

Time	Programming	Programming	Programming	Krushenko's	Programming	Slideshows & Movies	Readings	Signings	Music Programming	Time
FRIDAY	Veranda 1/2	Veranda 3/4	Veranda 5/6	Veranda 7/8	Bloomington	Edina	Grand Ballroom East B	In front of dealers	Ship Side	FRIDAY
5:00 - 6:00	RPG Settings As Pure Worldbuilding	The <i>Real</i> Taboos In Fantasy & SF		Film: <i>The Lost World</i> (1925) - Until 6:50pm			Dana M. Baird	Alastair Reynolds		5:00 - 6:00
7:00 - 8:00					Opening Ceremonies					7:00 - 8:00
8:30 - 9:30		Creating Believable Languages	Hard SF's Relationship With Public Education	Writing Nasty, Mean & Horrible Characters			Lyda Morehouse			8:30 - 9:30
SATURDAY										SATURDAY
10:30 - 11:30				<i>Harry Potter And The Order Of The Phoenix</i> Discussion			CJ Mills			10:30 - 11:30
							Pamela Dean			
12:00 - 1:00	Unusual Jobs In Fantastic Worlds	English + 100 Years		Imperialism: Critiques & Alternatives From SF&F		Japan & The 2007 Worldcon	Alastair Reynolds		Jamming 101	12:00 - 1:00
2:00 - 3:00	The Psychology Of Fiction	The Choose Your Own Adventure Panel	Editors' First Impressions	Alternative Kinship Models		The Long Road To Pluto	Bruce Bethke Wants To Give Away Three Hundred Free Books	Tate Hallaway & Pamela Dean	Guitar Workshop	2:00 - 3:00
3:30 - 4:30	The Year In SF	Details As Reality	Why Are So Few People Willing To Play Anything Other Than D&D?	Embalming From Then To Now		The Art of Wayne D. Barlowe	Twin Cities Speculative Fiction Writers' Network	Naomi Kritzer	Group Sing	3:30 - 4:30
5:00 - 6:00	What It's Like Getting Your First Novel Published			The New STL Epics			Dana M. Baird		Songwriting	5:00 - 6:00
							Sarah Monette			
7:00 - 8:00	Minneapolis Magic, St. Paul Magic	Ask A Scientist	Trivia For Chocolate	The Destruction Of Identities In The Future			Jane Yolen	Kathy Sullivan		7:00 - 8:00
							Adam Stemple			
8:30 - 9:30	Milk & Cookies & Stories With Jane Yolen	Using Theory To Make Your Roleplaying Better	How To Destroy The Sun	Demonology 101			Katya Reimann			8:30 - 9:30
							Naomi Kritzer			
SUNDAY										SUNDAY
10:30 - 11:30	Young Adult Books Adults Might Like, Too			Goodbye To The <i>Weekly World News</i>						10:30 - 11:30
							Michael Merriam			
12:00 - 1:00	Data Archaeology	Aliens Without Eyes, Etc.	Geek, Be Not Ashamed	Remembering Jack Williamson			Jason D. Wittman			12:00 - 1:00
2:00 - 3:00	Knit-Knacks	Post-Scarcity Economics	Why Does Fantasy Continue To Outsell SF?	Why Isn't Biological Hard SF Treated As Hard SF?			Jim Frenkel (reading Daniel Abraham)	Jane Yolen & Lois McMaster Bujold	The Performance Panel	2:00 - 3:00
3:30 - 4:30	Worldbuilding: Indulgence Or Necessity?			Whose Responsibility Is It To Write For Me?		Bookshelves & Other Storage Devices On The Cheap		Sign-Out (anyone who'd like to sign, can)		3:30 - 4:30
5:00 - 6:00					Closing Ceremonies					5:00 - 6:00

Gaming

Open gaming throughout the con.

Friday

3pm - 4:50pm **Apples to Apples** - Demo and play.

6pm - 6:50pm **Falling** - Demo and tournament. Prize awarded to the last player falling.

10pm - 11:50pm **Corporate Shuffle** - Demo and play. The card game of climbing the corporate ladder. Prize awarded to whoever ends up on top.

Saturday

5am **Drunken Zar Sing-a-long.** Consuite patio (or just listen for loud singing). After playing Zar into the wee hours of the morning we tend to get a bit silly. Watch for spontaneous choruses of *Yellow Submarine* and *We Will Rock You*.

1pm - 1:50pm **Family Fluxx** - Demo and play. Learn the card game of ever-changing rules. Suitable for ages 6 to 106.

6pm - 6:50pm **Rules light RPGs** - Roundtable discussion and play.
10pm - ????? **EGG RIP** - Roundtable discussion of Gary Gygax, his impact on the gaming industry, and on each of us as individuals. A celebration of one gamer's life.

Sunday

5am **Drunken Zar Sing-a-long.** Consuite patio (or just listen for loud singing). After playing Zar into the wee hours of the morning we tend to get a bit silly. Watch for spontaneous choruses of *Yellow Submarine* and *We Will Rock You*.

1pm - 1:50pm **Brawl** - Demo and play.

Movies

Friday

7pm – 9pm: *Black Dragons* (with Bela Lugosi)

9pm – 11pm: *She-Gods of Shark Reef*

11pm – 1am: *Gammera the Invincible*

1am – 3am: *Virus*

3am – 5am: *Lady Frankenstein*

5am – 7am: *Little Shop of Horrors* (original)

Saturday

5pm – 7pm: *The Wild Women of Wongo*

7pm – 9pm: *Nosferatu*

9pm – 11pm: *Stargate*

11pm – 1am: *Angel On My Shoulder*

1am – 3am: *Night of the Living Dead*

3am – 5am: *A Boy and His Dog*

5am – 7am: *Sherlock Holmes and the Secret Weapon*

Sunday

5pm – 7pm: *2001*
7pm – 9pm: *King Solomon's Mines*
9pm – 11pm: *Viewers' Choice* (voting provided during the con)

Kids' Programming

All kids' programming is in Grand Ballroom East A.

10:30am-1:30pm: Dungeons & Dragons for Kids

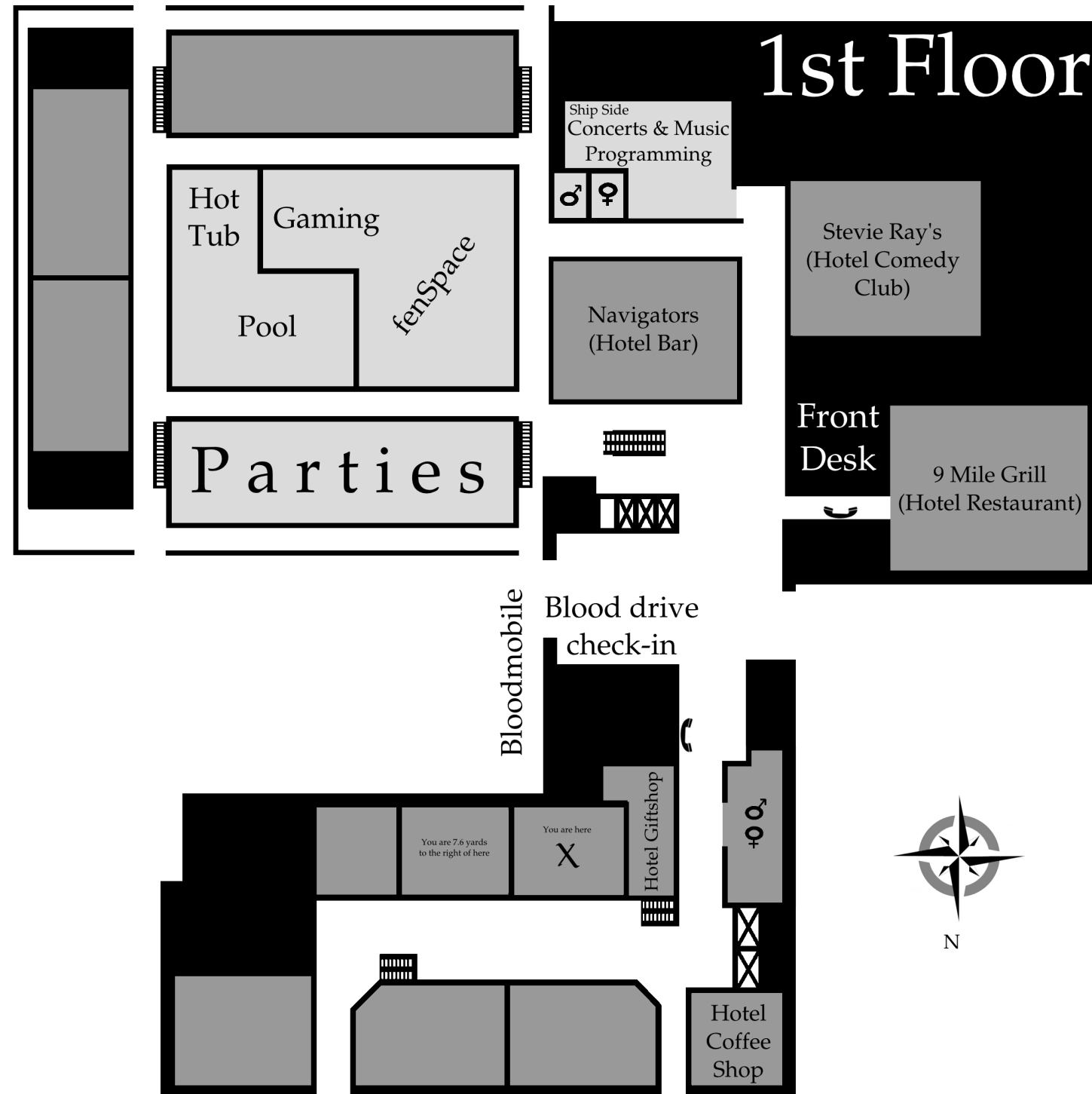
1:30-2:00pm: Bubbles with Richard Tatge

2:00-3:30pm: All ages play time

Opening Karen Cooper's Time Capsule

Opening: 8:30 – 9:30pm, Time Capsule Room (Atrium 1)

Display: 9:30pm - ????



Artshow, Dealers' and Science Room Hours

Friday setup: 10am – 2pm

Friday open: 2pm – 7pm

Saturday open: 10am – 6pm

Sunday open: 11am – 3pm

Teardown: 3pm – 5pm

Registration

Friday: 10am – 10pm

Saturday: 9:30am – 8pm

Sunday: 9:30am – 11am

Hospitality

Consuite

Friday, 3pm until closing ceremonies.

Bar

Friday and Saturday: 5pm until we drop

Concerts

Friday

8:00pm: Peggy O'Neill

9:00pm: Dave Clement

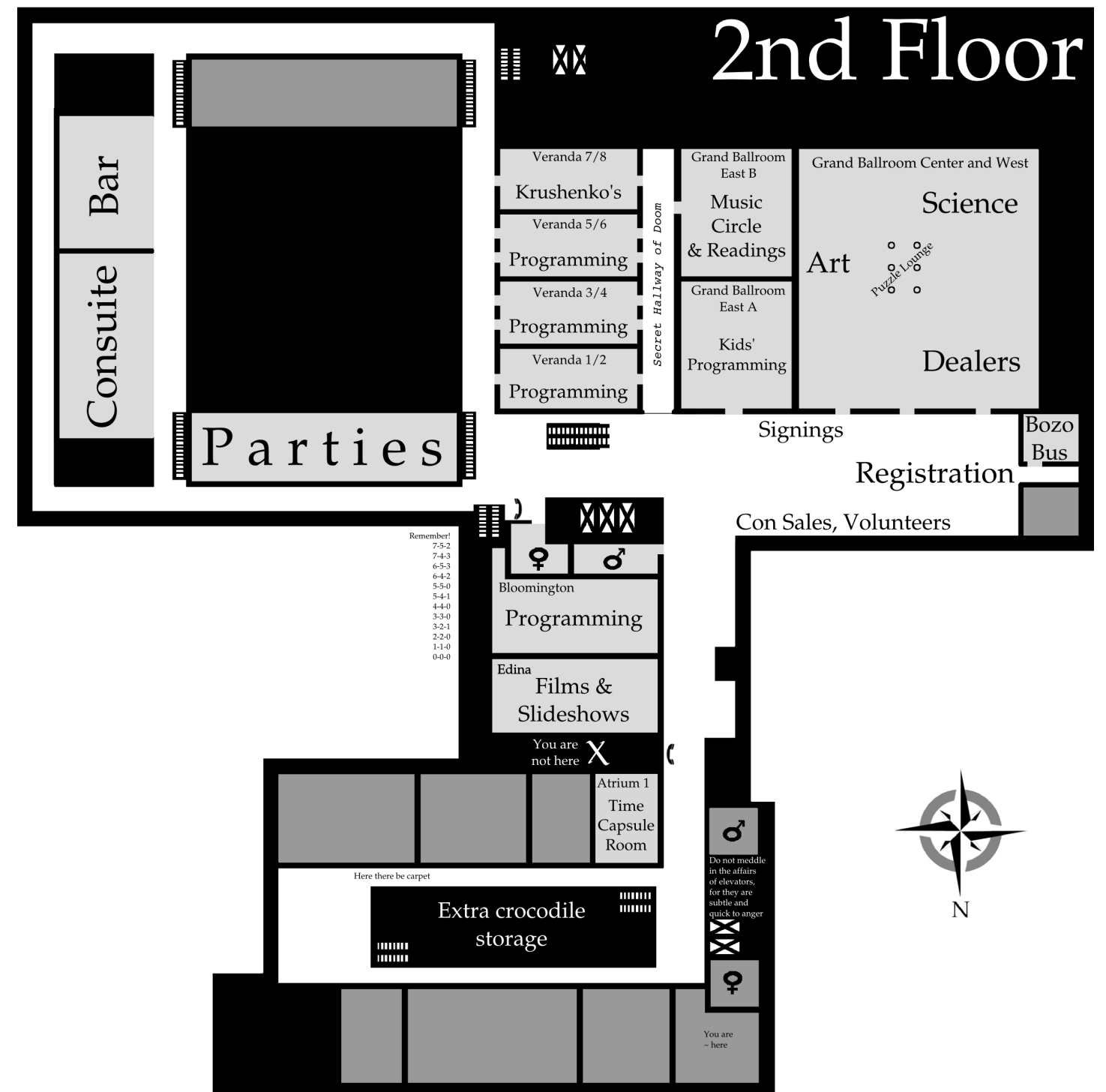
10:00pm: Graham Leather

Saturday

8:00pm: Riverfolk

9:00pm: Nate & Louie Bucklin

10:00pm: Eric Colman



**Need help or
information?**

Ask at registration, or after hours at the consuite. Also look for wandering concom members wearing distinctive badges.

In case of emergency, don't
look for us – call 911!

Dinner Expeditions!

Want to go to dinner with fellow fans? Dinner expeditions meet next to the Registration desk at 6:05pm and leave at 6:10pm.

Bozo Bus Tribune

Check our at-con newsletter, the *Bozo Bus Tribune*, for updates and stories of interest to all congoers. Get it wherever this pocket program is sold!

Digging Up The Future

Hey kids, why not try it at home?

If you ask a south-bound
hippopotamus for its weight in
Assyrian coins, what will it tell
you?