

The Northwest Science Fiction Society proudly presents

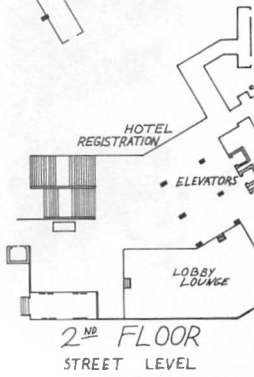
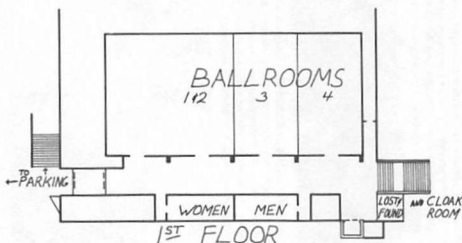
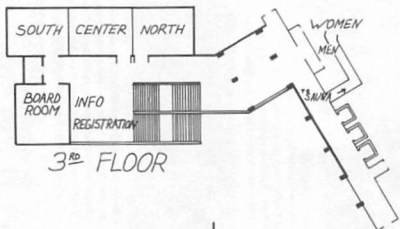
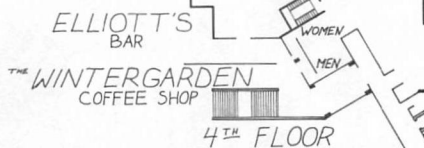
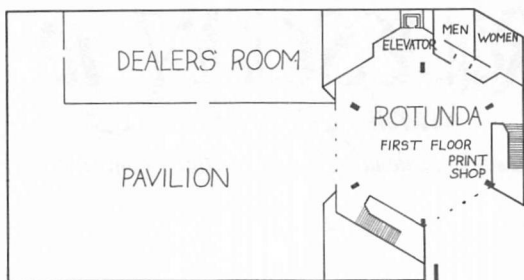
NORWESCON 10

March 24-27, 1988

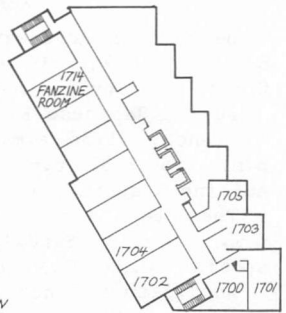
Annual Northwest Regional Science Fiction Convention



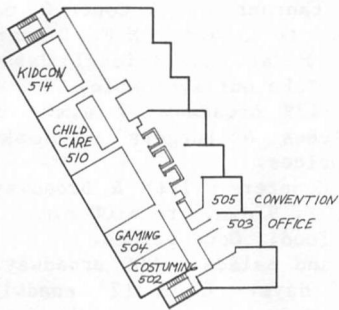
The Modern Prometheus
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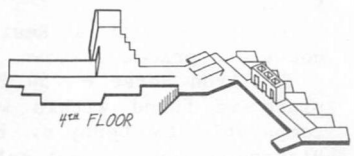
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HOSPITALITY
17TH FLOOR

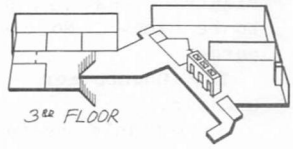


5TH FLOOR

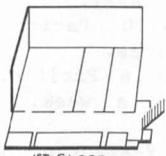


4TH FLOOR

- WOMEN
- MEN
- CONFERENCE ROOM
- WRITERS' WORKSHOP



3RD FLOOR



1ST FLOOR



2ND FLOOR

GOOD EATS & MORE

The following restaurants are open in the vicinity of the Hotel. More information and copies of some of the menus will be available at the information table.

NEAR THE HOTEL

Henry's on Broadway - 1128 Broadway. 9 a.m. to 8 p.m. M-F, 10 a.m. to 6 p.m., Saturday. Cafeteria Style - moderate prices.

Fujiya Japanese Restaurant - 1125 Court C, Suite 1. Lunch: 11:30 a.m. to 2 p.m., M-F. Dinner: 5 p.m. to 9:30 p.m. M-Sat. Traditional Japanese cuisine & sushi bar. Take out available.

The Pie Patch - 1129 Broadway. 7 a.m. to 4 p.m. M-Sat. Sandwiches & Burgers - breakfast special \$0.99. Good prices.

Woolworth's Lunch Counter - 11th & Broadway. 9 a.m. to 4:30 p.m. M-F. 9 a.m. to 4:00 p.m. Sat. Typical lunchcounter food. Good prices.

Subway Sandwiches and Salads - 900 Broadway. 10 a.m. to 11 p.m. 7 days. 6" & 12" sandwiches (vegie too!) Good prices - pretty good cookies. No checks.

Michael's Deli & Restaurant - 1126 Commerce. Hours and prices unknown.

The Iron Horse - 754 Pacific. The only 24 hour place we found within walking distance. Prices comparable to Denny's. Beer and wine available. Plenty of seating, but call ahead for a large group to be nice. No checks or American Express credit cards.

The Downtowner - 815 Pacific. Hours & prices unknown.

Sebastian's Seafood & Steak - 928 Pacific. 11 a.m. to 8:30 p.m. M-F. 11 a.m. to 9 p.m. Sat. Dinners \$10 & up. Classy?

Taco Time - 1210 Pacific. Hours unknown. Typical food and prices.

Dari Deli - 13th & Pacific. 10:30 a.m. - 5 p.m.(?) Seven days a week. Burgers and such. Good prices.

Bimbo's Italian Restaurant and Lounge - 1516 Pacific. Lunch everyday. Open 'til 2 a.m. Friday & Saturday. Prices unknown.

A LITTLE FURTHER AWAY

Tacoma Salmon House - 2611 Pacific - 11 a.m. to 10 p.m. M-TH, 11 a.m. to 11 p.m. Friday, 4 p.m. to 11 p.m. Saturday, noon to 10 p.m. Sundays. Alder smoked salmon, salad bar. Prices unknown.

Dari Deli - 2400 Pacific. Burgers and such. Hours unknown, but convenient for the con staff after meetings.

Dennys - 10802 Pacific or 5924 - 6th Ave. Open 24 hours. Denny food. Denny prices.

PIZZA DELIVERY

The Pizza Answer - 627-8844

Pizza Hut - 627-6666

Godfathers Pizza - Deliveries for orders over \$20.00. Call Toll Free 1-223-1111. Great recording while you wait for an operator.

CASH MACHINES: A Partial Listing

Old National Bank - Exchange/Accel - 13th & Broadway

Old Stone Bank - Exchange/Accel - 11th & Pacific

Seafirst Bank - Exchange/Accel - 11 & Pacific (Neat color Graphics!)

First Interstate - 12th & Pacific

Rainier Bank - 11th & Court C (Behind Rainier Bank)

OTHER POINTS OF INTEREST

Walden Books - 1135 Broadway. 9:30 - 5:30 M-F. 10 - 5 Sat. Public Library - Across for Waldens 9 - 9 M-Th. 9 - 6 F & S. Computerland - 9th & Broadway. 9 - 6 M-F, 10 - 5 Sat. Paragon House (A Toy Store) - Across from the Time Machine on Broadway 10 - 5:30 M-F, 11 - 5 Sat. This place has some really spiffy stuff!

Memory Mall (collectables, jewelry, art & more) - 744 Broadway. 10 - 5 M, W & F, 10 - 9 Th, 1 - 4 Sun.

Tacoma Antique Gallery (western & indian items) - 745 Broadway. 10 - 5 M-Sat.

The Time Machine (antiques, nostalgia, records - 765 Broadway. 10 - 5 M-Sat.

Point Defiance Park/Aquarium/Zoo & Fort Nisqually. West on 11th, turns to 12th at Sprague - continue on 12th to Bantz, go north (right) on Bantz - turns to Pearl at 6th Ave. Stay on Pearl and follow the signs to Point Defiance.

Wright Park - Located between Division Ave, 6th Ave, I and G streets. One of the finest Arboretums in the Pacific Northwest.

For Pierce County bus info call 581-8000.

For Taxis call 472-3303.

PARKING & SHUTTLES

As you probably already know, parking at this hotel is quite a problem. For those of you staying at the our other convention hotels we have arranged for a shuttle service from these to the Sheraton. See schedule times below. In the meantime, park only in designated parking places. Check for a flyer in your program packet for any updates. There are several pay parking lots within a few blocks of the Sheraton. Anyone found double parking or blocking fire lanes will be subject to towing without notice.

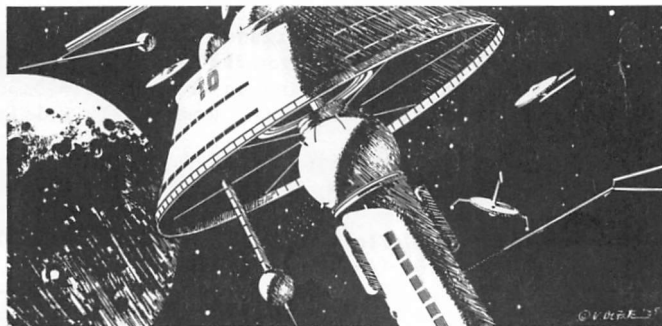
Shuttle Schedule (Provided by Travelines)

Thursday 6 to 8 p.m. / 11 to 1 a.m.

Friday 9 to 11 a.m. / 5 to 7 p.m. / 12 to 2 a.m.

Saturday 9 to 11 a.m. / 5 to 7 p.m. / 12 to 2 a.m.

Sunday 9 to 11 a.m. / 4 to 6 p.m.



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CHILDREN

There is no charge for children 12 and under attending Norwescon. However, all children 12 and under must be accompanied by a parent or guardian at all times. Adults not able to keep a check on the children they are responsible for will be asked to leave the convention. This rule is not only for the peace of other NWC members, but more importantly, it is for the safety of the children. Not every person is safe and sane (not even fans), and in a hotel filled with so many people, there will be some that are not con-goers. If you see a child not attached to a grown-up, please bring them safely to the NWC Convention Services office, rooms 503 & 505 on the 5th floor. Also, if you have lost your child and can't find them, come to us in the office and we will help you in your search. It might also be a good idea if you show your child around the hotel so if you and they do indeed get separated, they know "safe places" to go. Example: Con Office room 503, Child Care in room 510, and the Information Table. Please note that there will be one additional rule this year. No child under 10 years of age will be allowed in any function room or hospitality after midnight. We feel that by this time children should take their parents to bed. It is unfair to the children and to all conventioners to have a tired, irritable, cranky child being forced to stay awake by a guardian who still wants to party. Remember that it is illegal to leave a child alone in a sleeping room. If you want to continue to party then arrange for a babysitter. Thank you.

DRINKING

You have no doubt heard all the talk in the news media about drinking and driving. We hope that this public awareness has reached the members of SF fan conventions. If you plan to drink, PLEASE, PLEASE, do not drive. At the bar in Hospitality and in the Con Services Office there will be tags that say I'M DRIVING at no charge. If you must leave the hotel, please wear one. This way we can

all help you stay away from the bubbly (whatever form it takes).

There is another topic under the heading of responsible drinking which is a sometimes touchy subject...persons under 21 indulging in alcohol and other drugs. We the NWC Con Committee are realistic enough to know that if a young adult is determined to drink, we will not always be able to stop them. Responsible imbibing (not getting falling down drunk - becoming a menace to yourself and everyone else in the hotel and on the highways) will not be noticed as much, and the heavy hand of the hotel detective and/or our Site Services head will not be felt. The ID required rule at NWC Hospitality Room will be strictly enforced. We have a Washington State Banquet License and this is to protect us from legal hassles. We want all of our members to have a good time at NWC, and we want you all to return home safely.

PARTIES

Room and Hall parties are a very important part of Fan Conventions. A few things to know to help make them more enjoyable and safe for everyone: Room and Hall parties are restricted to the party floors. (No alcohol is allowed beyond these wings as well). If you are planning to have a room party, request lodging in one of the party floors. If you do not want to be anywhere near the parties, request quiet floors. A warning to room party hosts: We suggest you keep watch on who is grabbing a drink off the table or a beer from the tub. The laws in Washington State say that if you were the supplier of alcohol to minors or to someone who is already drunk and they in turn go and hurt themselves or others, YOU TOO are responsible for THEIR actions. You can also be fined for contributing to the delinquency of a minor.

FRIDAY

	10am	11am	Noon	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm	9pm	10pm	11pm	Midnight	
Pavilion										AUTOGRAPH PARTY			STARDANCE AND ICE CREAM SOCIAL			Pavilion
Ballroom 1 & 2	NASA PROJECTS IN THE NEXT DECADE	*STAR TREK- THE NEXT GENERATION* DESIGNS	INTERVIEW: MARIAN ZIMMER BRADLEY	INTERVIEW: JON GUSTAFSON	FANTASY ROLE PLAYING: A MALE-ONLY PLAYGROUND?	ART GDR SLIDE SHOW: RICK STERNBACH	SP'S RELATION TO TV	INTERVIEW: DAVID GERROLD				STAR TREK- THE NEXT GENERATION: UPDATE	REGENCY DANCE (Costumes Optional, Everyone Invited)			Ballroom 1 & 2
Ballroom 3	MAKING IMPOSSIBLE CREATURES PLAUSIBLE	THE HOTEL PERSPECTIVE	PHYSICAL ABUSE AND NEGLECT THEMES	SYMPATHETIC VERSUS UNSYMPATHETIC CHARACTERS	TECHNOLOGIC CHANGE AND WEALTH AND POWER	NANO- TECHNOLOGY	IMAGINING A TRULY DEMOCRATIC SOCIETY	SMOTHERED IN GARBAGE: HUMANITY AS TOXIC PARASITE			IF AIDS IS INCURABLE: A NEW VICTORIAN ERA?	FILMS SHORT ANIMATED FILMS <i>Sleeping Beauty</i> <i>Three Caballeros</i>			Ballroom 3	
Ballroom 4	SEXISM IN TECHNOLOGICAL DEVELOPMENT	ARTISTS' SURVIVAL SKILLS	CAPTURING SENSORY DETAIL	HOW IS CULTURE PERPETUATED?	MAKING SCAR-CARRIERS COME ALIVE	NECESSARY BIZARRE ECOLOGIES	THE FUTURE OF THE ENGLISH LANGUAGE	MYTHS OF PUBLISHING	THE TWENTY GREATEST P/S/F FILMS OF ALL TIME	PAUL SAMMON PRESENTS	USING REAL HISTORY IN P/S/F	LAZER TAG ORIENTATION			Ballroom 4	
Boardroom	FILM SLIDE SHOW: THE ART OF CATHY LIVONI	CLARION WEST GENERAL MEETING	SLIDE SHOW: DAVID DIETRICK	READING: JOHN MORRESSY	SLIDE SHOW: DAMON WILlich	READING: ADRIENNE MARTINE-BARNES	SPACE PROPULSION SYSTEMS	EFFECTIVE COSTUME PRESENTATION (PART 1)	WOMEN'S AMATEUR PRESS ASSOC ISSUE FORUM	ANTHOLOGY READING III	ANTHOLOGY READING IV	TEAM BANZAI GATHERING			Boardroom	
South Center Room	CRITIQUE OF LIBERTARIAN POLITICS	MOST OF US ARE HERE TO STAY	HEREDITARY EMPIRES IN SPACE	FILM CONTEST (PRELIMINARY SHOWINGS)		WHAT MAKES A GOOD CRITIC	ARTISTS OF THE FUTURE	KEEP A SHORT STORY SHORT	FANNISH OLYMPICS ORIENTATION	BRITISH MEDIA	BAPA-BAPA: ROLE-PLAYING ALIEN CULTURES			PSYCHOLOGY OF HORROR	HORROR READINGS	South Center Room
Conference Room							WRITERS' WORKSHOP ("VIOLET")		WRITERS' WORKSHOP ("ULTRAVIOLET")							Conference Room
Lobby Lounge				ART DEMO: Felley		ART DEMO: Detrick										Lobby Lounge
Gaming Rm# 504	TOURNAMENT: UNO PRELIMINARIES			TOURNAMENT: VILLAINS & VIGILANTES				GAME TOURNAMENT: TRAVELLERS			OPEN GAMING					Gaming Rm# 504
Other	9:00 AM Board Room Short Animated Film		Art Show Tour: Gustafson				Art Show Tour: Willich	Art Show Tour: Barr	Art Show Tour: Dharma Engineers					GAY FANDOM PARTY Hospitality		Other

SATURDAY

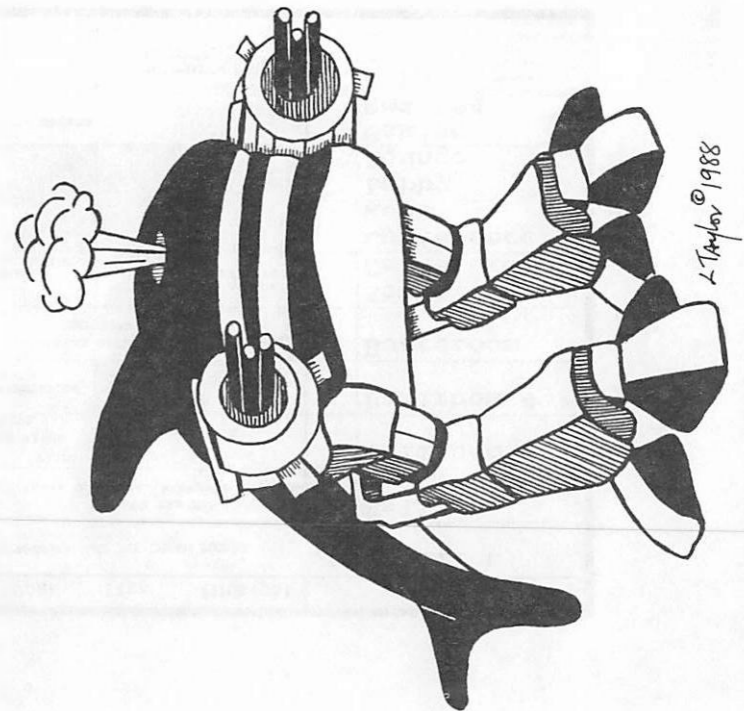
	10am	11am	Noon	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm	9pm	10pm	11pm	Midnight	
Pavilion	MASQUERADE: MANDATORY MEETING			BREAKING INTO SCREEN WRITING	EFFECTIVE COSTUME PRESENT (PART II)						MASQUERADE				LAZERTAG TOURNAMENT	Pavilion
Ballroom 1 & 2	SCREAMER DEMONSTRATION	SUSPENSION OF DISBELIEF: HOW FANTASY WOULD RINGS TRUE	THE EFFECTS OF WEAPONS ON SOCIETY	FILM PREVIEW: WILLOW	IDEAS ARE EVERYWHERE	INTERVIEW: RICK STERNBACH	ALLIGATORS IN THE SWEMMS: URBAN MYTHS AND LEGENDS	WRITERS WORK SHOPS: WHAT THEY TEACH AND DON'T	TEN YEARS OF NORWESCON				FANNISH OLYMPICS			Ballroom 1 & 2
Ballroom 3	IMPACT OF ROOM TEMP SUPER-CONDUCTOR TECHNOLOGY	THE MANY FACES OF CENSORSHIP	WHAT ARE LITTLE BOYS MADE OF	HARD SF VS. SOFT SF	HOW TO FIND THE RIGHT AGENT	DAVID GERROLD: THE ART OF WRITING	STORY INTO ART DEMO	THE MILITARY ROAD TO SPACE	PAGANISM IN THE P/S/F COMMUNITY	DEPICTING ALTERNATIVE RELATIONSHIP IN P/S/F						Ballroom 3
Ballroom 4	TIGHT PROSE: MAKING EVERY SENTENCE COUNT FOR THE	"Be Good" AN UNCOMMON VIDEO	INTRODUCTION TO BUYING GENRE ART	A TYPICAL DAY IN THE U.S. SPACE STATION	DAY-TO-DAY LIVING IN SPACE	SOVIETS IN SPACE	WRITERS' SURVIVAL SKILLS		CLARION WEST SCHOLARSHIP AUCTION	OPEN GAMING						Ballroom 4
Boardroom	TEENAGR TREASURE HUNT	HOW TO WRITE FOR YOUNG PEOPLE	AUTOGRAPH SESSION: BRADLEY	AUTHOR'S READING: RICHARD P. RUSSO	ANTHOLOGY READING V	READING: STEVEN BRYAN BIEBER	READING: ELIZABETH SCARBOROUGH	READING: JOHN BARNES	READING: MERSON	READING: KILLIS	READING: SHIRLEY	ANTHOLOGY VI	FAST FORWARD			Boardroom
South Center Room	A SOCIAL CRITIQUE OF FAIRY TALES	IMPLICATIONS OF DECENTRALIZE COMMUNIC SYS	The Search for Quetzalcoatl	WRITING THE HUMOROUS STORY	THE FUTURE OF SMALL ARMS	READING: STEVE BARNES	THE IMPACT OF ROBOTS, AND AI	DARWINOPOLY		DARWINOPOLY DISCUSSION	ANTHOLOGY READING VII	Zantastic Planet			FILM SHOWINGS <i>Fire and Ice</i> <i>Hoplicity Goes to Town</i>	South Center Room
Conference Room	WRITERS' WORKSHOP ("BLUE")		WRITERS' WORKSHOP ("INFRARED")		WRITERS' WORKSHOP ("GREEN")		WRITERS' WORKSHOP ("YELLOW")			ART DEMO: Emay						Conference Room
Lobby Lounge	CHILDREN AND FANDOM	QA&A DAN REEDER	ART DEMO: Barr	PERSPECTIVE FOR ARTISTS	ART DEMO: Striikes		QA&A with AVRAM DAVIDSON	ART DEMO: Flat	A WRITERS' REFERENCE LIBRARY							Lobby Lounge
Gaming Rm# 504	TOP GUN TOURN				UNO TOURN SEMIS STAR WARS TOURN			STAR FLEET BATTLES								Gaming Rm# 504
Other	WRITERS' WORKSHOP ("INDIGO")		Art Show Tour: Detrick		Art Show Tour: Willich			ART SHOW GUIDED TOUR: TARKAS					SEATTLE IN '81 BID PARTY Hospitality			Other

SUNDAY

	10am	11am	Noon	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm	9pm	10pm	11pm	Midnight	
Pavilion	MASQUERADE DEBRIEFING	BANQUET AND PHILIP K. DICK AWARDS CEREMONY			MIDIEVAL FAIR											Pavilion
Ballroom 1 & 2	GENETIC ALCHEMY	COMICS ANIMATION & GRAPHIC ART			ART AUCTION			CLOSING CEREMONY	AN EVENING OF MUSIC: GUEST PERFORMANCES							Ballroom 1 & 2
Ballroom 3	PRICE OF ART SALE AND RESALE	PRINTS AND REPRODUCTIONS	WITHOUT NETWORK	CONTRACTS FOR CREATIVE WORK	ARCHETYPES IN CHARACTER AND STORY	VOLUNTEERS GET TOGETHER	SHERLOCK HOLMES APPRECIATION	ONIONS AND ROSES: FEEDBACK SESSION			DEAD SASQUATCH PARTY AND SPRING RITES					Ballroom 3
Ballroom 4	MAGIC AND MONEY	CHAIN STORY READING			COSTUME WEAPONS SHOW AND TELL	BULLHER-LYTTON WORST OPENING LINE		ART GCB SLIDE SHOW: ENCORE								Ballroom 4
Boardroom	F/S/P POETRY	ANTHOLOGY READING VIII	INTRODUCTION TO F/S/P COSTUMING		KIDS' BIRTHDAY PARTY	ANTHOLOGY READING VIII	DISCUSSION: Steve Jackson									Boardroom
South Center Room	STORIES THAT WOULD MAKE GREAT MOVIES	FILM CONTEST WINNERS SHOWING	NO-BUDGET FILM MAKING	READING: MICHAEL KUBE-MCDOWELL	READING: DAVID ERIN	DREAM INTERPRETATION	CHOCOLATE LOVERS, UNITE!!!	IGGIE BUS PRE-REUNION PANEL		FILM SHOWING Vincent Animal Farm	Behind the scenes: The Reluctant Dragon					South Center Room
Conference Room		ART DEMO: Bauksdottir	ART DEMO: Scrimshaw	WRITERS' WORKSHOP ("RED")		WRITERS' WORKSHOP ("ORANGE")		INVESTIGATING THE OCCULT								Conference Room
Lobby Lounge	OPEN FORUM			FICTION WRITERS' GUIDE TO LIBRARY												Lobby Lounge
Gaming Rm# 504	GAME TOURNAMENT: UNO FINALS		AWARDS CEREMONY	OPEN GAMING				OPEN GAMING								Gaming Rm# 504
Other								IGGIE BUS PARTY Hospitality	Hospitality: DEAD SASQUATCH PARTY							Other

THURSDAY

	2pm	3pm	4pm	5pm	6pm	7pm	8pm	9pm	10pm	11pm	Midnight	
Pavilion												Pavilion
Ballroom 1 & 2							OPENING CEREMONY		NORWESCON 10 WELCOME AND WARMUP DANCE			Ballroom 1 & 2
Ballroom 3					THE BEST F/S/P BOOKS OF ALL TIME	INTRODUCTION TO CONVENTION FANDOM						Ballroom 3
Ballroom 4				FICTIONARY								Ballroom 4
Boardroom		FAST FORWARD			ANTHOLOGY READING II	FAST FORWARD	INFLUENCE OF STEPHEN BURROUGHS ON THE GENRE	OPEN GAMING				Boardroom
South Center Room				READING: Ed Bryant	ANTHOLOGY READING I	WORLDBUILDING VS EXTRA-POLATION		Fire and Ice	Last Unicorn	Animal Farm		South Center Room
Conference Room												Conference Room
Lobby Lounge												Lobby Lounge
Gaming Rm# 504				OPEN GAMING								Gaming Rm# 504
Other						KTAC BROADCAST Lobby						Other



KILLER WHALE

SLEEPING IN HALLS

The most important word on this subject is DON'T! It is sometimes very disturbing to find bodies sleeping, passed out, or engaging in other activities in the halls or stairwells. Troubleshooters are working 24 hours a day. They walk all the halls of the hotel keeping a check on things. If someone is found in one of these situations, they will be asked to leave! Plan ahead! If you cannot afford a room of your own, or if there are none available, make arrangements to stay with friends and share expenses. If you find that you may have drunk too much and do not want to chance driving, come to convention services and we will try to help you. There will be a bulletin board next to the information table in for you to place notices asking or offering crash space and to share expenses. Anyone not having a room to go to in the hotel after 3:00 a.m. (all convention programming in public rooms will be closed by this time) will be asked to leave the hotel.

RESTAURANTS

There are two restaurants within the hotel. The coffee shop is open from 6:00 a.m. to 2:00 a.m., during the convention. The Rose Garden hours are Mon-Sat: lunch 11:30 a.m. to 2:00 p.m., Dinner 6:00 to 10:00 p.m. Elliot's Bar has a soup and sandwich buffet 11:30 - 2 p.m. Warning: There is a dress code for Hugo's. Costumes are not allowed. There will be a snack bar provided in the Bicentennial Pavilion Rotunda.



LAZER TAG

Lazer Tag is here again, and it's better than ever. Look for a structured, fast paced playing environment where anybody and everybody is encouraged to play. Thrills, chills, but no spills please.

Pre-registration only this year. Look for it at the information table.

Two different levels of competition will be featured this year. OPEN (for beginners and youngsters) and VETERAN (for the experienced players). The events will be TEAM play and SHOOTIST play (every person for themselves, don't bring your best friend! HA HA)

Weapon rentals are available and encouraged. Eye protection is required and provided. Look for a few surprises in the area this year! Come and join the fun.

CLOAK ROOM/ LOST & FOUND

The main Cloak Room and the Lost & Found are one room located on the end of the main convention lobby where the Tacoma Ballrooms are. It is near the elevator and stairwell which rise to the Sheraton's Lobby.

The Cloak Room is a free service provided by the convention for the use of convention attendees. It is meant to be used for temporary storage of parcels, coats and bags, not as a substitute room or food locker. Other arrangements should be made for the storage of large objects, food, or items needed often by their owner. We reserve the right to refuse any article.

Norwescon is not responsible for items left in the Cloak Room: use of the room is at your own risk.

Please be sure the room will be open during the hours you wish to retrieve your belongings BEFORE you leave them there.

The Lost and Found has the same hours as the

Cloak Room. During the time the Room is closed, lost items should be taken to the Convention Office in Rooms 503/505 or to the Sheraton front desk. Lost ID badges should go the Registration table. Should you lose something, remember to check with both the Convention and the Hotel.

After the convention, inquiries about lost items can be made to P.O. Box 24207, Seattle, WA 98124 or call (206)723-2101. Lost itmes will be kept until June 1, 1988.

COSTUME BY COMMITTEE

Another Norwescon first!! A costume built by as many convention attendees as possible!! Come on by -- sew on a sequin, glue on a feather, and add your name (or someone else's) to the list of contributors!

MASQUERADE

There will be a mandatory Masquerade meeting at 10 a.m. Saturday morning in the Pavilion. Mandatory means that you **must** be there. Registration forms, which are available at Information, will be turned in at this time, your (precut) tapes will be collected, your placement numbers assigned, lighting requirements discussed and set, and so forth. No one will be registered after the meeting. Please note that dancing until 2 a.m. and partying until dawn is not a valid excuse to miss this meeting. The Masquerade chairpersons too will be dancing until 2 and partying 'til dawn.



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KIDCON: ROOM 514

During the convention next to the Childcare Room is something very special: Kidcon. It is designed with our young fans in mind. Children 12 and under are encouraged to come and participate in the events planned throughout the weekend.

These include: Kids dance, Masquerade, Tours of behind the scene activities, Costume making, Lego building, Kids movie, Art Gallery, and Writing of a Kidcon newspaper. Everyone is invited to participate. For times of events, come to Room 514 and look at the Schedule or see Kidcon director Kit Canterbury.



The Traveler
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STATIC PROGRAMMING

ART SHOW

Friday 11 am - 10 pm
Saturday 10 am - 11 pm
Sunday 10 am - noon, 1:30 am - 5 pm

DEALERS ROOM

Friday 11 am - 6 pm
Saturday 10 am - 6 pm
Sunday 10 am - 5 pm

SCIENCE, ART & MIND

Friday 10 am - 6 pm
Saturday 10 am - 6 pm
Sunday 10 am - 4 pm

COSTUME GALLERY

Friday noon - 10 pm
Saturday 10 am - 6 pm
Sunday 10 am - 4 pm

REGISTRATION

Thursday 2 pm - 10 pm
Friday 10 am -
Saturday 9 am -
Sunday 10 am -

MAIN CLOAK ROOM/LOST & FOUND

Thursday 3 pm - 6 pm, 7 pm - midnight
Friday 9:30 am - 2:30 pm, 4 - 6 pm, 8 pm - 1 am
Saturday 9:30 am - 2:30 pm, 4 - 7:45 pm,
10:30 pm - 1 am
Sunday 11 am - 5 pm, 6 - 10 pm

UPPER CLOAKROOM

Saturday 11 am - 5 pm
Sunday 11 am - 5 pm



BEM

VIDEO ROOMS

Thursday	4 pm - midnight
Friday	9 am - midnight
Saturday	9 am - midnight
Sunday	9 am - 10 pm

HOSPITALITY (ID required)

Thursday	5 pm - 2 am
Friday	9 am - 2 am
Saturday	9 am - 2 am
Sunday	9 am - midnight

CHILD CARE

(see Child Care for prices)

Thursday	by appointment
Friday	1 pm - 5 pm, 7 pm - midnight
Saturday	10 am - noon, 1 pm - 5 pm, 7 pm - midnight
Sunday	1 pm - 5 pm



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