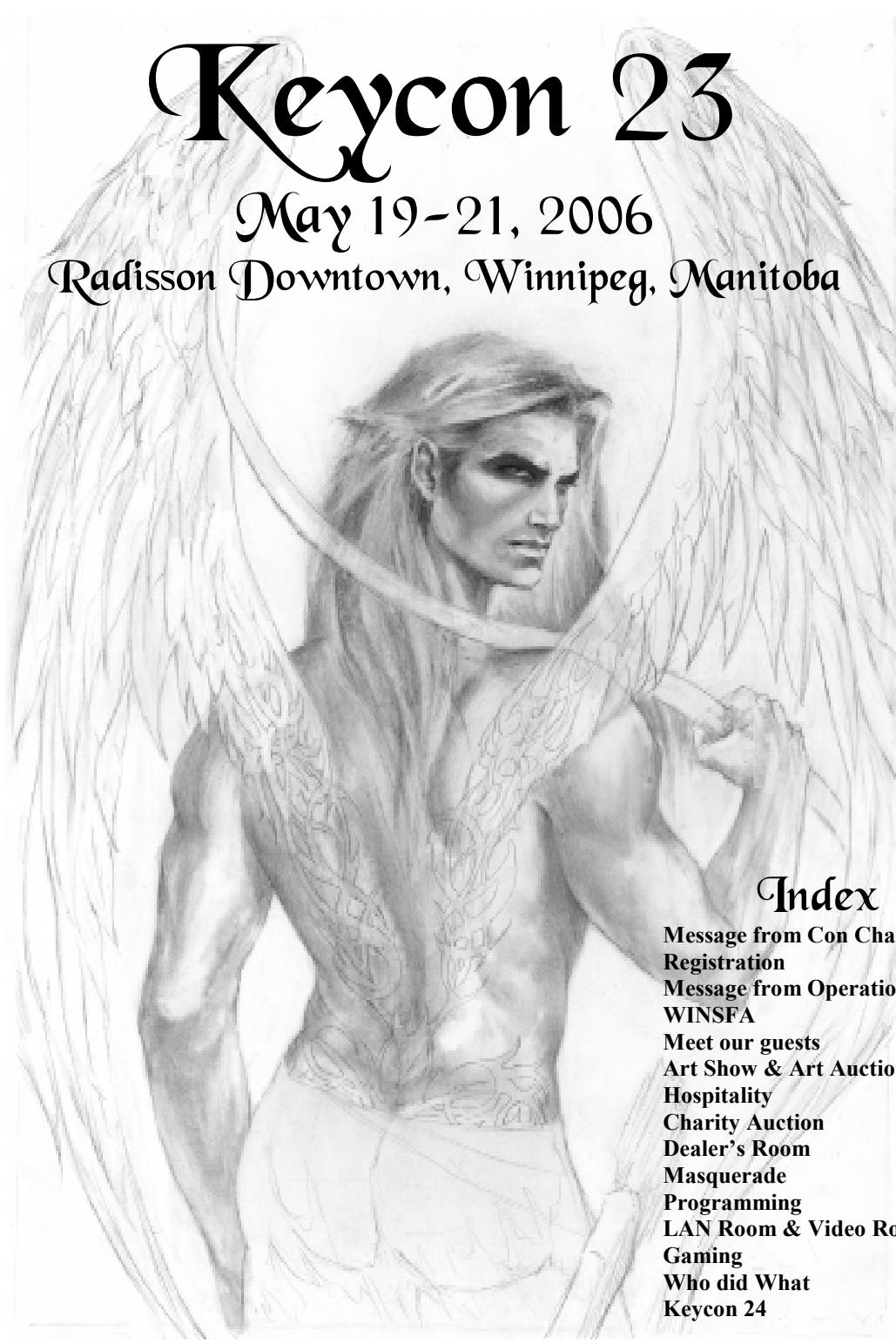


Keycon 23

May 19-21, 2006

Radisson Downtown, Winnipeg, Manitoba



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Messages from the Con Chairs

Somewhere a few months ago I lost whatever vestiges of sanity I had been clinging to and agreed to step in and be a co-chair for Keycon. Now, this can be forgiven the first time, but you'd think I'd have learned by the second. Or the third....

On occasion I've had people say to me "Wow, you chaired this Keycon (or that Keycon)? Hey you did a great job, congratulations, I had a GREAT time!"...sigh. I'm gonna let you in on what should not be a secret: It's not necessarily the Con Chair who is responsible for the fun you're having. Although the Con Chair does do a lot of work to bring Keycon to fruition, the bulk of the real work is done by the ConComm. Each department head and their staff puts in long and many hours. Over the years our department heads have accumulated a vast wealth of knowledge, skills, and experience. THEY are the ones who deserve your thanks most of all. And I extend MY thanks to them as well. Crews like this make a Con Chair look good. And to you, the con-goer, we extend OUR thanks. Thanks for coming, thanks for having a good time. It's the reason we do it. We get to have a good time too, but in this, as in many things "the more the merrier".

My thanks to those who had faith enough in me to ask me to step in and help out.

~John "The Bear" Speelman
Keycon 2006 Co-Chair

Robert Schuler was once said "I can do anything I think I can, but I can't do it alone." That thought is something that I've embraced through out the last two years as our team has worked to bring you this weekend.

There are so many people that have worked with me that while I want to thank each and every one of them. While I may not have the space to thank each person by name, there are a few folks I want to highlight:

Alex Stornel – She kicked me in the butt two years ago, and finally convinced me to step up and run a Keycon with her. When some personal emergencies came up, Alex had the courage and conviction to step away from the convention. While there's never a perfect time for a co-chair to leave their convention, I think Alex managed to find that perfect time for our year. I wish her well, and hope everything works out for her.

John Speelman – Stepping in part way through is never easy. John's done it, and kept me from committing homicide. Thank you.

Victor Schwartzman – When some other plans for the convention fell through, Victor connected me with Robert Sawyer and Frantic Films.

My partner Daria – Being the partner of a Con-Chair is never easy. The phone calls at strange hours, the never-ending e-mails, meetings, planning, etc. etc. etc. Not only did she put up with me through all this, she's been our publications person. I don't think she knew what she was getting into when she agreed to pubs. Thank you, and please forgive me!

I want to be able to thank members of the Con Com, without them this wouldn't be possible. If I thank each person with the space they deserve, I think I might double the size of this program. So I'm going to wrap up with one more thank you.

That goes to you, the convention member. You've bought your membership, and supported this convention. I now hope that after all we've done, we're able to exceed your expectations.

From the bottom of my heart, thank you.

~Brian Mitchell
Keycon 2006 Co-Chair

Registration

Hello fellow con goers!

Chances are if you're reading this you've already been to registration and are on your way to having a good time. (Or maybe you've picked this out of a time capsule and it's 2896 and you can't read this because English is no longer the language of the masses)

There's always room for one more, so if you have any friends that you have yet to rope into coming, day passes will be available at the following rates:

Friday all day----- \$15.

Saturday all day ----- \$30.

Saturday night only - \$20.

Sunday all day ----- \$15.

Reg will be open the following hours:

Friday 12pm - 10pm

Saturday 10am - 8pm

Sunday 10am - 12pm

Remember to wake up early on Sunday (as hard as it is) to meet Stan and Shawn on the 11th Floor Coat Check

at noon to pre register early for next year! The first 100 memberships go for \$35.

You and Your Badge

Badging will be in effect throughout the convention.

If you lose your badge, you will need to purchase a new one.

Please keep your badge with you at all times.

Volunteers

As with any event run by fans volunteers are the grease that keeps the gears running and the convention rolling forward at full steam. Want the opportunity to meet and talk with folks you'd normally never encounter? How about winning some cool prizes? Just want to chip in and do your part? All are very welcome!

To volunteer drop by registration and leave your name and other pertinent info (such as when you're available and where we'll be able to find you).

Thanks in advance for all the help. You folks rock!

*Unattended children under the age of 13
Will be sacrificed to the Elder Gods.
Ia! Ia! C'thulhu F'ithaghn!*

A message from Operations...

Greetings and felicitations! Operations, in short, are the folks who look after the convention while it is running. We talk to the hotel about getting ice for your suite, make sure the hall parties aren't too brutal to get through (because fire regulations are, after all, a pain) handle lost and found, security and generally make the 'con safer, happier and smoother.

So - if you lose or find something stop by the Ops room - it'll be room 1510. If we're not there, you'll have our cellular number posted on the door. Call it and we'll be right with you. If you need something or need assistance, just ask. Our friendly staff are waiting to assist you.

Convention Support:

Need help from the hotel moving something etc. for your suites et al? If you cannot get action from the hotel proper, let us know. Lost kids? We'll try and find them. Lost and found? Let us know. Registration, if they're open, can also take Lost and Found and we'll collect it from them eventually. If you need something and no one seems to be able to help - well that's what we're here for.

Behaviour:

Keycon is a great time - let's keep it that way for everyone. We really don't expect problems with folks, but if there ARE any, let us know. It's part of our job to resolve conflicts calmly and quietly. Don't hesitate to come talk to us, even if it's just a slightly boisterous fellow who's had one too many. We'll help him off to his room and make sure he's okay to sleep it off or get him a cab home. As to more severe issues, Keycon has always had a simple rule: don't act like a moron and we won't have to treat you like one. It's unlikely to come up, but it does have to be said.

On accessories:

Keycon encourages costumes. Not just masquerade costumes but all manner of costumes. Hall costumes, panel costumes, LARP costumes, you name it they all add to the atmosphere of the convention and we would be far poorer for their absence. That carries with it the usual warning about accessories. That includes, but is not limited to, weapons which may be appropriate to the costume. Accessories are important, and encouraged, as they bring a costume to life. What is Gandalf without his staff? Legolas without his bow? A stormtrooper without his blaster carbine? By all means please accessorize!

A word of caution, though. While we aren't going to make up a big long list of ordinances about what is and is not allowed (which would probably miss too many things if we allowed anything at all) please use care, caution and forethought. Drawing a sword in a crowded hallway and waving it around is not only stupid, it's dangerous. Freaking people out by setting up a replica .50 caliber machine gun isn't going to go over too well either. So keep a few things in mind:

Being at a convention does not allow you to break the laws. Make sure you check the requisite laws if you're carrying anything real or which police might mistake for real. We cannot stop you from being arrested.

Use caution! If you bring something, YOU are responsible for it and anything that happens because of it. The worst offenders here are long items like staves and bows. Folks tend to trip over them. Watch the ends!

Please use caution with blades and other sharp things. Ensure they are properly cased, scabbarded etc. Securing them in a sheath (peacebonding) is strongly encouraged.

Have a great, safe, fun and happy 'con! We're here if you need us for help!

WINSFA

Give some thought to helping out!
To All Keycon Members

There is always a need for volunteers and Keycon needs your help. Please volunteer some time.

Elections to WINSFA Senate

WINSFA Senate is an overseeing body for Keycon, which provides assistance to the Co-Chairs, administers the Equity fund of Keycon, and chooses the Co-Chairs and the Treasurer for Keycon. All the members of the senate have had either a long-term commitment to both the Senate and the Keycon Convention, or experience in convention running for either Keycon itself or another fan run convention. The Senate meets at least once each month. We believe that this provides a continuity and stability for Keycon, which has allowed it to continue where many other conventions in recent years have floundered or failed completely.

Each year the WINSFA Senate holds an election at Keycon for two people to hold seats on the Senate for a one-year period. All Full Attending Keycon members who attend the Senate's Annual General Meeting at Keycon may vote on the candidates. Keycon Members are encouraged to check their program for the time of the meeting. Come out to hear those who run for election provide voters with their reasons for running, and vote. Persons interested in running for one of these two positions may nominate themselves or be nominated by any Full attending member of Keycon 2006. The two people elected to these seats have the opportunity to see how the Senate operates, and support the effort to create Keycon each year, and to take part in that process. At the end of their tenure they are asked to let the members know about the experience at the AGM.

Interested in being a Con Chair?

Keycon is seeking interested people to run for the position of Con-Chairs for 2008. Available on request is a copy of the constitution, which gives fine details of the obligations and responsibilities of running Keycon. Please be aware Senate needs from you a letter with the names of the two people who wish to run for the con chairs, as well as current contact information for each, accompanied by their signatures. This must be received by an active member of the WINSFA Senate or by the con chairs of '06 by the end of closing ceremonies of Keycon 2006. A letter with instructions about the presentation meeting will be available to you from the Senate's secretary. In regard to 2008, the 25th anniversary of Keycon, the WINSFA Senate wants all prospective bids to be aware of and to reflect the significance of this, our 25th anniversary.

Glen Forkheim
2006 President of Senate

Active senators: Lyndie Bright, Nancy Fetterman, Glen Forkheim, John Mansfield, Shawn Marten, Kim May,
Linda Ross-Mansfield, John Speelman, Dave Strang

Keycon 23 Con Chairs: Brian Mitchell, John Speelman

Meet our guests of honour!

Ruth Thompson

Ruth's professional career started the day after she graduated college in 1990. Since then, she's worked for dozens of publishing companies, doing mostly fantasy illustrations for collectible card games, magazines, board games, books, role-playing games, and just about any other product you would consider.

In 1991 Ruth, and her husband Todd, moved back to Alabama and started Tarnished Images. They began as a bootstrap business, with their sales coming from either attending or mailing in artwork to Fantasy and Science-Fiction conventions, and the occasional free-lance job. As a result, they lived on boxed mac & cheese, frozen pot pies (28 cents each!), and on lots of hot dogs. She was doing pen & ink originals, making limited edition prints of them, and hand-coloring each one.

Ruth's first full painting, "Eye of the Storm". They scraped together enough pennies to have it printed as a offset lithograph. Todd, in addition to handling "the business part of the business," became Tarnished Images' Master Frammer, and set the highest-quality standards they keep to this day.

In early 1994 Ruth met the second love of her life – the world of Renaissance Faires. "Once upon a time" became her motto and "Good day to thee" became her mantra. Her long-time love of fantasy grew into her new way of life.

Since those early years, Ruth has expanded from exhibiting in one Renaissance Festival to fourteen. Her work can be seen from Arizona to New York, running 12 months a year in over 20 states. Her business has grown from the humble beginning of matting artwork in her tiny college dorm room, to a restored garage, then into a rental house, and now into her most recent location, which is a 3,500 square-foot retail location on Main Street in Niles, Ohio. In 2005, Tarnished Images founded its first retail art gallery, bought their first large-format printer to run all of their printing in-house, and jumped into the huge licensing pool with contracts from Excalibur Hotel, Hot Topic, The Franklin Mint, The Mountain, and Tree-Free Greetings.

So here they are, still kids at heart, playing wizards and faeries from 9 to 5. They dress up in funny clothes, speak with goofy accents, and argue about how dragons could really fly. And they get paid for it!

"Here's to the dreamers, wanderers, and kindred souls. Let's journey together a bit longer, and see what's over the next hill..." – Ruth Thompson



Scheduled Appearances

Friday
18:00 - Opening Ceremonies
19:00 - Ice Cream Social
21:00 - Artist's Coffee Clatch

Saturday
Noon - Artist Jam
18:00 - Masquerade

Sunday
16:00 - Closing Ceremonies

Meet our guests of honour!

Jacqueline Carey

New York Times bestseller Jacqueline Carey is the author of the critically acclaimed *Kushiel's Legacy* series of historical fantasy novels and *The Sundering* epic fantasy duology. An avid reader, she began writing fiction as a hobby in high school. After receiving B.A. degrees in psychology and English literature from Lake Forest College, she took part in a work exchange program and spent six months working in a bookstore in London. While living abroad, the desire to write professionally emerged as a driving passion. Upon returning she embarked in earnest on a writing career, which came to fruition a decade later. During this time she worked at the art center of an area college, gaining a strong background in the visual arts. Jacqueline enjoys doing research on a wide variety of arcane topics, and an affinity for travel has taken her from Finland to Egypt to date. She currently lives in west Michigan, where she is a member of the oldest Mardi Gras krewe in the state. Although often asked by inquiring fans, she does not, in fact, have any tattoos.



Jacqueline Carey is represented by Dystel & Goderich Literary Management. Further information is available at her official author's site, www.jacquelinecarey.com.

Novels:

Kushiel's Dart (Tor Books, June 2001), *Kushiel's Chosen* (Tor Books, April 2002), *Kushiel's Avatar* (Tor Books, April 2003), *Banewrecker: The Sundering, Vol. One* (Tor Books, November 2004), *Godslayer: The Sundering, Vol. Two* (Tor Books, August 2005), *Kushiel's Scion* (Warner Books, forthcoming June 2006)

Nonfiction:

Angels: Celestial Spirits in Art and Legend (Metrobooks, November 1997), *Lamidi Olonade Fakeye: a retrospective*, editor and essayist; Holland, MI: Hope College, (September 1996). Distributed by the University of Washington Press.

Short Stories:

"jazznight," *I-94: a collection of southwest michigan authors* (3 a.m. publishing, Fall 1998), "The Isle of Women," *Emerald Magic: Great Tales of Irish Fantasy* (Tor Books, February 2004), "In the Matter of Fallen Angels," *Elemental: The Tsunami Relief Anthology* (Tor Books, May 2006)

Awards&Honours:

2001 Locus Award, Best First Novel (*Kushiel's Dart*), 2001 Romantic Times Reviewers' Choice Award, Best Fantasy Novel (*Kushiel's Dart*), Barnes & Noble, Top Ten Science Fiction & Fantasy of 2001 (*Kushiel's Dart*), Amazon.com Editors, Top Ten Fantasy of 2001 (*Kushiel's Dart*), Borders, Top Ten Fantasy of 2002 (*Kushiel's Chosen*), Amazon.com Editors, Top Ten Fantasy of 2003 (*Kushiel's Avatar*)

Scheduled Appearances

Friday
18:00 - Opening Ceremonies
19:00 - Ice Cream Social
23:00 - Sex in Fantasy

Saturday
13:00 - Meet & Greet
15:00 - A Writer's Journey
18:00 - Masquerade

Sunday
11:00 - Author Signings
12:00 - Reading of *Kushiel's Scion*
Scion

Meet our guests of honour!

Frantic Films

Frantic Films has assembled creative and talented minds from around the globe to produce award-winning visual effects and animation for feature film, television, and multi-media.

With leading edge communication technology between its offices in Los Angeles, Vancouver, Sydney and the Winnipeg headquarters, Frantic has over 80 employees specializing in previsualization, animation, visual effects and design. They pride themselves on delivering distinct, superlative work that redefines the state of imagination.

Frantic Films works directly with studios, visual effects supervisors, directors and production houses, as well as an in-house team of software developers and programmers to produce high quality visual effects for films around the globe.

In John Woo's futuristic action-thriller Paycheck, Frantic provided both on-set previz(visualization) and post VFX shots. For the Core, Frantic's VFX division contributed a total of 85 VFX shots for the film, including the complex Geode Collision Sequence.

Frantic created extensive previz(visualization) for X2: X-Men United , including Storm's aerial dogfight and Magneto's plastic prison sequences. Several post VFX shots for The Italian Job were also Frantic's work. Frantic helped to bring to life the formidable Tar Monster in Scooby Doo Two: Monsters Unleashed and they have animated hordes of spiders for the film Hangman's Curse.

Their custom, proprietary fluid simulator has been used extensively in feature films. They've also developed a stunning smoke simulator which can be seen in Miramax/Dimension Films' Cursed.



On the home video front, Frantic had the privilege of working on the DVD re-release of the sci-fi classic Aliens. This involved modeling the Aurora ship and a bug for the titles/opening sequence.

Frantic has sent several of their staff members, from Winnipeg and abroad, to discuss technology, software, visual effects and their own personal memories.



Scheduled Appearances

Friday
18:00 - Opening Ceremonies
20:00 - Workshop

Saturday
13:00 - Meet & Greet
Noon - Workshop
18:00 - Masquerade

Sunday
10:00 - Workshop
16:00 - Closing Ceremonies

Meet our guests of honour!

Robert J. Sawyer

Robert J. Sawyer—called “the dean of Canadian science fiction” by the *Ottawa Citizen* and “just about the best science-fiction writer out there” by the *Denver Rocky Mountain News*—is one of only sixteen authors in history to win the science-fiction field’s two highest honors: the Nebula Award for Best Novel of the Year (which he won in 1996 for *The Terminal Experiment*) and the Hugo Award for Best Novel of the Year (which he won in 2003 for *Hominids*); he has nine other Hugo nominations to his credit, including a current one for “Identity Theft” in the best novella category.



Rob has won Japan’s *Seiun* Award for best foreign novel three times (for *End of an Era*, *Frameshift*, and *Illegal Alien*), and he’s also won the world’s largest cash-prize for SF writing—the Polytechnic University of Catalonia’s 6,000-euro *Premio UPC de Ciencia Ficción*—an unprecedented three times, as well.

In addition, he’s won nine Canadian Science Fiction and Fantasy Awards (“Auroras”), an Arthur Ellis Award from the Crime Writers of Canada, *Analog* magazine’s Analytical Laboratory Award for Best Short Story of the Year, and the *Science Fiction Chronicle* Reader Award for Best Short Story of the Year.

Rob’s novels are top-ten national mainstream bestsellers in Canada, appearing on the *Globe and Mail* and *Maclean’s* bestsellers’ lists, and they’ve hit number one on the bestsellers’ list published by *Locus*, the U.S. trade journal of the SF field.

His sixteenth novel, *Mindscan*, was published in hardcover by Tor in 2005, and is now out in paperback, and his seventeenth novel, *Rollback*, will be serialized in *Analog* this fall with the hardcover following from Tor early in 2007.

Rob lives in Toronto. For more information, see his massive website at sfwriter.com.

Scheduled Appearances

Friday
16:00 - Opening Ceremonies
22:00 - Reading

Saturday
13:00 - Meet & Greet
14:00 - Robots: Friend or Foe?
18:00 - Masquerade

Sunday
11:00 - Author Signings
16:00 - Closing Ceremonies

Meet our guests of honour!

Barron Vangor Toth

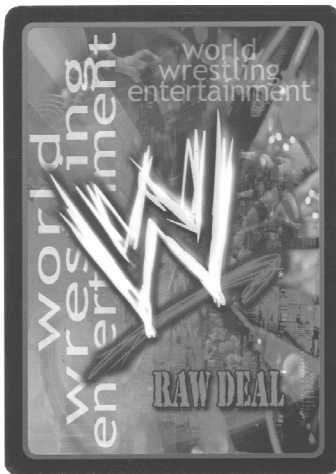
Life is choices. Few know that as well as Barron Vangor Toth. Originally slated to be an actuary—it was what he went to University for almost fifteen years ago—he chose a different path for his life: one of writing.

This passion for the written word took a detour as he ended up starting and running a successful hobby shop after graduating University.

However, at this store, Barron discovered Magic: The Gathering, which led to meet Mike Foley, and the two of them created what was released almost six years ago: WWE Raw Deal, the collectible card game.

Its 19th expansion—No Way Out—was just released and there are no signs of the game ever stopping due to its lifeblood (WWE programming) constantly giving new ideas and inspiration for material to incorporate into the game.

A few years ago, with the popularity of poker exploding around the globe, Barron took his rudimentary casual interest in the game and began seriously studying it.



Although his primary focus was still and would always be CCG's and WWE Raw Deal specifically, he quickly became a winning player at some of the biggest games Foxwoods (his local casino) held.

This led to an offer to write for a poker website, and then another, and then another. Now he writes monthly for *Two Plus Two's* online magazine, as well as multiple articles a month for the prestigious European casino *Gutshot*, not to mention for Daniel Negreanu's *Stacked* website and other sites.

He's even currently writing a poker novel that he expects will be done this year.

Scheduled Appearances

Friday
16:00 - Opening Ceremonies
20:00 - Raw Roulette

Saturday
11:00 - The World According to Barron
13:00 - Meet & Greet/All Access
20:00 - Royal Rumble
18:00 - Masquerade

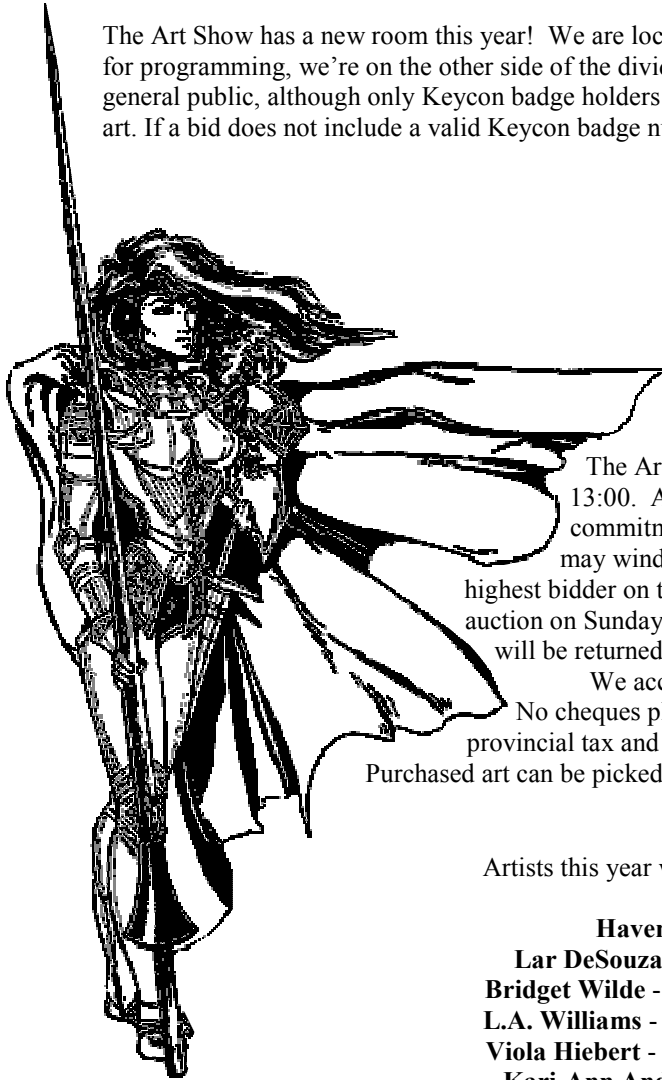
Sunday
12:00 - Afterburn
16:00 - Closing Ceremonies

The Art Show & Art Auction

The Art Show has a new room this year! We are located in the Ballroom. (Yes, the same Ballroom used for programming, we're on the other side of the divider and easy to find.) The Art Show is open to the general public, although only Keycon badge holders with full memberships or Sunday passes may bid on art. If a bid does not include a valid Keycon badge number, it will not be considered valid.

Art Show hours are:

Friday May 19th 19:00-23:00
Saturday May 20th 10:00-18:00
Sunday May 21st 10:00-noon



The Art Auction will commence on Sunday May 21 at 13:00. All bids on art in the art show or auction are legal commitments to buy. Don't bid unless you are serious. You may wind up buying. Art with 1 or 2 bids will be sold to the highest bidder on the bid sheet. Art with 3 or more bids will go to auction on Sunday to be sold to the highest bidder. Art with no bids will be returned to the artist. All art is sold as is.

We accept Cash, Mastercard American Express or Visa. No cheques please. All sales are final and are subject to the 7% provincial tax and 7% GST in addition to the amount of the bid. Purchased art can be picked up at Ballroom B between 16:00 and 18:00.

Artists this year will include but not be limited to:

Haven Art Studio - Fantasy
Lar DeSouza - Caricatures and illustrations
Bridget Wilde - Fantasy, anime-styled, and furry
L.A. Williams - Wizards, elves, griffins, centaurs
Viola Hiebert - Dragons and headless horsemen.
Kari-Ann Anderson - Dragons, cats, wildlife
Robert Pasternak - Surreal fantasy to twist the mind

Please welcome **Theresa Mather & Mara Campbell**,
new additions to our art show.

Please be considerate to all the hard work these artists have put into these beautiful pieces.
No Cameras are allowed in the Art Show.

Hospitality

The Caped Cabaret by The Crewe

Where does Superman hang his cape on Friday nights? Where does Spiderman go to dance on the ceiling? Where does The Tick hang out with all his friends? Why, The Caped Cabaret, of course!

Come visit KeyCon's finest Superhero nightclub (and Sidekick's lounge)! Enjoy the finest food this side of Gotham City, and a spectacular selection of specialty drinks. Back by popular demand, we've imported a keg of Butter Beer directly from The Three Broomsticks. Also try Luthor's Legacy, the Atomic Power Up, and Joker's Insanity.

We'll have contests! We'll have prizes! We'll have superpowered battles!

Well, maybe we'll skip the superpowered battles.

Come visit the Caped Cabaret in room #1506! *

*neither the Caped Cabaret nor Keycon shall be held liable for any damages or injuries sustained by patrons due to superpowered battles. Patrons enter at their own risk.

The Demon's Lair

Evil never takes a break. We are a 24-hour hell on wheels suite.

Our resident demons hope to make your stay enjoyable by providing you with the kind of "creature" comforts you will learn to enjoy. While staying with us you can look forward to spending some time in our relaxing electric chair. Not only will your body feel electrified but you will also receive the latest hairstyle straight from Hades. If an updo is not your style we also have the latest invention to help you take "a little bit off the top" run by our top professionals. We have many recreation outlets to appeal from the smallest sprite to a full-grown orc

Not to mention the array of sinfully prepared concoctions available.

So be ye alive or be ye dead, come to our room (1512) you have nothing to dread!

The Short Plank

Room 1518 will again be transformed into The Short Plank, an 18th century Caribbean pirates den replete with buxom wenches, spicy grog, dark ale and lethal wines. As this will be our final year we are adding a feature "Wall of Shame" displaying photos of some of our finer hours. Please feel free to add any memories that may be in your own photo albums. Come and party like its 1750!

Generations

Resistance is futile.
Escape is irrelevant.
Fun is relevant.
Come get assimilated at Cube-Q.



The Anime Suite

Whether you're a fan of the latest Japan has to offer, someone who has watched one or two anime movies, or a couple episodes on TV, or have no clue what anime means, come on in and check it out.

Friday night is going to be live action night - movies, Japanese TV and more!

Saturday and Sunday will have the usual stuff, including Final Fantasy: Advent Children, part of the extended storyline of the most popular game of the series, Final Fantasy 7. A last minute addition to the schedule will be the new Naruto movie, "The Great Clash! The Phantom Ruins in the Depths of the Earth."

We'll also be handing out some prizes, and we always have snacks and that drink everyone loves, DOTE. It really doesn't matter what it means, if this is your first Keycon, you'll drink it and keep coming back for more.

Hospitality

The Sleeping Dragon

The Sleeping Dragon returns with gaming, caffeine, and delicious, hearty food 24/7 throughout the Con. Once again we will have a silent auction, home-baked goodies, coffee, tea, toast, and our famous never ending pots of hearty home-made soup. Our volunteers are not only skilled in the arts of serving food, but all things gaming as well. The Sleeping Dragon hosts Keycon's RPG tables and Sign-Out Games. We have a copy of the gaming grid, run demos, and help people find players for whatever it is they are wanting to play.

The Sleeping Dragon's pet artist this year is Kari-Ann Anderson. Check out her stuff in the Art Show and buy tickets for her print in our silent auction. We are also playing host to the Keycon23 Short Story Contest Winners. Get your copy of the Two Foxes chapbook signed while sharing a bowl of soup with the authors.

Uballi Groken

Located, not on the 15th, but on the first floor of the hotel in the Tillie's room, Uballi Groken returns with Dark Side Stout, Jedi Light Side Lager, Rancor Red Ale, Kashyyk Cream Ale, 2 new Alien Punches. and blood bags. With the purchase of a \$5 Uballi Groken Plastic Beer Stein attendees can drink till they drop. We are looking to have Star Wars prize packs, live music all 3 nights, with a big open Jam night on Sunday for the Dead Dog.

STW: Keycon from 1984 through to 2008

A retrospective of the past 22 years of Keycon as we look towards our 25th anniversary. In 1984, several fans were sitting in the back room of a local game store discussing Fandom in Winnipeg and they decided that Winnipeg needed a Science Fiction convention or it's own. With that, Keycon was born. Since then, Winnipeg has hosted a Keycon once a year. In 2008, it will be the 25th Anniversary of Keycon. Though out the past 20 plus years, the Winnipeg Science Fiction Association Senate has watched over Keycon, and watched it evolve and grow. This year we would like to show you what Keycon was like through out the years and how it has changed. Come up to Suite 1514 to view a retrospective of the last 22 years of Keycon as we look towards our 25th anniversary and beyond. Sponsored by the WINSFA Senate and hosted by STW.

Welcome to The Poisoned Apple Suite 1502 Your Official Convention Suite for Keycon23!

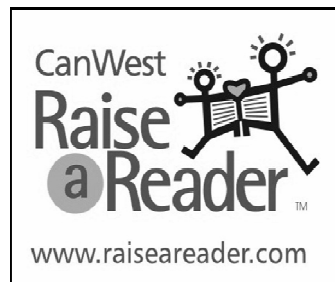
We want to be your choice for comfort and relaxation, as well as some of the oddest food at the convention. Ed, Barb and Vi have banded together to bring an interesting décor and atmosphere to Keycon 2006, including nightly gnome tossing, so get practicing! Enjoy curry, dragon wings, falafel and a treat on Sunday! Find coffee and snacks in our suite at all times of the day. Purchase an Unlimited Henna Pass and get as many memories of the con as your body will handle. Viola has stripped fairies of their wings and horns to allow you access to the latest fashions in fairy wear.

Join us for the Meet and Greet the guests, where you can hob-nob and canoodle with those who's very presence add to your convention experience. Participate in the 'Make your own Horns Panel' on Saturday morning, sponsored by our suite. Take a 'Bellydance Class' with Shifra Soria (voted Winnipeg's Best instructor of the year at the Golden Turban awards). Come in, relax, and enjoy yourself. You are our welcome guests!



Keycon 23 Raise-a-Reader Charity Auction

The following items will be auctioned off to benefit Raise-a-Reader, which provides financial assistance and resources to family literacy programs and libraries throughout Canada. The auction will take place on Saturday, May 20, at 15:00 in the Ballroom. Items are listed in the order they were received, which does not necessarily reflect the order in which they will be auctioned off at Keycon. Any items which do not achieve a minimum bid will be auctioned off online after the convention. If you have any questions, feel free to contact the auction's organizer, Edgar Governo.



Grace Park Photo - Donated by Grace Park

Autographed 8x10 B&W headshot of Grace Park, who plays Sharon "Boomer" Valerii on the new version of Battlestar Galactica.

Colonial Pyramid Geminon Champ Tank Top - Donated by Grace Park

Grey tank top created by the Hidden Elysium LiveJournal community, autographed by Grace Park.

Mary McDonnell Photo - Donated by Mary McDonnell

Autographed 8x10 colour photo of Mary McDonnell as President Laura Roslin on the new version of Battlestar Galactica.

Inscribed: "Congratulations 'Raise A Reader,' You give us Hope!"

Jerry O'Connell Photo - Donated by Jerry O'Connell

Autographed 8x10 colour photo of Jerry O'Connell as astronaut Phil Ohlmyer in Mission to Mars.

Robbie Coltrane Photo - Donated by Robbie Coltrane

Autographed 4x6 B&W photo of Robbie Coltrane as Rubeus Hagrid (shown with his boarhound, Fang) in the Harry Potter films.

Sir Ian Holm Photo - Donated by Sir Ian Holm

Autographed 4x6 B&W headshot of Sir Ian Holm, who played Bilbo Baggins in the Lord of the Rings films along with many other varied roles throughout his career.

Serenity Trading Card - Donated by Morena Baccarin

Inkworks trading card featuring the cast of Serenity and autographed by Morena Baccarin, who plays Inara Serra in both Firefly and Serenity.

Claudia Christian Trading Card - Donated by Claudia Christian

Autographed Timem.com trading card featuring actress Claudia Christian posing with a bow and arrow, part of the Claudia Christian Official Autograph Series.

Annette O'Toole Photo - Donated by Annette O'Toole

Autographed 8x10 colour headshot of Annette O'Toole, who plays Martha Kent on Smallville.

Dame Maggie Smith Photo - Donated by Dame Maggie Smith

Autographed 8x10 photo collage of various roles in the career of Dame Maggie Smith, who plays Professor Minerva McGonagall in the Harry Potter films.

Tammy MacIntosh Photo - Donated by Tammy MacIntosh

Autographed 5x8 colour photo of Tammy MacIntosh as Doctor Charlotte Beaumont on the Australian series All Saints, though she is better known in genre circles for playing Joolushko Tunai Fenta Hovalis (or simply "Jool") on Farscape. Inscribed: "All my Love, Congratulations on 'raising-a-reader'"

Kristen Bell Photo - Donated by Kristen Bell

Autographed 8x10 colour photo of Kristen Bell as the titular character on Veronica Mars.

Kevin Sorbo Photo - Donated by Kevin Sorbo

Autographed 8x10 B&W headshot of Kevin Sorbo, who played the titular character on Hercules: The Legendary Journeys as well as Captain Dylan Hunt on Gene Roddenberry's Andromeda.

Jamie Bamber Photo - Donated by Jamie Bamber

Autographed 8x10 colour photo of Jamie Bamber as Lee "Apollo" Adama on the new version of Battlestar Galactica.

Christopher Lambert Photo - Donated by Christopher Lambert

Autographed 4x6 colour headshot of Christopher Lambert, who played Connor MacLeod in the Highlander feature films.

Bill Nighy Photo - Donated by Bill Nighy

Autographed 4x6 colour photo of Bill Nighy as Viktor in Underworld and Underworld: Evolution. Inscribed: "Sweet Dreams"

Terry O'Quinn Photo - Donated by Terry O'Quinn

Autographed 8x10 colour photo of Terry O'Quinn as John Locke on Lost.

Emma Watson Photo - Donated by Emma Watson

Autographed 8x10 B&W headshot of Emma Watson, who plays Hermione Granger in the Harry Potter films.

Principal Snyder Trading Card - Donated by Armin Shimerman

Autographed Inkworks trading card featuring Armin Shimerman as Principal Snyder on Buffy the Vampire Slayer. This is an error card, since it misspells the actor's last name as "Shimmerman."

Armin Shimerman Novel - Donated by Armin Shimerman

Autographed paperback copy of Armin Shimerman's novel, The Merchant Prince Volume Two: Outrageous Fortune, written with Chelsea Quinn Yarbro.

James Earl Jones Photo - Donated by James Earl Jones

Autographed 8x10 colour headshot of James Earl Jones, who played the voice of Darth Vader in the Star Wars films along with many other varied roles throughout his career.

Sir Roger Moore Photo - Donated by Sir Roger Moore

Autographed 8x10 B&W headshot of Sir Roger Moore, who played James Bond from 1973's Live and Let Die to 1985's A View to a Kill.

Jennifer Connelly Photo - Donated by Jennifer Connelly

Autographed 8x10 colour headshot of Jennifer Connelly, whose roles have included Betty Ross in Hulk and Sarah in Labyrinth.

Daniel Radcliffe Photo - Donated by Daniel Radcliffe

Autographed 8x10 B&W headshot of Daniel Radcliffe, who plays the titular role in the Harry Potter films.

Keith Hamilton Cobb Photo - Donated by Keith Hamilton

Cobb

Autographed 8x10 colour photo of Keith Hamilton Cobb as Tyr Anasazi (shown with Kevin Sorbo as Captain Dylan Hunt) on Gene Roddenberry's Andromeda.

Tyr Anasazi "Wanted" Poster - Donated by Keith Hamilton Cobb

Autographed prop "Wanted" poster (printed on transparency) for the character of Tyr Anasazi, complete with Tyr's mugshot, and using the written language featured on Gene Roddenberry's Andromeda.

Danny John-Jules Photo - Donated by Danny John-Jules

Autographed 10x8 colour photo of Danny John-Jules as The Cat (shown with Craig Charles as Dave Lister, Chris Barrie as Arnold Rimmer, and Norman Lovett as Holly) on Red Dwarf.

Robert Munsch Children's Book - Donated by Robert Munsch

Autographed paperback copy of Robert Munsch's book Andrew's Loose Tooth, illustrated by Michael Martchenko.

Cynthia Watros Photo - Donated by Cynthia Watros

Autographed 8x10 colour photo of Cynthia Watros as Libby on Lost.

Dame Judi Dench Photo - Donated by Dame Judi Dench

Autographed 4x6 colour headshot of Dame Judi Dench.

Charlton Heston Photo - Donated by Charlton Heston

Autographed 4x6 B&W headshot of Charlton Heston.

Julie Strain Book Cover - Donated by Julie Strain

Autographed 4x6 colour image of the cover to Julie Strain's photo collection, It's Only Art If It's Well Hung!

Brendan Gleeson Photo - Donated by Brendan Gleeson

Autographed 10x8 colour photo of Brendan Gleeson as Alastor "Mad-Eye" Moody in Harry Potter and the Goblet of Fire and Harry Potter and the Order of the Phoenix. Inscribed: "Constant vigilance!"

Navy NCIS Script Sides and Call Sheet, Plus Mark Harmon Photo - Donated by Mark Harmon

Script sides and call sheet from the Navy NCIS episode "Bete Noir," autographed and otherwise marked up from their original use on-set, along with an autographed 8x10 B&W headshot of Mark Harmon, who plays Special Agent Leroy Jethro Gibbs on that series.

Guy Gavriel Kay Novel - Donated by Guy Gavriel Kay

Autographed hardcover copy of Guy Gavriel Kay's novel, Tigana.

John Travolta Photo - Donated by John Travolta

Autographed 8x10 colour headshot of John Travolta.

Shawn Ashmore Photo - Donated by Shawn Ashmore

Autographed 8x10 B&W headshot of Shawn Ashmore, who plays Bobby Drake (aka Iceman) in the X-Men films.

John Billingsley Photo - Donated by John Billingsley

Autographed 8x10 colour photo of John Billingsley as Doctor Phlox on Star Trek: Enterprise.

Enterprise Script - Donated by John Billingsley

Final draft script (dated September 7, 2001) for the Enterprise episode "Civilization," autographed by John Billingsley.

Margaret Atwood Novel - Donated by Margaret Atwood

Autographed hardcover copy of Margaret Atwood's novel, Oryx and Crake.

Scott Lowell Photo - Donated by Scott Lowell

Autographed 10x8 colour headshot of Scott Lowell, who played Ted Schmidt on the North American version of Queer as Folk.

Inscribed: "To the lucky Keycon winner of this photo: You are my favorite geek! Peace!"

Kari Byron Photo - Donated by Kari Byron

Autographed 4x6 colour publicity photo of Kari Byron, one of the MythBusters.

Danny Strong Photo - Donated by Danny Strong

Autographed 8x10 colour photo of Danny Strong as Jonathan Levinson on Buffy the Vampire Slayer.

Wes Craven's New Nightmare DVD - Donated by Wes Craven

DVD copy of New Nightmare, autographed by Wes Craven.

Vivian Vande Velde Novel - Donated by Vivian Vande Velde

Autographed hardcover copy of There's a Dead Person Following

My Sister Around.

Aaron Douglas Photo - Donated by Aaron Douglas

Autographed 8x10 colour photo of Aaron Douglas as Chief Galen Tyrol on the new version of Battlestar Galactica.

Poppy Z. Brite Short-Stories - Donated by Poppy Z. Brite

Autographed copy of Poppy Z. Brite's lettered hardcover collection, Used Stories. Only 52 copies of this limited hardcover were printed, and it was not available in any stores.

Neil Gaiman Novel - Donated by Neil Gaiman

Autographed hardcover copy of Neil Gaiman's novel, Stardust.

Back in Business Call Sheet - Donated by Chris Barrie

Call sheet from the film Back in Business autographed by Chris Barrie, who played Arnold Rimmer on Red Dwarf.

Gigi Edgley Photo - Donated by Gigi Edgley

Autographed 8x10 colour photo of Gigi Edgley as Chiana on Farscape.

David Franklin Photo - Donated by David Franklin

Autographed 10x8 colour photo of David Franklin as Captain Meeklo Braca (shown with Ben Browder as John Crichton) on Farscape.

Rebecca Riggs Photo - Donated by Rebecca Riggs

Autographed 10x8 colour photo of Rebecca Riggs as Commandant Mele-On Grayza (shown with David Franklin as Captain Braca) on Farscape.

Lani Tupu Photo - Donated by Lani Tupu

Autographed 8x10 colour photo of Lani Tupu as Captain Bialar Crais on Farscape. Lani Tupu also provided the voice of Pilot on that series.

Dean Koontz Book of Poetry - Donated by Dean Koontz

Autographed, numbered, and specially inscribed hardcover copy of The Book of Counted Sorrows. Only 1250 copies of this limited edition were created.

Harry Turtledove Novel - Donated by Harry Turtledove

Autographed hardcover copy of Harry Turtledove's novel, In the Presence Of Mine Enemies.

Robert Englund Photo - Donated by Robert Englund

Autographed 10x8 colour photo of Robert Englund as Freddy Krueger in the Nightmare On Elm Street films.

Warwick Davis Photo - Donated by Coolwaters Productions

Autographed 5x8 colour photo collage of the career of Warwick Davis, including Wicket, the titular roles in Willow and Leprechaun, and Professor Filius Flitwick in the Harry Potter films.

Steve Niles Comic - Donated by Steve Niles

Autographed copy of Issue #1 in the mini-series Remains, written by Steve Niles with art by Kieron Dwyer.

Steve Niles Graphic Novel #1 - Donated by Steve Niles

Autographed copy of the graphic novel Dark Days, written by Steve Niles with art by Ben Templesmith.

Steve Niles Graphic Novel #2 - Donated by Steve Niles

Autographed copy of the graphic novel 30 Days of Night: Return to Barrow, written by Steve Niles with art by Ben Templesmith.

Nathan Fillion Photo - Donated by Nathan Fillion

Autographed 10x8 colour photo of Nathan Fillion as Captain Malcolm Reynolds in Serenity. Inscribed: "Keep Flyin'!"

The Dealer's Room

This year you can find us in the Peregrine Room.

Saturday, May 20th 10:00 am - 6:00 pm

Sunday, May 21st 10:00 am - 4:00 pm

As always, there are a variety of wares from new and used novels to jewelry, toys, games, and accessories.

At 3:45 pm on Sunday, the Dealers Room will be holding a draw for a variety of items donated by the dealers. To get a ticket for the draw, just spend \$10 at any of the participating dealers' tables. The more you spend, the more tickets you can obtain. You must be present to win.

Please note that there are no food or drinks allowed near the merchandise, and all bags need to be left at the door.

You do not need a Keycon badge to visit or purchase anything in the Dealers Room, so call up all your friends.

Come one, come all. Bring cash!

Keycon 23 Dealers:

MJC Artwork - Sculptures and necklaces are just a few of the treasures you'll find here.

Indigo/Chapters - All the best in new science fiction and fantasy novels. Books by all the guest authors.

Sword in the Stone Games - RPGs, CCGs, Card Games, WH40K, Board Games

Champagne Dreams (Donna Barnson) - Jewelry, Dragons and Chalices - come say hello.

Dog Eared Books - A wide selection previously enjoyed novels.

Jewelry by Dawn - See their Ad in the program book!

Jean-Paul Lapointe - If you are a fan of Star Wars, or even if you're not, come have a look.

Formula Exo (2 lines) - Jewelry of all sorts, sizes and varieties.

Candies & Candles (Mike Pallie) - An assortment of gel and scented candles, stemware, goblets, candy dishes.

The Short Plank - Get your Keycon 24 memberships here!

Sorceress & Starships Collectibles - Collectible toys and knick-knacks, gaming accessories and used novels

Aqua Books - Since 1998 one of Winnipeg's top used book sellers.

MAXX Collectibles - See their Ad in the program book!

The Masquerade

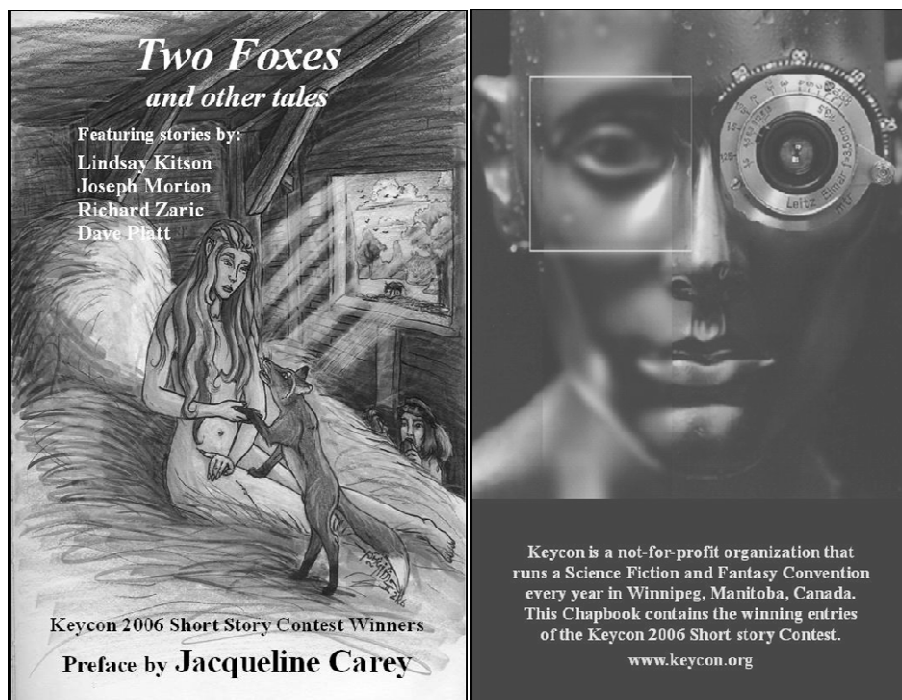
Sign up for the Masquerade until 16:30 Saturday Evening at Registration. The starting time for the Masquerade walk through will be 17:00.

Masquerade Rules:

1. All entrants must be Members of Keycon23
2. All costumes must be legally covering everything that needs to be covered.
3. No fire, flash paper, explosions, open flames etc.
4. No messy substances that might ruin the costume of another entrant.
5. Surprise the audience, not the Masquerade Director. If you are planning something "unique," let us know.
6. Presentations are limited to 90 seconds.

Masquerade Notes:

1. Water, with straws, will be provided for contestants in the staging area.
2. Your entry on to the stage will occur in a specific order. Please stay in that order and be ready.
3. If you have any music, please bring CD's or cued tapes to the Masquerade Director at the walk through.
4. Please have a short write-up so the MC can properly introduce you. If it's not legible, or if you give us nothing, our MC will make something up.



Two Foxes and Other Tales

Winners of the Keycon23 Short Story Contest

A young harpist knocks on the door of the wicked king's castle and finds himself in the midst of a tale of cursed lovers, but the origin of their curse isn't exactly the stuff of legend he'd imagined. A man sits in a jazz club awaiting his estranged wife, her unread letter before him and a revolver in his pocket, wondering if they're going to reenact the same drama they've acted out over millennia. A vampire whiling away the lonely hours of the night at a newsstand in a bus depot, observing mortal travelers, reflects on the course of his life and the plague that's killing his kind. A young man with Downs Syndrome has a longed-for alien encounter and discovers that the persecution of those who are different isn't limited to the denizens of his own planet. Such are the diverse offerings contained within the Keycon 23 chapbook. Enjoy! ~Jacqueline Carey, Keycon 23 Author Guest of Honour

Local Authors - Local Artists - Awesome Talent

Support SF/Fantasy art & writing in Winnipeg!

Chapbooks are available at Keycon Registration, in the Dealer's Room from Chapters,

Programming - Friday May 19

Ballroom

18:00 - Opening Ceremonies

The opening of our convention with the introduction of our guests and chairs. This will give you a good overview of what is going on over the entire weekend.

19:00 - Ice Cream Social

Our guests and chairs get together and serve our members ice cream. This is the first opportunity for our members to meet the guests one on one, and get a treat too! Flavours this year will be the old reliables: Chocolate and Vanilla.

20:00 - Frantic Films, Technology & Software

The first of three workshops being held at our convention by Frantic Films dealing with technology, and the software used to create special effects.

21:00 - Vampire LARP

A Vampire the Masquerade Live Action Role Playing game set in the World of Darkness city of Gimli, and a member of One World By Night (<http://www.owbn.org/>).

Gimli is 5 million people in these modern times, and Supernatural creatures roam the Night. We are the Vampires, those who rule the Night, and everything in it. Come play for an evening or an hour, and we will introduce you to this fascinating world of political intrigue, and bloodthirsty backstabbing fun. We are a Camarilla game, with a dose of Anarchy. Storytellers will have NPC's for people to play, or we can help you role up a new character on the spot. Please remember there is no actual biting involved!

For more information, visit <http://www.reddz.com/fredbynight>

Crocus Room

20:00 - Intro to Vampire: The Masquerade LARP

Want to play in the LARP but don't know how? Come here. We'll give you a crash course on the rules, help you create a character, and introduce you to the World of Darkness.

21:00 - Coffee Clatch with Ruth Thompson

This informal panel is intended for artists. After meeting at the beginning of the panel Ruth has mentioned that she would like to grab a coffee and then discuss techniques, tips and give feedback on artist's work in the atmosphere of the Art Show itself.

22:00 - Filking

Filking is a long standing Keycon tradition and mainly comes in two flavours: new lyrics for old songs, or new songs entirely, often made up on the spot while jamming. The definition of 'filk' varies from person to person depending on who you ask. In the end though, it's a chance to have fun and probably hear songs you'd never hear otherwise.

Programming - Friday May 19

Prairie North & Prairie South

20:00 - Keycon for Newbies

Everything you've always wanted to know about Keycon, but were afraid to ask.

Do you need a mask for the masquerade? What's con coffee? Where did you get that food? Someone told me to make sure I go see the dead dog. Why do I want to go look at a dead dog? And what the heck is "filking?" For those who have never been to our convention before, or those who just haven't seen the whole thing yet. We will take you on a tour of the various suites and events and let you know how to get the best out of Keycon. Seasoned con-goers are also welcome to attend. Feel free to participate in the unofficial "adopt a newbie" program or provide colorful stories of Keycon past.

21:00 - Self Publishing with Leopold McGinnis

Attention all frustrated writers. If you're getting fed up with the mountain of manuscripts and rejection slips that keeps getting bigger and bigger, and starting to get a sinking feeling that you may never get your story out there, this panel is for you. Edmonton-based self-publishing expert, Leopold McGinnis will discuss the alternative routes to publication, circumventing the often difficult, traditional means, and doing it yourself. His writing history includes poetry, book, magazine and online publication. His current projects include "Snow Angel" (*Serpentia Publication History*), and "Great White Serfdom," an article on the corruption of the Canadian literary scene (*Underground Literary Alliance*).

22:00 - Robert Sawyer Reading

Robert will do a reading from his latest book, *Mindscan*

23:00 - Sex in Fantasy

How do you approach something that everyone thinks about, but no one talks about? Write it. Anything your mind can dream up, can be twisted into prose. Talk to Jacqueline Carey and local erotica author Viola to discover possibilities in fiction you hadn't imagined. (This is an adult panel.)

Midnight - Fannish Purity Test

Come one come all! Its time for another panel dealing with sex and safety and just downright funny moments. We are once again finding out who is naughty, and who is naughtier. The 400 Question test will be administered. Remember you must share your score, but you are not required to share the particulars. This year I am also asking for submissions to create a 100 Question Keycon specific purity test. (This is an adult panel.)



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Programming - Saturday May 20

Ballroom

10:00 - Havok! combat demonstration

Havok!© is a Live Action Roleplaying Game with an intriguing fantasy world setting. It has two sets of Combat Rules: one set for adrenalin pumping Live Combat (i.e. fighting is actually hitting each other with "boffer" swords), and an elegant set for Static Combat. For the Live Combat, which will be the focus of this demonstration, players call damage as they connect with a swing, and the defender in turn assesses whether that penetrated their armor and rendered that hit location injured. Come watch this fast paced and exciting demo!

12:00 - Frantic Films, Visual Effects

The second of three Frantic Films workshops deals with visual effects and art: painting, 2D and 3D modeling.

13:00 - THE DARK

THE DARK is a three-year journey into uncharted territory. The show follows the adventures of the crew of the Recluse as they fight to take back their corner of the universe from aliens and worse: designer humanity. THE DARK keeps physics in mind at all times, which means no transporters, and no artificial gravity. Space is stress, tactics, and tension. The crew of the Recluse live among the pipes and cables of a spacecraft as cramped as a submarine. For them, each brush with the aliens costs a week of white knuckles and a month of flashbacks. Come talk with the makers of this amazing Science Fiction experience.

15:00 - Raise-A-Reader Keycon Charity Auction

Please see the full listing of the contents for the Charity auction in the program book. This auction is the brainchild of Winnipeg's Edgar Governo. All items will be auctioned off to benefit Raise-a-Reader, which provides financial assistance and resources to family literacy programs and libraries throughout Canada. Any items which do not achieve a minimum bid will be auctioned off online after the convention. Bring your wallets! We have truly impressive memorabilia available to you and the proceeds go to a very deserving cause.

17:00 - Masquerade Walk Through

The finest costumes of the convention are on display. Make sure your get your information to registration if you want to be part of this event. This is open to members of all ages.

18:00 - Masquerade

Come and watch the costumers, cheer on your favorites, and see who is picked! Don't miss our half-time show: Belly Dancing.

21:00-02:00 - Social

Music is by DJ Kelly with special live performances by the Short Bus Boys. You must have at least a Saturday Night Pass to enter the Social. Alcohol is of course available and social food will be available at 23:00.



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Programming - Saturday May 20

Prairie North

10:00 - Keycon for Newbies

Please see the Friday description of this event.

11:00 - Let's go to the Movies!

Ever wonder what it's like to help make a movie? Ever wanted to perform as an extra? Presenting on their experiences performing and helping to create movies and television shows, we have Lesley Oswald and Trish Johnston. Trish has gathered quite a bit of experience working as an extra for various shows here in Canada. Lesley Oswald has worked in various capacities for numerous TV shows and movies over the years. For example; she has directed the popular children show Tipi Tales and the TV mini-series Category 6: Day of Destruction. Bring your enthusiasm and your questions.

12:00 - Make your own Horns and be a Little Devil!

Feeling Evil? Want people to know? Join the make your own horns panel and craft your own set of horns out of polymer clay. Supplies provided. This panel is limited to 15 people.

14:00 - Robots: Friend or Foe?

Join Robert Sawyer who is hosting this panel and Chris Rutkowski will be joining us in this panel to discuss Robotics and where we are going.

15:00 - Jacqueline Carey: A Writer's Journey

Jacqueline Carey takes you on a journey of dealing with rejection letters and other set backs and successes that writers face.

16:00 - UFO Report

Winnipeg's own Chris Rutkowski is one of Canada's foremost experts on unidentified flying objects. Chris will discuss a number of topics pertaining to UFO's, including such items as increased UFO sightings in Canada, what UFO's are, and what to do if you see one. Chris has appeared on many radio and TV shows, including Undercurrents, Front Page Challenge, Unsolved Mysteries, The Unexplained, Sightings and Carpe Diem. He also does a weekly commentary for CBC's North Country.

17:00 - Belly Dancing

Learn the art of the dance and join our great instructor 'Shifra' to go over the basics of belly dancing.

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Programming - Saturday May 20

Prairie South

11:00 - Self Publishing with Leopold McGinnis

Join this self published author in a panel on starting to publish your own work.

12:00 - Budget your Hospitality Suite

What you really need to know about running a hospitality suite? Join Nancy Fetterman and others, (Dragged kicking and screaming if need be), in discussing how to work out our budget so that you hopefully don't lose your shirt running a suite.

14:00 - Firefly: The Big Damn Trivia Contest

Do you think you know Firefly? Grab your Fruity Oaty Bars and join Joey in the Crocus Room for a Big Damn Trivia contest of epic proportions. Prizes will be awarded to the big Damn Heroes that come in first Second and Third. So join us For Firefly Trivia and have a Fruity Oaty good Time. Prizes Generously Provided by Universal Canada and Pendragon Games and Hobbies. Please note, this is a two-hour programming event.

16:00 - Mars Society: Space exploration, What's going on?

Can we send a manned mission to Mars now? What are NASA and ESA's plans? We will look at recent probes Mars Express, MRO, and the Energizer bunnies of Mars: Spirit and Opportunity. We will also look at Europe's latest mission: Venus Express.

17:00 - Fangs for the Memories

Have you ever wondered exactly what you're paying for with those custom fangs? Join Corey Toews for a demonstration of how a set of acrylic fangs are made, from taking a cast of a subjects teeth, sculpting the fang to casting and finishing the final appliance.

20:00 - Fred by Night Vampire LARP

Please see the Friday description of this event.

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Programming - Saturday May 20

Boardroom

12:00 - Artist Jam

Join our artist guest of honor, Ruth Thompson, in the creation of art. Open for all ages. All art is put up for auction in the Art Show and all proceeds from the auctions go to this year's charity, Raise-A-Reader. Please note, this is a two-hour programming event.

Poisoned Apple Con Suite Room 1502

12:00 - Meet and Greet the Guests!

Join our guests in the Poisoned Apple for a more casual meeting with our guests of honour. Please note that Ruth Thompson will be in the Boardroom conducting the Artist Jam during this event. She would still love to meet you too!

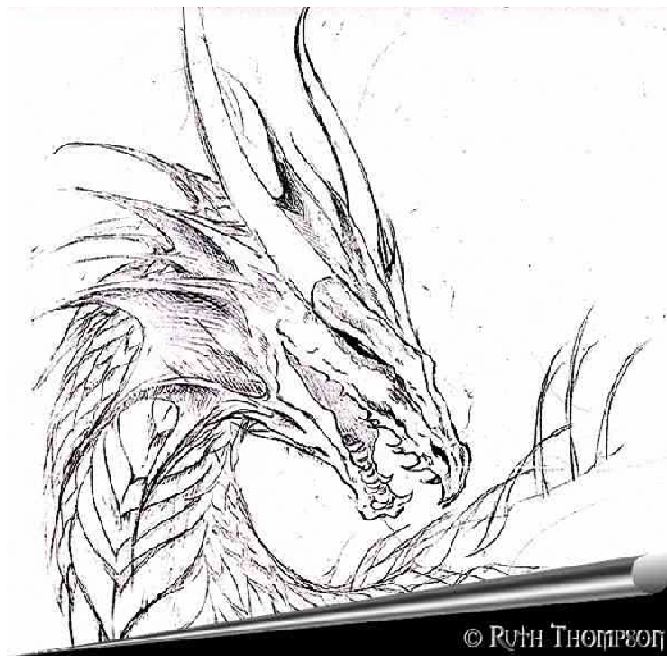
Crocus Room

11:00 - The World According to Barron

Aside from being a game designer, Barron Vangor Toth is a man of many opinions. This irreverent panel will start as a Q&A. What will happen from there, only Barron knows.

21:00 - Filking

Please see description on Friday night.



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Programming—Sunday May 21

Ballroom

10:00 - Frantic Films, Memories

A representative from Frantic Films will be personally presenting amusing interesting stories on working from features from Swordfish to the latest summer blockbuster, Superman.

11:00 - Author Book Signings

Joining Jacqueline Carey and Robert Sawyer are our four winning authors from the Keycon Chapbook “Two Foxes, and Other Tales,” Lindsay Kitson, Joseph Morton, Richard Zaric and Dave Platt. All authors will be available for signings throughout this panel.

12:00 - Havok! No Dice - Just Adrenalin!

Havok! has its humble beginnings here in Winnipeg Manitoba, Canada. It was written and published by some fine folks over at Seventh Moon Publishing, and has been going strong since 1998. World of Vaithan: Havok Winnipeg, has grown from a simple get together game into what is now a fully formed and organized club, with game scenarios and chronicles for all ages of players. Come visit with local Havok! players as they provide a more in-depth demonstration and discussion including Magic, role playing, costuming, characterization and their elaborate, detailed props.

13:00-15:30 - Art Auction

Join us in our annual art auction and get a great peace of art! In addition to pieces from the Art Show, the creations made during the Artist Jam are also available, with proceeds going to this year’s charity, Raise-A-Reader. For more details about this event, please see the description of the Art Show in the program book.

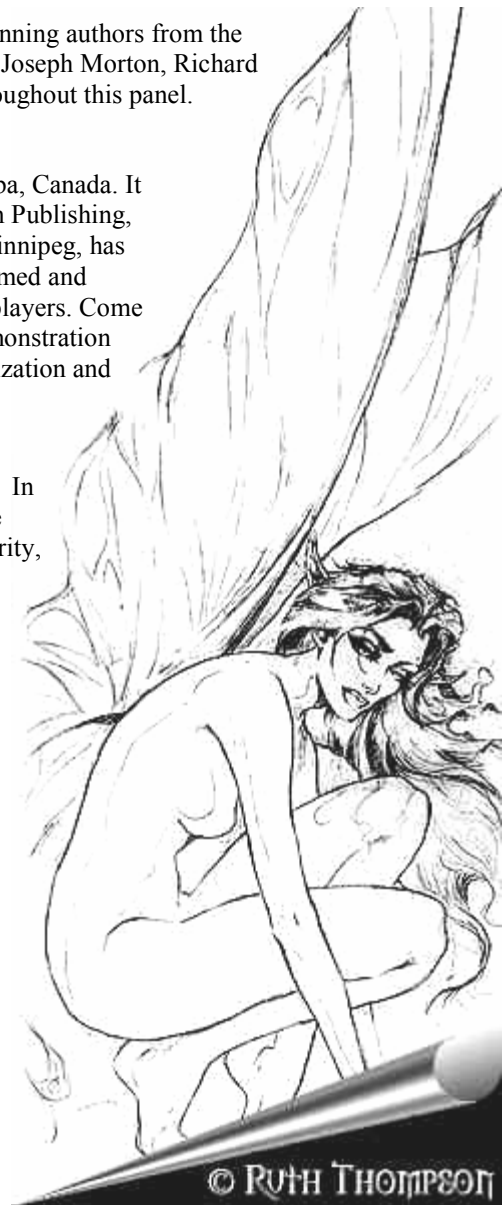
Approximately 15:30- 16:10 - Dust Rhinos

Our “half time” event this year between the Art Auction and the Closing Ceremonies will be none other than Keycon’s favorite Dust Rhinos! Sit back and enjoy. The Dust Rhinos will be performing at Keycon 24. Grab a taste now so you know what you’re in for in 2007.

16:00 - Closing Ceremonies

We say fairwell for yet another year to our guests and fellow con members. We thank the convention staff, and award prizes for contests which have been running through the convention.

17:00 - The Convention Ballroom is Closed. See you at the Dead Dog on the 15th floor!



Programming - Sunday May 21

Prairie North & Prairie South

10:00 - Participating in a Convention

Join past Con Chairs in a general discussion of working in and running Keycon. It's a lot of work, but it's also a whole lot of fun.

11:00 - THE DARK

Part 2 of the panel from Saturday. Please see the Saturday description of this event for more details.

12:00 - Jacqueline Carey Reading

Jacqueline will do a reading from her latest book, *Kushiel's Scion*

17:00 - The Bitch Panel

Nothing improves without feedback and that includes Keycon. How can we make it better? What do you want us to keep? Constructive criticism is encouraged. Positive feedback is needed as well. We need to know. Tell us.

Crocus Room

11:00 - Annual General Meeting of the WINSFA Senate

The senate, the over seeing body of the convention, will be holding the annual general meeting. Please see our ad in this program book for details of the Senate. This meeting will include the election of two members or the convention from the floor to be senators for a year.

12:30 - Scavenger Hunt Wrap up

To join this scavenger hunt, first you have to find the rules, and list which will be on a piece of paper at the freebie table by reg. Then after going forth and procuring that which you must procure, join us in the wrap up of the scavenger hunt and be prepared to bribe the judge because bribery is good. Final results will be announced at the closing ceremonies, but you have to be at Crocus at 12:30 to give up your stuff.

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The LAN Room

Winnipeg Gamers, the premier LAN group in Winnipeg, has been hosting LAN parties for over five years at various community centers, halls, and other locations. We are now proud to be a part of Keycon 23 hosting the LAN room, offering gaming PC's, E-mail workstations, music, and an overall great time!

You can look forward to open gaming sessions in Quake 4, Doom 3, Battlefield 2, Call of Duty 2, and much more! We suggest stopping by the LAN room in Assiniboine and finding out what we are all about. If you'd like to hook up with us after the event check us out at www.winnipeggamers.com

The Video Room

Too many films, too little time. That appears to be the fate of this year's Video Room! As a result we may stay open Sunday afternoon, as we have some "cult" "audience participation" "sing-a-long" films—check the flyer or the floor of the hotel elevator for the latest! And, as always, once the Video Room opens up on Friday, it will remain open 24/7 (or is that 24/3)!

The Video Room will be located on the fifteenth floor, in the same room. Returning are the big screen and big sound, the good humour and fun that the Video Room is known for!

KeyCon's Video Room provides you with delicious made-right-there popcorn, fruits, vegetables, comfortable seating, morning cartoon breakfasts, prizes and surprises and movies! There have been a lot of great new films lately, and we hope to show them all! Or some of them! Aw heck, who really knows?

Friday evening will feature a special tribute to two dear departed: Michael Sheard and James Doohan. We never had the honour of meeting Mr. Doohan, but Michael Sheard was a multiple guest at our convention, kind of like everyone's kindly grandfather. There will be special presentations about both actors, along with special prizes.

Open Gaming

The Sleeping Dragon hospitality suite will be hosting Keycon's open gaming. They have amassed a vast amount of entertaining games ranging from the popular to the obscure. Below is a list of what they have gathered at the time the program book is being printed. There will be more! If you would like to loan out your own games at the convention, stop by The Sleeping Dragon and talk to our staff. To use a game from The Sleeping Dragon, you do need to leave your badge number and agree to return the game in the same shape it was in when you obtained it. It's not usually a major issue but not having that one green road in Settlers of Catan can make the difference between becoming Supreme Commander of All Things or "missed it by *that much*" so please take care of the games you have on loan. You will be held responsible for missing pieces, damage, etc.

Ninja Burger	Illuminati	Paranoia	Old Trivial Pursuit	Kill Dr. Lucky
Citadels	Santiago	Inferno	Devil Bunny Hates the Earth	Freeloder
Paranoia	Creatures & Cultists	Obsidian	Give me the Brain	The Unexploded Cow
LOTR Risk	Corruption	Fluxx	Lord of the Fries	Before I Kill you Mr. Bond
Carcassonne	Army of Darkness	Star Wars	Ebola Monkey Hunt	Trailer Park Gods
AD&D 2.0	Harmaster	Wizard	Classic Risk	Vampire: The Dark Ages
AD&D 3.0	Girl Genius	Zendo	Risk 2210AD	Vampire: The Masquerade

Role Playing Games

Call of Cthulhu

Genre: Horror

GM: Mike

Location: The Sleeping Dragon

Event Time: Friday 1800-23:00

Call of Cthulhu is a horror roleplaying game based upon the writings of Howard Phillips Lovecraft and a few others. Lovecraft wrote during the 1920s and 1930s, and he became a cult figure before dying in 1937. Since then his stature as an author has grown, and now he is generally recognized as the major American horror-story writer of the twentieth century. His fiction ranges from pure science fiction to gothic horror. A series of his stories share as elements certain diabolical entities (especially the Great Old Ones) and books of arcane lore and great power, first among them the ghastly Necronomicon. The Cthulhu Mythos is named after a god-like entity, Cthulhu (kuh-THOO-loo is the easiest, though not the best way to say it). Many Great Old Ones, Cthulhu included, are prophesied to wake and to lay waste to the world "when the stars are right". The Call of Cthulhu RPG continues this tradition.

Charles never knew his great-uncle Albert well. Albert was always a bit of a black sheep. When Albert dies and Charles surpassingly inherits his estate, he is taken aback. When he first hears the inhuman sounds emanating from the loan basement door, he fears for his life!

Dungeons and Dragons 2nd Edition

Genre: Fantasy

GM: Will

Location: The Sleeping Dragon

Time: Saturday 10:00-14:00

As always, we have an epic battle between the heroes of Good, and the villains of Evil. Are you tired of rescuing somebody's kitten? Or some King's daughter? Of defending, protecting, and helping? Now, we all know you want to play the villain. You want the chance to pillage and burn. And you think the Paladins of Good deserve a lesson in what's theirs is Yours. Looks like this is your chance.

HarnMaster

Genre: Low Fantasy

GMs: Mike

Location: The Sleeping Dragon

Time: Saturday 18:00-22:00

Harnmaster is a medieval fantasy world which emphasizes character development and combat realism using a unique interactive skill system. There are not set limitations like classes or hit points. It's a realistic gaming system for dealing with a fantasy world. Harn is a 'low fantasy' world. This means that while there are dragons, wizards, orcs and trolls, they are rare, and therefore not found under every bush and around every bend. More prominent is the nobility, human wars, politics and greed. If you adventure deep enough into the forests, you could come back with tales of inhuman things, that is if you are lucky enough to make it back alive!

A dead bailiff, a cursed blade and a series of strange attacks have the locals up in arms.



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Role Playing Games

Shadowrun 4th Edition

Genre: Science Fiction

GM: Curtis

Location: The Sleeping Dragon

Time: Saturday 18:00-22:00

The year is 2070. The world is not only Awakened -- it's wired. Cyber and bioware implants make your meat body better-than-flesh, while the wireless Matrix enhances your perceptions with hyper-real senses. Deals are made in steel and lead more often than gold or nuyen; success and failure live only a razor's edge apart. Creatures of myth and legend walk the streets, while the arcane skills of spellslingers are in high demand. Above it all, monolithic megacorps bleed the world dry, sabotaging each other in covert cutthroat competition as they go to war over the bottom line.

You're a shadowrunner, a street operative, scratching out a living on the mean sprawl streets. You may be human, elf, dwarf, ork or troll. From lethal street samurai to well-connected info brokers, spell-slinging mages or code-cracking hackers. No matter what, you're a professional --corporate pawn or "deniable asset," you get the job done.

Strongest Under The Sun

Genre: Anime

GM: TJ McCrea

Location: Portage Room

Times: Friday 18:00-23:00, Saturday 12:00-17:00, Saturday 18:00-23:00, Sunday 10:00-15:00, Sunday 15:30-Close Short Demonstrations

Game designer TJ McCrea will be running several sessions of his new manga inspired role playing game, Strongest Under The Sun. Come check it out and be one of the first to experience it.

Vampire: The Dark Ages

Genre: Horror

GM: Joseph

The Sleeping Dragon

Time: Friday 18:00-22:00

In the medieval night, vampires rule supreme. Or do they? A beautiful necromancer from the scholarly clan of death journeys across the known world to the ancient city of Alexandria in pursuit of her sire, believed lost in pursuit of the legendary tome of ancient lore, the Chronicles of Shaitan. As knowledge spreads throughout the webbing of power, she is joined by emissaries from rival clans, each following their own ends in pursuit of the book reputedly to be the last chronicle of Shaitan's travels in the outer darkness. Loyalties are tested and alliances formed as mythology and magic mix in this unholy marriage of Vampire: The Dark Ages and H.P Lovecraft's Cthulhu mythos.

Board and Card Games

Settlers of Catan

Tournament Organizer: Curtis

Location: Portage Room

Start Time: Friday 18:00

Players are recent immigrants to the newly populated island of Catan. Expand your colony through the building of settlements, roads, and villages by harvesting commodities from the land around you.

The tournament will have three rounds as follows:

1. The Settlers of Catan (Base game)
2. The Seafarers of Catan (Scenario to be revealed at time of event)
3. The Cities and Knights of Catan

Each table will have 3-4 players to help ensure we can keep the games to roughly 90 minutes. The four players that score the most victory points in the first three rounds will advance to the finals. The finals will consist of a scenario from *Das Buch*, the German expansion pack. As with the Seafarers game, the scenario will not be revealed until the start of the event.

Rules and Technicalities

As I have found out over the years, there are many variants and ways to play The Settlers of Catan. To maintain sanity we will be using the standard out-of-the-box rules that shipped with Curtis' copy of the game. The exact printing/edition info will be available to all tournament players for review half an hour before the start of the tournament.

Three Dragon Ante

Demonstrator: Mark

Location: The Sleeping Dragon

Time: Saturday 11:00

Three-Dragon Ante is a fast-paced non-collectable card game based on the tavern games played by characters within the D&D game world. Three-Dragon Ante can be played as a standalone card game when there isn't enough time for a full-fledged D&D adventure, or it can be played as part of a roleplaying campaign where a character's abilities can give him or her a unique winning edge.

Zombies!!!

Tournament Organizer: Jamie

Location: Portage Room

Time: Preliminaries-Saturday 18:00, Finals-Sunday 13:00

The tournament is broken in to two sessions the top six players from the Saturday session get to compete in the finals round on Sunday. The winner will get a copy of the Zombies!!! core game of their choice (Zombies 1, Zombies 4 the end, Midevil, or 2 of any expansion). Prizes are being provided by Sword in the Stone Games.

Munchkin

GM: Scott

Location: The Sleeping Dragon

Start Time: Saturday 15:00

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience, with none of that stupid role playing stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm, or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon! On hand for your back-stabbing amusement will be Munchkin, Munchkin-Fu, Star Munchkin, and Munchkin Blender.

Texas Hold'em Poker Tournament

TO: Duce

Location: Portage Room

Time: Midnight Friday

Keycon's popular Texas Hold'em Tournament returns once again. Standard Texas Hold'em rules. Buy-in \$20.

Collectible Card Games

Raw Deal

Genre: Wrestling CCG

Tournament Organizer: Brian M.

Game Designer: Barron Vangor Toth

Come play the game with it's maker. There are five Raw Deal Tournaments scheduled during Keycon. Pick up games and demo's are also encouraged.

Raw Deal Hardcore 24/7

Location: As long as you have a convention membership, anywhere you want!

Time: Sign up is with Brian, **any time after 19:00 on Friday, May 19th** and you can sign up right up until the end of the tournament at 16:00 Sunday, May 21st. It's called a 24/7 tournament for a reason: any time, anywhere. There are restrictions for how many times and how often you challenge the same person, so you can't just beat the 4 year old 800 times and win. However there's lots of opportunity to challenge your buddies at inconvenient times leading to much hilarity.

Raw Deal Raw Roulette

Location: Portage Room

Time: Friday 20:00

Special Deck Construction Rule: No player may pack a stipulation regardless of their ability.

Special Tournament Rule: At the start of each match, after all players have been seated, the judge will randomly pick a stipulation which will apply to that pairing.

Raw Deal All Axxess

Location: Portage Room

Time: Saturday 13:00

Regular constructed format where all raw deal cards are legal.

Raw Deal Royal Rumble

Location: Portage Room

Time: Saturday 20:00

A multi player tournament following the rules available from Comic Images website: <http://www.comicimages.com/rawdeal> All players compete at the same table against each other entering at staggered times just like the real Royal Rumble.

Raw Deal Afterburn

Location: Portage Room

Time: Sunday 12:00

Constructed tournament with a card pool limited to cards printed in the following sets: Battle Bag, Armageddon, Survivor Series 3, Unforgiven, Royal Rumble, No Way out, Prize cards, and any card that has the same title as a card printed in the above listed expansions.

Vampire: the Eternal Struggle

Genre: Gothic Vampire Horror CCG

Demonstrator: John P.

Location: The Sleeping Dragon

Times: Saturday and Sunday 14:00-18:00, and any other time we feel like playing.

Vampire: The Eternal Struggle is a trading card game in which two or more players take on the roles of ancient vampires known as Methuselahs. Your goal is to destroy the influence held by rival Methuselahs. You accomplish this goal by using your influence to gain control of younger vampires and using those vampires to take actions to reduce the influence of rival Methuselahs.

The cool thing about V:tES compared to most other CCG's is that it is a multi-player game. Table talk is legal. You can bargain with the people across the table from you offering to help them if they help you. But you don't actually have to keep your word. It's all about manipulation, backstabbing and good wicked fun.

V:tES Demonstration

Senior players will teach newbies the game with smaller decks for a faster quick-start learning of the rules.

Pick up games in the Sleeping Dragon

Most of the Sleeping Dragon staff play V:tES. If we have no newbies requesting demonstrations, we'll be playing pick up games.

Miniature Gaming

Warhammer 40,000

Genre: Turn Based Combat Strategy

"Make your peace with the Emperor, guardsmen! For Danika and the Imperium!" Battle For Macragge features two forces in a desperate struggle for survival. The Space Marines, humanity's ultimate defenders, face the alien threat of the Tyranids head on. Warhammer 40,000 is a game of strategy and tactics in which players command model soldiers and battle their opponents in a wide array of different battle scenarios. 2-6 players can play, no experience or equipment is necessary to play - just a desire to have some fun blasting one another!

Warhammer 40,000 Demo Game

Demonstrator: Christian A.

Location: Portage Room

Time: Saturday 13:00-1800

This demo is geared as an introduction to the Games Workshop tabletop miniatures hobby. Players will be introduced to the Warhammer 40,000 game and the grim universe that serves as the game's backdrop.

Battle For Macragge

Demonstrator: Mike M.

Location: Portage Room

Time: Sunday 13:00-17:00

More Warhammer 40,000 goodness as the Battle For Macragge rages on.

Console Games

Soul Calibur 3 Tournament

Tournament Organizer: Jennifer

Location: Boardroom

Start Time: Saturday 14:00

Soul Calibur 3 for the Play Station 2. Multiplayer. 8 foot screen. Need we say more?

The tournament will be run using the Soul Calibur 3 VS Competition Tournament Mode. This means that it will be a single elimination event. Characters available will be the 25 standard characters (i.e. those not selected from the bonus character list).

At the start of the event all players will select a character, this is the character they will use throughout the event. Players can also opt for a random character to be assigned to them, this will be done during the first round and they will get to use that character for the entire event.

Matches will be a best 3 out of 5.

Sign-up for this event will start at 14:00 and go until all the preliminary events are done. Once the finals begin, no new players can sign up.

Open Console Gaming

There will be open console gaming in the Boardroom whenever the room and the equipment is not in use providing we have the volunteers to staff it. There will also be various schedule console events posted on the gaming grids in the Portage Room and the Sleeping Dragon.

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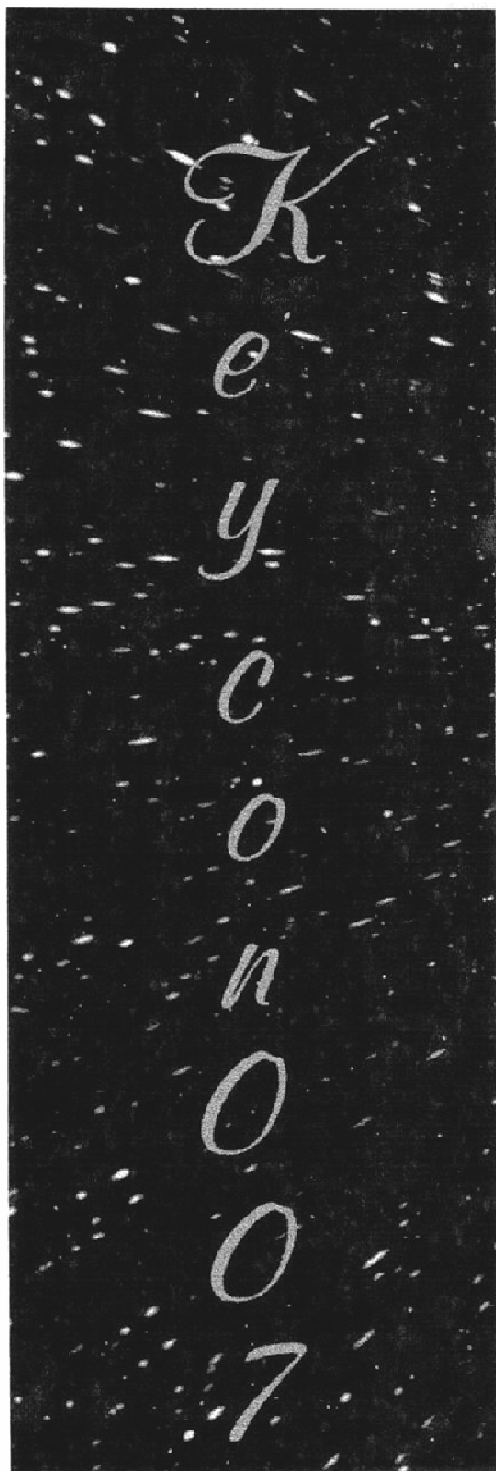
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PRESS RELEASE

At-con ticket sales for next years Keycon will take on a new format. The traditional hundred \$30.00 memberships will go on sale at 12:00 Sunday noon but this year there will also be an opportunity to prepurchase your membership throughout the con in the dealers room. Tickets sold here will cost \$40.00 and will include a chance to win a \$400.00 Surround Sound System for your home. ONLY tickets sold in the dealers room will be eligible for this draw which will be made at the 2006 closing ceremonies.

MEMBERSHIP PRICES 2007

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