it takes to make these collectibles your own. *Room 210*

**7:30–8:30 Exclusive Preview: Among the Others**—Experience the first-ever sneak peek of the world-bending science fantasy adventure *Among the Others*. **Ebrahim A. Ebrahim** (*Among the Others* creator), **Matthew Mercer** (*Legend of Zelda*, *Attack on Titan*), **Talesin Jaffe** (*Legend of Vox Machina*, *Horizon Forbidden West*), **Dawn M. Bennett** (*My Hero Academia*, *Fire Emblem Warriors: Three Hopes*), and members of the *Among the Others* crew discuss the making of their new franchise release, along with the wild world of animation: how to get an indie film off the ground, ways to grow your team, and how to transition from passion project to an indie company. *Room 213AB*

**7:30–8:30 Enter the Sandman: Shape Your Dreams, Change Your Life**—Can dreams truly empower us? Allow us to shape the world? Even reconnect with loved ones? Grab your Helmet of Dreams and join a dream team of psych geeks including **Benjamin Taitz**, MA (Mental Health Quest Podcast), **Justine Mastin**, LMFT (Starship Therapise), **Shelly Clevenger** (Sam Houston State University), **Brittani Oliver Sillas-Navarro**, MA, AMFT (Alliant International University), **Elizabeth 방실 Han**, Psy.D. (MiraCare Neurobehavioral Health), **Dr. J Scott Jordan** (Dark Loops Productions), and **Dr. Travis Langley** (*Stranger Things Psychology: Life Upside Down*) discuss the psychology of the Sandman and the true power of dreams in our waking lives. Moderated by **Dr. Isaac Taitz** (All Mind Health). *Room 300C*

**8:00–9:00 How to Create Psychologically Rich Characters**—Are you a writer, an illustrator, or an actor or have you ever wanted to be one? Have you been struggling with imposter syndrome? Have you started and abandoned your creative projects? This panel of creative experts will show you how to create psychologically rich characters in your writing, acting, and illustration. Learn how to break free from your imposter syndrome and attend to your creative passions. Panelists include psychologist and creative coach **Dr. Janina Scarlet** (*Dark Agents; It Shouldn't Be This Way*) and writers **Deric Hughes** (*Arrow*, *Flash*), **Dennis Crosby** (*Death's Legacy*), **J. Diane Dotson** (*The Shadow Galaxy; The Qestrison Saga*), actor **Philip Anthony-Rodriguez** (*Grimm*; *Modern Family*), and illustrator **Vince Alvendia** (*Dark Agents*). **Dustin McGinnis** (Superhero Therapy Podcast) moderates. *Room 207*

**8:00–9:00 The Power of Love: Romance in Webtoons, Film, and More**—Romance is booming, from *Outlander* and *Discovery of Witches* on the small screen to K-dramas and webtoons. It dominates the bestseller lists, and Booktok on social media is exploding. **Rebekah R. Ganiere** (*USA Today* bestselling author, Emmy nominated producer), **Angel Payne** (bestselling author), **Bex Francis** (Sac Geeks co-founder,

film and podcast producer), and **James Ganiere** (Emmy-nominated director/producer) discuss what is happening in the romance genre and why people are actively looking for happily ever afters. *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** (*Bundy Manor*; Funny or Die, Robot Butt), award-winning filmmaker, writer, author, and Second City alumnus. Tim's jokes/tweets have been featured on *The Tonight Show with Jimmy Fallon* and *Jimmy Kimmel Live!* Tim will be joined by guest co-host **Alex Watson** (*Bundy Manor*, Star Wars Fan Film), talking film, TV, and comedy. *Room 211*

**8:00–9:00 Gay Geeks and Where to Find Them**—**Luciano Vecchio** (artist and writer), **Dylan Carter** (House of X podcast), **Ember Vain** (drag queen), and **London Landicho Villamayor** (cosplayer) 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 213CD*

**8:00–9:00 Yippee Ki-Yay, or Nay? Is Die Hard a Christmas Movie?**—GG4G superfan panelists hold a light-hearted discussion (audience participation encouraged) to determine the criteria for a film that defines it as a Christmas movie. Other movies to be discussed include *Gremlins* and *Batman Returns*. *Room 300A*

**8:00–9:00 These Ain't No Comics—Or Are They?**—Practically everyone's definitions of comics and comic artists are so lacking in wit and imagination that they miss out on whole worlds outside the boxes. Past Eisner Award judges **Michael Dooley** (professor at Art Center College of Design) and **Jim Thompson** (comics historian at A People's History of Comics group) burst open your borders and reframe all your assumptions with irreverent abandon. Board games? Kid Lit? *The New Yorker*? All comics! And that's just for starters! *Room 300E*



## SATURDAY PROGRAMMING

## Saturday

**10:00–11:00 The History of Sci-Fi Costumes**—Costumer and seamstress **Augusta Avallone** (*Obi-Wan Kenobi*, *Star Trek Picard*, *Loki*) charts the history of costuming in science fiction films and television shows, from Melies' *A Trip to the Moon* to the MCU, focusing on not just the tropes of science fiction (lamé jumpsuits anyone?), but the influence of military silhouettes, technological advances in fabrics, and the comparison of design elements as they appear in films like *Star Wars* and *Star Trek*. *Room 207*

**10:00–11:00 Humans Schmoomans—Julie Buxbaum** (*Area 51 Files*), **Lisi Harrison** (*The Pack*), **Rachel Ignotosky** (*What's Inside a Flower*), **Suzanne** and **Max Lang** (*Grumpy Monkey Who Threw That*), and **Judd Winick** (*HILLO, Book 9*) discuss all the ways that nonhumans are more fun to write. Moderated by **Christy Hayes** (Bookcrushin'). *Room 209*

**10:00–11:30 Comics Arts Conference Session #4: Lanterns and Arrows**—As the Silver Age of Comics turned Bronze, writer Dennis O'Neil and artist Neal Adams took Green Lantern and Green Arrow on a journey into social issues that previous comics had largely avoided. **Anthony Letzia** (Geek Frontiers) focuses on how Oliver Queen was transformed into a leftist foil to conservative Hal Jordan. **Amy DeSuza-Riehm** (California State University, Long Beach) examines *Green Lantern/Green Arrow* ecocritically to contextualize the political message of the narrative. **Travis Langley** (*Batman and Psychology; Spider-Man Psychology*) leads a discussion of the O'Neil/Adams storyline's enduring impact. *Room 210*



**10:00–11:00 Saturday Morning Cartoons with Animator/Director Tom Cook**—WonderCon Special Guest **Tom Cook** will take you through his early life and what inspired him to become an artist and then an animator/director on some of the classic cartoons from your childhood. He will also explain the steps it took to make a cartoon back in the good old days when you used a very rare item called . . . a pencil. He will conclude the panel with a Q&A session, so get those questions ready. *Room 211*

**10:00–11:00 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 213CD*

**10:00–11:00 Klingon Lifestyle WonderCon**—This year will mark the 30th adventure of the IKV Stranglehold presentation at San Diego Comic-Con, a live-action *Star Trek* fan-based stage play. While taking some R&R before this next mission, members of the crew will recount some of those adventures with some hints as to what will happen for the 30th mission and possibly more. All alien races are welcome. *Room 300A*

**10:00–11:00 Fleischer Cartoons: Restoring the Cartoons of Max Fleischer**—Celebrating the art and inventions of Max Fleischer, animation historian **Ray Pointer** will be showcasing new restorations of cartoons featuring Betty Boop, Popeye, Koko the Clown, Superman, and more. Join him for a Q&A with Max's granddaughter, **Jane Reid**, and to learn about the history of Fleischer studios. *Room 300E*

**10:00–9:00 Children's Film Festival Saturday**—The annual Los Angeles International Children's Film Festival continues with 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 offering advice for kids on how to become a professional animator or filmmaker. *Room 303AB*

**10:30–11:30 Hexcomix Portfolio Review**—**Lynly Forrest** (editor/producer of *HEX11*), **Lisa K. Weber** (artist of *HEX11*), and **Kelly Sue Milano** (writer of *HEX11*) own and operate HexComix, an independent publishing label and are all professors at OTIS College of Art Design. They will offer feedback on building a portfolio, creating a comic, and building a creative team. *Room 206B*

**10:30–11:30 Women's Color Code**—Women's Color Code is a group of women of color in video games who are excited to talk to you and answer your questions about the game industry. They will share their experiences working on titles big and small, from DreamWorks' *Trollhunters: Defenders of Arcadia* and *The Arcslinger*, to Marvel's *Avengers and My Little Pony: A Maretime Bay Adventure*. Senior game designer **Alissa Smith** (Survios) and licensing producer **Cheyenne Shotton** (Walt Disney Games) hope to inspire game lovers, women, and people of color to pursue their dreams of creating video games.

*Room 208*

**10:30–11:30 That '90s Panel: The Decade That Changed It All**—Riding a wave of fan enthusiasm, comics exploded in the 1990s. From *X-men* selling over 8 million copies in 1991 to the launch of Image Comics to Marvel's bankruptcy to DC buying WildStorm in 1999, the decade was historically pivotal. Malibu Comics' **Dave Olbrich**, **Chris Ulm**, and **Tom Mason** (from Geekview Tavern) plus panelists **Kevin VanHook** (Visi8, Valiant Comics), **Hank Kanalz** (Immortal Studios, Clover Press), **Mark L. Haynes** (writer, Diamond Comic Distributors) and **Larry Marder** (Image Comics, *Beanworld*) discuss this pivotal point in comics history. *Room 213AB*

**10:30–11:30 Make Mine Ultima!: What's Next?**—The comics industry is experiencing a sea change. The status quo has been broken. Publication, distribution, and retail continue to adjust, and Ultima Comics is here for all of it. Learn about their Founding Four titles in production, about their independent distribution model set for launch this summer, and about how your project could be involved. Independent is the New Mainstream. Hosted by **Joshua Waldrop** (CEO, Ultima Comics). *Room 300C*

**10:30–11:30 All You Need to Know About the New SYFY Series *The Ark***—Creator and co-showrunner **Dean Devlin** and co-showrunner **Jonathan Glassner** talk about the making of SYFY's new series *The Ark*, from the premise to set design, filming on a spaceship set, and more. *North 200A*

**11:00–12:00 Rhapsody PR's 15th Annual Behind-the-Music Panel: Ultrasonic**—Music creatives join together to give you a behind-the-scenes look at what goes into creating the scores and sounds to some of today's most popular TV series and films. Featuring panelists **Jeff Russo** (*Star Trek: Picard*), **Amanda Krieg Thomas** (*American Horror Story*), **Joseph Shirley** (*The Mandalorian*), **Joanne Higginbottom** (*Primal*), **Will Bates** (*Anne Rice's Mayfair Witches*), and **Gavin Brivik** (*How to Blow Up a Pipeline*). Surprise moderator TBA. *Room 207*



**11:00–12:00 *The Last Comic Book on the Left* with Marcus, Henry, and Ben**—**Marcus Parks**, **Henry Zebrowski**, and **Ben Kissel** have been filling audience ears with laughs and shrieks for over a decade with *The Last Podcast on the Left*. Last summer, their hilarious, obsessively researched tales of the morbid and morose transcended mediums for *The Last Comic Book on the Left*, a chilling anthology filled with Last Podcast icons, including Detective Popcorn, sexy



Mothman, and John Wayne Gacy. A second volume just resurrected to fill your panels and nightmares with even more untold horrors. Marcus, Henry, and Ben partake hilarious panel filled with tons of heart—both metaphorical and literal. *Room 209*

**11:00–12:00 Spotlight on Trina Robbins**—Retired underground cartoonist and current comics herstorian **Trina Robbins** has been writing graphic novels, comics, and books for about half a century. Her subjects have ranged from Wonder Woman and the Powerpuff Girls and her own teenage superheroine, GoGirl!, to women cartoonists and women who kill. She's won several Eisner Awards and was inducted into the Will Eisner Comic Industry Hall of Fame in 2013. *Room 211*

**11:00–12:00 Scene Breakdown: Behind the Camera of Film and TV Shows**—Have you ever wondered how your favorite TV shows and movies go from a spark of an idea to your screens? Entertainment creatives give an inside perspective on what it takes to turn a vision into a reality as they break down their work and important scenes from your favorite projects. Featuring showrunner/ executive producer **Anthony Sparks** (*Queen Sugar, Bel-Air*), VFX supervisor at FuseFX **Art Codron** (*Outer Banks*), editor **S. Robyn Wilson** (*A Black Lady Sketch Show*), executive producer **Rachel Watanabe-Batton** (*Sneakerella*), and composer **Andrew Morgan Smith** (*The Old Way, The Owl House*). Moderated by actor **Chris Villain** (*Mystery Incorporated*). Part 1 of Impact24 PR's Panel Superblock. *Room 213CD*

**11:00–12:00 Cosplay: Movement Inside the Costume**—Actors **Don McLeod** (*Trading Places*), **Adam Meir** (*Bad Trip*), and **Chris F. Bartlett** (*The Mandalorian*) share their movement techniques used inside costumed characters. As seen in commercials, TV and films, Don, Adam, and Chris explain what it takes to move inside these oversized costumes to make them real. Knowing movement techniques will bring your cosplay/costumed characters to life. Learn what it takes to break into the professional performing arena as a costumed character. Moderated by **Sandy Scheller** (Amargosa Opera House director). Audience participation is optional as movement techniques are demonstrated. *Room 300A*

**11:00–12:00 Before Black Panther: Reclaiming the Legacies of Proto-Afrofuturist Comic Books and Sequential Art**—The cultural production space known as Afrofuturism has become mainstream. A great deal of this interest was generated by the success of the Marvel Entertainment film *Black Panther*. **John Jennings** (Abrams/Megascopé), **Stanford Carpenter** (Black & Brown Comix Arts Festival), and **Ajani**

**Brown** (San Diego State University) will examine several comics, cartoons, and sequential art narratives that were created before the Black Panther was imagined by Stan Lee and Jack Kirby in 1966. This includes the first Black “space opera” character, Neil Knight (1950), which was published by the popular black newspaper *The Pittsburgh Courier*. It will also examine a character that pre-figures the Black Panther. That hero, Lion Man, was published by a Black comic book company called All-Negro Comics in 1947. The end goal of this research is to restore, archive, and propagate speculative sequential art that centers on Black protagonists and their use of futuristic technologies. It also seeks to reposition Afro-speculative comic books alongside music, literature, fashion, and film as a pillar of Afrofuturism. *Room 300E*

**11:30–12:30 @SuperheroIRL: The Role of Comics in Mental Health Wellness**—Dr. **Janina Scarlet** (Superhero Therapy), Dr. **J. Scott Jordan** (Dark Loops Productions), **Marcus H. Roberts** (Second Sight Publishing), **Dale Deforest** (*Hero Twins*), **Sara Roldan** (Our Oasis), and moderator **Lorran Garrison** (Little Brainstorm) discuss how comic books have long been a source of entertainment and inspiration for many, but did you know that they can also play a role in promoting mental health wellness? Explore how comics and graphic novels can help individuals cope with mental health challenges and inspire many to become “superheroes” in their own lives. Panelists will discuss how the themes and messages in comics, such as overcoming adversity and standing up for oneself, can be applied to real-life situations. They will also discuss the importance of representation in comics and how seeing oneself represented in the stories can be empowering for individuals struggling with mental health issues. Learn about the potential benefits of incorporating comics into your self-care routine! There will be giveaways! *Room 208*

**11:30–12:30 Comics Arts Conference Session #5: Ethos and Creative Nonfiction: Crafting Graphic Memoirs Through Marjane Satrapi's Persepolis**—This panel will detail the process that the 12th grade English team at La Cañada High School took to teach personal narrative writing by having students write their own graphic panel. In using Marjane Satrapi's graphic novel *Persepolis*, along with sources that employ the language and methods of the comic medium, students explored their own writing as a form of creative nonfiction. **Brian Redmond** (La Cañada High School) introduces the curriculum and design of the course, while **Daryl Bilandzija** (La Cañada High School) showcases student graphic panels, and writer and illustrator **Chuck Austen** (*Miracleman, Edgeworld*) discusses his visit to the classroom to explore the

medium as well as the creative process with students. *Room 210*

**11:30–12:30 Women in Entertainment: Blazing Your Own Path**—Breaking out in media and entertainment is a winding road. So how do you chart a course without a map? Co-founder of Brooklyn Quarter and Tribeca Film Festival filmmaker **Danielle Beckmann** hosts a panel featuring **Malynda Hale** (#WeNeedToTalk Podcast host and owner of JMV Entertainment), **Amy DePaola** (2023 Blackmagic Collective Future Women of TV Directing Fellow and founder of Pink Among Men Productions Inc.), **Lauren Chavez-Myers** (scripted TV development coordinator at Entertainment One and owner of Room of Req Productions), and **Rachel Walker** (film programmer and advisory board member of Vidiots & Overlook Film Festival), who have all blazed their own path in film, television, and entertainment. *Room 213AB*

**11:30–12:30 Balancing Your Day Job and Your Passion Project: A Survival Guide**—Building a community and managing social media for a solo business or a big company are more similar than you might think. But how do you navigate them and manage your own content and community on top of a day job? **Jordan Dené Ellis** (the 12+ year owner of Jordandené and The Sartorial Geek and community relationship manager at Adobe) and **Mallory Shoemaker** (a 14+ year content creator and content strategist at Adobe) hold a candid convo and give actionable tips on balancing it all. With more than two decades of combined experience in their fields, they have quite literally made careers of building, creating, and demystifying the how-tos. *Room 300C*

**11:30–12:30 FOX's HouseBroken: Season 2 First Look Screening and Conversation**—See a world premiere screening of an episode from the second season of FOX's animated series *HouseBroken*, followed by a conversation with producers and creatives, including co-creators/showrunners **Gabrielle Allan** and **Jennifer Crittenden** and director **Eric Koenig** (*The Simpsons*). *HouseBroken* takes an irreverent look at human behavior through the lens of animals. The animals' search for meaning often leads them on wild adventures, far away from the cushy confines of domestic pet life. *HouseBroken* is produced by Kapital Entertainment and FOX Entertainment. The series is animated by Bento Box Entertainment. *North 200A*

**12:00–1:00 Game Pitch Review**—A panel of professional game developers 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 verbal 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 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*

**12:00–1:00 Jack Kirby Tribute Panel**—Like we do at almost every convention, we remember the man some called The King of the Comics...the man who created or co-created many of the most popular characters ever in the medium. Discussing Jack Kirby are **Marv Wolfman** (writer-editor), **John Morrow** (publisher of *The Jack Kirby Collector*), **Paul S. Levine** (lawyers for the Kirby Trust), and moderator **Mark Evanier** (former assistant to Jack Kirby). *Room 207*



**12:00–1:00 Middle Grade: It's More than Fart Jokes, but It's Also Fart Jokes**—In book publishing, middle grade is the age category between chapter books and young adult. **Chris Baron** (*Past Imperfect*), **Cecil Castellucci** (*Soupy Leaves Home*), **Dan Santat** (*A First Time for Everything*), and Wonder-Con special guest **Greg van Eekhout** (*Fennis & Mott*) explore the joys, challenges, opportunities, and peculiarities of writing for 8- to 12-year-old audiences. *Room 209*

**12:00–1:00 About Comics 25th Anniversary Celebration**—About Comics published its first comic in 1998 and in the 25 years since has published a bizarrely wide range of comics-related material, from new hero books to how-to books to reprints of classic strips, Catholic cartoons, Black cartoons, old coloring books, whatever. Along the way this one-man company launched careers and founded 24 Hour Comics Day. About Comics sole honcho **Nat Gertler** and some cohorts share the more interesting parts of that history, as well as look at what's coming up. *Room 211*

**12:00–1:00 3rd Annual "It's Alive!": Designing Sci-Fi, Horror, and Comic Book Genre Film and TV**—Featuring creatives from *The Last of Us*, *Ms. Marvel*, *Dahmer–Monster: The Jeffrey*

*Dahmer Story*, and more. "It's Alive!" is back at WonderCon with another look behind some of your favorite sci-fi, horror, and comic book–based films and television shows. Production designers, cinematographers, editors, and other entertainment creatives share their insights on bringing these thrilling and often chilling worlds to life. Featuring production designer **John Paino** (*The Last of Us*), cinematographer **Jules O'Loughlin**, ASC ACS (*Ms. Marvel* Episodes 4 and 5), editor **Taylor Joy Mason** (*Dahmer – Monster: The Jeffrey Dahmer Story*), executive producer/co-creator **Elle León Nostas** (*Mark of Death*), composer **Stefan L. Smith**, and producer **Christopher Kaminski** (*Cobalt Knight*). Moderated by voiceover artist and actor **Queen Noveen** (Redfall). Part 2 of Impact24 PR's Panel Superblock. *Room 213CD*

**12:00–1:00 Cosplay Makeup 101**—This panel goes into 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. **Keaghan Ashley** (SFX MUA, *Face Off* Season 7, *Face Off All Stars*) and **Chrissy Lynn** (MUA, Bat in The Sun's Superpower Beatdown)—who have honed their craft in the makeup, film, television, and cosplay photography worlds—will help you answer your questions about makeup to match your costuming and cosplay and offer tips and tools of the trade. Turn your great cosplay into an amazing one with awesome makeup! Moderated by **Jacqueline Goehner** (cosplayer, FX makeup manufacturer). *Room 300A*

**12:00–1:00 Where Do Ideas Come From?**—For artists and writers who get "stuck," veteran writer/editor **Barbara Randall Kesel** (*Hawk & Dove*, *Avengers: Marvels Snapshots*) slings rapid-fire tips, tricks, and strategies for vanquishing those blocked brain cells and deadline demons! Part information, part motivation, all entertaining! *Room 300E*

**12:15–1:15 Legend of the White Dragon**—The cast and crew of the *Legend of the White Dragon* film show exclusive behind-the-scenes video and be sure to participate in the Q&A! We will be celebrating the life of Jason David Frank, the star and co-writer of the film! *Arena*

**12:30–1:30 The Science of Spider-Man**—**TJ Shevlin** (2023 Eisner judge, comics enthusiast) and **Alonso Nuñez** (executive director, Little Fish Comic Book Studio) join scientists **Ronald Coleman**, Ph.D. (Regenerative Medicine) and **Chelsea Ballinger** (physicist) to focus on the biology and physics of Spider-Man. Starting with the mutations induced by the radioactive spider that bit him, through the genius of his webslingers, the scientists and Spider-Man lore will explore the things that are possible,

the things that are impossible, and the things we just can't know. Moderated by **Jonathan Bacon-Liu** (host of All the Time We Have podcast). *Room 208*

**12:30–1:30 Comics Arts Conference Session #6: How to Use Comics in K-12 Classrooms**—Despite the rapid expansion of the Comics Studies field, K-12 educators hoping to use comics in their classrooms are often at odds with the limitations of set curricula, state standardized testing, and old-fashioned prejudices against the comics medium. **Peter Carlson** (Green Dot Public Schools), **Susan Kirtley** (Portland State University), and **Antero Garcia** (Stanford University) believe that teaching and learning with comics can engage and empower all students, enhancing all K-12 classrooms. Citing their collective practice and research, these presenters will outline a comics pedagogy by modeling instructional examples, including lesson and unit plans, while referencing applicable comics studies and critical theory. *Room 210*

**12:30–1:30 Making Magic: From Script to Screen in 2023**—You'd like to adapt your book or comic series into a successful movie or television pilot, but where do you begin and who do you talk to about it? It's time for a frank, honest discussion about the dos and don'ts from those industry pros who have done it before. Award-winning and bestselling writer/filmmaker **Tim Chizmar** (founder, Horror Writers Association Las Vegas; president, SpookyNinjaKitty Comics; VP at FUNI MEDIA) moderates this panel of industry professionals who will tell you the truth about adapting your words, from a piece of literature or comic series into a successful visual medium. Panelists include industry pros **Stephen Stern** (creator of *Zen Intergalactic Ninja*), **Amber Hassler** (VP of writing integrity, SpookyNinjaKitty publishing), **Mark Savage** (director of films *Hells Coming for You*, *Pain Killer*, etc.), **Rik Offenberger** (Archie Comics, editor at First Comics News), and **Melody Munson** (cartoon illustrator and actress, *The Nudels of Nudeland*). *Room 213AB*

**12:30–1:30 Success Through Failure in Content Creation**—The Weekly DLC (**Daniel Jang**, **Kurosh Jozavi**, and **Daniel Vargas**) host an honest and uplifting talk on content creation in the pop culture space, how to find success through failure, and what it takes to reach 300 episodes to create your own opportunities for success. With guests **Joanna Leack** (artist, *Here Comes the Nerd*), **Alix Catherine** (host, The Welcome Party), and **JPG** (pop culture consultant, InterMyth), this panel will cover content creation, survival tips, and personal anecdotes to help both beginners and veterans in podcasting and content creation. *Room 300C*





**12:30–1:30 Animaniacs: A 30th Anniversary Celebration**—Celebrate the 30th anniversary of the iconic cartoon show *Animaniacs* with series creator **Tom Ruegger**, series writer and voice actor **Paul Rugg** (*Freakazoid!*), series writer and author **John P. McCann**, series composers and songwriters **Steve Bernstein** and **Julie Bernstein**, and others. Relive the creation of a cartoon classic with the *Animaniacs* crew!. *North 200A*



**1:00–2:00 Spotlight on Tom King**—Eisner Award-winning writer **Tom King** had an extensive run on *Batman*, giving us a story to truly remember. His other credits include *Batman/Catwoman*, *Grayson*, *Heroes in Crisis*, *Mister Miracle*, *The Omega Men*, *Rorschach*, *Strange Adventures*, and *The Sheriff of Babylon* for DC and *The Vision* for Marvel. His most recent projects have included *Supergirl: Woman of Tomorrow*, and *Human Target*. *Room 207*

**1:00–2:00 This is How the World Begins**—Authors **Rebecca Phelps** (*Yesterday*), **James Rollins** (*The Cradle of Ice*, *The Starless Crown*), and **Kiersten White** (*Hide*, *Sinister Summer* series) discuss their start with building their worlds. Moderated by **Maryelizabeth Yturralde** (*Creating Conversations*). *Room 209*

**1:00–2:00 Edgar Rice Burroughs, Inc., Centennial: A Century of Adventure with Tarzan and John Carter of Mars**—March 2023 marks one hundred years since the renowned creator of Tarzan and John Carter of Mars founded his own historic company. Today, Edgar Rice Burroughs, Inc., continues to oversee authorized adaptations of the acclaimed author's timeless literary works of adventure and the imagination in the realms of film, television, radio, publishing, theatrical stage productions, licensing, and merchandising. Celebrate this beloved legacy with the ERB, Inc., team—**Jim Sullos** (president), **Cathy Wilbanks** (VP of operations), and **Christopher Paul Carey** (director of publishing)—as they detail highlights of the past century; share behind-the-scenes glimpses from the company's operations in Tarzana, California; and announce new projects on the way. While supplies last, attendees will receive a special gift commemorating this extraordinary milestone. *Room 211*

**1:00–2:00 All in the Details: Costume, Makeup, and Hair Design for Film and TV**—Go behind the scenes of popular movies and television shows to see what it takes to bring characters and worlds to life. Costume, makeup, hair, and production designers in entertainment dive into the incredible skill and creativity that goes into making movie and TV magic. Featuring costume designer **Debra Beebe** (*Westworld*), makeup department head **Rebecca Wachtel** (*Daisy Jones*

& *the Six*), hair department head **Justi Embree** (*Missing*), costume designer **Carrie Grace** (*Doom Patrol*, *The Boys* Episodes 1 and 2), and production designer **James Bolenaugh** (*Kevin Can Go F\*\*k Himself*). Moderated by voice-over artist and actor **Queen Noveen** (Redfall). Part 3 of Impact24 PR's Panel Superblock. *Room 213CD*

**1:00–2:00 Celebrating 100 Years of Disney with The Disneybound**—Joining Disney in their centennial celebration, **Leslie Kay** (author of Disney Publishing's *DisneyBound: Dress Disney* and *Make It Fashion* and the viral blog *The Disneybound*) and a panel of Disneybound pros examine how Disneybound fashion has evolved and grown over the last 13 year and how 100 years of Disney film and fashion history have influenced the community and their creativity. Panelists include Disneybound experts **Tiffany Sutton**, **Erika Kurzawa**, **Domonique Brown**, **Pernell Langhorne III**, **Logan Allison**, **Lauren**, and **Kelsey Walmer**. *Room 300A*

**1:00–2:00 Diversity in Films and Award Shows**—**Jessica Tseang** (The History Channel/ pop culture historian) discusses with **Daniel Mah** (fight choreographer for multi-award-winning *Everything Everywhere All at Once*), **Sam Khushal** (award-winning writer of *Red Navel*, 24-hour Film Festival, cultural consultant), Latinx creators and Native American talents about the growth of diverse representation in films and their future at award shows. *Room 300E*

**1:30–2:30 The Walking Dead: Dead City**—AMC Networks presents the upcoming spinoff in *The Walking Dead* Universe, *The Walking Dead: Dead City*. The cast and executive producers discuss the new series, debuting on AMC and AMC+ this June. Maggie (Lauren Cohan) and Negan (Jeffrey Dean Morgan) travel into a postapocalyptic Manhattan long ago cut off from the mainland. The crumbling city is filled with the dead and denizens who have made New York City their own world full of anarchy, danger, beauty, and terror. The series also stars Gaius Charles, Zeljko Ivanek, Karina Ortiz, Jonathan Higginbotham, and Mahina Napoleon, with Scott Gimple, Showrunner Eli Jorné, Cohan, Morgan, and Brian Bockrath as executive producers. *Arena*

**1:30–2:30 Engaging Students with Comics in the Classroom**—Super teachers **Jaime Chavez** (intervention counselor, San Diego Unified), **Mick Rabin** (resource teacher, Youth Advocacy Dept., San Diego Unified), and **Ella "Dizzy" Rogosin** (teacher, Sweetwater UHSD) describe 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 strategies for the classroom. Moderated by **Jewyl Alderson** (San Diego County Office of Education). You too can become a super teacher! Panelists will share resources, tips, and tools you can add to your utility belt. *Room 208*

**1:30–3:00 Comics Arts Conference Session #7: Female Creators Strike Back: Dismantling the Patriarchy and Reframing Feminist Characters**—This panel focuses on modern 21st-century female comics writers and cartoonists Joëlle Jones, Kelly Sue DeConnick, and Mariko Tamaki and how they "strike back" against patriarchy on the comics page. **Nhora Serrano** (Hamilton College), **Susan Kirtley** (Portland State University), and **Sam Langsdale** (*Monstrous Women in Comics*) give presentations examining how these writers create feminist characters who step outside of society's shadows, find their voice, and take unflinching action against injustice and inequity, proving once again that comics continue to shape and be shaped by feminism. *Room 210*

**1:30–2:30 CGC Grading Standards with Matt Nelson**—CGC president **Matt Nelson** delves into the complexities and nuances of the CGC grading standards, the recently released CGC Grading Guide, and future plans for CGC in the certified market. *Room 213AB*

**1:30–2:30 Star Trek: The Next Generation's Greatest Guest Stars**—**Liz** and **Stephanie Thomovsky** (Sisters of Star Trek:TNG). The guest stars of *ST:TNG* literally made the episode in many instances, creating conflict or highlighting existing crew members. They will use episode excerpts to help illustrate the greatest and most memorable guest stars and why they are so noteworthy. *Room 300C*

**1:30–3:30 World Premiere of Justice League x RWBY: Super Heroes & Huntsmen, Part One**—Celebrate the union of DC's Justice League and Rooster Teeth Animation's RWBY as the two heroic factions join forces to battle an evil entity attacking Remnant at the world premiere of *Justice League x RWBY: Super Heroes & Huntsmen, Part One*. In the all-new animated film, the Justice League faces off against a new horror: adolescence! Superman, Batman, Wonder Woman, Flash, Cyborg, Green Lantern, and Vixen are surprised to find that not only have they materialized in a strange world called Remnant, but they've also been transformed into teenagers. Meanwhile, the heroes of Remnant—Ruby, Weiss, Blake, and Yang—find their world has been mysteriously altered. Can the combined forces of the Justice League and Team RWBY return Remnant to normal before a superpowered Grimm destroys everything they know? Enjoy the film, then settle in





for an exciting panel discussion between the cast and filmmakers. The voice cast is headlined by **Natalie Alyn Lind** (*Big Sky, The Goldbergs, Gotham*) as Wonder Woman/Diana Prince, Chandler Riggs (*The Walking Dead, A Million Little Things*) as Superman/Clark Kent, and Nat Wolff (*The Fault in Our Stars, The Stand*) as Batman/Bruce Wayne alongside RWBY's long-running cast: **Lindsay Jones** (*Camp Camp*) as Ruby, **Kara Eberle** (*RWBY: Ice Queendom*) as Weiss, **Arryn Zech** (*The Detective Is Already Dead*) as Blake, and **Barbara Dunkelman** (*Blood Fest*) as Yang. The cast also features **Jeannie Tirado** (*Soul, Saints Row*) as Green Lantern, **Tru Valentino** (*The Rookie, The Cuphead Show!*) as Cyborg, and David Errigo Jr. (*Ridley Jones*) as The Flash/Barry Allen and Rolf. The film is produced and directed by **Kerry Shawcross** (*RWBY* franchise) and written by **Meghan Fitzmartin** (*Supernatural, Justice Society: World War II, Justice League x RWBY: Super Heroes & Huntsmen, Part One* will be available on April 25 to own on Digital, 4K Ultra HD, and Blu-ray. *Room 200A*

**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 developers, 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 Using Comics for Good**—Comics are a powerful force: Fun fandoms, book sale profits, creative career opportunities, and drivers of popular culture. What if all of this awesome power can be harnessed to do even more good? Find out how some of your favorite industry insiders and creators use their substantial influence to positively impact their communities. Panelists include **Alex Antone** (editorial director, Skybound Entertainment), **Moni Barrette** (Creators, Assemble co-founder; 2023 Eisner judge), and comics creators **Maighread Scott** (*Sea Serpent's Heir*), **Geoff Johns** (*Junkyard Joe*) and **Pornsak Pichetshote** (*The Good Asian*). *Room 207*

**2:00–3:00 Adapting Myths, Legends, and Fairy Tales**—From Arthurian legend, Dracula, and Frankenstein to Sleeping Beauty and Cinderella, *New York Times* bestselling YA authors **Gina Chen** (*Violet Mde of Thorns*) and **Kiersten White** (*The Camelot Betrayal*) are the best when it comes to breathing new life into old stories. They'll have an in-depth dialogue on adapting tales as old as time for a modern audience.

*Room 209*

**2:00–3:00 Elevating Trans Voices: Celebrating the Contributions of Trans Creators in Comics and Pop Culture**—**Annalee Newitz** (*The Terraformers*), **Tara Madison Avery** (Prism Comics), **Sonya Saturday** (*A Ninja Dinosaur Christmas!!!*), **Knave Murdock** (*Transcat*), **Liam Coballes** (*Aggretsuko*), **Zhen** (*Hello We Are Rats*), and moderator **Lorran Garrison** (Little Brainstorm) spotlight the talent and creativity of trans creators in comics and pop culture. From comics, film, and television to music and literature, trans individuals have been making a huge impact in shaping our cultural landscape. This panel will feature trans artists, writers, and producers discussing their work and the challenges they have faced in the industry. They will also explore ways in which trans creators can be supported and ensure that their voices are heard and acknowledged. There will be giveaways. *Room 211*

**2:00–3:00 Comic Books and Music: A.I. Piracy Real Comic Villains**—**Douglas Johnson** (managing partner, Johnson & Johnson), **Jonah Keel** (42 West), **Davien Watkins** (general manager Superpower Enterprises), **Digger Mesch** (creator/director of IDW's *The Other Dead*), **Joshua Armah** (computer scientist; author of *Passionate About: AI*) dig into A.I. piracy and what the entertainment and technology industry is doing today to prevent the loss of revenue from piracy in publishing. *Room 213CD*

**2:00–3:00 How to Make Halo Armor and Props with Anvil Station**—Want to build your own Halo cosplay and props? Do the options seem Infinite and the techniques feel Endless? The crew of Anvil Station are here to help you reach your goals. They'll review the most common techniques for constructing armor, props, and costumes, including 3d printing, casting and molding, foam construction, laser cutting, and microcontroller programming. Panelists include **Cary Gunnar Lee** (Legacy Effects), **J. P. Pollio** (Legacy Effects), **Matt Hendricks** (Matterhackers), and **Jordan Bailey** (jabsgreywarden). Moderated by **Benedict Choy** (Spacemeat The Cosplay). *Room 300A*

**2:00–3:00 Saint Seiya: Knights of the Zodiac 101**—Anime expert and megafan **Dan Larson** presents an in-depth look at the history of the blockbuster anime and manga franchise, featuring exclusive footage from the live-action film. *Room 300E*

**2:30–3:30 Fear the Walking Dead Season 8**—AMC Networks presents the eighth and final season of *Fear the Walking Dead*. The cast and executive producers discuss what fans can expect from the new season, premiering Sunday, May 14th on AMC and AMC+. In

*Fear the Walking Dead*, Morgan's (Lennie James) and Madison's (Kim Dickens) hopes to rescue Mo from PADRE did not go as planned. Now, Morgan, Madison, and the others they brought to the island are living under PADRE's cynical rule. With our characters demoralized and dejected, the task of reigniting belief in a better world rests with the person Morgan and Madison set out to rescue in the first place: Morgan's daughter, Mo. *Fear the Walking Dead* stars James, Dickens, Colman Domingo, Danay Garcia, Austin Amelio, Christine Evangelista, Karen David, Jenna Elfman, and Rubén Blades. It is executive produced by Scott Gimple, showrunners Andrew Chambliss and Ian Goldberg, Robert Kirkman, Gale Anne Hurd, Greg Nicotero, Michael Satrazemis, and David Alpert, and is produced by AMC Studios. *Arena*

**2:30–3:30 Defining "Syzygy": What's Coming Up for the Image Imprint in 2023 and Beyond**—Syzygy Publishing, the imprint run by Chris Ryall and Ashley Wood, launched in 2022 with Joe Hill's *Rain* and an array of other titles. **Chris Ryall**, **David M. Booher** (*Rain* writer), **Ethan Sacks**, **Jordan Hart**, and **Arka Ray** discuss what was, what is, and what will be for the avant-garde imprint, featuring a wide array of artwork, along with plenty of announcements. Come for the Tales of Syz and stay for, well, an explanation of just what "Tales of Syz" means! *Room 208*



**2:30–3:30 What Is the Best Superpower?**—If you had to pick just one superpower, what would it be? What determines the best power? Do you need to fight evil-doers, or do you just need more time to get the laundry done? Hear what the professionals have to say on the matter. WonderCon Special Guests **Jason Aaron** (*Thor*), **Jenny Frison** (*Something Is Killing the Children*), **Mitch Gerads** (*Batman: One Bad Day: Riddler*), and **Mark Russell** (*Billionaire Island*), along with **Jackson Lanzing** (*Captain America*), discuss with moderator **Jazzlyn Stone** what they would rank as the number one, all-time other-worldly ability. *Room 213AB*

**2:30–3:30 Her Universe Fashion Show Update**—**Ashley Eckstein** (Her Universe founder) moderates a discussion with industry professionals from Her Universe and Hot Topic and 2022 Her Universe Fashion Show winners **Cindy Guillermo Heselton** and **Michael Burson**. They will discuss the winner's process for designing the Marvel Studios' The Marvels collection by Her Universe for Hot Topic. They will also discuss the upcoming 2023 Her Universe Fashion Show at San Diego Comic-Con. *Room 300C*

**3:00–4:00 Alternative History in Speculative Fiction**—Bestselling authors **Stacia Deutsch** (*Hotel Transylvania*), **Henry Herz** (*I Am Smoke*), **Lissa Price** (*Starters*), and **Scott Sigler**



(*Earthcore*) discuss writing alternative history in the fantasy, sci-fi, and horror genres. All have stories in the YA anthology *The Hitherto Secret Experiments of Marie Curie*. Room 207

**3:00–4:00 Welcome to . . . : The City as Context**—Explore the city settings—including locations in our reality, those crafted entirely from the creator’s imagination, and those somewhere in between—of works by **Tananarive Due** (*The Wishing Pool and Other Stories*), **Steven Barnes & Marco Finnegan** (*The Keeper*), WonderCon special guest **Gary Phillips** (*One-Shot Harry, South Central Noir*), **Dan Santat** (*A First Time for Everything*), and WonderCon special guest **Greg van Eekhout** (*Fennis & Mott*), guided by **Maryelizabeth Yturalde** (*Creating Conversations*). Room 209

**3:00–4:00 Learn How to Draw Comics with Comic Pro Boot Camp**—Do you want to learn how to create epic comic book characters, tell captivating stories through art, and develop your unique style? Get ready to dive into the exciting world of comic book art from industry experts **Ryan Benjamin** and **Alex Sinclair**. Room 210

**3:00–4:00 Prism Comics Geek Pop Crossfire**—What’s the state of geek pop culture today? Is the MCU over? Is James Gunn the new Zack Snyder? Is Star Wars overexposed? What’s hot in queer pop culture? Join Prism Comics and a panel of LGBTQ industry experts and insiders for a high-energy, hard-talking, and humorous debate about the present and future of your favorite genre franchises in Hollywood as seen through a queer lens. Moderated by **David Reddish** (author and entertainment journalist), with panelists **Tara Madison Avery** (*We’re Still Here*; publisher, Stacked Deck Press), **Sonya Saturday** (*The Greatest Thing You’ve Ever Seen in Your Life, A Ninja Dinosaur Christmas!!*), **William O. Tyler** (*Anxious Ax; Yellow Is the Warmest Color*; Tannis Comics), **Joshua Yehl** (senior editor and producer of features, IGN), and **Stacey Yvonne** (Rotten Tomatoes verified critic; journalist at Pride and Black Girl Nerds). Room 211

**3:00–4:00 Intro to TV Writing: From First Draft to Getting Staffed**—Moderator **Spiro Skentzos** (*Arrow*) and several genre showrunners and executives 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 large Q&A component, so bring your questions. Room 213CD

**3:00–4:00 Are Makeup Effects Dead?**—Effects artist **Jeff Barkley** (*Break of Dawn, Frost: Portrait of a Vampire*) will apply makeup and discuss how makeup effects are still viable and relevant in the current age of CG and AI. Jeff

will be joined by professional cosplayers **Trey Barkley** (BloodfeatherCos) and **DesiRee Preston** (Enasni Vee) for Q&A during the makeup demo. Room 300A

**3:00–4:00 Turning a Comic Book into a Franchise**—The dream of many comic book creators is to turn it into a franchise. But how does it happen? Historically, comic books have been a powerful source for our modern franchises: Superman and DC Comics, Spider-Man and Marvel Comics, Teenage Mutant Ninja Turtles, and The Walking Dead, among others. But even when a comic book gets into the public mind, it still takes investment and guidance to bring the property to movies, television, video games, toys, and other media across the world. Entertainment industry insiders **Britton Payne** (VP, Paramount Studios/Nickelodeon business & legal affairs), **Veronica Hart** (EVP, Paramount global franchise management/Teenage Mutant Ninja Turtles), **Eddie Gamarra** (VP of literary affairs, Nick content creation/live-action current series), and **Jeremy Adams** (writer for comics, *The Flash, Green Lantern*; film and TV, *Batman & Superman: Battle of the Super Sons*) explore the ways a comic book can inspire an entertainment company to put the full forces of their areas of expertise behind a particular comic book property, what they look for, how they do it, and how comic book owners choose their partners. Room 300E

 **3:30–4:30 Spotlight on Mingjue Helen Chen**—**Mingjue Helen Chen** discusses balancing working full-time as a visual development artist and production designer in animation with publishing work in the comic book and children’s book fields, comparing the different skill sets required for both. Room 208

**3:30–4:30 IDW in Depth: Mind-Blowing Concepts, Characters, and Comics**—IDW Publishing and comic book writers and artists take a deep dive into the biggest projects of 2023. Get the stories-behind-the-stories on *Teenage Mutant Ninja Turtles*, *Dark Spaces*, *Star Trek*, and *Godzilla* projects, plus the latest developments in *Earthdivers*, *Dungeons & Dragons*, *My Little Pony*, *Cosmic Cadets*, and more. Room 213AB

**3:30–4:30 I’m in the Nerd Business**—Thinking of turning your fandom into a business serving your geek community, but don’t know where to start? A panel of media, retail, and streaming entrepreneurs whose businesses serve nerds discuss how their ideas blossomed into a business and how they serve this vibrant nerdy community in an increasingly crowded and competitive marketplace. Room 300C

**3:30–4:30 30 Years of Power Rangers: Fandom Celebration**—**Jessica Tseang** (The History Channel/ pop culture historian) discusses the long-lasting legacy of this renowned franchise with

talents spanning three decades of Power Rangers. Room 200A

**3:45–4:45 NBC’s Quantum Leap**—A moderated conversation with cast and executive producer and showrunner **Martin Gero**. Room 209A

**4:00–5:00 Cartoon Voices**—It’s another one of Evanier’s popular panels where he gathers a bunch of top animation voice actors to demonstrate their craft, tell how they got into the business, and destroy the script for a beloved fairy tale. Appearing this time are **Joe Ochman** (current voice of Jiminy Cricket), **Kaitlyn Robrock** (current voice of Minnie Mouse), **Neil Ross** (Transformers, G.I. Joe), **Cynthia McWilliams** (What If?), and **Brian Hull** (*Hotel Transylvania*). **Mark Evanier** (of course) is your host. Room 207

**4:00–5:00 Creating Immersive Tabletop Gaming Experiences**—Painter’s Guild alumni **Bryan Merlonghi** and **Cullen Knappen** are joined by **Nicole Gose** (voice on Fire Emblem Heroes), **Earl Baylon** (voice on Tomb Raider), **Aven Gonzalez** (lead designer of Menta Designs), **Spencer Adams** (demoer for Steve Jackson Games), and **Jessica Adams** (demoer for AEG, Slugfest Games) to discuss their own unique way to take your game night to the next level. Room 209

**4:00–5:00 Marvel Draw! Live**—**Brian Crosby** (director, Marvel Themed Entertainment and host of Marvel DRAW!) walks aspiring artists of all levels step-by-step through drawing the Invincible Iron Man. So sharpen those pencils and come learn from one of Marvel’s own how you can bring your drawings to life! Room 210

 **4:00–5:00 Spotlight on Gary Phillips**—**Gary Phillips** has published several novels and short stories and written comics for the likes of DC, BOOM! Dark Horse, and Moonstone, where he penned new adventures of *Kolchak*, *the Night Stalker* and pulp favorite *The Spider*. He’s been a staff writer on *Snowfall*, a show streaming on Hulu about crack and the CIA in 1980s South Central, and he has edited several anthologies, including the Anthony-winning *The Obama Inheritance: Fifteen Stories of Conspiracy Noir*. Room 211

**4:00–5:00 Design for Television and Film**—**Neville Page** will be sharing his experiences and processes of creating iconic characters and creatures from a variety of well-known films and TV, including *Avatar*, *Star Trek*, and others. Room 213CD

**4:00–5:00 Level Up: Cosplay, Characters, and Charity**—TTRPGs have the power to raise funds for important charity causes. Cosplay experts **Andrew J. Alandy** (actor/streamer), **Utahime Cosplay** (cosplayer/streamer), **Momo**

(streamer/game designer), **Ryan Omega** (streamer/game designer), and **Sam Sterling** (performer/streamer) discuss cosplay tips and tricks to level up your TTRPG character for your next TTRPG live stream (or in person!) charity event and why dressing up as your character increases identification and drives up audience engagement. Moderated by **Dan Wood** (Creators Assemble, comics librarian). *Room 300A*

**4:00–5:00 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 superheroic imagery; DJs and producers create universes of sound; comic creators and animators incorporate Hip-Hop’s musical and visual vocabularies; and both forms reconfigure and remix elements, blending styles and genres and inspiring passionate fanbases. Moderator **Patrick A. Reed** brings together an all-star group of artistic innovators to discuss the bonds between these two vital creative cultures. *Room 300E*

 **4:30–5:30 Spotlight on Gene Yang**—Come hang out with MacArthur Grant recipient **Gene Luen Yang** as he shows off a preview of his upcoming graphic novel series *Books of Clash*, based on the popular *Clash of Clans* and *Clash Royale* mobile games from SuperCell. Gene will also share what it was like to be on set with Michelle Yeoh and Ke Huy Quan during the production of the *American Born Chinese* Disney+ show, based on his award-winning graphic novel. The panel will be moderated by cartoonist **Briana Loewinsohn** (*Ephemera*, *Fantagraphics*). *Room 208*

 **4:30–5:30 Drawing Super**—What does it take to bring your favorite superheroes to life? How do you create those dynamic images that leap off the page? Some of the best in the business discuss just that with moderator **Nick Ghanbarian**. Panelists include Comic-Con Special Guests **Adam Hughes** (*Invisible Woman*), **Phil Jimenez** (*Wonder Woman Historia: The Amazons*), **Daniel Warren Johnson** (*Wonder Woman: Dead Earth*), and **Jae Lee** (*Sacred Six Vol. 1: Numerology Collection*), along with **Alice “NerfAlice” Matthews** (*Moon Knight*). *Room 213AB*

**4:30–5:30 That’s What She Said: The Importance of Women Telling Women’s Stories**—For years, storytelling in television, film, and comics has followed a template that’s been laid down by men. As more women get the opportunity to tell their own stories, a new template is being forged: a female lens. What will it look like? How will it change the stories we tell? **Trina Robbins** (*Wonder Woman*, *Wimmen’s Comix*), Dr. **Janina Scarlet** (*Super-Women*), **Hanah Lee Cook** (*Muppet Babies*), and **Natasha Halevi** (*Give Me an A*) discuss how the entertainment industry is changing

and what the future holds for female storytellers. Moderated by **Heroic Girls**. *Room 300C*

**5:00–6:30 Funko: Pop Talk LIVE!**—Funko hosts **Brian Mariotti** and **Mike Becker** take over The Arena for a live session of Pop! Talk. Via their recurring YouTube shows Pop! Talk and Funko Fun Chat, they’ll interview celebrity guests and learn about their pop culture influences. A special giveaway will be available while supplies last. *Arena*

**5:00–6:00 Comic Pitch Review**—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. Fortunately, it’s also a skill you can learn and improve with practice—and Pitch Review is a great place to do that. 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 a professional writer and speaker coach. Pitch reviews will be conducted by **Douglas Neff**, a professional speechwriter, speaker coach, and host of the Comic Creator Connection. This is not a panel. Instead, these are 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*

**5:00–7:00 Mixer for Creators**—Come mingle with industry professionals and meet potential new creative partners. All levels of professional are welcomed. Bring business cards! *Room 206B*

**5:00–6:00 How to Build a Star Wars R2 Astromech**—Do you want to know what it takes to build your own droid from the Star Wars Galaxy? R2 builders **Mike Senna**, **Michael McMaster**, **William Miyamoto**, **Chris Romines**, and **Victor Franco** discuss how they built their droids and how they work. Topics include what materials they are made of, where to find blueprints, building techniques, what tools are needed, and the electronics used to bring the droids to life. *Room 207*

**5:00–6:00 Worldbuilding Across Multiple Media: From Monsters to Rayguns and Beyond**—**Shannon Eric Denton** (Monster Forge Productions), **Arabian Prince** (NWA), **Kevin Greivouox** (*Underworld*), **Andrew Cosby** (co-founder BOOM! Studios), and **Andy Suriano** (creator, *Rise of the TMNT*) discuss what it takes to create and navigate creations across the multiple media worlds of publishing, animation, films, toys, games, and more. *Room 209*

**5:00–6:00 Writing 101: What to Think**

**About Before You Start Writing**—Before you start writing your story there are a number of things you should think about. Eisner Hall of Fame writer **Marv Wolfman** will be conducting a masterclass in story and character creation that, if you want to be a writer, you definitely need to think about. *Room 210*

**5:00–6:00 Storyboarding: The Ins and Outs**—**Ralph Lee Miranda** (senior union storyboard artist) and **Chris Kawagiwa** (storyboard artist on *Waffles + Mochi*) walk you through how to develop and apply storyboarding skills. Ralph will also discuss how storyboarding led to the creation of the cartoon *Oh, Bubba Lu!* **Jen Lu** (writer), **Kelvin Chung** (art director), and **David Seung** (producer) will discuss how storyboards affect all parts of production and how you can use storyboarding on your projects. The first 80 in attendance will receive an exclusive *Oh, Bubba Lu!* acrylic keychain. Moderated by **Daisy Miranda**. *Room 211*

**5:00–6:00 Beyond Vasquez: Star Trek’s Big and Little Location Filming Sites**—After 59 years, there’s a lot more to “local” non-stage Star Trek sites than the Gorn fight! Let “**Dr. Trek**” **Larry Nemecek** (The Trek Files, *TNG Companion*) guide you through SoCal Trek sites IRL both famous and obscure, plus how to check original call sheets and crew maps or just tap into research posted online for your own site scouts—or catch a tour with services like Geek Nation Tours or his own Trekland Treks. Most of all, get some tips ‘n’ tricks to know when Trek location hunting: everything from rush hour traffic to “check the venue!” *Room 213CD*

**5:00–6:00 Colorful Cosplay: The Basics of Body Painting**—Hone your face and body painting skills with cosplay veterans **Enasni Vee**, **AbraCatrena**, and **Axceleration Designs**. Learn tips and tricks such as which paints to use, how to seal them, and when faking it is the right choice. With the right tools and practice, this skill can become second nature to you. A Q&A session moderated by **Trey Barkley** will follow the presentation. *Room 300A*

**5:00–6:00 Uniting the Realms: Forging Cinematic Partnerships on God of War Ragnarök**—How did Santa Monica Studio create over five hours of sophisticated and unforgettable cinematics for *God of War Ragnarök*? The answer: with a lot of help! Animators and technical artists from Santa Monica Studio and PlayStation Studios Visual Arts will deep dive into the partnership that brought the tale of your favorite axe-wielding dad and his “boi” to life. Panelists include **Bruno Velazquez** (animation director), **Umberto Bossi** (animator), **Tom Bland** (animation supervisor), **Eddie Contreras** (lead motion capture technical animator), **Jeff Price** (mocap studio tech), and **Ryan Beeson** (mocap studio tech), with

**Erica Pinto** (lead animator, ASIFA-Hollywood board member) moderating. *Room 300E*

**5:30–6:30 MENA Voices in the Arts—** Welcome to a discussion that celebrates Middle Eastern/North African (MENA) Americans working in arts and entertainment today. **Kristina Giblin** (animator), **Yas Modares Ghasiri** (actor/writer), **Esraa Darwish** (assistant director), and **Sarah Fatemi** (comedian) share the highlights and challenges of working in their respective fields and why MENA representation also matters. Moderated by **Paul Zecharia** (actor/filmmaker). Q&A to follow. *Room 208*

**5:30–6:30 Indie Toy Makers Unite!—** Have you ever been curious how to create, launch, and sell your own toys and action figures? Sit in on a candid conversation with the very people who are making independent toys happen! Attendees will hear directly from creators who are producing and marketing their own indie toys and making their mark on the collectible community. Panelists include **Richard Mayerik** (Netflix's *The Toys That Made Us*), **Mark Morse** (Plastic Meatball) **Doc Wyatt** (Wandering Planet Toys), and **Bill Murphy** (Fresh Monkey Fiction). Moderated by **Jordan Q. Hammer** (Instagram and Youtube's Toyshiz) and **Gavin Hignight** (Wandering Planet Toys). *Room 213AB*

**5:30–6:30 Our Flag Means Death: 'ships on Ships—** There's more pirate media than you can shake a sword at, so why are so many fans climbing aboard *Our Flag Means Death*? The relationships! And not just the romantic ones. **Justine Mastin** (*Starship Therapise*) hosts a panel of relationship experts: Dr. **Vanessa Hintz** (Umm . . . About That Podcast), Dr. **J. Scott Jordan** (Dark Loops Productions), Dr. **Kaela Joseph** (*Fandom Acts of Kindness*), **Brittany Oliver Sillas-Navarro**, AMFT, MA (Alliant International University), Dr. **Yoni Sobin** (The Nerd Therapist in NYC), and **Benjamin Taitz, MA** (Mental Health Quest Podcast). *Room 300C*

**6:00–7:00 Expanding the Nacelle Company Universe—** The Nacelle Company team takes you on a journey into the NacelleVerse, where they'll drop some exclusive reveals of their upcoming *Robo Force* animated series and discuss updates on their booming toy division that's currently reviving Sectaurs, Robo Force, Power Lords, Biker Mice from Mars, and The Great Garloo toy lines. Panel participants include **Brian Volk-Weiss**, **Gavin Hignight**, **Leah Morris**, and **Bryan Adams**. *Room 207*

**6:00–7:00 Making a Living Being Creative—** Writer/executive producer **A.C. Bradley** (*What If?*, *Ms. Marvel*), production coordinator **Steven Edwards** (*Spider-Man Into the Spiderverse*, *Across the Spiderverse*), and illustrator **Lee Kohse** (*Star Wars*, *Kindergoth*)

tell stories and discuss how they broke into the entertainment industry working on films, television, and comics. Find out how to be ready when your lucky break comes. Is it really all about who you know? Find out how to promote yourself and network. Moderated by **Johnny Kolasinski** (Roddenberry Productions, *Hi Everybody: A Bad Medicine Podcast*). *Room 209*

**6:00–7:00 The Writers Workshop by C2C Inc—** Do you have an idea for a script? How about that book you wanted to write? Do you have it all written down but don't know what to do with it? You are not alone. Content creation, publication, and marketing can be daunting. CEO **April Wahlin** (author, *Pandora Syndrome*; actor, winner of *Search for the Next Elvira*) hosts **David Yarovesky** (director and creator, *Brightburn*, *Nightbooks*), **Jessica Maison** (author and comics publisher, *Wicked Tree Press*, *Plastic Girl Trilogy*, *Mary Shelley's School for Monsters*), **Tessa McFionn** (novelist, *A Curse of Forever*, *A Divine's Retribution*), **Heath Harper** (actor, *Princess Lucinda*; editor, *Pandora Syndrome*), and The Boxleitner Brothers **Lee Boxleitner** and **Sam Boxleitner** (screenwriters, *Downstairs*, *Rupert*). *Room 210*

**6:00–7:00 Geeks of the Week Live!—** "Your Movie Guy" **Juju Green** a.k.a. **Straw Hat Goofy** and **Megan Cruz** a.k.a. **JStoobs** kick off a new season of their pop culture podcast *Geeks of the Week Live!* from WonderCon 2023! Special guests to be announced. *Room 211*

**6:00–7:00 Fanbase Press' 30th Anniversary Retrospective on Star Trek: Deep Space Nine—** The hosts of Fanbase Press' flagship podcast *The Fanbase Weekly* present a 30th-anniversary retrospective on *Star Trek: Deep Space Nine*. **Justin Robinson** (writer, *The Future Will Be Carpeted: An Analysis of Deep Space Nine*), **Erik Amaya** (editor-in-chief, *Comicon.com*), **Ashley V. Robinson** (co-host, *Geek History Lesson* podcast), and **Matt and John Yuan** (deputy publishers, 1First Comics) and moderator **Bryant Dillon** (president, Fanbase Press) will examine the plot, characters, themes, and massive impact of this innovative entry to the *Star Trek* franchise. *Room 213CD*

**6:00–7:00 Psychology and Emotions of Villains—** What makes a villain? Consider *The Joker*, who in all his chaos can wrangle the Rogues of Gotham against *Batman*; or *Loki*, who can command a room or army. Some origin stories, like that of *Darth Vader*, are filled with trauma and emotional heartbreak. Other villains, like *Freddy Krueger*, use emotion and emotional intelligence (EQ) to manipulate others. What is at the heart of a villain? Authors **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), and **Morgan Kinsey** (Marshall University), examined measures of EQ and empathy about preference for (or against) some of pop culture's most notorious baddies. The research results will be discussed to better understand why we may connect with some less-than-heroic characters over others. *Room 300A*

**6:00–7:00 Writing for Indie Comics—** Whether self-publishing or working for an independent publisher, writing indie comics presents a unique set of challenges and opportunities to share your creative vision. Learn the tricks and tips of the trade from writers **David Avalone** (*Elvira*), **Charlie Stickney** (*White Ash*), **Russell Nohelty** (*Ichabod Jones: Monster Hunter*), **Clinton Wolf** (*Zombie Ranch*), and **Daniel Gastelum** (*CHSR*). Hosted by **David Lucarelli** (*Tinseltown*). Free comics for everyone who asks a question! *Room 300E*

**6:30–7:30 Diversity in Film, TV, Games, Comics: How You Can Help—** Speakers will share their inspirational career paths into the entertainment industry and discuss issues of diversity and representation for women, ethnicities, LGBTQ+ and more, and brainstorm key things you can do to help increase diversity in movies, TV, games and comics. Panelists include **Ashleigh Crystal Hairston** (actress, *Avengers Assemble*, *Craig of the Creek*), **George Shaw** (composer, *DreamWorks' Abominable* and the *Invisible City*, *Star Wars Musical*), and **Henry Barajas** (*Batman: Urban Legends*). Moderated by **Kevin Winston** (Digital LA). *Room 208*

**6:30–7:30 The VFX of Dr. Who: You Can Do This!—** *Dr. Who* has been an icon of science fiction for 60 years! In all that time, the wizards in their visual effects department have shown us the impossible on microscopic budgets. **Geoffrey Mark** (CG supervisor on *Raised By Wolves* and *The Orville*) moderates a panel made up of effects luminaries **Jim Davidson**, **Ian Hunter**, **Tom Griep**, and **Chris Simmons**. 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! *Room 213AB*

**6:30–7:30 The Future of the Indiana Jones Franchise—** After 15 years, we will soon learn what *Indiana Jones* has been up to. This panel will discuss the fifth movie of this popular franchise as well as what may be in store for the franchise under Disney, including a pending video game, additional films or television series, and other media. Featuring **Gareth Von Kallenbach** (creator/editor of *Skewed and Reviewed*), with **Michael Newman** and **Victor** and **Juliette Cal-**



deron of Skewed and Reviewed. *Room 300C*

**7:00–9:00 Comic Creator Connection**—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. WonderCon is proud to once again host the Comic Creator Connection, 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. Think of it as speed-dating, but for writers and artists! Sign-ups are taken in advance for this event, but space may still be available on site. *Room 204C*

**7:00–8:00 The Legal Mysteries of Netflix's *Wednesday***—"Girls in glass houses . . . should throw bigger stones." In the case of Wednesday Addams, given all the challenges she confronted in season 1, perhaps those girls should read some heavy law books. A panel of judges and lawyers will uncover some of the peculiar legal issues in the popular Netflix show *Wednesday*. Is Nevermore Academy liable for the bullying, hazing, and age-old cover-ups that threaten the safety of its students? What rights do the Nevermore students have? Did the Jericho police have a duty to warn local residents about a possible rampaging monster? Featuring U.S. Magistrate Judge **Mitchell D. Dembin**, Superior Court Judge **Carol Najera**, **Kathy Steinman** (San Diego Deputy City Attorney), **Heather Ferbert** (San Diego Chief Deputy City Attorney), **Danna Nicholas** (San Diego Deputy City Attorney), and **Steve B. Chu** (Assistant United States Attorney). Brought to you by The Legal Geeks. *Room 207*

**7:00–8:00 Mythology of Final Fantasy: A Summoner's Guide to Summons**—**Jared Griego** (Dapper Bard, Eat the Magic) and **Scarlet Aznable** (cosplayer, convention lore keeper) will educate you on the world mythology that inspired famed summons in the popular Japanese RPG series. *Room 209*

**7:00–8:00 3D Printing 101: A Fun Primer**—Explore the history of 3D printing as used in entertainment and media and get inspired for uses of this ever-evolving technology for your fandom and everyday life, even if you do not own a printer. **Matt Greenberg**, an engineer with over a decade of experience, guides a discussion on additive manufacturing and the infinite creative possibilities it

offers. *Room 210*

**7:00–8:00 Twilight Zone: Behind the Scenes**—**Jeffrey Ashkin** (technical support, *The Credits Movie*) and **Marc Scott Zicree** (Mr. Sci-Fi YouTube Channel) discuss all the behind-the-scenes stories of the original anthology series, which Zicree detailed in his guidebook *The Twilight Zone Companion*. *Room 211*

**7:00–8:00 It's Dead, Jim! Archaeology and Paleontology in Star Trek**—How well did Picard know his way around a trowel? Will Petra Aberdeen or Becket Mariner dethrone Vash as best archaeologist in the quadrant? What was even in that paleontology database on board *Voyager*? Dr. **Ashley Poust** (paleontologist, San Diego Natural History Museum) and **Jesse Shelmire** (archaeologist, paleontologist, San Diego Natural History Museum) take a deep dive into the reality, the fiction, and a Trek-tastic utopia of archaeology and paleontology these last 56 years. Moderated by **Giraffe** of the Star Trek podcast *Strange New Pod*. *Room 213CD*

**7:00–8:00 Pop Culture Fantasy Draft**—The Welcome Party cordially invites you to a Pop Culture Fantasy Draft, where panelists build the best team for surprise scenarios and suggestions from the audience. Joined by some Felted Friends (**Danny Montooth**, puppeteer for Cucumber; **Art Vega**, puppeteer for Chunk), **Alix Catherine**, **Cole Garrison**, and **JPG** will be choosing characters across pop culture to brave haunted houses, medal in Olympic events, and run social media accounts. Once the characters and scenarios are chosen, it's up to the panelists to convince the voting audience that their picks are the right people for the job! *Room 300A*

**7:00–8:00 From Burnout to Brainstorm**—**Amanda Meadows** (senior editor, Oni Press/Lion Forge, she/her), illustrator and Annie and Emmy Award-winning animator **Sandra Equihua** (*El Tigre: The Adventures of Manny Rivera*, *Maya and the Three*, she/her), and Emmy and Peabody Award-winning animator **Elizabeth Ito** (*City of Ghosts*, *Adventure Time*, she/her) discuss how they've navigated their creative industries to produce stories that excite them, and how industry practices should change to give fans more stories that reflect a wider range of characters and experiences. Moderated by **Christine Pasalo Norland** (writer/founder/president of Hello Barkada, she/her). *Room 300E*

**7:30–8:30 The 70th Anniversary of the 3-D Craze of 1953**—1953 was a landmark year for 3-D movies and comic books. That year saw many major Hollywood feature films, shorts, and theatrical animated cartoons produced in 3-D, and most major comics companies published 3-D comic books, all to great popularity. But the fad burned out quickly—by the

end of the year, there were no more 3-D comics, and only a few movies were still released in 3-D the following year. **Eric Kurland** (founder, 3-D SPACE), **Lawrence Kaufman** (historian, National Stereoscopic Association), and **Mike Ballew** (*Close Enough to Touch: 3-D Comes to Hollywood*) take a look at how the 3-D craze started, some of its highlights, and why it fizzled out. 3-D glasses will be provided to attendees. *Room 208*

**7:30–8:30 Cheat Code: Press Left, Right, B, A, and Start to Change the Rules of Gaming and Entertainment**—The entertainment industry has undergone significant changes in the past two decades, from the emergence of video game consoles and online multiplayer gaming to the advent of novel technologies such as web3 and the metaverse. From creating Sonic the Hedgehog and launching Master of the Universe to investing in Pokémon Go and Twitch, these panelists have been at the forefront of these changes. **Tom Kalinske** (former CEO of Mattel and Sega of America) and **Ernestine Fu** (chairman of Stanford Frontier Technology Lab, investors of Pokémon Go) share their unique insights and experiences and how they have shaped the industry as we know it today. Moderated by **Francis Kong** (game designer of World of Haiku). *Room 213AB*

**7:30–8:30 The Science (and Schmiege) of the Arrowverse**—As *The Flash* TV series races to its finish line, revisit the Arrowverse from its beginning in *Arrow* through *Black Lightning*, *Stargirl*, and more with an exploration of the science, science fiction, and fantasy behind these great stories. Dr. **Travis Langley** (*Batman and Psychology*; *Stranger Things Psychology*) asks a panel of experts how—and if—any of it might work: **Deric A. Hughes** (*Arrow*, *Quantum Leap*), **Kristi Korzec** (*Superman & Lois*), **Ray Utarnachitt** (*DC's Legends of Tomorrow*), **Dr. Janina Scarlet** (*Dark Agents*), and maybe a surprise guest or two. *Room 300C*

**8:00–9:00 Be the Monster You Were Destined to Be: Representation in Horror Comics**—Everyone has a dark side. Horror lets people explore the monster within. Whether that's an inner demon trying to get out or an outer demon trying to not be noticed, shining the light of diverse representation lets readers feel seen and gives them real-world agency. Panelists include **Phillip Knox** (*.357 Magnum Opus*), **Joelle Sellner** (*Ben 10*), **Brandon Perlow** (Were-woofs), and **Debbie Daughtee** (Kymera Press). *Room 207*

**8:00–9:00 True Crime in Comics**—The Cereal Killer Duo **Anastasia Washington** and **Maria Spiridigliozzi** are joined by **Samantha Hale** (Horror Nerd), **David Crownson** (Kingwood Comics), **Ed Greer** (The Greatest Pod), and **Sean Owens** (Icons of Darkness) to discuss



# SUNDAY PROGRAMMING

true crime in comics. An interactive panel with trivia prizes and yes . . . cereal.  
*Room 209*

**8:00–9:00 Creating 3D Models for Storytelling in Blender 3D—Stephen Burns** (3D artist and author), **Nikolai Svakhin** (Adobe 3D engineer), and **John Eaves** (Paramount Pictures and Marvel Comics concept artist) demonstrate the exciting possibilities of using Blender 3D to design and create concepts that aid in telling great stories. They will also expound on how this exciting technology allows concept and 3D artists to collaborate in bringing their visions to life. This presentation will focus on getting to know Blender 3D to build, texture, and render your 3D environments to bring your vision to life.  
*Room 210*

**8:00–9:00 Mostly Dead Is Slightly Alive: The Medicine of Adventure Movies**—A panel of esteemed physicians discusses the injuries, cures, and medical misconceptions seen in adventure films from the '80s and '90s, including *The Princess Bride*, *The Goonies*, *Back to the Future*, and *Indiana Jones*. Featuring **Johnny Kolasinski** and Dr. **Jackson Vane**, creators of *Hi Everybody! A Bad Medicine Podcast* and frequent guests Dr. **Ewa Farrelly**, Dr. **Courtney Nicholas**, and Dr. **Greg Winter**. *Room 211*

**8:00–9:00 Selling the Hit: What You Always Wanted to Know About the Stunt Industry (In Memory of Eric Cajuat)**—Stuntmen and stuntwomen from *Black Panther: Wakanda Forever*, *Avengers: Infinity War*, *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 the industry has changed and is changing. Panelists include **Esteban Cueto**, **Janeshia Adams-Ginyard**, **Brian Danner**, **Joette Orman**, and **Tammie Baird**. Moderated by **Justin T. Bowler**. *Room 213CD*

**8:00–9:00 Puppet-Filled DnD One-Shot**—Do you love Dungeons & Dragons, puppets, and unscripted chaos? The cast of *Perception Studio*—host/GM **Ryan Keiser**, **Danny Montooth** (puppeteer for *Cucumber*), and **Art Vega** (puppeteer for *Chunk*) join actress/voice actress **Kim Wong** (*Words Bubble Up Like Soda Pop*, *Snowdrop*) for a one-shot of D&D. Much of this game is encouraged to be derailed by the audience!  
*Room 300A*

**8:00–9:00 Warren Kremer: Harvey Comics' Cover Genius**—When *Casper the Friendly Ghost*'s artist visited the Marvel Bullpen, Marie Severin remarked

“They don’t know it, but this is the best artist that ever walked through these doors.” Was she right? **Jim Thompson** (A People’s History of Comics, 2021 Eisner Awards judge), **Alonso Nuñez** (executive director, Little Fish Comic Book Studio, 2021 Eisner Awards judge), **Mark Badger** (artist, DC/Marvel, creator of *Badgetoons*), **Jerry Beck** (author and animation historian), and **Isidro Valdez Palmer** (artist) examine Kremer’s *Casper*, *Wendy the Good Little Witch*, *Hot Stuff*, *Little Dot*, *Little Lotta*, *Stumbo the Giant*, and *Richie Rich* covers in a master class on color, brushstrokes, design, direction, character expression and the art of the gag. *Room 300E*

**8:30–11:00 The 2023 WonderCon Masquerade**—Our annual onstage costume competition returns, celebrating costuming in the popular arts and the cosplay creativity and talents of our attendees! Not a dance or party, but a series of onstage presentations of terrific fan-crafted costumes set to special music and lighting, and with trophies and generous cash and other awards. The guest MC is **Ashley Eckstein** (founder of the *Her Universe* fashion and lifestyle brand, and the voice of Ahsoka Tano on *Star Wars: The Clone Wars*, *Star Wars: Rebels*, and *Star Wars: Forces of Destiny*). There will also be special entertainment during the judging break with a return performance by the talented **Corps Dance Crew**, and then a new show by the amazing **Saber Guild** lightsaber group. Doors will open at 8:00 for audience seating but the line for choice seating will start forming earlier. No flash photography, please.  
*North 200A*



**10:00–12:00 Animation Show of Shows' Best!**—**Ron Diamond** (founder, curator, and producer) offers a special presentation of the best animated shorts from the Animation Show's first 21 years. Arrive early for a special pre-panel photo montage of directors and their colleagues at festivals and at Studio screenings. *Arena*

**10:00–11:00 31st Anniversary X-Men: The Animated Series**—**Larry Houston** (producer/director *X-Men TAS* & *Captain Planet*; consultant on the new *X-MEN '97* for Disney+), *X-Men* writers **Brooks Watchel** (“Dark Phoenix Part 4,” “Mojo-Vision”), **David McDermott** (“Weapon X Lies & Videotape,” “Sanctuary Part One”), **Len Uhley** (“Nightcrawler,” “Cold Comfort”), and *X-Men* artist **Mark Lewis** (character design, revisionist) discuss behind-the-scenes production on the *X-Men* series. *Room 207*

**10:00–11:00 The Writers Block: Com-**

**ics State of the Union**—Where do comics go from here? As publishing recovers from the massive impact of COVID, titanic shifts are happening in the comics landscape. **David Avallone** and **Ryland Grant**, co-hosts of the award-winning *Writers Block* podcast, interview a panel of seasoned comics professionals about the current state of the industry. They'll discuss the scandals, the controversies, the challenges, and possible solutions. Joining them are **Charlie Stickney** (*White Ash*), **David Booher** (*Canto*), **Ray Anthony Height** (*Star Wars: Doctor Aphra*), and **Barbra Dillon** (Fanbase Press). *Room 209*

**10:00–11:00 Diversity in Fantasy**—**John Wells III** (*The Kalib Andrews Chronicles*), **Amanda Ross** (*The Witchkind Series*, *In the House of Transcendence*), and **Jonathan Yanez** (International and *USA Today* bestselling author) discuss diversity in fantasy and what diverse authors owe their own cultures when writing diverse characters. Moderated by **Tiffie Polite** (influencer).  
*Room 211*

**10:00–11:00 The Illustrators of the Star Trek Universe**—Senior illustrators from the series *Star Trek: Picard*, *Star Trek: Strange New Worlds*, and *Star Trek: Discovery* will demonstrate and share their process for creating illustrations and storyboards used to create the *Star Trek* universe sets, vehicles, etc. Panelists will include members of the Art Directors Guild/IATSE Local 800 **Dan Caplan**, **Andrea Dopaso**, **John Eaves**, **Neville Page**, and **Aaron Sowd**. Moderated by **Tim Burgard**. *Room 213CD*

**10:00–11:00 Pop Culture Content Creation for Beginners**—Whether it's Twitch streaming, TikTok viral videos, podcasts, or cosplay, there's a space that may be calling to you to build content. **Alix Catherine** (host, *The Welcome Party*), **Andrew Linde** (host, *Nothing New: A Remake Podcast*), **Lollipop Heidi** (cosplayer and content creator), **Anais Morgan** (producer, *Infinite Sided Dice*), **Dani Gage** (cosplayer and content creator), and **JPG** (content creation consultant, *InterMyth*) discuss the dos and don'ts of content creation when you're starting out. The panel will also address cultural sensitivities in content creation, self-management, and how to track and create trends. *Room 300A*

**10:00–11:00 Building the #1 Preschool Franchise in the World CoComelon**—**Richard Hickey** (head of creative at *Moonbug Entertainment*) and **Andy Yeatman** (managing director of Americas at *Moonbug Entertainment*) discuss how to build a franchise, growing up digital, and expanding brand affinity and fandom. *Room 300E*

**10:00–5:00 Children’s Film Festival—**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 documentary. Animators and filmmakers will talk to the audience following their films, including offering advice for kids on how to become a professional animator or filmmaker. *Room 303AB*

 **10:30–11:30 Spotlight on Annalee Newitz—**Annalee Newitz is an American journalist, editor, and author of fiction and nonfiction. They founded the science fiction website *io9* and served as editor-in-chief from 2008 to 2015, then became editor-in-chief at *Gizmodo* and tech culture editor at *Ars Technica*. Their book *Scatter, Adapt, and Remember: How Humans Will Survive a Mass Extinction* was nominated for the *LA Times* Book Prize in science. Their first novel, *Autonomous*, won a Lambda award. *Room 208*

**10:30–11:30 On Your Mark, Get Set, Draw! An Interactive Draw-off for All Ages—**It’s the cartoonist grand prix, and these illustrators need your help! Random House illustrators **Jose Pimentia** (*Twin Cities*), **Rachel Ignotosky** (*What’s inside a Flower?*), and **Max Lang** (*Grumpy Monkey*) dash to bring audience ideas to life in this race for the ages! *Room 210*

 **10:30–11:30 Spotlight on Jae Lee—**Artist **Jae Lee** holds a one-on-one interview and Q&A session. A perfect opportunity for any aspiring artists to have any burning questions answered. *Room 213AB*

**10:30–11:30 30 Years of Power Rangers: A Fan Celebration—**Thirty years ago, the Power Rangers debuted and have been a worldwide phenomenon ever since. Celebrate with some of your favorite Power Rangers actors from across the years, including **Roger Velasco** (*Power Rangers in Space*), **Brennan Mejia** (*Dino Charge*), **Ciara Hanna** and **Cameron Jebo** (*Super Megaforce*), and **Peter Sudarso** (*Ninja Steel*). Talent subject to change—more Rangers are on the way! Moderated by comedian and podcast host **Ben Kliewer** (*TheConGuy.com*). *Room 300C*

**11:00–12:00 Industry and Community Advisory for Comic-Con Museum Education—**Calling industry, educators, and community members: The Comic-Con Museum Education Center wants your input. **Emily Schindler** (Comic-Con Museum education director), **Robin Donlan** (president, Comic-Con International), **Jewyl Alderson** (San Diego County Office of Education), and other engaged educators hope to catalyze a community of industry and community stakeholders to make industry-aligned education programs more accessible, more representative, and more responsive to the Comic-Con and education community needs. The Museum is

encouraging attendance and input from those in the comics industry, TV/film, costuming/cosplay, esports/game design, or any others in the creative workforce. *Room 204C*

**11:00–12:00 Adventures in Voice Acting for Anime—****Eric Sherman** (voice director and CEO of Bang Zoom! Studios) and **Mami Okada** (casting director, Bang Zoom! Studios) alongside a team of veteran voice actors host a discussion on the voice-over process in the anime and gaming industries, how they got started in voice acting, and their adventures in this creative space. *Room 207*

**11:00–12:00 Reel Rejects Live!—**The self-proclaimed “best reaction channel on Youtube,” Reel Rejects, hosted by founders **Greg Alba** (Reel Rejects) and **John Humphrey** (Reel Rejects), and the newest reject **Coy Jandreau** (Nerdist, Collider) holds a special Reel Rejects LIVE! After achieving a following of over 1.07 million followers talking movies, comics, & tv shows they thought they’d feel complete, but that void will never be filled. So they’re here to keep reacting and commenting until they realize true love is first achieved by loving yourself. Participate in the audience team up chaos for this special LIVE recording with special TBD guests. *Room 209*

**11:00–12:00 Pop Culture and the Christian Church—**How effective has the Christian church been in its outreach to the comic book/animation/gaming culture? Where has the church been successful, and where it has failed? Panelists will discuss concrete and tested strategies to reach the pop culture community. Discussion will be followed by a short sermonette. Panelists include **Alexander James** (church speaker), **Joe Queen** (Geeky Guys 4 God), **Karyn Keene** (youth leader), **Bryan Mero** (Christian Comic Arts Society), **Janae Stark** (Christian Comic Arts Society), and **Ralph Miley** (moderator). *Room 211*

**11:00–12:00 What Does Healthy Queer Representation in Comics Look Like?—**Led by **Barbra Dillon** (editor-in-chief, Fanbase Press), this panel will provide a thoughtful conversation that goes far beyond the fact that representation is necessary. Featuring **David M. Booher** (writer, *Killer Queens*), **Ashley V. Robinson** (co-writer, *Jupiter Jet*), **Tilly Bridges** (writer, *Trans Tuesdays*), and **Kayden Phoenix** (writer, *A La Brava*), the conversation will include how each panelist defines “healthy” queer representation, whether it’s necessary to only tackle the positive stories and aspects of life, and much more. *Room 213CD*

**11:00–12:00 Over-30 Cosplay: Costuming and Cosplay Advice for the Mature Cosplayer—**Get your creative juices flowing and forge your creative spirit ‘cause age is just a number! Need

Cosplay encouragement? Want tips to combat age stereotypes? Looking for help to feel included and honest age-related cosplay table talk? Panelists will drop tips to build strength, courage, and cosplay comfort strategies when you are 30 year old to 100+. Featuring **Jen Greeley** (Orange Go Fish—cosplayer, photographer, editor at Over30Cosplay), along with expert cosplayers **Capuchino Cosplay**, **Dude Vader Hero**, **Melanie Bolen/GeekyFit**, **Joe Pryde Cosplay**, **Chief Patricia Photography**, and **Bill Burnz Cosplay**. Moderated by **Bill Watters** (photographer, critic, and event producer). *Room 300A*

**11:00–12:00 Surviving the Zombie Apocalypse: Do You Have the Guts?—**Zombie stories in popular culture can help us critically examine social institutions (family, economics, education, law) and explore ways inequality is reproduced. Dr. **Sheri-Lynn Kurisu** (assistant professor of criminology and justice studies, CSUSM), Dr. **Matthew Atherton** (associate professor of social sciences, CSUSM), Dr. **Zachary Hays** (associate professor of criminal justice, CSUB), **Arune Singh** (director of brand, editorial, Skybound Entertainment), and **Shawn Kittelsen** (narrative director, Skybound Entertainment) will challenge audience members to survive scenarios in the zombie apocalypse. Moderated by **Allison Carr** (academic transitions librarian, CSUSM). *Room 300E*

**11:00–12:00 UFOs in Comics and Popular Media—**UFOs are in the skies and on everyone’s minds these days and they have been in comic books, movies, and television for decades. This panel of researcher-author enthusiasts, well-known in the UFO community, come together to present an entertaining and informative depiction of strange objects in the skies through the years. **Walter Bosley** (*Ancient Aliens*), **Clydene Nee**, **Don Ecker** (*UFO Magazine*), **Tessa Dick** (*Philip K. Dick: Remembering Firebright*), and **Greg Bishop** (*Project Beta*) offer a fascinating and fun retrospective. *North 200A*

 **11:30–12:30 Spotlight on Jenny Frison—****Jenny Frison** (*Harley Quinn, Catwoman*) is joined by fellow WonderCon Special Guest **Phil Jimenez** (*Wonder Woman: Historia*) to discuss cover design, art, creativity, working in the industry, Jenny’s entire life story, and more. *Room 208*

**11:30–12:30 Comics Arts Conference Session #8: Visions of Persephone—****Sierra Schiano** (Los Angeles County Museum of Art) explores the feminist reclaiming of the Greek goddess Persephone in Li Österberg’s *Theia Mania* webcomics. **Lillian Marie Martinez** (University of Florida) uses *Lore Olympus*’s mythological love story to analyze the inherent ability of the webcomic form to craft reader intimacy. *Room 210*

**11:30–12:30 Women in VFX: Bringing TV’s Top Series from Script to Screen**—Female filmmakers from VFX studio Crafty Apes and Herne Hill, a Toronto-based creative production studio—including **Hayley Fromstein** (animation supervisor of *Guillermo del Toro’s Cabinet of Curiosities*), **Jane Byrne** (visual effects supervisor of *Shadow and Bone*), **Laura Hill** (visual effects supervisor of *Barry*), **Kristy Blackwell** (digital composer of *Guillermo del Toro’s Cabinet of Curiosities*), **Molly Pabian** (head of studio/visual effects producer of *The Orville*) and **Laura Carnegie** (visual effects editor of *Guillermo del Toro’s Cabinet of Curiosities*)—discuss the creation of TV’s top action, adventure, and drama series. The filmmakers will provide a behind-the-scenes look into the art and craft of filmmaking as it pertains to visual effects, as well as offer perspectives on working as women in the industry. Moderated by **George Edelman** (editor-in-chief of No Film School). *Room 213AB*

**11:30–12:30 World Building: Stranger Things, D&D, and Paranormal—Christian Ganiere** (*Stranger Things*, actor as Ten), **Rebekah R. Ganiere** (*USA Today* bestselling author, Emmy-nominated producer), **Angel Payne** (bestselling author), and **James Ganiere** (Emmy-nominated director/producer) discuss the universe of *Stranger Things*, *D&D*, the '80s, world building, magic systems, and more. *Room 300C*

**12:00–1:00 Z2 Comics Portfolio Review**—Z2 Comics creative director **Courtney Menard** and editor **Sean Edgar** evaluate portfolios and offer strategies on how the publisher collaborates with the biggest bands and pop culture storytellers for graphic novels, merchandise, and beyond! *Room 206B*

**12:00–1:00 How to Create Your Own Novel**—The Winner Twins, **Brittany** and **Brianna**, International bestselling and multiple award-winning novelists and comic book writers (Twin Soul Series, *Joan Jett & The Black Hearts—Bad Reputation/I Love Rock ‘n’ Roll, Halestorm: Hyde Manor*) explain how to create your own novel step by step, from building your universe to overcoming writer’s block to the different paths to publishing. They will be joined by **Todd McCaffrey** (*New York Times* bestselling author, *Dragon Riders of Pern*, Canaris Rift Series), **Seanan McGuire** (*New York Times* bestselling author, Hugo and Nebula Award winner, October Daye Series, In-Cryptid Series), **David Silver** (intellectual property and entertainment attorney), and **Chris Jericho** (acclaimed actor, wrestler, musician, author, podcaster, game show host, and TV personality). They will share their writing secrets and teach you how to turn your story idea into a published novel. *Room 207*

**12:00–1:00 Indigenous Storytelling in Comics and Pop Culture: Preserving**

**and Promoting Culture through Art—Dale Deforest** (*Hero Twins*), **Mark Nazal** (Diwata Komiks), **Chag Lowry** (*Soldiers Unknown*), **Johnny Bear Contreras** (artist), **Sara Roldan** (Our Oasis), and moderator **Lorran Garrison** (Little Brainstorm) explore the role of indigenous storytelling in comics and pop culture through their experiences of indigenous creators. The discussion will include the importance of cultural authenticity in their work and how they use traditional storytelling techniques in their comics. They will also delve into the challenges of depicting indigenous culture in a medium that is not necessarily rooted in it, and the ways in which they navigate those challenges. Also covered will be the impact of their work on indigenous youth and how comics and pop culture can be used as a tool for education and empowerment. There will be giveaways. *Room 209*

**12:00–1:00 Putting the FUN in Crowdfunding**—Comics professionals talk about the world of crowdfunding. Hear some success stories, tips, and why crowdfunding is the best way to make and distribute your comics today. Bring your questions! *Room 211*

**12:00–1:00 Ultraverse: 30th Anniversary Celebration**—After publishing comics for seven years, Malibu Comics launched the Ultraverse in 1993. Now, 30 years later, Prime, Hardcase, The Strangers, Mantra, Nightman, and the rest of the Ultraverse maintains a large, active, and vocal fan following. **Chris Ulm** (editor-in-chief), **Kurtis Fujita** (Ultraverse staff), **Marc Truex** (Ultramonthly Podcast), **Jeff Johnson** (*Solitaire* artist), **Larry Welch** (Ultraverse inker), **Steven Boyd** (moderator Ultraverse Facebook group), **Scott Kolins** (*Freex* artist), **Tom Mason** (*Prototype*, Malibu staff) and **Dave Olbrich** (publisher Malibu/Ultraverse) celebrate as they look at the past, present and future of the Ultraverse. *Room 213CD*

**12:00–1:00 Cosplay Rescue with SheProp**—Has it been too long since you got to geek out about your current project with other cosplayers? Got a cosplay or prop idea you’re stuck on, or aren’t quite sure where to begin? Bring your questions (or your actual project) and join SheProp for a hands-on discussion workshop where you can get one-on-one feedback on your current projects—wigs, props, cosplay, FX, makeup, and more. Whether you’re about to start or are trying to figure out the finishing touch for your epic cosplay, SheProppers are here to guide you to the finish line. *Room 300A*

**12:00–1:00 Alternative Career Options in Video Games**—Many people today aspire to work in the ever-growing and popular video game industry. However, not everyone has the skills in art, design, writing, or programming that typically form the core creative teams that

conceive and develop the games. But there is hope! The game industry is full of many types of jobs and needed skills that may not directly affect the creative vision but are just as important to the success of the team and the game. Come hear from game industry professionals with nontraditional backgrounds and ask them questions about what it takes to leverage your unique skills into a potential career in games. *Room 300E*

**12:00–1:00 The Dragon Prince: Building a Scene**—The cast, crew, and creators of *The Dragon Prince* take you on a journey from storyboard to the streaming screen—and everything in between. Moderated by **Jack De Sena** (Callum), the panel will break down a fan-favorite scene from season 4 of the hit Netflix series, sharing insights into their animation pipeline and creative process . . . plus some of the usual Xadian hijinks and an open Q&A, of course! *North 200A*

**12:15–1:45 Justice League x RWBY: Super Heroes & Huntsmen, Part One**—Replay. *Arena*



**12:30–1:30 Spotlight on Joe Quinones**—**Joe Quinones** is an American comic book artist and illustrator. Known for his expressive faces and fluid linework, Joe has worked on several high-profile books over the last 15 years, including *Dial H for Hero*, *Howard the Duck*, *America*, *Spider-Man* and more. Most recently, Joe helped usher in the return of Tim Burton’s Batman, realizing a comic book sequel to his two films, titled *Batman ‘89*. Joe illustrated and helped conceive of the book alongside the film’s original screenwriter, Sam Hamm. *Room 208*

**12:30–2:00 Comics Arts Conference Session #9: Illustrating Madness: Psychological Extremes as Narrative Devices in Graphic Novels and Comics**—Comic creators often use extreme psychological states such as terror and anger to accentuate pivotal moments in a character’s arc. **Vanessa Hintz** (Umm...About That! podcast) **Shelly Clevenger** (Sam Houston State University), and **J. Scott Jordan** (Illinois State University) analyze comics that create such moments both in text and imagery to further influence the psychological dynamics of other characters, the lived life of the reader, and the world in which we live. How do comics use the depiction of extreme psychological states both within and beyond their narratives? Includes a special video presentation from Victor Dandridge Jr. (Vantage: Inhouse Productions). *Room 210*

**12:30–1:30 Star Wars Trading Cards Collecting**—**David Neuhausel** (501st Costuming Club, Sci-Fi Coalition member) and **Shawn Mullen** (founder of Sci-Fi Coalition fan club) address where to start collecting, who to trade with, how to avoid pitfalls, and other dynamics of card collecting. Topics include base sets,



chase cards, autographs, and sketch and promotional cards. Also: a lively discussion on the infamous X-rated C3PO trading card. *Room 213AB*

**12:30–1:30 The Psychology and Celebration of *Batman: Mask of the Phantasm***—The hosts of The Arkham Sessions celebrate the 30th anniversary of the beloved animated film *Batman: Mask of the Phantasm*. Podcast hosts **Brian Ward** and Dr. **Drea Letamendi** (Fandom) will treat the audience to a conversation with the film’s co-director, **Eric Radomski** (*Batman: The Animated Series*), as well as with **Londyn Jackson** (*History of the Batman*) and **Ashley Victoria Robinson** (*Geek History Lesson*) as they “unmask,” explore, and pay tribute to the storytelling of Batman, the Joker, and of course, the Phantasm! *Room 300C*

**1:00–2:00 Where Do the Big Ideas Come From?**—Every amazing story starts with a killer idea—but where do those ideas come from? Tolkien had Gaelic folklore for LOTR, Herbert had Danish feudalism for Dune, and Lucas had Asian and Middle Eastern religions for Star Wars, but how did they make primeval concepts work in a modern world? Better yet, how do you take a modern narrative and make it timeless? **Nmon Ford** (VP, Universal Music Group, Lune Rouge Entertainment), **Geoffrey Mark** (CG supervisor, *Raised by Wolves, The Orville*), and a group of film and storytelling wizards explore time and space (literally!) to answer the big question about where great story ideas come from. *Room 207*

**1:00–2:00 Myths, Magic, and More—Alane Adams** (*The Sorceress*), **Gina Chen** (*Violet Made of Thorns*), **Greg van Eekhout** (*Fennis & Mott*), **Michelle Lam** (*Meesh the Bad Demon*), and **Sofia Lapuente** and **Jarrod Shusterman** (*Retro*) discuss the creative ways they use to build their worlds, from the first spark of inspiration to the final product. Moderated by **Judy Prince-Neeb** (children’s services librarian, South Pasadena Public Library). *Room 209*

**1:00–2:00 All Creatures Great and Furry**—Explore the world of LGBTQ+ furry comics and the queer furry community as a safe space full of self-expression, kindness, and empowerment. Join Prism Comics and moderator **Rebecca Kaplan** (Comics Beat, Prism Comics) to learn about the conventions, comics, websites, social media, and people who flourish in this anthropomorphic-attuned culture. Panelists include **Mark Merlino** (founding member, Cartoon/Fantasy Organization; and one of the founders of Furry Fandom; co-director, ConFurence), **Rod O’Riley** (one of the founders of Furry Fandom; co-director, ConFurence; writer for InFurNation.com), and **Knave Murdock** (*TransCat*). *Room 211*

**1:00–2:00 Tales from My Spinner Rack**

**Live!**—Do you love old comic books? **Gary Sassaman** (former director of programming and publications, Comic-Con International), does! Every Wednesday on his blog ([www.innocent-bystander.com](http://www.innocent-bystander.com)) Sassaman writes about a particular comic book (like *Batman* #147, featuring “Batman Becomes Bat-Baby!”) he owned—and loved—as a kid growing up in the 1960s. This presentation will bring to life the history, creators, and characters involved in some of the books Sassaman has written about, along with his own fond memories of these classic—and not-so-classic—comic books. *Room 213CD*

**1:00–2:00 Fantasy and Fashion: Celebrating 25 Years of the Labyrinth Masquerade Ball**—Celebrating a magical 25 years of fantasy and fashion, The Labyrinth Masquerade Ball is bringing together a talented panel of their costumers and long-time attendees of the Masquerade to discuss the creative process of designing and building high fantasy gowns and garb for all manner of mortal and fae folk alike. Panelists include **Shawn Strider**, **Jacque Adorni**, and a team of fashion designers and costumers from the event. *Room 300A*

**1:00–2:00 Climate in Crisis: Comics to Seed Hope**—Can imagined futures of drowned cities, drought, out-of-control wildfires, unprecedented weather events, and mass extinctions help us grasp the complexity of climate change? As world leaders attempt to scramble to face the coming decades, creators have as well, by telling stories focusing on the climate crisis to serve as both metaphor and call to action. **Cecil Castellucci** (*Shifting Earth*), **JR Hughto** (*That Distant Fire*), **Mark Russell** (*Traveling to Mars*), and **Sherri L Smith** (*Avatar: The High Ground*) are tackling seeding hope and visions for good futures in their stories while sounding the alarm about the high stakes of inaction when considering the state of our home, Planet Earth. *Room 300E*

**1:00–2:00 Freakazoid! How One Show Changed the World as We Know It—Freakazoid!** How one show changed the world as we know it. The *Freakazoid!* series creative team gives a behind-the-scenes glimpse into the making of this Emmy Award-winning cult classic. Featuring series writer/producer/voice actor **Paul Rugg**, series senior producer and writer **Tom Ruegger**, producer and writer **John McCann**, series producer/designer/director **Mitch Schauer**, and composers **Steve Bernstein** and **Julie Bernstein**. *North 200A*

**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*

**1:30–2:30 IDW’s Artist’s Editions: A Library of Comic Book Legends at Your Fingertips**—IDW Publishing and **Scott Dunbier** (director of special projects) set the industry standard for high-end archival collectibles when they launched the Artist’s Editions line, giving comic lovers everywhere the most authentic original comic art experience possible, from such greats as John Buscema, Dave Stevens, and Todd McFarlane (to name a few)! You’ll marvel as Scott relates personal stories of how Artist’s Editions are made . . . and what’s coming next! *Room 208*



**1:30–2:30 Spotlight on Jason Aaron**—All of your Jason Aaron questions can at last be answered, by none other than **Jason Aaron** himself. The writer of *Mighty Thor* and *Once Upon a Time at the End of the World* hosts a special recap of his career and tease of what’s to come. *Room 213AB*

**1:30–2:30 Coming Together: Honoring AANHPI Voices in Pop Culture—Ariel Landrum** (therapist), **Stefanie Bautista** (educator), and creators celebrate the profound impact of Asian American, Native Hawaiian/Pacific Islander representation in recent films and animation. Panelist shares their personal stories from their work with students, with clients, and within the entertainment industry. *Room 300C*

**2:00–3:30 Batman: The Doom That Came to Gotham**—Replay. *Arena*

**2:00–3:00 Game On: Writing Music for Video Games**—Video game music is the earworm that all gamers love to have stuck in their heads. From iconic themes to emotionally wrought experiences, music in games heightens the players’ experience to whole new levels. Grammy-nominated **Austin Wintory** (*Journey*, *Aliens: Fireteam Elite*), BAFTA-winning **Garry Schyman** (*Bioshock* franchise), and award-winning **Nami Melumad** (Medal of Honor: Above and Beyond) will speak to their experiences of writing music for video games and where they draw inspiration from. These composers will speak to how they collaborate with the game developers to make it the best audio experience for fans around the world. Moderated by **Chandler Poling** (White Bear PR). *Room 207*

**2:00–3:00 Horror, Thriller, or Neither?**—What kind of thrills make a film or TV show a horror story? **John Jennings** (*Kindred*; director, Abrams Megascopes, he/him), horror scholar and columnist **Lea Anderson** (*Fangoria*, she/they), writer **Viktor Kerney** (*Strange-Lore*; host, MEGASheen podcast, he/him), editor and writer **Malissa White** (*NIGHTMARE*; contributor, PanelxPanel, she/they), and critic and writer **Reyna Cervantes** (*Fangoria*; co-host, The Carnal Extremities Podcast, she/her) discuss the elements they feel qualify a film or TV show as horror, then (re)classify a





set list of past and recent films and TV shows on a scale of Horror, Thriller, or Neither. Moderated by **Christine Pasalo Norland** (writer/founder/president of Hello Barkada, she/her). *Room 209*

**2:00–3:30 Comics Arts Conference Session #10: Social Sciences Take on Comics—Josh Murillo** (California State University, Long Beach), **Jillian J. Mueller-Dombois** (CSU, Long Beach), and **Christopher R. Warren** (CSU, Long Beach) present the study design, methodology, and findings of a thematic analysis of racial and gender-based discrimination, acculturation, and identity in Brian K. Vaughan's *Saga*. **Shelly Clevenger** (Sam Houston State University) uses content analysis to show how Squirrel Girl's "unbeatable" honorific is rooted in her trauma-informed empathy, cooperation, and kindness. **Mike Bittner** (North Dakota State University) explains how the Batman storyline *No Man's Land* clearly demonstrates the four phases of emergency management and can be used to explain these abstract principles to students. **Kevin Tran** (California State University, Long Beach) and **Emily Doffing** (CSU, Long Beach) show how Poly Gonzalez's anti-ableist single-panel webcomics *Chronic Pain is a Party* creates a platform for chronically pained people to share emotions, experiences, and knowledge about medical ableism. *Room 210*

**2:00–3:00 Process Hex: How to Make Your Own Short Comic**—The team at HexComix is 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 all the way to finished art. Featuring **Lisa K. Weber** (artist, *HEX11*), **Kelly Sue Milano** (writer, *HEX11*), and **Lynly Forrest** (editor/producer, *HEX11*). *Room 211*

**2:00–3:00 Virtual Production for Film and TV**—A paradigm shift has occurred in filmmaking. It opens up completely new ways to tell a story and create visuals. This panel of A-list entertainment artists will share the latest magic in cinematography. *Room 213CD*

**2:00–3:00 Fans Assemble! the Avengers Initiative Marvel Costume Group—Mark Chu-Lin** (event coordinator and Avengers Initiative club president) hosts fellow Avengers Initiative members **Jennifer Athey** (California West Coast Avengers chapter leader), **Alice Irvin** (California West Coast Avengers executive officer), **Daniel Trevizo** (Los Angeles County fire captain and California West Coast Avengers member), and **Alex Cherry** (California West Coast Avengers member) to discuss using Marvel fandom for fundraising, charity work, and volunteerism. **Natalie Chicas** (Shriners Children's Southern California certified child life specialist) will share how such volunteers serve a pediatric service organization. The Avengers Initiative is a not-for-profit fan club dedicated to celebrating the Marvel Universe

through costuming. Come and learn how this all-volunteer organization was formed for the express purpose of bringing together costume enthusiasts under a collective identity of Marvel fandom and service. See how this group seeks to promote interest in Marvel through the building and wearing of quality costumes and to facilitate the use of these costumes for Marvel-related events as well as contributions to the local community through costumed charity and volunteer work. *Room 300A*

**2:00–3:00 Digital Comics @ Your Library**—Did you know you can read thousands of digital comics with just a library card? Panelists **Moni Barrette** (LibraryPass director of content management and publisher relations; co-founder Creators Assemble!; president, Graphic Novels and Comics Round Table), **Kevin Coon** (OverDrive account manager III), **Corey Etterling** (Hoopla regional sales manager West Coast), **Bre Indigo** (sequential artist, *The Dog Knight*), and moderator **Jack Phoenix** (collection development manager, Cuyahoga Falls Library; Brodart's graphic novel selector; author of *Maximizing the Impact of Comics in Your Library*) discuss the importance of digital comics at the library and show you how to access thousands of titles for free. You'll learn which apps to use, including Libby, Hoopla, and Comics Plus, see live demonstrations, learn a little about the technologies that improve the reading experience, and learn which popular titles and publishers are available. *Room 300E*

**2:00–3:00 Let's Talk LOTR: The Rings of Power**—The staff from the internet's longest-running Tolkien Community, TheOneRing.net (TORn) give an in-depth breakdown of season 1 of *The Rings of Power* and the most current info on what to expect from season 2. **Clifford Broadway** (host of TORn Tuesday), **Nancy Steinman** (writer and graphic artist), **Justin Sewell** (producer of TORn Tuesday), and **Cathy Udovch** (special events coordinator for TORn) will discuss what worked in season 1, what didn't work, and where the show goes next. There are new cast members, new characters, and new lands to explore, so bring your questions (and your cosplay) and talk Tolkien's Second Age. *North 200A*



**2:30–3:30 Spotlight on Mitch Gerads**—Artist **Mitch Gerads** has brought his realistic style to the superhuman and unreal in books like *Mister Miracle*, *Batman*, and *Strange Adventures*. Mitch and writer **Tom King** partake in a one-on-one interview, Q&A session, and often hilarious insanity. *Room 208*

**2:30–3:30 Make Mine Mecha: A History of Giant Robots**—**Jared Griego** (Dapper Bard, Eat the Magic) and **Scarlet Aznable** (cosplayer, convention lore keeper) introduce you to some of anime's best giant robot series. They will

explore different titles, mixing genres, and how you can suit up and get into this beloved genre of anime. *Room 213AB*

**2:30–3:30 Asian Representation in Comics and Media**—A candid discussion with creators in the industry about the progression of Asian representation and where it stands today. **Christie Shinn** (creator, HoraTora Studios, president of CAPS), **Bernard Chang** (artist/designer, *DC Monkey Prince*, *NYTimes* bestselling illustrator), **Gene Luen Yang** (artist/writer, *DC/Marvel*, *Monkey Prince*, *Shang-Chi*, *American Born Chinese*), and **Jessica Chen** (editor, DC Comics, *Monkey Prince*, various Bat-family Books) will discuss what inspired them growing up and what they hope to see going forward. Moderated by **Justin Otero** (cosplayer). *Room 300C*

**3:00–4:00 Making/Building Cool Complex Cosplays**—Get help with your cosplay creations from a panel of experts: **Andy Holt**, known for his Hawkman cosplay, has built six different sets of articulated wings, each set improving on the previous; **Sam Girgis** (Bigger-BoxModels) is known for designing ideas using CAD systems and a unique focus on the new 3D printing environment; **Julia Jenkins** is an avid seamstress and builder who has cosplayed many characters including Supergirl, Wonder Woman, Kim Possible, and Talia; **Anna Yeutter** has cosplayed many Star Trek characters and is a skilled seamstress and builder; **Don Wistos** works as director of Prop Fabrications/Mold making for Productions/Strategic Operations and runs a full-time prop production shop. *Room 206B*

**3:00–4:00 Civil Rights in the Time of Star Wars**—The Star Wars Disney+ shows *Andor* and *Kenobi* showcased the highly repressive life faced by citizens under the Galactic Empire. Could individuals be persecuted simply because they have Force abilities? Could the Imperial Public Order Resentencing Directive (PORD) be struck down as an ex post facto law? Is there any way the operations of both the ISB and Inquisitors could be legal? Is Luthen Rael justified in his efforts to start the Rebellion against the Empire? Can those on The Path claim any legal defenses? Circuit Judge **John Owens**, 9th Circuit Court of Appeals judge **Christine Peek**, **Angela Storey** (Habbas & Associates), and **Steve B. Chu** (Assistant United States Attorney) analyze the civil rights issues presented in *Andor* and *Kenobi*. Moderated by **Joshua Gilliland** (Greenan, Pepper, Sallander, & Lally LLP). Brought to you by The Legal Geeks. *Room 207*

**3:00–4:00 Writing and Illustrating Books for Kids**—Award-winning authors **Chris Baron** (*All of Me*), **Reggie Brown** (*Who Are Your People?*), **Tara Gilboy** (*Unwritten*), **Henry Herz** (*I Am Smoke*), and **Dee Leone** (*Dough Knights & Dragons*) share insights into children's



book publishing, how to get started, and lessons learned. *Room 209*

**3:00–4:00 Spotlight on Marv Wolfman—Marv Wolfman** (*New Teen Titans*) started writing comics in 1967 and hasn't stopped since. Writer/editor **Barbara Kesel** (*Meridian*) will conduct Marv's Spotlight interview and Q&A, discussing his work, his many creations, and much more. *Room 211*

**3:00–4:00 The Importance of Online Branding and Professionalism—** Knowledge and skills of how to brand you or your project online using the internet, websites, apps, and social media seemed to get more important each year, and then it became vital in 2020 to stay connected. Panelists will discuss how to use all the resources out there to get the good kind of attention focused on oneself or one's projects. Attendees will have a chance to win a several prizes courtesy of Adobe Education Leader Sean Glumace. Moderator **Topher Davila** (art director, GeekdomWear.com, Illustrator) joins **Gene Turnbow** (founder, SciFi.Radio; editor-in-chief, Helium Beach Press), **Luke Cheeseman** (director of media, TheConGuy.com), **Sean Glumace** (Adobe education leader, comic book letterer), and **Stephen Burns** (Photoshop digital artist, author, and lecturer). *Room 213CD*

**3:00–4:00 Star Wars Samurai Universe—**Moderator **Christopher Canole** (Dude Vader charity, causeplayer), **Nathan Seekerman** (cosplay and props designer), **Brendan Prout** (co-founder of the San Diego Star Wars Society), and **David Hernandez** and **Leah Panos** (Star Wars Samurai cosplayers) discuss the interconnection and influence of samurai movies (*The Hidden Fortress*, *Seven Samurai*, *Yojimbo*), graphic novels (*Lone Wolf and Cub*), history (Date Masamune and Ronin), and philosophy (Bushido and the Force) with the Star Wars culture and community including Skywalker movies, *Rogue One*, *The Mandalorian*, *Visions*, and future Star Wars movies and TV series. *Room 300A*

**3:00–4:00 The New Age of WOC Comic Creators—****Kayden Phoenix** (*A La Brava, Jalisco*), **Ghezal Omar** (.357 *Magnum Opus*, *Pimp Killer*), **Maxi Rodriguez** (*Chubby Bunny*), and **Christine Pasalo Norland** (writer; founder and president, Hello Barkada) discuss how changing the vanguard allows for new characters and untold stories to be told with pride and authenticity. *Room 300E*

**3:00–4:15 Dr. Horrible's Sing-Along Blog: An Interactive Musical Comedy—**WonderCon is going out on a high note! The Powers That Be behind Fandom Charities, California Browncoats, Six Degrees of Geek (was Whedonopolis), TheHellmouth, and Fandomopolis host an interactive screening of *Dr. Horrible's Sing-Along Blog*. Come and revel in the musical genius of The Whe-

lons! 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! Cheere, or whatever, for "Captain Hammer, Corporate Tool!" Just have fun and be sure to make Bad Horse gleeful. *North 200A*

**3:30–4:30 Six Essentials Aspiring Creators Must Know (Geekview Tavern Live!)**—It ain't easy making comics! Get the inside scoop no one shares on websites or social media. Comics industry veterans share the secrets behind creating, selling, and living life as comic book professionals. This live version of the YouTube show *Geekview Tavern* features host **Dave Olbrich** (Malibu Comics), **Scott Koblich** (artist *Deadpool*, *Avengers*), **Larry Houston** (director, animator), **Chris Ulm** (Ultraverse editor-in-chief), Emmy Award winner **Tom Mason** (*Dinosaurs for Hire*, *Prototype*), and **Vince Hernandez** (Aspen editor-in-chief). What you don't know can hurt you! *Room 208*

**3:30–4:30 Drawing with Science—**Dr. **Wei Xu** (artist, mathematician, computer scientist, author) will talk about how to correctly and efficiently draw shapes with science. He has developed an Angle-Based Constructive (ABC) method to control shapes, rather than using length-measurement, for observational drawing. People at all drawing levels will benefit from this talk. *Room 210*

**3:30–4:30 Talk Back—**Representatives from WonderCon/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*

**3:30–4:30 StreetPass OC: Nintendo Quizbowl V: The Quizening!**—Do you have what it takes to be a master? Do you have knowledge of all things Nintendo? Or perhaps even more? **Kiet Pham**, **Ryan Lu**, and **Adam Shere** let attendees compete for an opportunity to win prizes and also . . . Welcome to the Quizening! *Room 300C*

**4:00–5:00 Light Your Spark: Being Authentic in Gaming—****Mia Ginaé** (writer and public speaker) moderates a panel of Black video game developers as they discuss what it means to bring their authentic selves to the games industry. Open to early career pros and anyone interested in working in video games. *Room 207*

**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*) 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

crayons—let's pitch some picture books! *Room 209*

**4:00–5:00 How to Crack the Career Code for Mixed Reality, Gaming, and Tech—****KC Mancebo** (CEO/founder, Clamorhouse & Clamorhouse Kids), **Kristin Nobles** (founder and chief creative officer, BNoble Media Group), and others will share their stories of working on comics, films, games, mixed reality, and technology. Moderated by **Heather Cook** (community lead at Microsoft). *Room 211*

**4:00–5:00 Full-Time Creative Work on a Part-Time Schedule—**This panel covers what creatives need to know to make their project happen aside from the primary talent that a creative person already has. Topics include time management, resource management, and communication. This panel is for any group or individual with a goal. Every person who attends will get a postcard of some of the collected tips, wisdom, and potential pitfalls talked about on panels in past years. Attendees will have a chance to win a several prizes courtesy of Adobe Education Leader Sean Glumace. Moderator **Ron Coleman**, Ph.D., (molecular geneticist and comics writer) joins panelists **Gene Turnbow** (founder, SciFi.Radio; editor-in-chief, Helium Beach Press), **Sean Glumace** (comic book letterer, Glumace.com), **Renah Wolzinger**, Ed.D. (director of customer success at EON Reality, Inc.; owner, Renzone Music), **James Frye** (managing editor, TheConGuy.com), and **Topher Davila** (art director, GeekdomWear.com, Illustrator). *Room 213CD*

**4:00–5:00 The Un-Masquerade—**Ever walk the con floor and wonder just who or what someone is cosplaying? Ever wear a cosplay and constantly have people asking who it is? Love playing 20 Questions? **Angela Di Martino** (D&D aficionado), **Kelly Dreyer** (cosplayer), **Lauren Emery** (cosplayer), and **Chris Tushinsky** (comic aficionado) will ask competitors rapid-fire questions about their cosplay to guess who or what, and if the final guess is wrong, the competitor wins! Everyone who competes in the Un-Masquerade will receive a small token of appreciation. *Room 300A*

**4:00–5:00 How to Create a Utopian Society—**Tired of all the dystopian nightmares? Ever dream of a life of romantic adventure? Want to get away from it all? We offer you . . . UTOPIA! This is a lecture on how to create a true utopian society, using the new science of Free World Theory (FWT), devised by rocket scientist Andrew J. Galambos, developed by Jay Snelson, and perfected by Chas Holloway, who discovered the scientific definition of freedom. This lecture is not just for science fiction authors but for anyone else who'd like to see an end to poverty, crime, injustice, and war. Brought to you by author **Mark O'Bannon** (*Imperium*, *Whiskers*). *Room 300E*



# ANIME SCHEDULE

WonderCon is once again 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 the second level of the Anaheim Convention Center (see the map on page 33 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 Ballroom A** on the second level of the hotel (see the map on page 34 for the exact location). This schedule is subject to change. Check the room schedule signs outside the Anime rooms for updated information.

## FRIDAY

### DAYTIME

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

12:30 PM *Tonari no Seki-Kun: The Master of Killing Time*  
12:40 PM *Galaxy Angel*  
12:55 PM *Place To Place*  
1:20 PM *Comic Party*  
1:45 PM *His and Her Circumstances*  
2:10 PM *Golden Time*  
2:35 PM *Fruits Basket*  
3:00 PM *Haruka Nogizaka's Secret*  
3:25 PM *Haven't You Heard? I'm Sakamoto*  
3:50 PM *Galaxy Angel*  
4:05 PM *RIN-NE*  
4:30 PM *Yashahime: Princess Half-Demon*  
4:55 PM *Food Wars!*  
5:20 PM *Sayonara Zetsubou-Sensei*  
5:45 PM *If Her Flag Breaks*  
6:10 PM *Nagasarete Airanto*  
6:35 PM *Uzaki-chan Wants to Hang Out!*

#### Room 205B (Level 2)

12:30 PM *Battle Athletes Victory*  
12:55 PM *Snow White with the Red Hair*  
1:20 PM *Welcome To Demon School Iruma-kun*  
1:45 PM *Hunter X Hunter*  
2:10 PM *Lost Universe*  
2:35 PM *Psybuster*  
3:00 PM *Revisions*  
3:25 PM *Dirty Pair OVA*  
3:50 PM *DD Fist of the North Star*  
4:05 PM *S-CRY-ed*  
4:30 PM *Star Blazers: Space Battleship Yamato 2199*  
4:55 PM *One Punch Man*  
5:20 PM *BOFURI: I Don't Want To Get Hurt So I'll Max Out My Defense*  
5:45 PM *Seven Senses of the Re'Union*  
6:10 PM *Wise Man's Grandchild*  
6:35 PM *I'm Quitting Heroing*

### NIGHTTIME

#### Hilton Anaheim California A, Level 2

7:15 PM *Kakushigoto*  
7:40 PM *Kekkaishi*  
8:05 PM *Blood Lad*  
8:30 PM *Princess Principal*  
8:55 PM *A.D. Police To Protect And Serve*  
9:20 PM *Mushibugyo*  
9:45 PM *Plunderer*  
10:10 PM *Kampfer\**  
10:35 PM *Koi Koi Seven\**  
11:00 PM *Val X Love\**  
11:25 PM *Lupin The 3rd The Woman Called Fujiko Mine\**

## SATURDAY

### DAYTIME

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

10:30 AM *Tanaka-Kun is Always Listless*  
10:55 AM *Cardcaptor Sakura*  
11:20 AM *Senryu Girl*  
11:35 AM *Kodocha*  
12:00 PM *Teasing Master Takagi-san 3*  
12:25 PM *Ultra Maniac*  
12:50 PM *Place To Place*  
1:15 PM *Comic Party*  
1:40 PM *His and Her Circumstances*  
2:05 PM *Golden Time*  
2:30 PM *Fruits Basket*  
2:55 PM *Haruka Nogizaka's Secret*  
3:20 PM *Haven't You Heard? I'm Sakamoto*  
3:45 PM *Galaxy Angel*  
4:00 PM *RIN-NE*  
4:25 PM *Yashahime: Princess Half-Demon*  
4:50 PM *Food Wars!*  
5:15 PM *Sayonara Zetsubou-Sensei*  
5:40 PM *If Her Flag Break*  
6:05 PM *Nagasarete Airanto*  
6:30 PM *Uzaki-chan Wants to Hang Out!*

#### Room 205B (Level 2)

10:30 AM *Mon Colle Knights*  
10:55 AM *The Eccentric Family*  
11:20 AM *Hi-sCool! Seha Girls*  
11:35 AM *Leviathan-the Last Defense*  
12:00 PM *Aria the Origination*  
12:25 PM *Battle Athletes Victory*  
12:50 PM *Snow White with the Red Hair*  
1:15 PM *Welcome To Demon School Iruma-kun*  
1:40 PM *Hunter X Hunter*  
2:05 PM *Lost Universe*  
2:30 PM *Psybuster*  
2:55 PM *Revisions*  
3:20 PM *Dirty Pair OVA*  
3:45 PM *DD Fist of the North Star*  
4:00 PM *S-CRY-ed*  
4:25 PM *Star Blazers: Space Battleship Yamato 2199*  
4:50 PM *One Punch Man*  
5:15 PM *BOFURI: I Don't Want To Get Hurt So I'll Max Out My Defense*  
5:40 PM *Seven Senses of the Re'Union*  
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### NIGHTTIME

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8:55 PM *A.D. Police To Protect And Serve*  
9:20 PM *Mushibugyo*  
9:45 PM *Plunderer*  
10:10 PM *Kampfer\**  
10:35 PM *Koi Koi Seven\**  
11:00 PM *Val X Love\**  
11:25 PM *Lupin The 3rd The Woman Called Fujiko Mine\**

## SUNDAY

### DAYTIME

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

10:30 AM *Tanaka-Kun is Always Listless*  
10:55 AM *Cardcaptor Sakura*  
11:20 AM *Senryu Girl*  
11:35 AM *Kodocha*  
12:00 PM *Teasing Master Takagi-san 3*  
12:25 PM *Ultra Maniac*  
12:50 PM *Place To Place*  
1:15 PM *Comic Party*  
1:40 PM *His and Her Circumstances*  
2:05 PM *Golden Time*  
2:30 PM *Fruits Basket*  
2:55 PM *Haruka Nogizaka's Secret*  
3:20 PM *Haven't You Heard? I'm Sakamoto*  
3:45 PM *Galaxy Angel*  
4:00 PM *Yashahime: Princess Half-Demon*  
4:25 PM *RIN-NE*

#### Room 205B (Level 2)

10:30 AM *Mon Colle Knights*  
10:55 AM *The Eccentric Family*  
11:20 AM *Hi-sCool! Seha Girls*  
11:35 AM *Leviathan-the Last Defense*  
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1:40 PM *Hunter X Hunter*  
2:05 PM *Lost Universe*  
2:30 PM *NG Knight Lamune & 40*  
2:55 PM *Revisions*  
3:20 PM *Dirty Pair OVA*  
3:45 PM *DD Fist of the North Star*  
4:00 PM *S-CRY-ed*  
4:25 PM *BOFURI: I Don't Want To Get Hurt So I'll Max Out My Defense*

\*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 SYNOPSISSES

**A.D. Police: To Protect and Serve:** Throughout Genom City, the Packer Syndicate is wreaking havoc by using violent robots called Boomers to commit crimes. The Advanced Police, also called the A.D. Police, are an elite squad of high-tech cops and the only ones who can stop them and end the Syndicate's crime wave. The reckless daredevil Kenji Sasaki and his new partner, Hans Kleif, are hot on the trail of the Syndicate's devious leader, but must resolve their differences, otherwise they may kill each other instead of destroying Boomers.

**Aria the Origination:** As the seasons change again, Akari, Aika, and Alice continue their training together and with their mentors to someday become Neo Venezia's top female gondoliers, Prima Undines. They also must face and deal with even more responsibilities and challenges with their respective companies, but they still find time to have fun together. For Akari, Aika, and Alice there still seems so much for them to learn, but their dreams of someday becoming a Prima which had once seemed once so far away, might not be so far off anymore.

**Battle Athletes:** Since only three students from each training school go to the University Satellite to compete for the Cosmo Beauty title, there is cut-throat competition between star athletes and sneaky cheating slackers. For Akari, an added problem is she's the daughter of Tome Mido, the most famous Cosmo Beauty winner ever. Despite constant practice and support from her friends, the pressure from her mother's record-setting legacy is overwhelming for Akari. When Akari loses a race she folds and resigns from the school, but her friend Itchan refuses to let her give it up.

**Blood Lad:** Territory boss of the East Demon World, Staz is a vampire obsessed with human world goods, especially Japanese anime, manga, and games. Then he meets Fuyumi, a high school girl who accidentally wanders into the Demon World through a

portal appearing in the Human World. After a carnivorous plant kills Fuyumi, who then becomes a ghost, Staz feeling responsible for it and not wanting to lose his dream girl, promises to somehow help her to become a human again which soon becomes his life goal during their travels together.

**BOFURI: I Don't Want To Get Hurt So I'll Max Out My Defense:** After Kaede Honjō decides to play the VRMMORPG New World Online,

under the name Maple, and not wanting to get hurt becomes a shield user with maxed-out defense stats, and puts all of her acquired status points only on defense. She's slow and has no magic, but can withstand most attacks without taking any damage, and with creative thinking and innate luck she gains new skills and higher levels, making unexpected accomplishments in the game. Her friend Risa Shiromine, under the name Sally, teams up with her later

**Cardcaptor Sakura:** While Sakura, Kero, and Shaoran are searching for a Clow Card, Sakura is sent by the Return Card into the past where she sees when Toya and Miss Mizuki first met. After Sharon used the Time Card to return Sakura to the present she seals the Return Card. Going to a shop with Tomoyo to buy Charm Cards, Sakura, sensing a Clow Card, discovers Meiling had bought the Shot Card thinking it was a Charm Card. When Sakura and Shaoran find Meiling she accidentally activates the Shot



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Card, but Sakura, with Shaoran's help, seals it.

**Comic Party:** The ultimate otaku Taishi drags his clueless friend Kazuki into the world of fan comics by dumping him into a massive comic convention. Lost amidst the mobs of buyers, sellers, and cosplayers, Kazuki finds he's interested in creating fan comics. Meanwhile, his childhood friend Mizuki isn't going to let Kazuki be dragged from his normal life without a fight, especially with her. Despite her best efforts, Mizuki can't stop his new interest's addictive draw, as Kazuki slowly becomes a master fan comic author with Taish's encouragement.

**DD, Fist of the North Star:** Although Kenshiro attained 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 other unemployed people in Japan would-be hero Ken looks for work. Finding there's job opening at a convenience store, it looks hopeful for him, but if he wants it he must deal with two contentious contenders, his brothers Toki and Raoh.

**Dirty Pair:** As top operatives of the galaxy-wide for-profit World Welfare & Works Agency, 3WA, Kei and Yuri are dispatched to resolve any crisis throughout the universe. Their registered codename is "Lovely Angel", but to the rest of the galaxy the two are better known by their totally unwanted nickname of the "Dirty Pair". Although the 3WA's super-computer shows that Kei and Yuri always complete their assignments and any collateral damage and chaos that usually results from the mayhem, devastation, and destruction that seems to always occur with them is never really their fault.

**Food Wars!:** At the elite Tohtsuki Academy cooking school that's staffed by famous culinary chefs only the fittest survive. Lowly short-order cook Soma Yukihira, knowing only a handful of its students actually graduate, is

determined to graduate as well. Despite the efforts from its culinary giants, who try to upend his plans, Soma will show these snobs that anything they can dish out he can also serve it up as well and will impress them by making it far better than anything they could have ever imagined. Also, Soma vows to graduate as its top student.

**Fruits Basket:** After a family tragedy turned her life upside down Tohru not wanting to burden her friends tried living on her own, not realizing she was on Souma family property. After the mysterious clan finds Tohru and learns of her family tragedy, Yuki, Kyo, and Shigure Soma offer her a place to stay. Wanting to repay their generosity Tohru offers to help out around their house. Her life there shortly becomes even more complicated when she accidentally discovers the clan's family secret that certain people turn into the animals of the Chinese Zodiac when they are touched by the opposite sex.

**Galaxy Angel:** The Angel Brigade still searches for Lost Technology for the Transvaal Empire's military inspectors, but nobody knowing what it really is makes finding it very hard. Making their job even harder is getting relegated to doing various menial tasks. While on duty the Angel Brigade should be saving the galaxy one planet at a time, but Milfeulle, Ranpha, Mint, Forte, and Vanilla are instead constantly getting involved in many hilarious situations and misadventures.

**Golden Time:** Shortly after Tada Banri and his female classmate Koko Kaga developed intimate mutual feelings for each other they start dating. As Banri and Koko continue to spend more time together and also slowly adjust to their new romantic, intimate, lives as well, they along with all their new friends must deal with the various problems that they will all encounter and experience while discovering themselves. As more fragments of lost memories from his partial traumatic amnesia start to return they could threaten the growing, intimate, relationship that Banri and Koko cherish much.

**Haruka Nogizaka's Secret:** Shortly after Yuuto promised Haruka to keep secret that she's an otaku they started dating, during which he learns about and becomes supportive of her hobby. As they spend more time together they soon fall in love with each other and their relationship slowly becomes more intimate. Also Yuuto's older sister, Haruka's younger sister, maids, and eventually even her parents are supportive of their intimate relationship that they're secretly hiding from anyone else. Their love will help them to overcome any problems they might encounter in their relationship.

**Haven't You Heard? I'm Sakamoto:** In Classroom 1-2, Sakamoto is the coolest guy in school and possibly the coolest guy ever. He can make his glasses and school uniform even look fashionable and nothing seems to ever surprise or rattle him. All the girls are crazy for him and even the most macho delinquents feel a little different whenever he's around. Sakamoto never notices it or even takes advantage of all this attention as without even trying he's mysterious and cool. This does irritate some people, but the more someone does challenge Sakamoto the more they fall under his coolness. **His and Her Circumstances.** When summer vacation starts Arima will be leaving to train at a kendo camp for an upcoming tournament so can't be with Yukiko, who then decides to start devoting some time to her new friends and even helps them with any problems. Meanwhile, Soichiro's and Yukino's mutual friend Tsubasa is upset that her widowed father is remarrying. Fortunately she's won over by his fiancée's son Kazuma, who conceals a warm heart underneath his punk-rocker exterior. Kazuma just wants his mother to be happy and is also delighted at the prospect of having a sister.

**Hi-sCool! Seha Girls:** In a new school three girls meet for the first time, but the girls 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 are able to complete challenges inside classic SEGA video games to win the 100 medals required to graduate.

**Hunter X Hunter:** Both Gon and Killua head off to Heaven's Arena to continue their training. Once there they discover that the higher a fighter advances the tougher their next opponents are going to be. Quickly moving up the two friends soon meet Zushi, who informs them about the power of Nen, and they soon begin training under his mentor, Wing, to harness their true potential. Unfortunately on the 200th floor, the duo will hit a wall as their Nen-using foes are very strong, and Gon is injured. Both Gon and Killua must somehow gain the strength that's needed to advance further.

**If Her Flag Breaks:** A special power lets Sota see people's fates as flags above their heads that he will use to alter their fate. Using it he saved his classmate Akane who secretly loves him and became a potential girlfriend. Over the next few days, Akane, Nanami, and some female classmates and friends decide to live with him at the Quest Dorm, and Sota occasionally must use his powers to alter their fates. He and his new dormmate friends have all kinds of fun adventures, but eventually he will discover there's more to his powers than he realized.

**I'm Quitting Heroing:** After powerful hero Leo Demonheart defeated the Demon King he learns many people suspicious of his powers and abilities think he was created as part of a secret project to become the new Demon King and nobody now wants to employ him. In disgust, Leo then applies for a job with the Demon King Echidna herself, but she doesn't want him as well. Luckily some of her subordinates who he had defeated appreciate his skills so will secretly allow him to prove himself. Using a disguise Leo will show them that he's useful.

**Kakushigoto:** Weekly manga artist Kakushi Goto is known for ecchi

action titles like *Balls of Fury* and *Tights in the Wind*, but after his daughter was born he realized that he would be mortified if she ever found out, so he decides to disguise his true occupation from her. To maintain his cover he leaves home every day in a business suit then changes clothes somewhere along the way to the apartment he uses as a studio. Only after his daughter Hime is 18 will she be allowed to learn the truth, but that means there are several close calls as she is growing up.

**Kekkaishi:** At Karasumori School, 14-year-old student Yoshimori Sumimura is following in the tradition that has come down through many generations of the Sumimura clan as he's the twenty-second Kekkaishi of his clan. He's also constantly fighting with childhood friend and rival, Tokine Yukimura, who is a Kekkaishi as well, over

who is the rightful heir to the powerful Kekka Techniques. Yukimura and Tokine will use their powers to protect people from danger by battling the forces of evil, during which Yukimura will become even stronger.

**Kodcha:** Despite her attempts to help Akito cheer up Sana discovers that getting through to him won't be easy. Finally figuring out Akito's problem, Sana hopes her co-starring performance in an emotionally charged TV movie will solve it if she can convince his family to watch it. Then Sana is invited to do a chat with her favorite actress Asako Kurumi, but her manager Rei does another one of his mysterious vanishing acts at the time of the interview. Also, it seems that Asako is asking a lot of questions about Rei puzzling Sana, who wonders if Rei and Asako might know each other.

**Leviathan-The Last Defense:** Aquafall's lands were a paradise, as water flowed freely, lush vegetation covered the hills, and all forms of life lived peacefully. But after impacts by falling meteors spawned new hideous monsters it showed that others want the entire green world for themselves and would not stop until all opposition was vanquished. The fairy Syrup knowing what is needed to stop them will recruit an extraordinary team of three young girls processing special powers from three different Dragon Clans, water mage Leviathan, strength mage Jormungandr, and fire Bahamut, and creates the Aquafall Defense Force to protect their world.

**Lost Universe:** During a break before going on a contracted job, Kain encounters a Trouble Consultant friend who's accepted a dangerous contract job. After

his friend, while working this job, is killed by space pirates, Kain suspects that they're using an unknown Lost Ship so Kain with Mille and Canal's help uses his ship *Swordbreaker* to defeat the pirates. Later a reluctant Kain and Mille will go with Canal on a job assignment to escort a Minister on a passenger ship. But after chicken-costumed terrorists hijack it Kain, Mille, and Canal with help from a bumbling Nina will thwart them.

**Mon Colle Knights:** Discovering the existence of Six Gates an other-dimensional world of monsters and powerful hidden treasures known as Mon Mon Items, Scientist Ichiroubei Hiiragi creates the ship *Flyin' Dragon*, to travel to it. Ichiroubei with his daughter, Rokuna, and her classmate, Mondo, embark on a voyage of adventure, but are foiled by Count Collection, who will use the Mon Mon Items



PHOTO: T. GILL © 2022 SDCC

to conquer both worlds. Becoming the heroes Mon Colle Knights, Mondo and Rokuna will join forces with the Six Gates monsters to stop him.

**Mushibugyo:** In Japan, the eradication of bug-monsters, Mushi, is done by the Mushibugyo, warriors who specialize in fighting this insect scourge. To erase a dishonor to his family, young swordsman Jinbei Tsukishima is determined to join their ranks. It won't be easy as he must impress a team that includes an explosives expert female ninja, a master of shikigami magic, and a roster of other powerful veteran fighters. He is encouraged by the support of Haru, a pretty and busty innkeeper, he had rescued and who has hidden feelings for him.

**Nagasarete Airanto:** The island Airanto surrounded by life-threatening whirlpools makes 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 it with help from the pretty Suzu who's a close friend he has been living with, who treats him nicely and is the only girl not fighting over him. As Ikuto and Suzu spend more time together they develop mutual intimate feelings and become closer.

**One Punch Man:** Finally gaining back his passion for being a hero again Saitama, along with his cyborg disciple Genos, is now ready to begin his new official duties of being a professional hero. Unfortunately when a new friendship develops and a renewed interest in martial arts proves too distracting, the Hero Association is left to somehow deal with a sinister new wave of monster attacks on their own, and to make matters even worse it seems that its heroes are being hunted. The Earth is doomed unless Saitama with one punch can save the day. Place to Place: When your feelings for someone you know have changed it's hard to know where your relationship is now. Tsumiki and Io have been friends for a while, although his easygoing

nature is the opposite of her short temper fuse. They hang out with the same three great friends Mayoi, Sakaki, and Hime, but Tsumiki's relationship with Io seems a little bit more and she can't figure out if they're best friends or a couple, as sometimes he is almost too affectionate, but directly asking Io could jeopardize what they already have. So Tsumiki carries on hoping for more between them.

**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 down into the abyss and considered dead. After her mother was dragged into the abyss, Hina to fulfill her last wish has been searching for the Legendary Ace for the past five years and meets the strange masked man Licht. Later when Hina is in danger Licht while protecting her then loses his mask, revealing that he's the Legendary Ace.

**Princess Principal:** In the early 20th century, the discovery of Cavorite, an anti-gravity substance, caused a technological renaissance, with the development of giant airships and other fantastical inventions. But an armed rebellion by the oppressed poor against the ruling elite tore Great Britain in two. To take over Albion the Commonwealth plans to substitute their undercover agent Ange for young Princess Charlotte, but the two devise a plan to undermine their governments. The Princess will become an agent in exchange for help in claiming the throne.

**Psybuster:** In 2040, pollution and mysterious earthquakes left Tokyo in ruins. Ken Ando is training to join DC, an army-like organization set up to investigate and protect the collapsing environment. With support from his sister, Sayuri, Ken gives his best, but due to his poor evaluation session performances, he is still cut from it. When an ominous monster suddenly appears from the sky and overpowers DC's robots with mysterious invisible forces, Ken, eager to show he's totally capable, battles the monster, not realizing his own and

Earth's fate is linked to a mysterious Mech from another world.

**RIN-NE:** Although Black cats might be bad luck, maybe the cat has a reason for causing trouble. Rinne Rokudo quickly finds out that it's possible, especially if the cat is the mostly humanoid Oboro who's stuck in a contract with spoiled Shinigami Ageh, so Rinne's derelict house is now suddenly filled with snake spirits. That's just the beginning of the latest set of missions for perennially broke half-human, half-Shinigami, exorcist Rinne, his contracted black cat/demon Rokumon, and his human female classmate, partner in paranormal activities, and possibly paramour, Sakura Mamiya.

**Revisions:** After Daisuke Dojima is rescued by an enigmatic woman, he believes she predicted he's destined to protect his friends, but this obsession alienates everyone. Then Shibuya is suddenly transported to an apocalyptic future where humanity wages a desperate battle against the mysterious mechanical monsters the Revisions. Daisuke and his friends are saved by Milo, who reveals that Daisuke and his classmates have the unique ability to pilot special mechas called String Puppets. As they battle the Revisions, Milo's organization tries to find some way to restore Shibuya.

**Sayonara, Zetsubou-sensei:** When distraught teacher Nozomu Itoshiki tries to hang himself from a cherry tree one of his female students, extremely cheerful Kafuka, butts in and saves his life. All of Nozomu's students would be considered a little peculiar. There's hyper-perfectionist Chiri, female stalker Matoi, balding masochist Usui, as well as the others who have peculiar personalities in his class. Although Nozomu as a teacher should be preparing the young men and women in his class for the future, with his disillusioned ideas of preparing for it he possibly is not the best man for it.

**S-Cry-Ed:** A cataclysmic earthquake 22 years ago destroyed Tokyo and the government abandoned the devastated region called Lost

Ground. Within arose the Alter Users, people with unique psychic abilities to change matter. To restore order the special police force HOLO was formed and by using Alter Users created HOLY to capture and control the renegade Native Alters. Kazuma, a Native Alter whose Alter is Shell Bullet, is confronted by HOLY. Kazuma, fighting for his freedom and also his friend's safety, takes on HOLY's most powerful Alter User Ryuho and his Alter, Zetsuei.

**Senryu Girl:** Former middle school delinquent Eiji Busujima, wanting to change himself, even joins his high school's literature club, but his scowling-looking eyes still scare people. There's one literature club member who's not intimidated, cheerful odd girl Nanako Yukishiro, who never speaks and communicates only through senryu poetry. Seeing how Eiji and Nanako get along, the meddling club president decides to encourage a relationship between this unique literary pair.

**Seven Senses of the Re'Union:** After Haruto entered the new MMORPG Re'Union he discovers a virtual version of his childhood friend Asahi with all of her past memories, but with nobody to return to she's trapped in the game. After their former teammate friends, who are also playing the game, finally accept that they're seeing Asahi, they try to help Haruto uncover this mystery and also who is manipulating the players by pitting them against each other and even playing with their lives to force them to develop the game's special Sense Skills.

**Snow White with the Red Hair:** In the Kingdom of Tanbarun, skilled herbalist Shirayuki, an independent young girl with long pretty red hair, used her knowledge of plants and medicine to heal her city's people. To avoid the devious Prince Raj, sometime during the night she cuts her hair and escapes to the neighboring kingdom of Clarines, where she is found by the kind young man Zen, who is also a prince of her newfound kingdom. With his protection, Shirayuki was finally free to chase after her life-long dreams that will now even

include someday becoming the royal court herbalist.

**Star Blazers:** Space Battleship Yamato 2199: After receiving some advanced technological assistance from the alien civilization Iscandar, the Space Battleship Yamato with advanced tech, weaponry, and a highly skilled young crew departs the Earth to travel to Iscandar. But only have a year to find this planet and obtain a device they have generously offered to revitalize an Earth devastated by Gamilan's attacks. But constant Gamilan interference, dangerous cosmic phenomena, and conflicts among the young officers will test humanity's resolve.

**Tanaka-kun is Always Listless:** Put Tanaka-kun in any place that's nice and warm, and he then will start nodding off. Fortunately his best friend Ota, who's a gentle giant, carries Tanaka from place to place. Then there's pretty class-rep Shiraiishi who's convinced Tanaka has a unique ability to see past her pretty appearance, hyper pint-sized classmate Miyano who wants to be Tanaka's unwanted listless apprentice and self-proclaimed delinquent Echizen who is determined to fight him. Being the center of any attention is the very last thing Tanaka wants.

**Teasing Master Takagi-san Season 3:** Now Nishikata is a confused middle school student because of his female classmate Takagi's constant playful teasing and pulling of pranks on him. Nishikata's initial response of fighting back by taunting and pranking her hasn't been working, as she almost always seems to out-think him. He not only seems to be getting used to it, he also may even be getting used to Takagi as well, as if his brain is influenced by her mysterious and calculating mind. Even worse, Nishikata is starting to sometimes care about her.

**The Eccentric Family:** In modern-day Kyoto, humans live in the city, tengus fly in the sky, and tanukis roam the earth. Yasaburo is a tanuki and third son of famed tanuki leader Soichiro Shimogamo who ended up tragically in the year-end hot pot of some humans. Embracing his fool's blood, Yasaburo strives for a happy,

carefree life. But it's difficult between caring for his old tengu master Akadama-sensei, avoiding life-threatening advances by pretty human Benten, dealing with stupid twin cousins, and trying to avoid becoming a hot pot himself.

**Tonari no Seki-kun:** The Master of Killing Time: All Yokoi wants is to listen to her teacher's lessons, but her focus is always pulled away to see what her classmate sitting next to her Seki is doing. As he's not taking notes, but doing some other type of activity on his desktop. Yokoi is the only one ever noticing it and sees disaster looming as Seki's plans build to their conclusion, which she can't look away from.

**Ultra Maniac:** For Ayu, life as a middle school student has returned to normal despite knowing that her new friend and transfer student Nina is secretly a witch, and Ayu also knows that for Nina to return to the magic kingdom she must locate and find the five holy stones. But they soon realize that someone else is also looking for the stones, her childhood friend Maya who entered the human world to obtain all of them herself. So Nina must overcome any obstacle she encounters if she wishes to graduate and become the magic kingdom princess.

**Uzaki-chan Wants to Hang Out!:** Bubbly Hana Uzaki is thrilled that she's attending the same college as her fellow high school upper-classman, Shinichi Sakurai, but after watching him laze around for a year she thinks he's become a loner. Believing that Shinichi is introverted or intimidating, which is uncool and unacceptable, Hana decides to spend as much time as possible with him as she just wants Shinichi to experience having a fun lifestyle. But Shinichi considers her an annoying pest and stalker as he prefers just doing things by himself.

**Wise Man's Grandchild:** After dying in a car accident a young man is reborn in a magical new world with all of his past memories intact. The old, yet wise Merlin

finds the boy, names him Shin, then raises him. With training by Merlin, Melida, and Michel, Shin gains magical and combat skills beyond S-rank. 15 years later Shin is ready to journey off, but Merlin forgot to teach him common sense. Later Shin rescues two girls, Sizilien, to who he is mutually attracted, and Maria. After passing some exams they now attend Earlschied Magic Academy.

**Welcome to Demon School Iruma-kun:** Not only did Iruma Suzuki's parents badly mistreat him, they even sold his soul to a demon. Ironically the Demon had always wanted a grandson and is determined to make Iruma fit into that role. This will include his going to school with all the other demon kids. Since Iruma's never had a decent education he's okay with it, but if anyone learns that he's a human, his classmates will eat him. Amazingly Iruma does manage to blend in fairly well with his devilishly good new friend and if he's really careful he might actually survive to graduate.

**Yashahime: Princess Half-Demon:** Ten years after the Sacred Tree of Ages sends the Half-demon Towa, daughter of Sesshomaru and Rin, to the modern era separating her from her twin sister Setsuna, the vast time-traveling power of the mystical Sacred Tree reunites Towa with Setsuna who is a feisty demon slayer but doesn't remember her past as the mythical Dream Butterfly stole her dreams and memories. So the half-demon twins go on an adventure to help regain their past alongside their feisty quarter-demon bounty hunter cousin Moroha who's the daughter of Kagome and Inuyasha.



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