

Eat Me



Friday

Time	Big Room	Wee Room	Video Room	Other Rooms
1300				
1400			<i>Split Second</i>	
1500				
1600	Co-operative Games		<i>Dougal and the Blue Cat</i>	
1700			<i>Episodes of The Storyteller</i>	
1800				
	Opening Ceremony			
	Murder Mystery Intro			
1900		Twister Tournament		
	The Opera Ain't Over Till the Fat Lensman Sings		<i>Brother from Another Planet</i>	
2000				
		Crossover Genres (Discussion)	<i>Overdrawn at the Memory Bank</i>	
2100				
	Razing Arizona		???	SF Pictionary (Lounge)
2200		Food Tasting Workshop		
2300		Turkey Readings		
2400			<i>Bill & Ted's Excellent Adventure</i>	

Saturday

Time	Big Room	Wee Room	Video Room	Other Rooms
1000				
1100	Cabaret Rehearsal			
1200		Murder Mystery I	<i>Zu Warriors</i>	
	Bid Session			
1300		Very Silly Games	<i>Red Dwarf</i>	
1400	GoH Talk: Iain M. Banks			
1500		Cheap Costume Workshop	<i>The Flash (Film)</i>	
	The Great Debate			
1600				
		Twister Tournament II	Movie Participation Workshop	
1700	Don't Talk, Just Scare (Panel)			
1800		Call My Bluff		
	The Smell of Fear (Quiz)		<i>Sapphire & Steel</i>	
1900		Isaac Asimov: Master or Monster (Discussion)	<i>The Avengers</i>	Alien First Contact (Anteroom)
2000				
2100	S a t u r d a y N i g h t	Modify the Human Body (Discussion)	<i>Akira</i>	
2200				
2300		SF Charades		
2400			<i>Bill & Ted's Bogus Journey</i>	

Sunday

Time	Big Room	Wee Room	Video Room	Other Rooms
1000				
1100	Taxonomy (Quiz)	NSSF AGM	<i>Star Trek: TNG 'Unification'</i>	
1200				
1300	GoH Talk: Anne Page	GoH Reading: Iain M. Banks		
1400			<i>The Tomorrow People</i>	
1500	Alternative Endings (Discussion)	Twister Tournament III &	<i>The Flash (TV Series)</i>	
1600	The Anglo-Saxon Aliens (Talk)	Massage Workshop	Movie Participation Workshop - The Demo	
1700		Living with Wing Commander (Talk)		
1800	History of the Scone			
	Closing Ceremony			
1900		Gripe Session		
2000				
2100				
2200				Rachel's Birthday Party (Upstairs Suite)
2300				
2400				

Some Rules, Information and Stuff

Rule 1: No ~~shit~~ Stop that at once! We're not having that sad old joke pulled out yet again!

Rules and suggestions for your comfort and convenience:

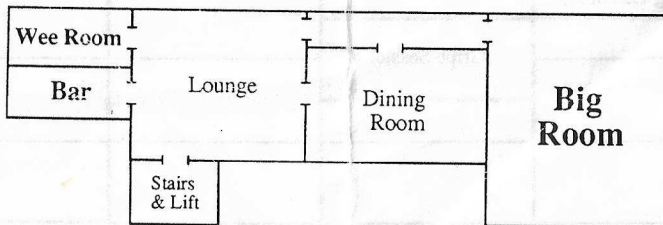
- **Smoking.** *Don't* do it in the Dealers' Room or Video Room - they aren't ventilated well enough. Elsewhere, use the ashtrays provided, please.
- **Badges.** You need them, steeking or otherwise. Wear them proudly in a prominent place. Not only will we temporarily forget who you are and keep you out of the programme rooms if you're not wearing one, but the hotel staff may not let you in either.
- **Weapons.** We're letting you wear them. Peace-bonded, of course. *Don't* wave them about or any such stupidity.
- **Other people.** There are mundanes in the hotel!!! We will be sharing the lounge area with them, so try not to upset them.

Things you may want to know about:

- **Hotel check-out time** is 10am.
- **Breakfast** is from 9am to 10am.
- **The Bar** will open around noon and stay open until people stop using it on a regular basis. Please return glasses to the bar occasionally, they may run out.
- **Food** will be served all day, buffet-style, from 11am (6pm Friday) to quite late. Hot stuff will appear around lunch and dinner times.
- **Getting in and out of the hotel:** you should have a key to the front door, as well as your room key. If, for some reason, you go out without it, there is a porter on duty at all times, so just ring the bell. It would help you to get in if you have your badge...
- **Dealers' Room** will be open 2pm to 6pm Friday, 11am to 6pm Saturday and Sunday (unless the dealers decide to knock off early!). See the maps below to find the Dealers' Room.

Maps of the Con

1st Floor



Mezzanine

