COMIC-CON INTERNATIONAL PRESENTS

WonderCon
ANAHEIM 2023

March 24-26 * Anaheim Convention Center
Program Book & Complete Schedule
FREE COMICS ON MAY 6
AT YOUR LOCAL COMIC SHOP!

FREE COMIC BOOK DAY™

1st SATURDAY IN MAY!

May 6, 2023

SUBSCRIBE & FOLLOW

More Info: freecomicbookday.com
THE BEST PINS AT WONDERCON

Ukiyo-e Heroes
Booth 1413

Convention Map

You found me!
Booth 1413
Between the Entrance the Bathrooms

Entrance Doors

Octopus Swordsman

Rice Bot
Frog Samurai
Ramen Cat

Ruby Dragon
Forest Dragon
Ramen Dragon
### 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.
CRYPTIKINS UNLEASHED

THE JOKER™
CALLING CARD
LIFE-SIZE HAND STATUE

BATMAN™
BATARANG™
LIFE-SIZE HAND STATUE

HARLEY QUINN™
PUDDIN’ POP
LIFE-SIZE HAND STATUE

CRYPTIKINS UNLEASHED

COSMIC UNICORN
LIMITED TO
300 CREATURES

LIMITED TO
300 CREATURES

2022 WONDERCON EXCLUSIVE

AVAILABLE NOW!
WAVE 2

BOOTH 1337
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.
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 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 BOOTHS: 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

PHOTO: R. MANAHAN © 2022 SDCC
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).

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.

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: 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.

**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.
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 include Do a Powerbomb, Beta Ray Bill, Murder Falcon, and Wonder Woman: Dead Earth.

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.

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.

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.

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.

Trina Robbins

Retired underground cartoonist and current comics historian 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.

James Rollins


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.
**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+.

**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.

**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.

**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.

**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.

**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.
For 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.
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.

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 guarantee any seating, autographs, or giveaways.
- If you have medications or other items that need to be kept cool, you should bring a small cooler or insulated bag. WonderCon does not have refrigerators for storage.
- WonderCon does not rent or lend wheelchairs or motorized scooters. Please make arrangements with a local vendor in advance if you need to rent.

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


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 Majestix. The Dungeons and Dragons Adventure League will have its own DCI judges. The Munchkin tournaments will have judges from Steve Jackson Games. The Red Dragon Inn tournaments will have judges from Slugfest.

### WONDERCON 2023 SCHEDULE

**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
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
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

CARDBORDIA
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 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

FRIDAY
12:30 PM – 6:30 PM, 7:00 PM – 10:30 PM MetaZoo Caster Convention Sealed League All Day Play—Learn to play.
**ST. COOL MINI OR NOT**

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 investigate the case of a mysterious disappearance...or will you succumb to your fear?

**GAMES**

**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

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 investigate the case of a mysterious disappearance...or will you succumb to your fear?

**FRIDAY**

12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:30 PM

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**

10:30 AM - 1:30 AM, 12:00 PM - 1:30 PM, 2:00 PM - 3:30 PM, 4:00 PM - 5:00 PM

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 - 5:00 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

**DUNGEONS & DRAGONS Y GLOOMHAVEN EN ESPAÑOL**

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: Valthrath el Guardia Rojo, Inox Hatchet, un Humano Voidwarden y un Quatryl Demoler. 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
ATTACK OF THE BLACK SCORPIONS

a HORROR-CREATURE novel by DAVID V. GREGORY

PAPERBACK and E-BOOK SOLD ONLY ONLINE at AMAZON, WALMART, BARNES & NOBLE, Rakuten KOBO, APPLE BOOKS, ALIBRIS, and Others.

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.

FREE 3-D COMIC PDF...

...AT BOOTH SP-27!

SUGGESTED FOR MATURE READERS

COPYRIGHT © MMXXIII DAVID V. GREGORY - WORLD RIGHTS RESERVED - Property of GALAXIE ENTERTAINMENT CO.
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 y 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

SÁBADO
2:00 PM - 5:00 PM Dungeons & Dragons en Español — El Norte Congelado — Una aventura de DnD 5e se se una sola sesión para jugadores de habla Hispánica. Una avalancha a toreado 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! Aprende a jugar y 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 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 Hispánica. 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.

GSN: GOLDEN STATE GAMING NETWORK
facebook.com/GoldenStateGamingNetwork

Castle Panic — es un Juego de mesa de estrategia cooperativa, 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 — es un juego de mesa para 4-8 players. Work together to contact all of your agents before the other team. The game is divided into red and blue. Each side’s team leader’s goal is to lead their team to the final victory.

Code Names Disney — es el Codenames Disney Family Edition combina el juego social de palabra con algunas de 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 — es una partida de decisión que determina quién es el jugador más inteligente de sus amigos. Un juego que te hará recordar los mejores momentos de Disney.

King of Tokyo — ¡Juega a monstruos mutantes, gigantes, robots y extraños alienígenas! Todos ellos tienen que sobrevivir a los monstruos que atacan y a los que están en el castillo. Decide quién será el que gane y quién perderá.

Love Letter: Princess Ever After — Un juego de mesa de deducción basado en el premiado juego de tarjetas Love Letter. ¡Encuentra el mejor aliado para enviar tu carta a la princesa Isadora! Si no lo logras, perderás.

Machi Koro — Es un juego rápido de 2-4 jugadores. Cada jugador quiere desarrollar su ciudad en sus propias terminaciones para completar todos los hitos de su tipo de juego.

PATHFINDER SOCIETY
paizo.com/organizedplay

Paizo Inc. es el editor de juegos de rol de la serie de juegos de fantasía de Pathfinder, que ha recibido más de 100 premios e influenciado a varias empresas en el mercado de juegos de mesa. La Organización Play Foundation es una organización sin fines de lucro creada para ayudar a llevar juegos de rol a toda la gente a través del mundo.
GAMES

Pokémon—Learn to play trading card 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.

Poke-Event—Add a Friend Zone.

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

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 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.

RELIQUE WORLDS
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 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

POKEMON
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.

Pokémon—Learn to play trading card 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!
**SAFEHAVEN GAMES**

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 warmth 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. 10:00 AM - 12:00 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 - 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 - 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 - 2:00 PM, 2:00 PM - 4:00 PM, 4:00 PM - 5:00 PM, 5:00 PM - 7:00 PM

**STEVE JACKSON GAMES**

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.

**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

**SLUGFEST GAMES**

**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**

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

**SATURDAY**

Red Dragon Inn 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**

Red Dragon Inn 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

**Check online listings for the most up-to-date gaming information.**
**PAINT & TAKE MINIATURES**

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**

WonderCon 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.

**CARDBOARDDIA**

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 fee $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 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

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
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.

SATURDAY
12:00 PM – 4:00 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 Undefeated). 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: $38

SUNDAY
7:00 AM – 11:00 AM 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 Undefeated). 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: $38

SLUGFEST GAMES
slugfestgames.com
Red Dragon Inn — You and your friends are a party of heroic fantasy adventurers. You’ve raided the dungeon, killed the monsters, and taken their treasure. Now you’re back, and what better way to celebrate your most recent victory than to spend an evening at the Red Dragon Inn. 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
Munchkin Tournament — Must know how to play. Entry fee: $5. 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 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 Hugo” for the year 1951, and the movie Destination Moon, which was based on a Heinlein story, received the "Retro Hugo" for Best Dramatic Presentation. He 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."

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.

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 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.

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

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.

**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 Lavaranifared/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**
Iti 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 Depta (L) (USA)

**Sidekick**
Devin Ahire (L) (UK)

**El Tallar De Arturo**
Diasbel Perdormo (A) (Spain)

**Shhh!**
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 Burn Family (D) (Canada)

**Rag Dolls**
Justin & 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)

**Level One**
Christopher Bennett (A) (Canada)

**I’m Gonna Get You**
Jeremy Weinstein (L) (USA)

**I’m Gonna Get You**
Jeremy Weinstein (L) (USA)

3:00 PM - 5:00 PM Program #12
Short films for all ages

**Moon Trace**
M. Youssef Rafizadeh (L) (Iran)

**Edmond & Lucy - The Incredible Featherstags**
Francois Narboux (L) (France)

**Robo99**
Sung Keol King (A) (Republic of Korea)

**The Mermaid’s Tale**
Aidan McArdrile (L) (UK)

3:00 PM - 5:00 PM Program #12
Short films for all ages
Best of Fest: All-Time Favorites, Vol. 3 (L/A) (Global)
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,
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. 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 costing 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.
Quick Guide

WonderCon

ANAHIEIM 2023

Everything you need to know about WonderCon 2023

Exhibit Hall Map and Exhibitor Lists

Complete Program Schedule Grids for All Three Days!

Artists’ Alley | Exhibitors | Fan Groups | Small Press
CHOICE FINE ART

BOOTH 2008

Shop Our Extensive Collection of Original Art from the Warner Bros. & DC Animation Archive!

Original Art and Limited Editions from:
- Disney
- DC Comics
- Looney Tunes
- Harry Potter
- Marvel
- Star Wars
- Hanna-Barbera
- Animaniacs
- Looney Tunes
- Peanuts

Bring this ad to our booth to SAVE 15% on all in-person art purchases.

All images © and TM the respective studios.
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

C

Brittnee Braun Designs 2009
Bryce Kho Draws 2113
Buki Pins 1938
BV Enamel Art 809
California Browncoats 889
California Hot Shots 1165
Cartoon Passion 1127
CBBS 2200
CGC Comics 700
Chalice Collectibles 165
Champion Comics 213
Charm Square Inc. 1027
Chew Gamers 910
Choice Fine Art 2008
Chris Sanders Art 1601
CJ Toyz 1158
Cliff Wassmann Fine Art 2248
CMON Inc. 2029
Collectible Toys 1437
Collectors Corner 1159
Colorful Sheep 1172
Comic Art Professional Society 2280
Comic Boards Ink 2151
Comic Madness 613
Comic-Con Museum 1009
Comicage 1819
ComicLink 413
COMICSTORE.COM 308
Commerce Gluttony 1283
Condemned Comics 421
CostumeBiz 1887
CovenTree
Olde World Market 1176
Cradilicious LLC 2189, 2087
Crafty Geek Girls 1182
Cre8 1558
Creative Gang 1909
Critical Entertainment LLC 1309
Critical Hit Games 1987
Crowned Athletics 1801
Cryptidzoo Interactive 1953
Cryptozoic Entertainment 1337
CS Art Materials 2286

D

Dad Toyz LLC 1957
Data Crew 1243
Defiant Press 1405
Design Studio Press 1612
Dice Envy LLC 2187
Disparody Art 1851

E

Dollman Collectibles/ Starbase Toys 1143
Dream World Comics & Toys 713
Ducky D 2155
Ebisu Collections 1372
Edgar Rice Burroughs, Inc. 1119
El Kapitan Inc 1274
Elven’n’Comics 109
Embrace the Sawdust 1883
Emii Creations 2123
Equilibrium USG 920
ESOH 1075
Eva Ink Publishing 2254
Everything Dice 2081
Evolutione Publishing 1220

F

Fandom Flare 2122
Fingent and Fable 2274
Fine Comic Collectibles 2264
Finest City Comics 210
First Stop Cosplay 1083
Fistful Designs 1813
Flex Comics 1408
Fugitive Toys 265
Functional Magic 2167
Funko 472
FVF MCFLYS COMICS 108

G

Gaaays In Spaaace 1211
Gallery Panda 1001
GameRave.com 923
GeekdomWear 1700
Geekify Inc 909
Genex Gaming 2083
Ghostbusters of Southern California 1194
Gifford Gaming 2282
Gizmoforge 1940
Glo in the Dark Productions LLC 2224
Global Anime 1554
GoDaddy’s Comic Book Hideout 309
Goosey Pins 2019
Graham Crackers Comics 201
GraphicLab Tees 1837
Greg Yantz Pins 1147
Grumpy Chicken by Robot Dance Battle 1059

H

Hanna-Barbera/ Filmation Studios 1312
Harley Yee Rare Comics 301
Hearts Guild 2125
Hector Ceniceros - Jamon Red 2250
Heritage Auctions 200
Heritage Auctions: Entertainment 204
Hero Within 918
HEROES 313
Herp Trading Inc 1183
Highgradecomics.com 403
Hills of Comics 500
Holzheimer’s Distribution 1937
Hotflips 2236
Hypebrickz INC 1139

I

I Had Those Toys 1131
Icky Pop 1904
ICON HEROES 1330
IKV Stranglehold 994
Indican Pictures 1012
Infinite Life Creations 24/7 1409
Infinity Millworks 911
Interstahn Designs 1228
Issabolical 1703

J

J and K Comics and Toys 408
Jack Ampon 2143
James C Mulligan, Disney Artist 1913
Jason’s Auctions 509
Jay Company 2065
Jed Thomas 2111
Jeff Granito 2218
JesxJessdraws 2067
Jonathan Perkins 1031
Jungle Boy Productions 1454

K

Kehasuk 2242
Kevin Workman Foundation / XSANGUIN 1508
Kimzar Kollectables 1441
Klua co. 1010
Kohse Art 1201
KouhighToys Inc 1955
Kraken Dice 2084
Kreativity Events Group 1247, 1447
KRS COMICS LLC 801

36 WONDERCON 2023
<table>
<thead>
<tr>
<th>EXHIBITORS</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
</tr>
<tr>
<td>LacedTea</td>
</tr>
<tr>
<td>Leen Customs</td>
</tr>
<tr>
<td>Little Shop of Pins</td>
</tr>
<tr>
<td>Los Angeles Ghostbusters</td>
</tr>
<tr>
<td>Los Angeles International Children's Film Festival</td>
</tr>
<tr>
<td>Lotus Era</td>
</tr>
<tr>
<td>Low Standards Designs</td>
</tr>
<tr>
<td>Luke McGarry</td>
</tr>
<tr>
<td>M</td>
</tr>
<tr>
<td>M2 Collectibles</td>
</tr>
<tr>
<td>Mad Experiments LLC</td>
</tr>
<tr>
<td>MagCon Gaming</td>
</tr>
<tr>
<td>MALA</td>
</tr>
<tr>
<td>Manda’galaar</td>
</tr>
<tr>
<td>Manga Girl</td>
</tr>
<tr>
<td>Metropolis Collectibles/ComicConnect</td>
</tr>
<tr>
<td>Mike’s Toys and Stuff</td>
</tr>
<tr>
<td>Mikes Comics Plus</td>
</tr>
<tr>
<td>Mischievous Pins</td>
</tr>
<tr>
<td>MIMMOOS</td>
</tr>
<tr>
<td>Monster Candy Publishing</td>
</tr>
<tr>
<td>Mortus Viventi</td>
</tr>
<tr>
<td>Mouse Droid Builders</td>
</tr>
<tr>
<td>Musings</td>
</tr>
<tr>
<td>My-D Pins and Collectibles LLC</td>
</tr>
<tr>
<td>Mysterious Galaxy</td>
</tr>
<tr>
<td>Mythical Legends Publishing</td>
</tr>
<tr>
<td>N</td>
</tr>
<tr>
<td>National Cartoonists Society</td>
</tr>
<tr>
<td>Near Mint All Stars</td>
</tr>
<tr>
<td>Neb’s Studios</td>
</tr>
<tr>
<td>NEFF</td>
</tr>
<tr>
<td>NEKO STOP</td>
</tr>
<tr>
<td>NerdszZms Vegas</td>
</tr>
<tr>
<td>NERDPINS</td>
</tr>
<tr>
<td>Nerds and Nomads</td>
</tr>
<tr>
<td>Nerdy Novelty Design</td>
</tr>
<tr>
<td>Ningen LLC</td>
</tr>
<tr>
<td>nooligan</td>
</tr>
<tr>
<td>Norse Foundry</td>
</tr>
<tr>
<td>NorthEastern Distribution LLC</td>
</tr>
<tr>
<td>Nostalgic Investments</td>
</tr>
<tr>
<td>Novatees</td>
</tr>
<tr>
<td>Nuclear Comics</td>
</tr>
<tr>
<td>O</td>
</tr>
<tr>
<td>Oddball Books</td>
</tr>
<tr>
<td>OG Collectibles</td>
</tr>
<tr>
<td>Ohmnhah</td>
</tr>
<tr>
<td>Order of Gallifrey</td>
</tr>
<tr>
<td>Otaku Lamps</td>
</tr>
<tr>
<td>Ototobo</td>
</tr>
<tr>
<td>OYNI</td>
</tr>
<tr>
<td>P</td>
</tr>
<tr>
<td>P Dot’s Comics &amp; Collectibles</td>
</tr>
<tr>
<td>Padawan Pins</td>
</tr>
<tr>
<td>Para Books</td>
</tr>
<tr>
<td>Party Animal</td>
</tr>
<tr>
<td>Pascal Productions</td>
</tr>
<tr>
<td>Pendragon Costumes</td>
</tr>
<tr>
<td>Phantom Zone Comics</td>
</tr>
<tr>
<td>Phib</td>
</tr>
<tr>
<td>Pixel Empire</td>
</tr>
<tr>
<td>PixelThat</td>
</tr>
<tr>
<td>POPNATION INC.</td>
</tr>
<tr>
<td>Poppers Toy Store</td>
</tr>
<tr>
<td>Power Morphincon</td>
</tr>
<tr>
<td>PRA International</td>
</tr>
<tr>
<td>Prism Comics</td>
</tr>
<tr>
<td>Q</td>
</tr>
<tr>
<td>Quirkilicious Inc</td>
</tr>
<tr>
<td>R</td>
</tr>
<tr>
<td>R2 Builders Club</td>
</tr>
<tr>
<td>Rachel Ignotofsky</td>
</tr>
<tr>
<td>Rebel Grace Shop</td>
</tr>
<tr>
<td>Red Hood Comics/ Rogue Toys</td>
</tr>
<tr>
<td>Redbeard’s Book Den</td>
</tr>
<tr>
<td>Retro Collector Toys and Collectibles LLC</td>
</tr>
<tr>
<td>Reynolds Advanced Materials</td>
</tr>
<tr>
<td>Rhode Montijo</td>
</tr>
<tr>
<td>Rinus Leatherworks</td>
</tr>
<tr>
<td>Ripen Collectibles</td>
</tr>
<tr>
<td>Rocketship Entertainment LLC</td>
</tr>
<tr>
<td>Rockin Pins</td>
</tr>
<tr>
<td>RoxannesDesignsCo</td>
</tr>
<tr>
<td>Rugalia Designs</td>
</tr>
<tr>
<td>S</td>
</tr>
<tr>
<td>S. Preston Art + Designs</td>
</tr>
<tr>
<td>SAKIMICHAN ART INC</td>
</tr>
<tr>
<td>Samuel Girgis Bigger BoxModels</td>
</tr>
<tr>
<td>Savvy Jensen Art</td>
</tr>
<tr>
<td>Sci Fi World</td>
</tr>
<tr>
<td>SeaDragon Covè</td>
</tr>
<tr>
<td>Severan M</td>
</tr>
<tr>
<td>Shane Sauer Art</td>
</tr>
<tr>
<td>Shark Robot</td>
</tr>
<tr>
<td>Sherry Lou Studio/ Melee Art</td>
</tr>
<tr>
<td>Side Quest Games &amp; Accessories</td>
</tr>
<tr>
<td>Sigh Co. Graphics</td>
</tr>
<tr>
<td>Sketched LLC</td>
</tr>
<tr>
<td>Songbird Ocarina</td>
</tr>
<tr>
<td>Speculative Fiction Collectibles LLC</td>
</tr>
<tr>
<td>Spoke Art Gallery</td>
</tr>
<tr>
<td>Star Salts</td>
</tr>
<tr>
<td>Stern Pinball-Rebellion Metal Merch</td>
</tr>
<tr>
<td>Steve Minty</td>
</tr>
<tr>
<td>STOOPS</td>
</tr>
<tr>
<td>Storm King Productions</td>
</tr>
<tr>
<td>Stranger Comics</td>
</tr>
<tr>
<td>Stuart Ng Books</td>
</tr>
<tr>
<td>Studio de Sade: ‘Fine Art of Nigel Sade’</td>
</tr>
<tr>
<td>Stylin’</td>
</tr>
<tr>
<td>Sumerian Comics</td>
</tr>
<tr>
<td>Super7</td>
</tr>
<tr>
<td>TableTopWitchy</td>
</tr>
<tr>
<td>TDNP 3D</td>
</tr>
<tr>
<td>Tea and Absinthe</td>
</tr>
<tr>
<td>Tee No Evil</td>
</tr>
<tr>
<td>TeeTurtle</td>
</tr>
<tr>
<td>TeeTurtle Fanwoods</td>
</tr>
<tr>
<td>Thatspidermanbooth</td>
</tr>
<tr>
<td>The Art of Megan Withey</td>
</tr>
<tr>
<td>The Blue Chip Comics</td>
</tr>
<tr>
<td>The Brands Boutique</td>
</tr>
<tr>
<td>The Brothers Uber</td>
</tr>
<tr>
<td>The Comic Cellar</td>
</tr>
<tr>
<td>The Dog and Dragon</td>
</tr>
<tr>
<td>the hornsmythe</td>
</tr>
<tr>
<td>The Kigu Stop</td>
</tr>
<tr>
<td>The Philosophy Department at Purdue University</td>
</tr>
<tr>
<td>The Rational Past</td>
</tr>
<tr>
<td>The Ronin Saga</td>
</tr>
<tr>
<td>The Sith Dynasty</td>
</tr>
<tr>
<td>The Society of Illustrators of Los Angeles</td>
</tr>
<tr>
<td>Thornhill Gaming</td>
</tr>
<tr>
<td>Thousand Skies</td>
</tr>
<tr>
<td>Tickle Me Toys</td>
</tr>
<tr>
<td>Tims Toyz</td>
</tr>
<tr>
<td>Toddland</td>
</tr>
<tr>
<td>Tomas Overbai</td>
</tr>
<tr>
<td>Torpedo Comics</td>
</tr>
<tr>
<td>Totem World</td>
</tr>
<tr>
<td>Toy Attack</td>
</tr>
<tr>
<td>Toy Mandala</td>
</tr>
<tr>
<td>Tayarena Inc</td>
</tr>
<tr>
<td>Toyknks Toys</td>
</tr>
<tr>
<td>ToyStop</td>
</tr>
<tr>
<td>Toyz N Fun</td>
</tr>
<tr>
<td>T Pub Comics</td>
</tr>
<tr>
<td>Tribble Toys/ GIANTmicrobes</td>
</tr>
<tr>
<td>True Edge Knives</td>
</tr>
<tr>
<td>TwoMorrows Publishing</td>
</tr>
<tr>
<td>Tyrannical Piratical Treasures</td>
</tr>
<tr>
<td>U</td>
</tr>
<tr>
<td>Uber Loot</td>
</tr>
<tr>
<td>UCC DISTRIBUTING INC</td>
</tr>
<tr>
<td>Ukiyo-E-Heroes</td>
</tr>
<tr>
<td>Ultrasabers</td>
</tr>
<tr>
<td>Underground Collectors</td>
</tr>
<tr>
<td>Unpossible Cuts</td>
</tr>
<tr>
<td>Urban books</td>
</tr>
<tr>
<td>Usagi Studios, Inc</td>
</tr>
<tr>
<td>V</td>
</tr>
<tr>
<td>VI Tech</td>
</tr>
<tr>
<td>Veux Toys</td>
</tr>
<tr>
<td>W</td>
</tr>
<tr>
<td>Wall-E Builders Club</td>
</tr>
<tr>
<td>Warlord Clothing</td>
</tr>
<tr>
<td>Whakoom</td>
</tr>
<tr>
<td>What’s Your Passion Jewelry</td>
</tr>
<tr>
<td>White Ash Comics</td>
</tr>
<tr>
<td>Whosits &amp; Whatsits</td>
</tr>
<tr>
<td>William O’Neill! Gentleman Nerd</td>
</tr>
<tr>
<td>Winner Twins</td>
</tr>
<tr>
<td>Wizyakuza</td>
</tr>
<tr>
<td>WOLFGANG INDUSTRIES</td>
</tr>
<tr>
<td>WonderCon Gaming Merch</td>
</tr>
<tr>
<td>WonderCon Info Booth</td>
</tr>
<tr>
<td>WonderCon Merch</td>
</tr>
<tr>
<td>Wyng’d Lyon Creations</td>
</tr>
<tr>
<td>Y</td>
</tr>
<tr>
<td>Ye Old Rock Shop</td>
</tr>
<tr>
<td>Yeehoo Press</td>
</tr>
<tr>
<td>Yesterdays Enamel Pins</td>
</tr>
<tr>
<td>Z</td>
</tr>
<tr>
<td>Z2 Comics</td>
</tr>
<tr>
<td>Zettai Ryouuki Inc</td>
</tr>
</tbody>
</table>
Get your official merch at booth #273

Available at the Merch booth: #273

Get the Official WonderCon 2023 T-shirt

VISIT THE WONDERCON MERCH BOOTH (#273) TODAY!

Comic-Con, WonderCon, and the WonderCon logo are registered trademarks of San Diego Comic Convention.
ARTISTS' ALLEY

2designers C-39

A
A Bit of Imagination C-53
A Sunny Disposish B-43
Ace Continuado Illustrations A-17
Adulture B-44
Akane's Chibi Art D-36
Akanye D-56
Alex Ahad o_B D-15
Alex Iniguez Art C-42
Alina Chau C-37
Alyruko F-61
Andi Dukleth Art F-19
Anthony Helmer C-17
April Solomon Illustrations & Fine Art E-29
Art by Jenisse B-50
Art by Kino F-39
Art by Paul Bautista F-17
Art By Quintin A-51
Art by Sean Lenahan F-54
Art by Vy F-55
Art of Chuck Grieb A-47
Art of Daniel Jaimes D-34
Art of Etherelle D-48
Art of Jeprox B-07
Art of Josey Taso F-33
Art of Mai Van B-03
Art of Mazy F-57
Art of Nikki Abrego B-42
Art of Nikki Ward B-55
Art of PAO B-38
Art of Priscilla Wilson F-34
Art of Tehani Farr F-25
Arthur Suydam - The Zombie King A-44
artinggrace E-57
ArtOfMegK B-56
Artwork by Nan Hockin C-38
AshleyDrawsCats C-61
ASTER SKY B-27
Azevedo Bros B-34

B
Barbara Marker Artist B-53
Ben Russell, Artist & Illustrator B-21
Bernard Chang B-05
Beth Setolno A-16
BethBeRad A-54
Bindman Art D-31
Black Sheep Comics D-54
Blacksmith Pictures C-23
Blood and Teeth (Derek Hayward) E-37
Blood and Teeth (John Hayward) E-36
Blue Obsidian D-37
Bob! Draws Stuff B-29
Brandi York Fine Art and Random Geekery A-41
BREED D-25
Brenda Chi Art F-32
Brett's Art World D-35
Brian Bear Cartoon D-06
BRIANLISS.com E-33
Bianna Garcia Illustration C-15
BRITANNYIN E-26
brokenheart D-14
BTURNERArt C-09
BuiltFromSketch D-41
ButtsCrafts F-49

C
Caityn Kurilich E-28
CalvinNyeComics D-22
Carlations A-26
Casey Robin C-34
Chili Bee and Co E-60
Chim Arts E-50
CHIOU! D-30
Chris Deboda Art C-52
Chris Thorne Art C-13
Chrisse Zullo C-21
Christa D F-23
Christopher Uminga C-20
Cinimo B-11
cleromancy.works E-58
Clockwork Art D-64
Cloud Cat Arts E-19
Collin Kelly E-06
cosmiacildo C-26
Craig Miller A-30
Crypt Kitty Designs E-42
Curt Merlo Illustration E-35
Curtis Clow C-18
Cytritree E-44

D
D Geek Art E-52
Dalen Ogden Illustration B-15
Danny Djeljosevic C-27
Dave Dwonch D-28
David Baron A-09
David Mack B-06
David Pepose E-09
David Wentworth Art A-48
Dead.rex F-28
Dennis Culver E-08
Dirtfish Art C-40
Dirty Kitchen Press C-28
Doc Shaner F-06
Don Ho A-34
Don Nguyen E-24
Doug E. Florence F-60
Dreamforger Studios D-39
dunesand D-49

e
E.M Gist A-08
Eastern Downpour F-39
Eddy Lee Art F-15
Edwin Huang A-28
EggdropRamen.Studio B-30
Eli Benik E-39
Eli Turner C-08
Ely Sky Art C-44
Embrace The Weird E-41
Emilie Vo E-48
Erie Scales Cartoons E-32
Eugene Randolph Young D-07
Eva Andrews E-27
Evie Skylar A-13

F
FARTSYLEE B-31
Fierce Fantasy Designs E-45
Four n Twenty Magpies C-62
Free DLC Artwork B-62
Funkytart D-55

G
Gerimi Burleigh E-23
Gerry Draws C-51
Ghostlygoods E-14
Glen Canlas Art A-31
Goyo Studio F-50
Grakanarts F-24
Greg Luzniak Art A-35
grymph A-37
Guerrero Art C-58

H
Handcrafted Geekdom F-22
Handmade Paper Art F-48
Hannah Hillam Illustration C-24
Harmony Gong A-25
Hexselenas D-50
HoraTora Studios E-54
Hyde Hermit Studio E-53
Hyperbooster Studio C-25
IllustrCafe Studio F-45
Imaginative Joy E-56
ichelens D-52
InfinityRise1 F-56
injureddreams E-18
InkWise Studios LLC B-23
Irene Flores F-37
Ivan’s Pop Culture Art F-18

J
Jackson Lanzing F-10
JadynneAnne A-39
Jacyb Salcedo D-08
Jae Lee A-01
James F. Wright D-20
Jamie Sullivan Illustration B-10
Jared Hickman Illustration A-53
Jason Martin D-26
JDKillZone F-51
JE Art C-56
Jeff Dekal D-12
Jeff Pina Writes and Draws Stuff C-59
Jeffrey Edwards Illustration A-20
Jenjo Ink C-57
Jenna Gray Art A-61
Jenni Illustrations B-26
Jenny Frison C-01
Jenny Gaylord C-11
Jess Chrysler E-46
Jey Parks Art B-14
Jim Cheung A-15
Jimmy St. Art D-33
Jisu F-20
Juie Illustration A-57
Jnii.jpg B-45
Joanna Palmer Art B-13
Jody Houser F-08
Joe Quinones Illustration D-01
Joshua Cassara F-11
Josie May Deshel Art B-18
JP Neang C-54
JudyBlu Creations A-04
Jupiter Falling E-31
Jusscope D-43
JYK All Day A-06

K
Kai B. Parker Ink F-21
Kai Lun Qu D-10
Kalgado F-38
Karina Gazizova E-20
Karl Atsattaet D-24
KasutoProductions E-13
Kawai Chainz F-46
Kayden Phoenix B-63
Kelly McMahon Design B-24
Kelsi Jo Silva B-16
Ken Penders F-13
Kiettie Pie C-31
Kimchi Kreative B-58
King Kuma F-64
Kip Rasmussen Tolkien Illustration A-46
KirakiraDoodles C-43
Kit n’ Rivet C-47
Koi Turnbull B-09
Kristen Brown & Sam Rusk C-16
Kristian Horn D-59
Kyle Higgins E-07
KYUPLS E-49

L
Lady Scrib Design & Embroidery C-63
Le Petit Elefant E-64
Le Spirit Designs F-35
Le Tea Leaf B-41
Leanne Huynh C-32
Lenzations D-42
Limpachi E-17
Lin’s Original Artwork C-36
Livio Ramondelli B-08
Lord Mesa Art A-24
Lothelen A-36
Lucha Cat E-51
Lucky Carrot F-58
Luke Duo Art A-62
Lunarmur Art A-50
M
Maggie Love Was Here E-38
Maggot Industries E-40

www.wondercon.org
Manhua Studios A-18
Marie Elleny D-53
Marie Lum D-13
Mark Dos Santos Art A-52
Mark Russell D-02
Massive Chaos B-36
Matsumoto Art A-27
Matt BATT Banning A-05
meganroseruiz C-30
Meghan Fitzmartin E-11
Melissa Pagluica A-32
Melora Mylin D-51
Michael Calero Art A-56
Michael Golden A-43
Michael Magtanong F-16
Michael Stiles F-41
Michi Doan Art A-38
Mingue Helen Chen F-01
Mitch Gerads F-07
Mog Park A-59
mojgon B-12
Monkey Minion Press B-33
Mookaita C-41
Mostafa Moussa C-07
Nathaniel Osollo B-22
Nekokoya D-63
NerfAlice F-09
Nightly Vel E-62
Nikki Makes Things E-30
Norm Rapmund D-03
Not Teddy Bears F-42
Olivia Shetler F-40
Onemegawatt D-29
Oosp E-61
Outkorr A-40
Over the Table F-52
Paul Rugg E-02
Penelope Gaylord C-10
PepperCut Studio F-36
Peter Nguyen A-29
Peter Smith D-32
PetProject E-34
Phil Ortiz A-24
Phillip Ginn: Imaginator D-38
Picapap B-60
PinkieBun F-63
Pitchgold A-49
Plushelcloudss B-39
Polya Kim E-15
Priscilla Bree F-30
Ralph Lee Miranda C-46
Reckless Eyeballs Press F-27
Reiq Inc D-16
Renee Witterstaetter A-45
Rick Kitagawa A-14
Rockman Art D-47
Ron Lim A-33
Rory Smith Art C-35
Russ Richards Art B-61
Ryan Benjamin Art C-05
Ryan Cady E-12
Ryan McCarthy Productions F-26
Ryan Parrott E-10
RyanMKincaidLLC A-11
Sam Sawyer Art/Sincerely Sam C-50
Sanusi Vision F-14
Saturnhex A-64
Scott Koblish A-22
Sean Galloway C-03
Sharon Leung Art B-52
Shubaobao D-60
SillyJannel F-43
Sincolor B-04
Sinbunbun F-29
Skeltonartist B-54
Something Small Creations F-44
Space Babes Art E-59
Space Boy Studios D-18
SquidBacon D-44
Stardrop Design F-62
starfish E-63
Stephen Silver A-21
Steve Leialoha F-03
Steven E Gordon A-10
Steven Yu Design Studio D-11
Stitchmind Artworks E-55
StitchToons! B-57
Strawberry Milk E-43
Sunnysparkler B-47
SuperEmoFriends D-62
Superlens B-28
TamberElla B-19
Taracosm C-45
TaroMorrowStudios B-40
Teahouse Comics D-09
The Art of Cathleen Abalos B-37
The Art of Gabby Ramirez C-29
The Art of Gard B-48
The Art of Joey Quintin A-60
The Art of Rachel Elee B-64
The Art Of Rachel Reed C-64
The Art of Stephanie Isidro E-25
Theory of Everything Comics C-49
Timeskip Studio Inc. A-58
Tini Howard F-12
TOKIBEAST A-19
Tom King F-05
Tom Ruegger E-01
Tony Moy Arts A-03
Trina Robbins F-02
Tsumomoa F-47
Val Hochberg C-60
Victor Barretto Designs C-19
Violaene Briat B-25
WAYSHAK B-35
Wifi4dogs D-17
Wild Forest Dog Illustration A-63
Wilmuck E-16
Wolfmanor B-01
Wrabbit Art B-20
Zack Kaplan D-21
Zee Cee Art D-45
Zukululuu D-57
<table>
<thead>
<tr>
<th>K</th>
<th>U</th>
</tr>
</thead>
<tbody>
<tr>
<td>Katie's Dragon Child</td>
<td>Uncharted Wilderness Studios</td>
</tr>
<tr>
<td>Keith Foster</td>
<td>SP-63</td>
</tr>
<tr>
<td>Kid Heroes Productions</td>
<td>SP-66</td>
</tr>
<tr>
<td>Kvento Comics</td>
<td>SP-70</td>
</tr>
<tr>
<td>Kymra Press, Inc.</td>
<td>SP-72</td>
</tr>
<tr>
<td>Lab Reject Studios</td>
<td>SP-74</td>
</tr>
<tr>
<td>Lauren Jankowski, author</td>
<td>SP-75</td>
</tr>
<tr>
<td>Lone Wolf Press Ltd</td>
<td>SP-76</td>
</tr>
<tr>
<td>Lonnie Millsap</td>
<td>SP-77</td>
</tr>
<tr>
<td>Lorin Petrazilka</td>
<td>SP-78</td>
</tr>
<tr>
<td>Loud Fridge Publishing</td>
<td>SP-79</td>
</tr>
<tr>
<td>Machine Comix</td>
<td>SP-80</td>
</tr>
<tr>
<td>Marie Andreas - Novelist</td>
<td>SP-81</td>
</tr>
<tr>
<td>Megan Haskell</td>
<td>SP-82</td>
</tr>
<tr>
<td>Midnight Pictures</td>
<td>SP-83</td>
</tr>
<tr>
<td>Monster Elementary</td>
<td>SP-84</td>
</tr>
<tr>
<td>Mount Olympus Comics</td>
<td>SP-85</td>
</tr>
<tr>
<td>Mr Toast</td>
<td>SP-86</td>
</tr>
<tr>
<td>Mulberry Grove</td>
<td>SP-87</td>
</tr>
<tr>
<td>Naming Your Little Geek</td>
<td>SP-88</td>
</tr>
<tr>
<td>Nate Fakes Cartoons</td>
<td>SP-89</td>
</tr>
<tr>
<td>Never Static Pictures</td>
<td>SP-90</td>
</tr>
<tr>
<td>Ngo Brainer Entertainment</td>
<td>SP-91</td>
</tr>
<tr>
<td>No Bad Books Press</td>
<td>SP-92</td>
</tr>
<tr>
<td>Nostromo Effects</td>
<td>SP-93</td>
</tr>
<tr>
<td>Omeow Comics</td>
<td>SP-94</td>
</tr>
<tr>
<td>Ounce Comics, LLC</td>
<td>SP-95</td>
</tr>
<tr>
<td>P.A. Wilkoff</td>
<td>SP-96</td>
</tr>
<tr>
<td>Patrick Scullin Comics</td>
<td>SP-97</td>
</tr>
<tr>
<td>Rachel Beck</td>
<td>SP-98</td>
</tr>
<tr>
<td>Rainbow Arc of Fire</td>
<td>SP-99</td>
</tr>
<tr>
<td>Red Stylo Media</td>
<td>SP-100</td>
</tr>
<tr>
<td>Ruben Rosas Art</td>
<td>SP-101</td>
</tr>
<tr>
<td>Scary Tales Publishing</td>
<td>SP-102</td>
</tr>
<tr>
<td>Scott Marcano/ Diablo Comics</td>
<td>SP-103</td>
</tr>
<tr>
<td>SpitfirePiratesComics</td>
<td>SP-104</td>
</tr>
<tr>
<td>The Golem of Venice Beach</td>
<td>SP-105</td>
</tr>
<tr>
<td>Tippy Muse Press</td>
<td>SP-106</td>
</tr>
<tr>
<td>ToshWerks</td>
<td>SP-107</td>
</tr>
<tr>
<td>Wannabe Press</td>
<td>SP-108</td>
</tr>
<tr>
<td>Wasteland Comics</td>
<td>SP-109</td>
</tr>
<tr>
<td>Wuvable Oaf Comics</td>
<td>SP-110</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>L</th>
<th>M</th>
<th>N</th>
<th>O</th>
<th>P</th>
<th>Q</th>
<th>R</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>D</td>
<td>E</td>
<td>F</td>
<td>G</td>
<td>H</td>
<td>I</td>
<td>J</td>
</tr>
<tr>
<td>B</td>
<td>SP-10</td>
<td>SP-11</td>
<td>SP-28</td>
<td>SP-31</td>
<td>SP-12</td>
<td>SP-13</td>
<td>SP-14</td>
</tr>
<tr>
<td>D</td>
<td>E</td>
<td>F</td>
<td>G</td>
<td>H</td>
<td>I</td>
<td>J</td>
<td>K</td>
</tr>
<tr>
<td>Darn Tootin’ Studios</td>
<td>Data Red Comics</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Diabolical</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>F</td>
<td>G</td>
<td>H</td>
<td>I</td>
<td>J</td>
<td>K</td>
<td>L</td>
<td>M</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>E</td>
<td>F</td>
<td>G</td>
<td>H</td>
<td>I</td>
<td>J</td>
<td>K</td>
<td>L</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>F</td>
<td>G</td>
<td>H</td>
<td>I</td>
<td>J</td>
<td>K</td>
<td>L</td>
<td>M</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>G</td>
<td>H</td>
<td>I</td>
<td>J</td>
<td>K</td>
<td>L</td>
<td>M</td>
<td>N</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>H</td>
<td>I</td>
<td>J</td>
<td>K</td>
<td>L</td>
<td>M</td>
<td>N</td>
<td>O</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>I</td>
<td>J</td>
<td>K</td>
<td>L</td>
<td>M</td>
<td>N</td>
<td>O</td>
<td>P</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>J</td>
<td>K</td>
<td>L</td>
<td>M</td>
<td>N</td>
<td>O</td>
<td>P</td>
<td>Q</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>K</td>
<td>L</td>
<td>M</td>
<td>N</td>
<td>O</td>
<td>P</td>
<td>Q</td>
<td>R</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>L</td>
<td>M</td>
<td>N</td>
<td>O</td>
<td>P</td>
<td>Q</td>
<td>R</td>
<td>S</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>M</td>
<td>N</td>
<td>O</td>
<td>P</td>
<td>Q</td>
<td>R</td>
<td>S</td>
<td>T</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>N</td>
<td>O</td>
<td>P</td>
<td>Q</td>
<td>R</td>
<td>S</td>
<td>T</td>
<td>U</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>O</td>
<td>P</td>
<td>Q</td>
<td>R</td>
<td>S</td>
<td>T</td>
<td>U</td>
<td>V</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>P</td>
<td>Q</td>
<td>R</td>
<td>S</td>
<td>T</td>
<td>U</td>
<td>V</td>
<td>W</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>Q</td>
<td>R</td>
<td>S</td>
<td>T</td>
<td>U</td>
<td>V</td>
<td>W</td>
<td>X</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>R</td>
<td>S</td>
<td>T</td>
<td>U</td>
<td>V</td>
<td>W</td>
<td>X</td>
<td>Y</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
<tr>
<td>S</td>
<td>T</td>
<td>U</td>
<td>V</td>
<td>W</td>
<td>X</td>
<td>Y</td>
<td>Z</td>
</tr>
<tr>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Diabolik</td>
<td>Daron Babcock</td>
<td>Data Books</td>
<td>Data Books</td>
</tr>
</tbody>
</table>
FRIDAY PROGRAMS

Join us again in 2024
MARCH 29-31 IN ANAHEIM!
MARK YOUR CALENDAR

FOR CHILDREN’S FILM FESTIVAL TIMES AND PROGRAM INFORMATION, SEE PAGE 50
<table>
<thead>
<tr>
<th>Time</th>
<th>Area/Room</th>
<th>Event/Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 PM</td>
<td>Arena</td>
<td>Wolf Pack, World Premiere of <em>Batman: The Doom That Came to Gotham</em></td>
</tr>
<tr>
<td>4 PM</td>
<td>Room 204C</td>
<td>Comic Pitch Review, Comic Creator Connection</td>
</tr>
<tr>
<td>5 PM</td>
<td>Room 206B</td>
<td>Hexcomix Portfolio Review, Creators Assemble: Comics Camaraderie A Networking Event</td>
</tr>
<tr>
<td>5 PM</td>
<td>Room 207</td>
<td>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</td>
</tr>
<tr>
<td>6 PM</td>
<td>Room 208</td>
<td>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</td>
</tr>
<tr>
<td>7 PM</td>
<td>Room 210</td>
<td>CAC #2: Cont., CAC #3: Focus on Steve Leialoha, Figure Drawing for Popular Media, Comic Book Law School: Basics of Intellectual Property Law, 3D Printing and Customizing Action Figures</td>
</tr>
<tr>
<td>7 PM</td>
<td>Room 211</td>
<td>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</td>
</tr>
<tr>
<td>7 PM</td>
<td>Room 213AB</td>
<td>Tabletop Game Design, How to Write for Animation, Creating Tales of Horror and Suspense: Storm King Comics, Finding the Balance: ZRock Comics, Exclusive Preview: Among The Others</td>
</tr>
<tr>
<td>8 PM</td>
<td>Room 213CD</td>
<td>Comic Collecting in Today’s Market, JAKKS Pacific &amp; Disguise Costumes Upcoming Releases, Comics, Culture, and Classrooms, Filipino Voices: Character Building, Gay Geeks and Where To Find Them</td>
</tr>
<tr>
<td>8 PM</td>
<td>Room 300A</td>
<td>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?? Is <em>Die Hard</em> a Christmas movie?</td>
</tr>
<tr>
<td>10 PM</td>
<td>Room 300E</td>
<td>Storytelling for Change, The Greatest Cartoons Ever!, Ologies: Field Trip, Cosplaying as a Couple, These Ain’t No Comics — Or Are They?</td>
</tr>
<tr>
<td>10 PM</td>
<td>North 200A</td>
<td>True Lies: Exclusive Screening + Q&amp;A with Cast and Creators, HBO Max’s <em>Fired on Mars</em>, HBO Max’s Clone High Exclusive Sneak Peek Teaser, WonderCon After Dark: Comic-Con 2022 Panel Replay</td>
</tr>
</tbody>
</table>

For Children’s Film Festival Times and Program Information, See Page 50

www.wondercon.org
<table>
<thead>
<tr>
<th>Time</th>
<th>Room 204C</th>
<th>Room 206B</th>
<th>Room 207</th>
<th>Room 208</th>
<th>Room 209</th>
<th>Room 210</th>
<th>Room 211</th>
<th>Room 213AB</th>
<th>Room 213CD</th>
<th>Room 300A</th>
<th>Room 300C</th>
<th>Room 300E</th>
<th>North 200A</th>
</tr>
</thead>
<tbody>
<tr>
<td>AM</td>
<td>Game Pitch Review</td>
<td>Hexcomix Portfolio Review</td>
<td>The History of Sci-Fi Costumes</td>
<td>Women's Color Code</td>
<td>Humans Schmoomans</td>
<td>CAC#4: Lanterns and Arrows</td>
<td>Saturday Morning Cartoons with Animator/Director Tom Cook</td>
<td>That 90s Panel: Decade that Changed It All</td>
<td>Career Paths into Game Development</td>
<td>Klingon Lifestyles WonderCon</td>
<td>Make Mine Ultima</td>
<td>Restoring The Cartoons Of Max Fleischer</td>
<td>All You Need to Know about the new SYFY Series The Ark</td>
</tr>
<tr>
<td>10</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cont. On Next Page</td>
<td>Gaming Creator Connection</td>
<td>ZRock Comics Portfolio Review</td>
<td>Creators, Assemble! Portfolio Review with Alex Antone</td>
<td>Alternative History in Speculative Fiction</td>
<td>Welcome to ...: The City as Context</td>
<td>Learn How to Draw Comics with Comic Pro Boot Camp</td>
<td>Prism Comics Geek Pop Crossfire</td>
<td>IDW In-Depth</td>
<td>Intro to TV Writing: From First Draft to Getting Staffed</td>
<td>Turning a Comic Book Into a Franchise</td>
<td>Success Through Failure in Content Creation</td>
<td>Diversity in Films and Award Shows</td>
<td>World Premiere of Justice League x RWBY: Super Heroes &amp; Huntsmen, Part One</td>
</tr>
<tr>
<td>Time</td>
<td>Room/Location</td>
<td>Program Description</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-------</td>
<td>---------------</td>
<td>----------------------</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 4</td>
<td>ARENA GROUND LEVEL</td>
<td>NBC’s Quantum Leap</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 5</td>
<td>ROOM 204C SECOND LEVEL</td>
<td>Comic Pitch Review</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 6</td>
<td>ROOM 206B SECOND LEVEL</td>
<td>Mixer for Creators</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 7</td>
<td>ROOM 207 SECOND LEVEL</td>
<td>Cartoon Voices</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 8</td>
<td>ROOM 208 SECOND LEVEL</td>
<td>Spotlight on Gene Yang</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 9</td>
<td>ROOM 209 SECOND LEVEL</td>
<td>Creating Immersive Tabletop Gaming Experiences</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 10</td>
<td>ROOM 210 SECOND LEVEL</td>
<td>Marvel Draw! Live</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 11</td>
<td>ROOM 211 SECOND LEVEL</td>
<td>Storyboarding: The Ins and Outs</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 12</td>
<td>ROOM 212 SECOND LEVEL</td>
<td>Spotlight on Gary Philips</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 1</td>
<td>ROOM 213AB SECOND LEVEL</td>
<td>IDW In-Depth</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 2</td>
<td>ROOM 213CD SECOND LEVEL</td>
<td>Design for Television and Film</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 3</td>
<td>ROOM 300A THIRD LEVEL</td>
<td>Level Up: Cosplay, Characters, and Charity</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 4</td>
<td>ROOM 300B THIRD LEVEL</td>
<td>The Importance of Women Telling Women’s Stories</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 5</td>
<td>ROOM 300C THIRD LEVEL</td>
<td>Our Flag Means Death: ‘ships on Ships</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 6</td>
<td>ROOM 300D THIRD LEVEL</td>
<td>Hip-Hop And Comics: Cultures Combining</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PM 7</td>
<td>ROOM 300E THIRD LEVEL</td>
<td>The 2023 WonderCon Masquerade</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

www.wondercon.org
### Sunday Programs

**Room 204C, Second Level**
- Pros: Talk to Comic-Con Museum Education
- Animation Show of Shows’ Best!
- Replay: Justice League x RWBY: Super Heroes & Huntsmen, Part One
- Replay: Batman: The Doom That Came to Gotham

**Room 206B, Second Level**
- Z2 Comics Portfolio Review
- Art Directors Guild Portfolio Review
- Making/Building Cool Complex Cosplays
- Room 204C
- Room 206B

**Room 207, Second Level**
- 31st Anniversary X-Men: The Animated Series
- Advantages 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

**Room 208, Second Level**
- Spotlight on Annalee Newitz
- Spotlight on Jenny Frison
- Spotlight on Joe Quinones
- Spotlight on Mitch Gerads
- Six Essentials Aspiring Creators Must Know

**Room 209, Second Level**
- 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

**Room 210, Second Level**
- On Your Mark, Get Set, Draw!
- CAC#8: Visions of Persephone
- CAC#9: Illustrating Madness
- CAC#10: Social Sciences Take on Comics
- Drawing with Science

**Room 211, Second Level**
- 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

**Room 213AB, Second Level**
- 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

**Room 213CD, Second Level**
- 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

**Room 300A, Third Level**
- 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

**Room 300C, Third Level**
- 30 Years of Power Rangers: A Fan Celebration
- World Building: Stranger Things, D&D and Paranormal
- The Psychology of Batman: Mask of the Phantasm
- Honoring AANHPI Voices in Pop Culture
- Asian Representation in Comics and Media
- StreetPass OC: Nintendo Quizbowl V II

**Room 300E, Third Level**
- Building the #1 Preschool Franchise: CoComelon
- 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

**North 200A, Second Level, North Building**
- UFOs in Comics and Popular Media
- The Dragon Prince: Building a Scene
- Freakazoid! How One Show Changed the World
- Let’s Talk LOTR: Rings of Power
- Dr Horrible’s Sing-Along Blog

---

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*

FOR DETAILED ANIME SYNOPSISES, SEE PAGE 76

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
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
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
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

LOS ANGELES INTERNATIONAL CHILDREN’S FILM FESTIVAL

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
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 Nagizaka’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
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 Last 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

WONDERCON 2023
## GAMES SCHEDULE

### FRIDAY, MARCH 24

<table>
<thead>
<tr>
<th>Time</th>
<th>Game Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>12:00</td>
<td>Arboretum</td>
</tr>
<tr>
<td>12:00</td>
<td>Battle of Souls Deck Builder</td>
</tr>
<tr>
<td>12:00</td>
<td>Boss Monster, Boss Monster 2</td>
</tr>
<tr>
<td>12:00</td>
<td>Castle Panic</td>
</tr>
<tr>
<td>12:00</td>
<td>Cat Lady</td>
</tr>
<tr>
<td>12:00</td>
<td>Clank! Catacombs</td>
</tr>
<tr>
<td>12:00</td>
<td>Duel of Wands</td>
</tr>
<tr>
<td>12:00</td>
<td>Dune Imperium</td>
</tr>
<tr>
<td>12:00</td>
<td>Freelancer: Skies Over Tolindia</td>
</tr>
<tr>
<td>12:00</td>
<td>King of Tokyo</td>
</tr>
<tr>
<td>12:00</td>
<td>Kitty Paw (Valentine's Day Edition)</td>
</tr>
<tr>
<td>12:00</td>
<td>Love Letter: Princess Princess Ever After</td>
</tr>
<tr>
<td>12:00</td>
<td>Marvel United: X-Men</td>
</tr>
<tr>
<td>12:00</td>
<td>Marvel Zombies: A Zombicide Game</td>
</tr>
<tr>
<td>12:00</td>
<td>Munchkin</td>
</tr>
<tr>
<td>12:00</td>
<td>My Little Pony: Adventures in Equestria</td>
</tr>
<tr>
<td>12:00</td>
<td>Paint &amp; Take Miniatures</td>
</tr>
<tr>
<td>12:00</td>
<td>Space Base</td>
</tr>
<tr>
<td>12:00</td>
<td>Stranger Things: Upside Down</td>
</tr>
<tr>
<td>12:00</td>
<td>Tiny Epic Dinosaurs</td>
</tr>
<tr>
<td>12:00</td>
<td>Tiny Epic Kingdoms</td>
</tr>
<tr>
<td>12:00</td>
<td>Tiny Towns</td>
</tr>
<tr>
<td>12:00</td>
<td>Battle of Souls Deck Builder</td>
</tr>
<tr>
<td>12:00</td>
<td>Freelancer: Skies Over Tolindia</td>
</tr>
<tr>
<td>12:00</td>
<td>Web Spinners</td>
</tr>
<tr>
<td>12:00</td>
<td>Zombie Dice</td>
</tr>
<tr>
<td>12:30</td>
<td>Starfinder</td>
</tr>
<tr>
<td>12:30</td>
<td>Magic Sealed Convention League</td>
</tr>
<tr>
<td>12:30</td>
<td>MetaZoo Caster Convention Sealed League</td>
</tr>
<tr>
<td>12:30</td>
<td>Yu-Gi-Oh! Convention Sealed League</td>
</tr>
<tr>
<td>1:00</td>
<td>Pathfinder</td>
</tr>
<tr>
<td>1:00</td>
<td>Starfinder</td>
</tr>
<tr>
<td>2:00</td>
<td>Artisans of Splendent Vale</td>
</tr>
<tr>
<td>2:00</td>
<td>Battle of Souls Deck Builder</td>
</tr>
<tr>
<td>2:00</td>
<td>Boss Monster: Rise of the Mini Boss</td>
</tr>
<tr>
<td>2:00</td>
<td>Clank! In Space</td>
</tr>
<tr>
<td>2:00</td>
<td>Code Names</td>
</tr>
<tr>
<td>2:00</td>
<td>Chthulu Dice</td>
</tr>
<tr>
<td>2:00</td>
<td>D&amp;D: Dungeons &amp; Dragons Se AL</td>
</tr>
<tr>
<td>2:00</td>
<td>Eternal: Chronicles of the Throne</td>
</tr>
<tr>
<td>2:00</td>
<td>Freelancer: Skies Over Tolindia</td>
</tr>
<tr>
<td>2:00</td>
<td>Machi Koro</td>
</tr>
<tr>
<td>2:00</td>
<td>Marvel United: X-Men</td>
</tr>
<tr>
<td>2:00</td>
<td>Marvel Zombies: A Zombicide Game</td>
</tr>
<tr>
<td>2:00</td>
<td>Munchkin</td>
</tr>
<tr>
<td>2:00</td>
<td>My Little Pony Deck Builder</td>
</tr>
<tr>
<td>2:00</td>
<td>Paint &amp; Take Miniatures</td>
</tr>
<tr>
<td>2:00</td>
<td>Point Salad</td>
</tr>
<tr>
<td>2:00</td>
<td>Power Rangers Deck Builder</td>
</tr>
<tr>
<td>2:00</td>
<td>Red Dragon Inn</td>
</tr>
<tr>
<td>2:00</td>
<td>Scooby-Doo! The Board Game</td>
</tr>
<tr>
<td>2:00</td>
<td>Smash Up</td>
</tr>
<tr>
<td>2:00</td>
<td>Tiny Epic Dungeons</td>
</tr>
<tr>
<td>2:00</td>
<td>Tiny Towns</td>
</tr>
<tr>
<td>2:00</td>
<td>Artisans of Splendent Vale</td>
</tr>
<tr>
<td>2:00</td>
<td>Battle of Souls Deck Builder</td>
</tr>
<tr>
<td>2:00</td>
<td>Cat Lady</td>
</tr>
<tr>
<td>2:00</td>
<td>Clank! In Space</td>
</tr>
<tr>
<td>2:00</td>
<td>Chthulu Dice</td>
</tr>
<tr>
<td>2:00</td>
<td>Eternal: Chronicles of the Throne</td>
</tr>
<tr>
<td>2:00</td>
<td>Freelancer: Skies Over Tolindia</td>
</tr>
<tr>
<td>2:00</td>
<td>Game Title: Rise of the Mini Boss</td>
</tr>
<tr>
<td>2:00</td>
<td>Clank! Catacombs</td>
</tr>
<tr>
<td>2:00</td>
<td>Code Names Disney</td>
</tr>
<tr>
<td>2:00</td>
<td>Duel of Wands</td>
</tr>
<tr>
<td>2:00</td>
<td>Dune Imperium</td>
</tr>
</tbody>
</table>

### SATURDAY, MARCH 25

<table>
<thead>
<tr>
<th>Time</th>
<th>Game Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>10:00</td>
<td>Arboretum</td>
</tr>
<tr>
<td>10:00</td>
<td>Battle of Souls Deck Builder</td>
</tr>
<tr>
<td>10:00</td>
<td>Boss Monster</td>
</tr>
<tr>
<td>10:00</td>
<td>Clank! Catacombs</td>
</tr>
<tr>
<td>10:00</td>
<td>Code Names</td>
</tr>
<tr>
<td>10:00</td>
<td>Duel of Wands</td>
</tr>
<tr>
<td>10:00</td>
<td>Dune Imperium</td>
</tr>
<tr>
<td>10:00</td>
<td>D&amp;D: Dungeons &amp; Dragons Se AL</td>
</tr>
<tr>
<td>10:00</td>
<td>Freelancer: Skies Over Tolindia</td>
</tr>
<tr>
<td>10:00</td>
<td>Geek Out Disney</td>
</tr>
<tr>
<td>10:00</td>
<td>Gelatinous</td>
</tr>
<tr>
<td>10:00</td>
<td>Gloomhaven: Jaws of the Lion en Español</td>
</tr>
<tr>
<td>10:00</td>
<td>King of Tokyo</td>
</tr>
<tr>
<td>10:00</td>
<td>Kitty Paw</td>
</tr>
<tr>
<td>10:00</td>
<td>Machi Koro</td>
</tr>
<tr>
<td>10:00</td>
<td>Marvel United: X-Men</td>
</tr>
<tr>
<td>10:00</td>
<td>Marvel Zombies: A Zombicide Game</td>
</tr>
<tr>
<td>10:00</td>
<td>Munchkin</td>
</tr>
<tr>
<td>10:00</td>
<td>My Little Pony: Adventures in Equestria</td>
</tr>
<tr>
<td>10:00</td>
<td>Paint &amp; Take Miniatures</td>
</tr>
<tr>
<td>10:00</td>
<td>Red Dragon Inn</td>
</tr>
<tr>
<td>10:00</td>
<td>Scooby-Doo! The Board Game</td>
</tr>
<tr>
<td>10:00</td>
<td>Stranger Things: Upside Down</td>
</tr>
<tr>
<td>10:00</td>
<td>Tiny Epic Dungeons</td>
</tr>
<tr>
<td>10:00</td>
<td>Tiny Epic Kingdoms</td>
</tr>
<tr>
<td>10:00</td>
<td>Tiny Towns</td>
</tr>
<tr>
<td>10:00</td>
<td>Battle of Souls Deck Builder</td>
</tr>
<tr>
<td>10:00</td>
<td>Cat Lady</td>
</tr>
<tr>
<td>10:00</td>
<td>Clank! In Space</td>
</tr>
<tr>
<td>10:00</td>
<td>Chthulu Dice</td>
</tr>
<tr>
<td>10:00</td>
<td>Eternal: Chronicles of the Throne</td>
</tr>
<tr>
<td>10:00</td>
<td>Freelancer: Skies Over Tolindia</td>
</tr>
<tr>
<td>10:00</td>
<td>Game Title: Rise of the Mini Boss</td>
</tr>
<tr>
<td>10:00</td>
<td>Clank! Catacombs</td>
</tr>
<tr>
<td>10:00</td>
<td>Code Names</td>
</tr>
<tr>
<td>10:00</td>
<td>Duel of Wands</td>
</tr>
<tr>
<td>10:00</td>
<td>Pokémon GO! Events All Day Play</td>
</tr>
<tr>
<td>10:00</td>
<td>Point Salad</td>
</tr>
<tr>
<td>10:00</td>
<td>Red Dragon Inn</td>
</tr>
<tr>
<td>10:00</td>
<td>Scooby-Doo! The Board Game</td>
</tr>
<tr>
<td>10:00</td>
<td>Stranger Things: Upside Down</td>
</tr>
<tr>
<td>10:00</td>
<td>Tiny Epic Dungeons</td>
</tr>
<tr>
<td>10:00</td>
<td>Tiny Epic Kingdoms</td>
</tr>
<tr>
<td>10:00</td>
<td>Tiny Towns</td>
</tr>
<tr>
<td>10:30</td>
<td>Magic Sealed Convention League</td>
</tr>
<tr>
<td>10:30</td>
<td>MetaZoo Caster Convention Sealed League</td>
</tr>
</tbody>
</table>

### 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!

www.wondercon.org
### GAMES SCHEDULE

#### SATURDAY CONTINUED

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

#### SUNDAY, MARCH 26

<table>
<thead>
<tr>
<th>Time</th>
<th>Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:30</td>
<td>War Chest</td>
</tr>
<tr>
<td>8:00</td>
<td>Recl Worlds Adventures</td>
</tr>
<tr>
<td>8:00</td>
<td>Smash Up</td>
</tr>
<tr>
<td>8:00</td>
<td>Tiny Towns</td>
</tr>
<tr>
<td>9:30</td>
<td>Cthulhu Dice</td>
</tr>
<tr>
<td>9:30</td>
<td>Munchkin</td>
</tr>
<tr>
<td>9:30</td>
<td>My Little Pony: Adventures in Equestria</td>
</tr>
<tr>
<td>9:30</td>
<td>Point Salad</td>
</tr>
<tr>
<td>9:30</td>
<td>Power Rangers Deck Builder</td>
</tr>
<tr>
<td>9:30</td>
<td>Red Dragon Inn</td>
</tr>
<tr>
<td>9:30</td>
<td>Space Base</td>
</tr>
<tr>
<td>9:30</td>
<td>War Chest</td>
</tr>
<tr>
<td>10:30</td>
<td>Arboretum</td>
</tr>
<tr>
<td>10:30</td>
<td>Battle of Souls Deck Builder</td>
</tr>
<tr>
<td>10:30</td>
<td>Boss Monster</td>
</tr>
<tr>
<td>10:30</td>
<td>Clank! Catacombs</td>
</tr>
<tr>
<td>10:30</td>
<td>Code Names</td>
</tr>
<tr>
<td>10:30</td>
<td>Duel of Wands</td>
</tr>
<tr>
<td>10:30</td>
<td>Dune Imperium</td>
</tr>
<tr>
<td>10:30</td>
<td>D&amp;D: Dungeons &amp; Dragons Se AL</td>
</tr>
<tr>
<td>10:30</td>
<td>Freelancer: Skies Over Tolindia</td>
</tr>
<tr>
<td>10:30</td>
<td>Geek Out Disney</td>
</tr>
<tr>
<td>10:30</td>
<td>King of Tokyo</td>
</tr>
<tr>
<td>10:30</td>
<td>Kitty Paw (Valentine's Day Edition)</td>
</tr>
<tr>
<td>10:30</td>
<td>Marvel United: X-Men</td>
</tr>
<tr>
<td>10:30</td>
<td>Marvel Zombies: A Zombicide Game</td>
</tr>
<tr>
<td>10:30</td>
<td>Munchkin</td>
</tr>
<tr>
<td>10:30</td>
<td>Paint &amp; Take Miniatures</td>
</tr>
<tr>
<td>10:30</td>
<td>Point Salad</td>
</tr>
<tr>
<td>10:30</td>
<td>Pokémon All Day Play</td>
</tr>
<tr>
<td>10:30</td>
<td>Pokémon GO! Events All Day Play</td>
</tr>
<tr>
<td>10:30</td>
<td>Red Dragon Inn</td>
</tr>
<tr>
<td>10:30</td>
<td>Scooby-Doo! The Board Game</td>
</tr>
<tr>
<td>10:30</td>
<td>Smash Up</td>
</tr>
<tr>
<td>10:30</td>
<td>Stranger Things: Upside Down</td>
</tr>
<tr>
<td>10:30</td>
<td>Tiny Epic Dungeons</td>
</tr>
<tr>
<td>10:30</td>
<td>Tiny Epic Kingdoms</td>
</tr>
<tr>
<td>10:30</td>
<td>Web Spinners</td>
</tr>
<tr>
<td>10:30</td>
<td>Zombie Dice</td>
</tr>
<tr>
<td>11:00</td>
<td>Pathfinder: Learn to play</td>
</tr>
<tr>
<td>11:00</td>
<td>Pathfinder: Learn to play</td>
</tr>
<tr>
<td>11:00</td>
<td>Star Wars X-Wing: Find the Rebel Spy</td>
</tr>
<tr>
<td>11:30</td>
<td>Magic Sealed Convention League</td>
</tr>
<tr>
<td>11:30</td>
<td>MetaZoo Caster Convention Sealed League</td>
</tr>
<tr>
<td>11:30</td>
<td>Yu-Gi-Oh! Convention Sealed League</td>
</tr>
<tr>
<td>12:00</td>
<td>Artisans of Splendent Vale</td>
</tr>
<tr>
<td>12:00</td>
<td>Battle of Souls Deck Builder</td>
</tr>
<tr>
<td>12:00</td>
<td>Boss Monster, Boss Monster 2</td>
</tr>
<tr>
<td>12:00</td>
<td>Castle Panic</td>
</tr>
<tr>
<td>12:00</td>
<td>Cat Lady</td>
</tr>
<tr>
<td>12:00</td>
<td>Clank! In Space</td>
</tr>
<tr>
<td>12:00</td>
<td>Cthulhu Dice</td>
</tr>
<tr>
<td>12:00</td>
<td>Eternal: Chronicles of the Throne</td>
</tr>
<tr>
<td>12:00</td>
<td>Freelancer: Skies Over Tolindia</td>
</tr>
<tr>
<td>12:00</td>
<td>King of Tokyo</td>
</tr>
<tr>
<td>12:00</td>
<td>Love Letter: Princess Princess Ever After</td>
</tr>
<tr>
<td>12:00</td>
<td>Marvel United: X-Men</td>
</tr>
<tr>
<td>12:00</td>
<td>Marvel Zombies: A Zombicide Game</td>
</tr>
<tr>
<td>12:00</td>
<td>Munchkin</td>
</tr>
<tr>
<td>12:00</td>
<td>My Little Pony: Adventures in Equestria</td>
</tr>
<tr>
<td>12:00</td>
<td>Paint &amp; Take Miniatures</td>
</tr>
<tr>
<td>12:00</td>
<td>Power Rangers Deck Builder</td>
</tr>
<tr>
<td>12:00</td>
<td>Red Dragon Inn</td>
</tr>
</tbody>
</table>

For detailed games information, see page 17.
WonderCon 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 PROGRAMS

FRIDAY

2:00–3:00 Comic Book Prescreen for Grading/Pressing—Jeff Shinn (San Diego—based comic book 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 Pinguin), 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 (Grunt 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 Deters (Indiana University) explains how Noah’s direct 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 Tretzer 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 Lee-anne 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 artist 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 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

2:30–4:00 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 (Batgirl ’89), Doc Shaner (Future Quest), and Marv Wolfman (Young Justice), with moderator Cecil Castellucci (Shifting Earth). Room 209

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 Clemens, 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

3:00–4:00 Spotlight on a Superstar 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 (Batgirl ’89), Doc Shaner (Future Quest), and Marv Wolfman (Young Justice), with moderator Cecil Castellucci (Shifting Earth). Room 209
FRIDAY PROGRAMS

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 contemporary graphic novels, 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.

3:00-4:00 Nerdy Finance: Freelance Tax Tips to Keep Your Money—Are you a freelancer, 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) discusses 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 previzualization 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/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’litt 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 Famine 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 Sorcerer. 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 Mazza Mazzocano (actuarial 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 McFay (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 Don 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 Usoechu (award-winning writer/director and composer), Maytha Alhassen (Hulu’s Ramy), Daniela Munoz-Usoechu (cinema director), Terroud 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 family life and an extraordinary double life. With the seemingly ordinary husband is leading a secret from their children. Join series stars Steve Howey, Ginger Gonzaga, and Omar Miller and show-runner 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 Annalene Newitz (The Terraformers) and Gary Phillips (One-Shot Harry), along with Jose Pimenta (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. Jeannelle 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 SPAACEA: 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 Devey (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 might 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), Margie Scollard (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 Award 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 Punx), Michelle Nguyen Bradley (VtM: Ny By Night, Critical Role), and Lemaar 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 free comic book 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 Gracia, 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 existentially comic 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 208

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 Solterol, 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, being important to 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 Hallowe’en Night; CEO of Storm King Productions & Commerce), WonderCon Special Guest Marv Wolfman (Tomb of Dracula, Teen Titans, former editor at DC Comics), Neo Edmund (Tales for a Hallowe’en Night, Grimms Town Terror Tales, Power Rang-ers), and Sean Sobczak (writer, Tales for a Hallowe’en Night; 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, through an entertaining panel discussion among cast and filmmakers. Reprising his Batman: Soul of the Drag-on 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 Kala 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 pro-ducer and co-director alongside co-director Christopher Berkeley (Young Justice) to bring 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 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 leads who love everything about Marvel’s mutants! Phil Jimenez (comic book artist, Astonishing X-Men, New X-Men), Sara Moni (cos-player), 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 give-away. Moderated by Chandler Poting 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—WonderCon Panel! 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), Britanni Oliver Sillas-Navarro, AMFT, MA (Black Pan-ther 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 their safety! Room 211

6:00–7:00 Comics, Culture, and Class-rooms—Chanti Burnette (Animo 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 that Lesser-Known Character (You Love)—Moderator Chad Evett (cos- tume 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 design-er/fabricator), Jordan Sheehan Hughes (actress, costume maker), and Veronica Swares (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 cur- rent, and help you walk away with new found 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; Fun
cational Magic) about his search for iconic
poster art inspired by solutions to climate
change and the latest screen prints from the
Dreadedown Design Project, his cli
mate art project by gig poster and comic
book illustrators. Room 300E

6:00–7:00 HBO Max's Clone High Ex
clusive Sneak Peek Tee — HBO Max is
peeling back the curtain and offering
fans an exclusive, in-room only first look
at an extended teaser of the Max Orig
inal 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 moderat
ed Q&A with executive producers Phil
Lord, Christopher Miller, Erica Rivi
noja, 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 60's 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 administra
tor) discusses the power of the engineer
ing 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 appre
ciation 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-in
creasing 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 eco
nomics are always tricky, even with the
rise of crowdfunding, digital publishing
and print-on-demand services, so more
than ever, knowledge is key to navigat
ing the ever-shifting landscape. And
although with great power there must
come great responsibility, today's
creators are finding that with great tech
ological 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 Won
derCon 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 invit
ed to participate in an interactive discus
sion led by Lovitz concerning the basic
rights provided under the U.S. Copyright
and Trademark laws, including the ba
sics 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 regis
tration 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. intel
lectual property systems. Please Note:
The Comic Book Law School® semi
nars are designed to provide relevant
information and practice tips to practicing
attorneys, as well as practical tips to cre
ators and other professionals who may
wish to attend. However, the seminar is
presented for information and entertain
ment 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 streaming service, Acorns. This
informed Whovians return for their inter
active 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 Connect
ion — 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 Connect
ion, 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, writ
ers 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 con
tact information. Think of it as speed-dat
ing, 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 Begin
ning — 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 heroes of Hulk
Hogan to the anti-heroes of “Stone
Cold” Steve Austin and the villainy of Ric
Flair, this panel explores the parallels
in character development and storyline
advancement between these outrageous
forms. Featuring architects from the
worlds of comics and professional wres
tering. 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 rep
resent the Latin American culture or just
an attempt at racial inclusion for finan
cial profits? A group of comic artists,
writers, and historians discuss the
diversity trends in pop culture. Panelists
include Scott Mercano (Diablo Publish
ing), Jessica Tseang (historian), Carlos
Casco (YnC Comics), Kevin Grevioux
(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 Christ
mas Eve), Ana Mendoza (podcaster,
Most Extreme Ranking Challenge),
Lemar Harris (comedian/podcaster,
Most Extreme Ranking Challenge), and Matthew Johnson (comedian/podcast-er, Most Extreme Ranking Challenge) come together to challenge/argue/bar-gain 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 reshow at WonderCon 2023! Could it be the Marvel Studios’ Hall H presentation? . . . or could it be what Warner Bros. brought to Hall H? Won-derCon’s very own Tommy Goldbach (programming coordinator for Com-ic-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, Bone-yard Press, From Beyonde, Taboo, Slow Death, Razor, Vamporotika, 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 writers and artists actively looking for happily ever afters. 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 alum. 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 LBTGQA+, 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 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

8:30–9:30 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), Taliesin 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 psyche geeks including Benjamin Taitz, MA (Mental Health Quest Podcast), Justine Mastin, LMFT (Starship Therapie), Shelly Clevenger (Sam Houston State University), Brittanii Oliver Sillas-Navaarro, MA, AMFT (Alliant International University), Elizabeth 방실 Han, PsyD (MiraCare Neurobehavioral Health), Dr. J Scott Jordan (Death’s Legacy), 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 Psychologi-cally Rich Characters—Are you a writer, an illustrator, or an actor or have you ever wanted to be one? Have you been struggling with impostor 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 impostor 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. Di-anne Dotson (The Shadow Galaxy; The Questrion Saga), actor Philip Antho-ny-Rodriguez (Grimm; Modern Family), and illustrator Vince Alvenida (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. Rebeckah 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 Things Psychology: Life Upside Down—Can Die Hard be a Christmas Movie?—GG4G superfan panelists hold a light-heart-ed 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
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 Ignotofsky (What’s Inside a Flower), Suzanne and Max Lang (Grumpy Monkey Who Threw That), and Judd Winick (HILO, 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 Letizia (Geek Frontiers) focuses on how Oliver Queen was transformed into a leftist foil to conservative Hal Jordan. Amy DeSuzza-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 Arscletter, to Marvel’s Avengers and My Little Pony: A Maretime Bay Adventure. Senior game designer Alissa Smith (Survios) and licensing producer Chyenne Shotton (War Disney Games) hope to inspire game lovers, women, and people of color to pursue their dreams of creating video games.

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 of 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: Ultra-four—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 K also 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...
Mothers, 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, GoGir!, 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 Jennifer Crittenden and the Old Owl, director of 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-Africanic 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/Megascopcpe), 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 be a character that prefigures 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 @SuperheroRL: The Role of Comics in Mental Health Wellness—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: Ethics and Creative Nonfiction: Crafting Graphic Memoirs Through Marjane Satrapi’s Persepolis—This panel will detail the process that the creative 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 voices through 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 Malonda Hale (#WeNeed-ToTalk 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 Jordandene and The Satorial Geek and community relationship manager at Adidas) and Mallory Shoemaker (a 14+ year content creator and content strategist at Adidas) 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.

www.wondercon.org 61
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 Arvy 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 (Soupys Leaves Home), Dan Santat (A First Time for Everything), and WonderCon 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. K-Tonian 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 costume and character: 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 weblingers, 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 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’t 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 FUND MEDIA) moderates this panel of industry professionals who will tell you the truth about adapting your works, from a piece of literature or comic series into a successful visual medium. Panelists include industry veterans 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 Nudeus of Nudeln”). 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 JGP (pop culture consultant, InterMyth), this panel will cover content creation, survival tips, and personal anecdotes to help both beginners and veterans in pop culture and content creation. Room 300C
SATURDAY PROGRAMS

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 (Yesterworld), 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—(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 years 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, Dominique 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 (light choreographer for multi-award-winning Everything Everywhere All at Once). Sam Khushe (award-winning writer of Red Navel; 24-hour Film Festival, cultural consultant), Latinx creators and Native American topics 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” Rosenthal (teacher, Sweetwater USD) describe how incorporating comics into the curriculum increases engagement and access for all students while developing a love for reading (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 comic 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

1:30–3:30 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

1:30–3:30 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 episodes 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 RWBY—Ruby, Weiss, 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.

www.wondercon.org
for an exciting panel discussion between the cast and filmmakers. The voice cast is headed by Natalie Alynn 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 Stanford Prison Experiment) as 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.

Serpent’s Heir
Mairghread Scott (Sea Table founder; 2023 Eisner judge), and Moni Barrette (Creators, Assemble Panelists include to positively impact their communities. Comics are a powerful force: Fun career opportunities, and drivers of popular culture. What if all of this awe-inspiring entertainment and technology industry expect from the new season, premiering on Digital, 4K Ultra HD, and Blu-ray. Part One]
x RWBY: Super Heroes & Huntsmen, featuring the eighth and final season of 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 Ashleigh 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 plenty of 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 Burton. They will discuss the winner’s process for designing the Marvel Studios’ The Marvels collection by Her Universe, 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 Alternative History in Speculative Fiction—Bestselling authors Stacia Deutsch (Hotel Transylvania), Henry Herz (I Am Smoke), Lissa Price (Starters), and Scott Sigler

2:00–3:00 E elevating Trans Voices: Celebrating the Contributions of Trans Creators in Comics and Pop Culture—Annalee Newitz (The Terra-formers), Tara Madison Avery (Pism Comics), Sonya Saturday (A Ninja Disguise Christmas!), Kover Murdock (Transcat), Liam Coballes (Aggretsuko), Zhen (Hello We Are Rats), and moderato 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 Armar (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 overwhelming? 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 plenty of announcements. Come for the Tales of Syz and stay for well, an explanation of just what “Tales of Syz” means! Room 208

2:00–3:00 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
(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 (Fenris & Mott), guided by Maryelizabeth Yturralde (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!!!), Ty Tyler (Anxious Ax; Yellow Is the Warmest Color; Tannis Comics), Joshua Yehli (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, answering 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 Troy 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 all 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 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. North 200A

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

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 Jimmy Cricket), Kaitlyn Robrock (current voice of Minnie Mouse), Neil Ross (Transformers, GI 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 Table-top Gaming Experiences—Painter’s Guild alumni Bryan Merlorgni and Cullen Knappen are joined by Nicole Gose (voice on Fire Emblem Heroes), Earl Baylon (voice on Tomb Raider), Aven Gonzalez (lead designer of Men-tha Designs), Spencer Adams (demos for Steve Jackson Games), and Jessica Adams (demos 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

www.wondercon.org
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 300A

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 Brian Laowinsohn (Ephemera, Fantagraphics). Room 208

4:30–5:30 Drawing Super—What does it take to bring your favorite superheroines 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, Woman’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 coherently 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 (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 Greivoux (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 master-class 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 Nemecem (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 Acceleration 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 partnerships 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
SATURDAY PROGRAMS

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 Gbilen (animator), Yas Modaes Ghasedir (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 Toyzhiz) 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 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 Barovsky (director and creator, Brightburn, Nightbooks), Jessica Knebel (author and comics publisher, Wicked Burn, Nightbooks) and the Boxleitner Brothers Lee Boxleitner and Sam Boxleitner (screenwriters, Downstairs, Rupert). Room 210

6:00–7:00 Geek’s 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 Professor Volder, are filled with trauma and emotional heartbeat. 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

5:30–6:30 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 Noveltay (I Chabod Jones: Monster Hunter), Clinton Wolf (Zombie Ranch), and Daniel Gastelum (CHSFR). Hosted by David Lucarelli (Tinseltown). Free comics for everyone who asks a question. Room 300E

5:30–7:30 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 Ashley 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

5:30–7:30 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 Grier, 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 these 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-
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 pencillers, inkers, colorists, etc.—all are welcome!) Then, in five-minute sessions, you will talk one-on-one with each other about your ideas and skills. At the end of each five-minute period, you will get up and move on to the next person. If you’re interested in furthering the conversation, you’ll exchange contact information. 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 other cases of screw-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 towel? Will Petra Aberdeen or Beckett Mariner dethrone Vash as best archaeologist in the quadrant? What was even in that paleontology database on board Voyager? Dr. Ashley Pouset (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 58 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), Ailix Catherine, Cole Garrison, and JPF 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 their unique experiences 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 (games/Designer of World of Haiku). Room 213AB

7:30–8:30 The Science (and Schmience) 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), Samantha Hale (The Credits Movie), 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 overpower a decent person or a 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 Seliner (Ben 10), Brandon Perlow (Werewolves), 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 Crowson (Kingwood Comics), Ed Greer (The Greatest Pod), and Sean Owens (Icons of Darkness) to discuss
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 medical misconceptions seen in Alive: The Medicine of Adventure.
Room 213CD

10:00–12:00 Animation Show of Shows’ Best—Ron Diamond (curator, and producer) offers a special presentation of the best animated shorts from the Animation Show’s first 21 years. 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 at 8:00 for audience seating but the 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

10:00–11:00 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 best-selling 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 JPH (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 Pimenta (Twin Cities), Rachel Ignotsky (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

**11:00–5:00 Sunday Programs**

**11:00–12:00 Industry and Community (casting director, 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 commentating 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. Boucher (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 Capucchio 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) and Kat Carter 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 Arts) explores the feminist reclamation 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 compositor 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 22 Comics Portfolio Review—22 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/ 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), Seannan McGuire (New York Times bestselling author, Hugo and Nebula Award winner, October Daye Series, InCryptid 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 Trux (Ultramonthly Podcast), Jeff Johnson (Solitare artist), Larry Welch (Ultraverse inker), Steven Boyd (moderator Ultraverse Facebook group), Scott Kolins (Freo 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 the SheProp 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, SheProps 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 open Q&A, of course! North 200A


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,
**SUNDAY PROGRAMS**

**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 208

**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 primate concepts work in a modern world? Better yet, how do you take a modern narrative and make it timeless? Nnom Ford (VP, Universal Music Group, Lune Rouge Entertainment), Geoffrey Mark (CG supervisor, *Raised by Wolves, The Owlville*), 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 (Feniis & Mott), Michelle Lam (Meesh the Bad Demon), and Sofía 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 and welcoming haven 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) 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 classics—and not-so-classic—comic books. Room 213CD

**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 300A

**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 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 in 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. Panelists share their personal stories from their work with students, clients, and within the entertainment industry. Room 300C

**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 Megascope, he/him*), horror scholar and columnist Lea Anderson (*Fangoria, she/her*), writer Viktor Kerney (*Strange Lore*; host, MEGASheen podcast, he/him), editor and writer Melissa 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
2:00–3:00 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 (San 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 Assembly; president, Graphic Novels and Comics Round Table), Kevin Coon (OverDrive account manager III), Corey Eterling (Hoopla regional sales manager West Coast), Bre Indigo (sequential artist, The Dog Knight), and moderator Jack Phoenix (developmental editor, Cuyahoga Falls Library; Broadart’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, The-oneRing.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), and moderator 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 superhero and unreal in books like Mister Miracle, Batman, and Strange Adventures. Mitch and writer Tom King partake in a one-on-one QA 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 (BiggerBoxModels) is known for designing ideas using CAD systems and a unique focus on the new 3D printing environment; Julie 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 Lusen 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, Pfeffer, 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 & Dragone) share insights into children’s
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, SciFiRadio; 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 Vadder 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 cosplay culture 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—Rayden Phoenix (A La Brava, Jalisco), Ghezal Omar (.357 Magnum Opus, Pimp Killer), Maxi Rodríguez (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 Fantom 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-dons! But remember, the best part of the show is up to you! Cheer for Dr. Horrible! Cheer for Penny! Cheer for Moist! Cheer for the Freeze Ray! Cheer, or whatever, for “Captain Hammer, Corporate Tool!” Just have fun and be sure to make Bad Horse gleeful. North 200A

3:30–4:30 Six Essentials Aspiring Creators Must Know (Geekviev Tavern Live!)—It ain’t easy making comics! Get the inside scoop on 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, SciFiRadio; 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 210

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 Liu, and Adam Shere let attendees compete for an opportunity to win prizes and also . . . Welcome to the Quizening! Room 300C

4:00–5:00 How to Crack the Career Code for Mixed Reality, Gaming, and Tech—KC Mancebo (CEO/founder, Clamorhouse & Clamorhouse Kids), Kristin Noble (founder and chief creative officer, BNible 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. Everyone who attends will get a postcard with a piece of wisdom from the speaker. Room 208

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), Keily Dreyer (cosplayer), Lauren Emery (cosplayer), and Chris Tushinsky (comic aficionado) will ask competitiveness 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 Sneddon, 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
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 To i 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 Yashahime: Princess Half-Demon  
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 Pybuster  
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 kakugishigato  
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*

---

*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.

### 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 Breaks  
6:05 PM Nanagaretai Ai-Yarito  
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 Pybuster  
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

**NIGHTTIME**

Hilton Anaheim  
California A, Level 2  
7:15 PM kakugishigato  
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*

### SUNDAY

**DAYTIME**

Anaheim Convention Center Room 205B (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  
4:50 PM Food Wars!  
5:15 PM Sayonara Zetsubou-Sensei  
5:40 PM If Her Flag Breaks  
6:05 PM Nanagaretai Ai-Yarito  
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 Pybuster  
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

www.wondercon.org
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 Card.
ANIME SYNOPSES

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 cos-players, 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 the 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 Nagizaka’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, maid, 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 mysteriously 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…

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

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.

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.

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.

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.

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.

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.

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.
action titles like Balls of Fury and Tights in the Wind, but after his
dughter 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 tradi-
tion 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 pow-
erful Kekkai 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
costarring 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 extraordi-
nary 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 oth-
er-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
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 Airantou:** 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.

**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 down 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 Shingami 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-Shingami, exorcist Rinne, his contracted black cat/demon Rokumon, and his human female classmate, partner in paranormal activities, and possibly paramour, Sakara Mamiya.

**Revisions:** After Daisuke Dojima is rescued by an enigmatic woman, she 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 Itozaki 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 HOLO to capture and control the renegade Native Alters. Kazuma, a Native Alter whose Alter is Shell Bullet, is confronted by HOLO. Kazuma, fighting for his freedom and also his friend’s safety, takes on HOLO’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 Gamilar’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 Shiraishi 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, tengu 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 Yoki 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. Yoki 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 stalks 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 Earlshed 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.

**ANIME SYNPSES**

WonderCon would like to thank the following for providing Anime films for this year’s schedule:

**Crunchyroll:** Adam Sheehan, Sasha Kistak
**Discotek Media:** Selby
**Right Stuf:** Jake Hockenberry
**NIS America:** Justin La Torre
**Sentai Filmworks:** Tom Helberg
**VIZ Media:** Jane Lui, Elizabeth Ellis

---

**SPECIAL THANKS**
EYE-POPPING
The magic of Comic-Con® all year long

Visit our booth #1009 in the Exhibit Hall

Currently Featuring:

The Animation Academy
Animation Academy: From Pencils to Pixels® was created by Stage Nine Design and is distributed by Exhibits Development Group

Cover Story
Five Decades of Comic-Con®

Pac-Man Arcade
PAC-MAN™©BANDAI NAMCO Entertainment Inc.

PLAN YOUR VISIT TODAY AT WWW.COMIC-CON.ORG/MUSEUM

Comic-Con and the Comic-Con Museum logo are registered trademarks of San Diego Comic Convention.
WHAT ARE YOUR COMICS WORTH?

Price Guides
Raw & Graded

Collection Management

Content & Comic Trends

Get 1 month for .99 cents!!
Use Promo Code: Wonder2023
Valid Until: 4/10/23

Visit us at: WonderCon Booth: DL-19