

# KEYCON 26

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# WELCOME!

In 2002 I bid and won the right to host my first convention in 2004. It was a good learning experience and some three years later I bid to run my second con in well 2009. This year's convention was far more challenging for us in the way of volunteers and busy personal lives as both Brian and I had ever growing responsibilities outside of the convention. I am happy to say though here we are with all our problems and mistakes getting ready to see the fruits of our labors. I must admit that this year's dinner is something that I have planned and I am looking forward to. We have fantastic guests in Katherine Kurtz, Kelley Armstrong, Red and Ed, Liana K and Ed the sock, (AKA Steven Kerzner) and our two entertainment guests Luke Ski and Shoe Box.

In the years to come we will need new blood and people to run the convention. I am encouraging everyone to attend the future of Keycon panel this year to discuss where we are going and what we want to see for the future.

With my last breath I wish to thank my partner and the convention staff that stuck to it through trying times, economic crisis and more government regulations then I wish to discuss. Brian and I, as with any partnership, had our ups and downs over the past two years, but as a good team we came together to get things done. Thank you. I also wish to thank my wife and daughter who put up with me, helped me, and took on important roles in the convention to get things done.

Last I would like to thank everyone who volunteered. Without you all I would have been a basket case. Everyone enjoy, but remember those who have worked so hard to bring this to you.

Glen Forkheim  
Co-Chair, Keycon 2009

I first started attending Keycon some fifteen years ago. Over those years I've been an attending member, as well as organized different aspects of the convention, up to and including chairing the convention, first in 2006 and again this year. Looking back, I know I've had some really great times at Keycon because I took the time to organize some aspect of the convention to ensure that I had fun. Thankfully what I found fun, others did too!

When Glen and I first looked at running 2009 we had starry eyed aspirations of having a second chance to do better then we did the last time. At least that was the original plan...

This year we have had trouble having sufficient help in organizing the convention. If you are one those people who helped, you have my eternal gratitude, because we could not have put this show on without you. Whether this year, last year, or any other time during the last 26 years if you have helped organize an aspect of Keycon, thank you! Without your efforts we would not be at this show today.

If you are new to Keycon, or have never taken the time to find out what makes it tick, the next time you see someone with a volunteer shirt, ribbon, or simply toiling away making something at the con happen, tell them how much you appreciate their work. Because at the end of the day every person helping put this show together is an unpaid volunteer, and far too often we don't take the time to say thank you.

Looking ahead, we have Co-Chairs in place for 2010, but 2011? Who is going to step up and run Keycon? Who is going to step up to the individual departments, and make this show tick? Throughout this weekend there are various programming items about the future of Keycon. I strongly advise that if you are interested in seeing something specific at Keycon, or want Keycon to have a certain aspect, you attend one of these panels.

As my final written thanks, I need to highlight Glen, my co-chair. I know I would not have made it this far and still be standing if it was not for him.

To everyone else... Enjoy the show. I know I'm going to!

Brian Mitchell  
Co-Chair, Keycon 2009

# REGISTRATION

Registration will be open:  
**Friday - Noon - 10pm... (later if need be)**  
**Saturday - 9:30am - 8pm**  
**Sunday - 10am - Noon**

Day Passes are priced as follows:  
**Friday - \$20**  
**Saturday - \$30**  
**Saturday Evening (After 6pm) - \$20**  
**Sunday - \$20**

Please bring government issued photo identification to claim your membership.

## 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.

# KEYCON 26 CONVENTION COMMITTEE

## Co-Chairs:

Glen Forkheim Brian Mitchell

## Operations & Volunteers:

John Speelman

Hotel Liaison: Kim May

Registration: Skye May

## Programming:

LeAmber Kensley

Extravaganzas: Bodi Milljour

Treasurer: Chad Calder

Gaming: Curtis Schmidt

Hospitality: John Pattie

Dealer's Room: Glen

Forkheim & Linda Durham

## Video Room:

Victor Schwartzman

## Webmasters: Curtis Schmidt,

Brad Cloutier,

& Arthur Neufeld

## Publications: Jennifer Ennis,

Glen Forkheim

& Arthur Neufeld

## Program Book: Daria Patrie

Program book front cover:

John Kaufmann

## Program book back cover:

Kari-Ann Anderson

## Additional program book art:

John Kaufmann, Dave Pruden

& Kari-Ann Anderson

# OPERATIONS

Greetings and Salutations, Hail and Well Met! Operations (aka Ops) looks after the convention while it is running, and if something turns up, or goes missing, we're the people to go to. We do our best to make the con a safe, happy and smoothly run experience for everyone.

Ops can be found in Room 1510, in the middle of the Hospitality floor. During the day we'll also be in or close to the Registration desk and the programming rooms. If we're not actually in the room, our cell phone number will be posted for easy contact.

Operations never sleeps...well, we do, but in shifts, and not very much...

Let's all have a fun, safe and happy convention!

## Behaviour at Keycon

Keycon is, and should be, a great time. Let's all do our part to keep it that way for everyone. We don't really expect any problems with folks, but it can happen. In general to cover most issues, we have always had a simple philosophy: don't act like a moron and we won't have to treat you like one. It's not a likely or common occurrence, but it needs to be said.

Reminder: The hotel is not dedicated completely to our use for the weekend. Members of the general public stay here or visit the hotel to dine and socialize. Please be considerate of non-convention individuals at all times.

If issues arise - please let us know by contacting Operations. It's part of their job to resolve any conflict calmly and quietly. Even if you have someone who's gotten a little boisterous, let us know. If someone has had one or two too many, we'll help get them safely to their room to sleep it off, or get them safely into a taxi to go home.

## Costumes

Keycon has always welcomed and encouraged costumes; both for the Masquerade and for general display during the 'con. Many of the best costumes require accessories. So...by all means, accessorize! But we do add a word of caution: please use care, caution, and forethought. You are responsible for your accessory. Watch where your bow or staff is pointing. Keep your blades secured in their sheaths (This is called peacebonding. If you need help doing so, see Ops and they'll help out.)

Keycon has enjoyed a long safe history with next to no accidents or incidents. Let's work together to keep it that way for everyone's enjoyment.

Please also understand the lobby, The hallways, The stairwells and The Elevators are considered public spaces. All costumes must be legal for wearing in public. There can be no nudity (partial or otherwise). There may also be filming by local media outlets as well as individuals.

Anyone who does not follow this dress code will be asked to leave the hotel immediately.

## Alcohol and Smoking Policy

Keycon's Hospitality suites are all well informed about the rules concerning alcohol. Alcohol and minors do not mix. The suites will be carefully checking badges and ID's. Any suite found to be serving alcohol to a minor may be shut down immediately, possibly for the duration of the convention.

Smoking: Under Winnipeg by-laws **smoking is only permitted in smoking rooms and in outdoor areas at least fifteen feet from the doorways.** Please remember to allow for travel time and do not take frustration out on other con-goers because you have not had your nicotine fix.

# VOLUNTEERS WANTED!

As with almost any venture, success or failure hinges on the strength of its manpower. Keycon and other cons are not alone in this aspect. Some conventions have foundered and 'passed on', but Keycon has established a proud tradition of outstanding volunteerism.

The result? 26 years!

Keycon requires volunteers to handle much of the 'behind the scenes' action and the day to day running during the weekend.

Setting up the Art Panels in the Art Show, moving tables and chairs in some of the panel rooms, checking badges, running messages or papers, helping with the Masquerade, moving our physical assets out after the con is over - these are a few of the many areas where even an hour's worth of 'pitching in' can make a big difference for everyone having a good 'con experience.

If you would like to offer some time to us during the convention, please contact Operations in room 1510 or via cell 612-1096 and we will be happy to find a good spot for you to help out.

Thanking you in advance for your participation in bringing a great 'con to all,

I am your humble 'Ops Ox'  
John "the Bear" Speelman  
*Head of Operations 199- no, 200- wait  
what year is this? no don't say 'the year I  
ran Ops', that isn't specific enough...(fade  
to close)*

# WINSFA

The Winnipeg Science Fiction and Fantasy Association (WINSFA) Senate is the Board of Directors for Keycon, which provides assistance to the Co-Chairs, administers the Equity fund for KeyCon, and chooses the Co-Chairs and Treasurer for KeyCon. All the members of the WINSFA Senate have had either a long-term commitment to fandom in Winnipeg, or experience in the running of KeyCon or other fan-run conventions. The Senate meets at least once per month. We believe this provides a continuity and stability for the convention, allowing it to continue for over 25 years where many other conventions in recent years have either foundered or shut down completely.

## **WINSFA Senate Elections**

Each year the WINSFA Senate holds its Annual General Meeting at Keycon, open to all convention registrants, and at this AGM we hold an "Election from the Floor". By doing this we offer an opportunity for two convention members to be elected to the Senate for a 1 year term, so they may have an opportunity to participate in Senate meetings, put forth their ideas and have a hand in the 'backstage' processes that contribute to Keycon and other fandom activities. At the end of their term they are given an opportunity to report back to the convention attendance about their experience and thoughts about the Senate and its work.

All KeyCon members are encouraged to attend the AGM, participate in the election (nominate, vote) and to encourage their friends to attend as well. Please check your program book and come out to lend your voice to the process. In this aspect, as in all other regards to running KeyCon, volunteers are a vital commodity.

## **Want to be Con Chair?**

The WINSFA Senate is seeking people interested in running for the position of Con Chairs for Keycon 2011 and beyond. Available on request is a copy of the relevant portion of the Constitution, which gives details on the obligations and responsibilities of running Keycon. Please be aware that the Senate would require from you a letter with the names of the two prospective Co-chairs, as well as their signatures and current contact information for each candidate. This must be received by an active member of the WINSFA Senate or by either of the current (2009) Con-Chairs by the end of closing ceremonies.

Many thanks to all KeyCon registrants, and we look forward to seeing everyone enjoying KeyCon.

John Speelman  
2009 President, WINSFA Senate

Active Senators:

Lyndie Bright, Nancy Fetterman, Glen Forkheim, John Mansfield, Shawn Marten, Kim May, Linda Ross-Mansfield, Brian Mitchell, Heather Quinn, John Speelman, Glen Hosea, LeAmber Kensley, Trevor Sewell

KeyCon26 Co Chairs: Glen Forkheim, Brian Mitchell

Meet our guests of honour!

## JOHN KAUFMANN

Besides creating wonderful Astronomical, Sci/Fi, and Fantasy paintings John stays busy as an illustrator for the education and advertising markets. With over 20 years of experience in commercial art he has recently ventured into the Sci/Fi Fantasy field. John's work has been chosen for numerous awards at art shows across the country and he loves to participate in convention activities.

He and his very supportive wife share a home with three great kids, a guinea pig, a cat, a dog, and a blue parakeet named Paco.

His website is: <http://jek2004.com/>

## Scheduled Appearances

Friday  
6:30 - Opening Ceremonies  
7:30 - Ice Cream Social  
9:00pm - Making a living as an artist

Saturday  
11:00am - Tour of the Art Show  
1:00pm - Extra Solar Planets  
2:00 - Autograph Session #2  
3:00pm - Art Jam

Sunday  
10:00am - 3 artist paint-off  
1:00pm - Art Auction  
3:00pm - Space Art  
4:00pm - Closing Ceremonies

Meet our guests of honour!

## KATHERINE KURTZ

On October 16, 1964, Katherine Kurtz had a dream which became the Deryni Series. The notes she made the next morning on two 3" x 5" cards led, several years later, to the novella "The Lords of Sorandor," recognizable parts of which can be found in Deryni Rising. She sold Deryni Rising, her first novel (actually, the first trilogy, The Chronicles of the Deryni) to Betty Ballantine on her first submission attempt! She completed her second and third novels, Deryni Checkmate and High Deryni, while completing her MA in medieval English history at UCLA and writing instructional materials for the Los Angeles Police Department.

Her early work built on the popularity of J.R.R. Tolkien's Lord of the Rings Trilogy, but she soon defined and established her own sub-genre of "historical fantasy," set in close parallels to our own medieval period and featuring "magic" that much resembles what many might call extrasensory perception.

Nearly all of the fifteen Deryni books currently extant remain in print, and fans eagerly await the third novel in the Childe Morgan trilogy, now in progress. In addition, she has recently sold the film rights to Deryni Rising to Sony, for production by Columbia Pictures.

While adding novels to the Deryni series, Katherine began further utilizing her historical training to develop another sub-genre she calls "crypto-history," in which the "history behind the history" intertwines with the "official" histories of such diverse periods as the Battle of Britain (Lammas Night, one of her favorites), the American War for Independence (Two Crowns for America), contemporary Scotland (The Adept Series, with co-author Deborah Turner Harris), and the Knights Templar (two more novels with DTH, plus three anthologies of short stories about the Templars). Prequel to the Adept series is in development.

In the two decades beginning in 1986, Katherine and her husband, author/producer Scott MacMillan, made their home in Ireland, where they restored and lived in a mildly haunted gothic revival castle called Holybrooke Hall. They sold up and returned to the States in 2007, and have taken up residence in a historic house in Virginia's Shenandoah Valley, with their four Irish cats and one "silly-looking" Irish dog they call a Bassador. (The ghosts of Holybrooke appear to have remained behind.)

## Scheduled Appearances

Friday	Saturday	Sunday
6:30 - Opening Ceremonies	10:00am - Combat in Fantasy	10:00am - Food in Fantasy
7:30 - Ice Cream Social	12:00pm - Believable magic and tech	11:00am - Autograph Session #3
8:00pm - Fantasy and the real world	2:00 - Autograph Session #2	3:00pm - Deryni Rising Movie
9:00pm - Writing the juicy bits	3:00 - Villains like fine wine	4:00pm - Closing Ceremonies



Meet our guests of honour!

## KELLEY ARMSTRONG

Kelley Armstrong has been telling stories since before she could write. Her earliest written efforts were disastrous. If asked for a story about girls and dolls, hers would invariably feature undead girls and evil dolls, much to her teachers' dismay. All efforts to make her produce "normal" stories failed. Today, she continues to spin tales of ghosts and demons and werewolves, while safely locked away in her basement writing dungeon.

Armstrong is the author of three series. The latest book in her Otherworld paranormal suspense series was Men of the Otherworld, an anthology with all her proceeds going to World Literacy of Canada. The second book her Nadia Stafford crime series came out in March, and the second book in her Darkest Powers young adult urban fantasy trilogy was released in late April. She regularly contributes short stories and novellas to fantasy, horror, mystery and romance anthologies, and she's making her first foray into comics with a 5 issue arc in Joss Whedon's Angel series.

Armstrong grew up in London, Ontario and received a BA in psychology for the University of Western Ontario before switching gears and studying computer programming. She's now a full-time writer and lives in southwestern Ontario with her husband, kids and far too many pets.

## Scheduled Appearances

### Friday

6:30 - Opening Ceremonies  
7:30 - Ice Cream Social  
8:00pm - Autograph Session #1  
9:00pm - Writing the juicy bits

### Saturday

10:00am - Combat in Fantasy  
11:00am - Writing for young fans  
12:00pm - Believable magic and tech  
2:00pm - Meet Kelley Armstrong  
4:00 - Fantasy Subgenres

### Sunday

11:00am - Autograph Session #3  
2:00pm - Where is everybody?  
4:00pm - Closing Ceremonies

Meet our guests of honour!

## **FANTASY FLIGHT GAMES: JEREMY STOMBERG**

Fantasy Flight Games released its first title, Twilight Imperium, in 1997. Since then, the Minnesota-based company has expanded to over 50 employees, and has over 60 active game lines, spanning board, card, miniatures, and roleplaying games.

FFG's games feature a mixture of theme and mechanics, from the game master as Overlord in "Descent: Journeys in the Dark", rooting out the hidden traitors in "Battlestar Galactica: The Board Game", and the best fighting videogames translated to card in "Universal Fighting System".

In 2008, FFG took over the development of Games Workshop's RPGs and "Talisman" board game, and has an extensive (but quite secret) list of games based on GW properties scheduled for the coming months and years.

Jeremy Stomberg joined FFG's sister company Landroval Studios in early 2006, doing preproduction work on sets and props for the Midnight Chronicles television pilot (based on FFG's roleplaying game "Midnight"), moving on to FFG after a few months. Jeremy works on marketing games, intellectual property and rights issues, and loves being involved in playtests of new games that may not be released for months or a year.

He also once took a suitcase full of Tim Horton's through US customs.

## Scheduled Appearances

Friday  
6:30 - Opening Ceremonies  
7:30 - Ice Cream Social

Saturday  
11:00am - The geek glass ceiling  
1:00pm - Marketing in gaming

Sunday  
1:00pm - Break into the industry  
4:00pm - Closing Ceremonies

Meet our guests of honour!

## ED THE SOCK AND LIANA K

Steven Kerzner is the creator of Canada's pop-culture icon Ed the Sock. A TV producer, writer, editor and performer, Steven has also managed a TV station and been deeply involved in politics. On the genre side, Steven is a lifelong comic book fan with a massive collection and a head full of comics trivia. Steven is also an aficionado of pulp novels (Shadow, Doc Savage). In sci-fi, he prefers Star Wars to Star Trek and the original Battlestar Galactica to the remake. Along with his wife, Steven has a celebrated superhero toy & art collection, and can be heard with Liana on their CFRB radio show on Sunday nights. As well, Steven and Liana are currently developing new Ed the Sock projects for TV, film, print and the internet.

Liana K, called "Canada's Ultimate Fangirl" by the Edmonton Journal, is a prominent voice in the world of all things geeky as a writer, panellist, cosplay pinup, and convention/award show participant. She was the "Red" half of Ed & Red's Night Party!, Canada's longest running comedy series, and is staying true to her nerd roots by offering full episodes of the series free online via Joost. She is the writer/producer behind hit Ed the Sock TV projects such as Smartass: The Ed the Sock Report and the legendary Fromage series.

She has also been featured on Space's It Came From the Basement, Battlestar Galactica Fan Forum, and StarTV's I Heart. She was also co-host of Bite TV's E3 video game limited series, Pixel Junkies

When she was young, Liana was active as a performer in theatre and competitive dance, and her love of video games began so early that her mother had to lift her up to reach the arcade cabinet joysticks. Obviously, Liana is not your typical female -- in fact, she believes there's no such thing as a truly typical female.

Outside of television, she edited and contributed to the Ed-based comic Ed and Red's Comic Strip, and also is working on her own independent project: a story steeped in feminist theology and philosophy called the Vessel. She has a DC Comics character based on her in the Secret Six series. She has contributed pinup modeling to the Eidos video game Battlestations: Pacific, co-hosts a talk radio show on Toronto's CFRB, and writes feature articles for [www.gamingexcellence.com](http://www.gamingexcellence.com).

## Scheduled Appearances

	Saturday	Sunday
Friday	11:00am - The geek glass ceiling	11:00am - Autograph Session #3
6:30 - Opening Ceremonies	1200pm - Pulp fiction heroes	12:00pm - Women & Fantasy
7:30 - Ice Cream Social	1:00pm - Pose like a pin-up model	3:00pm - Working in TV
8:00pm - Autograph Session #1	2:00pm - Comic books	4:00pm - Closing Ceremonies
10:00pm - The Auroras	3:00pm - Evolution of video games	
	4:00pm - Video games for women	
	6:30pm - Masquerade	

Meet our guests of honour!

## LUKE SKI

His song parodies, originals, stand-up and sketches about pop culture pheonema have make him a favorite performer at science-fiction and fandom conventions. He's released eight albums and a DVD over the past fifteen years, many of which feature collaborations and cameos by his fellow comedy musicians of the website "The Funny Music Project"

(a.k.a. The FuMP). His past hits amongst his fans include songs about Spider-Man, Lord of the Rings, Star Wars, and Pirates of the Caribbean, with more recent hits about 24, the Office, Battlestar Galactica, Babylon 5, Doctor Who, Heroes, Family Guy, Lost, and the new "Star Trek" movie. His song "Too Much Stuff" released at theFuMP.com in February is currently the most requested song of 2009 on The Dr. Demento Show. He is the musical jester of sci-fi, the emissary of rap dementia, the pimp of the geek nation, and a prominent bacon enthusiast. So join the Dementia Revolution, and become a Luke Ski fan today. Visit ArtByLukeSki.com to see Luke's professional illustration work, caricatures, cartooning, anime chibis, and more.

## WORM QUARTET

Worm Quartet is a Rochester, NY-based band that forcibly staples punk and electronica together and throws them into a blender with hysterically twisted and irreverent lyrics addressing such topics as relationships, procreation, religion, and Wookiee anatomy. They have been featured repeatedly on the Dr. Demento show, with many Funny Top Five appearances, and had the most requested song of the year in both 2004 ("Great Idea For A Song") and 2005 ("Inner Voice" with Sudden Death.) They are card-carrying core members of The Funny Music Project ([www.thefump.com](http://www.thefump.com)) and have previously shared the stage with such other artists as MC Lars, the great Luke Ski, The Voodoo Glow Skulls, Marc Gunn, Tom Smith, Ookla the Mok, The Pietasters, Rob Balder, Joe Giaccoio, Carla Ulbrich, The Vibrators, and Dr. Demento himself. They insist on referring to themselves in the plural despite the fact that the sole member of Worm Quartet is a 6'4" 290-lb. bemulleted manic who insists on being called "Shoebox" and who poses by day as a mild-mannered software engineer. Shoebox is also rather well-known for his love of Pac-Man, having showcased his obsession on VH-1's "Totally Obsessed."

Worm Quartet is currently playing clubs and cons all over the place and gearing up for a new album coming out sometime in 2009. This is his first time ever performing in Canada, having finally overcome a deathly fear of poutine, and he has painstakingly converted all of his songs to metric for the occasion.

## Scheduled Appearances

Friday	Saturday	Sunday
6:30 - Opening Ceremonies	12:00pm - Comedy music fandom	11:00am - Autograph Session #3
7:00pm - Concert	2:00 - Autograph Session #2	2:00pm - Luke Ski's spoken word
7:30 - Ice Cream Social	3:00pm - Evolution of video games	4:00pm - Closing Ceremonies
10:00pm - How to write funny music	8:00pm - Masquerade Intermission	8:00pm - Gala Dinner Concert
11:00pm - Filking	10:00pm - Worm Quartet Unrated	
	11:00pm - Filking	

## ALSO APPEARING

**Tamara Sheehan** is the Aurora Award nominated author of *The Tenth Man*, a fantasy novel about terrorism and revenge set in the modern world. Her newest book, *The Mediocre Assassin's Handbook* is out from Prizm Young Adult, and her next book *Stormy Bamboo and Other Tales* is in the works.

Friday	Saturday	Sunday
6:30 - Opening Ceremonies	10:00am - Combat in Fantasy	2:00pm - Where is Everybody?
7:30 - Ice Cream Social	3:00pm - Villains like fine wine	4:00pm - Closing Ceremonies
9:00pm - Writing the Juice Bits	4:00 - Fantasy Subgenres	
10:00pm - The Auroras		

**Hayden Trenholm** is an Aurora Award nominee whose works include *Defining Diana*, and *Circle of Birds*

Friday	Saturday	Sunday
6:30 - Opening Ceremonies	12:00pm - The Future of Energy	11:00am - Autograph Session #3
7:30 - Ice Cream Social	1:00pm - The Future of Government	12:00pm - Future Economies
9:00pm - Marketing Yourself	2:00 - Autograph Session #2	4:00pm - Closing Ceremonies
10:00pm - The Auroras	3:00 - Villains like fine wine	

**Robert Sawyer** is a Best Novel Hugo and Nebula Award Winner, who has just published his 18th Novel; *Wake*.

Friday	Sunday
6:30 - Opening Ceremonies	11:00am - Autograph Session #3
7:30 - Ice Cream Social	1:00pm - Reading
8:00pm - Autograph Session #1	4:00pm - Closing Ceremonies
9:00pm - Marketing Yourself	

## CHILDREN'S PROGRAMMING

Fun for our younger members. Some of it is planned, some of it is a surprise!  
Stop by the Assiniboine room all convention long for the children's programming at Keycon.

Friday	Saturday	Sunday
7:00pm - Movies!	10:00am - Foam Fun Door hangers	10:00am - Popsickle Stick Building
	11:00am - Clay & Play Doh Creations	12:00pm - Movies!
	12:00pm - Movies!	1:00pm - Clay Creations
	1:00pm - Origami with Josephine	2:30pm - Puzzles, games, colouring
	2:00pm - Puzzles, games, colouring	3:00pm - Kids in Motion
	3:00pm - Kids in Motion	
	4:00pm - Bead Geckos	

# THE ART SHOW

Join us in Provincial Ballroom B, for a wonderful experience of colour and talent!

John Kaufmann is our artist guest this year. Also joining him are many talented local artists: Lisa Burla, Maureen Babb, Dave Prudden, Laura Horobin, Blake Smith and many more. The works all range from wonderful 3d pieces like that of Peter Rempel, to large original paintings like that of Kari-Ann Anderson. We're delighted to welcome Fantasci, a game featuring art from local talent.

We also are very excited to see the cross stitch bear lady is back I know I look forward to her bears once again! And Theresa Mathers is happy to be showing her work at our convention once more.

**Art Show Hours**  
**Friday: 8pm-10pm**  
**Saturday: 9am-6pm**  
**(tour the art show with**  
**John Kaufmann at 11am)**  
**& 8pm-10pm**  
**Sunday: 9am-11am**

We have people who not only sent single pieces to hang but prints for you to take home and have matted the way you would like! The print table sits right next to the front table where you will be leaving open drinks, cell phones, cameras, and sorry ladies yes your purses and backpacks. We do this for your own safety, as panels can be toppled over by a careless swing of a bag.

We are open on Friday after set up, we are aiming for 8pm but it might be sooner depending on how well my team goes.

As a last note I would like to thank: Kari-Ann Anderson, Linda Farley and John and Linda Mansfield.

Art show Director, Phynix L. Caskey

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

# THE ART AUCTION

Volunteers are always needed for the art show and the art auction.  
If you would like to help out, please see Phynix or contact Operations during the convention.

## **The Art Auction is at 1pm on Sunday In Provincial Ballroom A**

### Art Auction Rules:

- Please say your bid clearly, in dollar figures.
- Raise your hand as you call it, so we know who you are.
- If you win, please call out your badge number so we may find your piece easier.
- No Food, or open drinks.
- Please keep chatting to a minimum.
- Pick up is at 4:00pm in Provincial Ballroom B (next door to the art auction)
- You will be able to pay by credit card, debit card, and cash.
- Please pick up your won art at the art show!

Questions? Confusion? Please visit Phynix and her crew at the Art Show 101 panel at 10am on Saturday. They will provide information, answer questions and show you how to get the most out of art at Keycon.

**Art Pick Up is at  
4pm on Sunday  
in the art show room  
(Provincial Ballroom B)**

Not only will there be exquisite art from the art show auctioned off, but also the results of the Art Jam! Stop by the Boardroom at 3:00pm on Saturday to participate in collaborative creativity with the artist guest of honour, then bid on the pieces when they go to auction.

Proceeds from the Art Jam pieces go to this year's Charity, The Winnipeg Library Foundation, so bid high!

# MASQUERADE

Sign up for the Masquerade will occur on  
Saturday Morning at 10am.

Last minute registrations will be taken up to 4pm on Saturday  
(at the walk-through).

The starting time for the Masquerade  
walk-through will be 4pm.

Registration forms can be found at  
the Registration desk or the freebie tables.

## **MASQUERADE RULES:**

- All entrants must be members of Keycon26.
- All costumes must cover whatever needs to be covered. No costume is no costume. There are kids here!
- No fire, flash paper, explosions, open flames or real looking weapons.
- Remember that traveling to and from the masquerade requires moving through public spaces. Anything of an offensive nature must be kept covered to and from the venue.
- Surprise the audience, not the Masquerade Director. If you are planning something "unique," please indicate it on your registration form and let us know in advance.
- No messy substances that might ruin the costume of another Entrant or the building.
- Presentations are limited to 90 seconds
- Costumes must be able to fit through a standard door.
- Contestants must report to the Masquerade Green Room on time. Report times will be supplied at the convention: check at the Masquerade Desk for this information. Failure to appear or to be ready to go on stage may result in disqualification. Note that Acts of God may, to an extent, mitigate this.
- There will be no registration once the event has begun.
- The Judges may choose not to give out a Best-in-Show Award, or may not give out any awards in a division at all if they do not feel any costumes entered in that division are deserving of an award.
- The decisions of the Judges are final.
- The Masquerade Directors reserve the right to eliminate anyone from competition on the basis of taste, danger to the audience or other contestants or for any other reason deemed sufficient to the Directors.
- The Children's Masquerade is for children 12 and under, accompanied by an adult.



# MASQUERADE

Water, with straws, will be provided for contestants in the staging area.

Public Washrooms will be available for changing. Mirrors, coat racks, and an emergency glue gun will be available in the Masquerade Green Room.

Your entry on to the stage will occur in a predetermined order. Please stay in that order and be ready to go on stage when called.

If you have any music you would like to play during your presentation, please come to the Masquerade Registration panel on Saturday morning. The Gopher will be in attendance and will be happy to check what he has for you. If you think no one will have what you want, bring your own CD, with the track number clearly indicated, to the Gopher at the Registration panel. Please remember to have your name on the CD case.

At Masquerade Registration, you will be provided with a 3x5 index card and a black pen on which to write your "blurb" for the MC. Only the lined side will be read, so stick to what's most important to you. If our MC cannot read what you've written, or you do not provide a write-up, he will improvise. This might not be in your favour.

Any last-minute entrants will also have to fill out an index card- there will be some available on the freebies table by Registration. Please use black ink and print in block (capital) letters.

## **Children's Prize Categories**

Best-in-show  
Most Innovative  
Best Individual effort  
Best costume (parental effort)

## **General Prize Categories**

Best-in-Show  
Original Presentation  
Workmanship  
Recreation/Historical  
Original Design  
Beginner, Journeyman, Master/  
Advanced  
Group Costume or Duo

# HOSPITALITY

## The Staggering Penguin Tavern

**Blenderman**

Come weary con goers and put your feet up at The Penguin. We have libations to wet your whistle, snacks to fill your belly, music to lift your spirits, and games to pass the time between rounds of drinks.

For those who wish to try their luck, we have a draw with some epic prizes. Tickets for the draw will be granted to those who complete quests for The Penguin bar staff. There will be questing all weekend for ALL ages. The draw will be held on Sunday at 1:45pm.

We will be serving drinks all weekend long both alcoholic and not. Saturday night drink special, do I need to say more?

### **Dorm 1701**

Exams are over. Graduation is done. The jocks are still trying to figure out why their solution to the Kobayashi Maru didn't work. Our days as cadets are over. Tomorrow we ship out to our new postings. In light of this there is only one logical thing we can do..... PARTY!!!

In celebration of the release of the latest Star Trek film, Generations and STW are working together to observe all things Trek and present Dorm 1701. So stop by for a glass of Tro-nya, get a snack from the canteen and tell us about your posting. Maybe relax and watch some classic 20th Century video transmissions on the view screen.

## Welcome to The Poisoned Apple Official Con Suite for 2009

Join us for a variety of snacks and meals that will leave you wondering...what the heck is in this? Take a spin on the Wheel of Weirdness and win a prize for every spin. Guaranteed. Visit the Henna Troll that we keep at the back of the suite for your body decorating needs.

Socialize on the couch and enjoy the soothing ambiance of a well-lit room with friendly staff. Need a cloak for the con?

Enter one of our three evening silent auctions for a variety of lovely encapsulating garments. All our food is nut free this year, and we have a gluten free flatbread available. Welcome one and all, you are our honoured guests! And remember...manners matter.

# HOSPITALITY

Bri-Axe Omega

Do you feel like there's something missing in your life? Like there's no place you can call home? Like where your house once stood is a gaping hole in a scorched and razed landscape, your world ruthlessly plundered for its mineral wealth by a monolithic interplanetary mining corporation, with nothing remaining of your residence or livelihood except a number in the CRC-322804 Refugee Statistics Form on the desk of an unconcerned bureaucrat millions of lightyears away?

There is a place for you. At the Bre-Axe Omega Orbital Drilling Platform, you can find food, drink, and shelter, and get to know the friendly\* Bre-Axe employees administering the Valuable Materials Relocation Program currently underway on your former home, Mineral Deposit 636 (Earth, to the natives) - for a nominal fee. No Galactic Credits? No problem! Just ask Bre-Axe Inhuman Resources for a Displaced Persons Employment Contract 2257-SKR, and you will receive all the benefits of working as a nameless drone in a committee controlled supercorp when you start a term employment as one of our own FNG-02A Materials Acquisition Officers. With this new employment you can repay your debt\*\* and be back on your feet in no time!

Come to Bre-Axe Omega, where our motto is "Where Humans are a resource too".

The Sleeping Dragon returns with gaming, caffeine, and delicious, hearty food. Once again we will have a silent auction, home-baked goodies, coffee, tea, toast and our famous never-ending pots of soup.

Our volunteers are not only skilled in the arts of food, but of 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 is Kari-Ann Anderson. Check out her stuff in the Art Show and buy tickets for her painting in our silent auction!

~~~~~  
**Winnipeg Anime Club**  
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# **PROGRAMMING - FRIDAY MAY 15**

## **Manitoba East/West**

### **6:30pm - 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.

### **7:00pm - Luke Ski and Worm Quartet Concert**

### **7:30pm - Ice Cream Social**

Our guests 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!

### **8:00pm - Mode 7 Concert**

Mode 7 is an instrumental rock band from Winnipeg that pays tribute to the music of video games. They are known for their fun stage presence, a mesmerizing barrage of leads & improv solos, and large repertoire of music from classic series such as Super Mario Bros., Legend of Zelda, Final Fantasy, Mega Man, F-Zero, Double Dragon and much, much more. 2 hours.

### **10:00pm - So you want to be a DJ?**

Mark "Da Gopher" will give insight and tips of how to become a DJ! Practical experience on the equipment as well.

### **12:00am - Fannish Purity Test**

It's back, the 400 question version as well as the uniquely Keycon test. Come see how you compare to last year! 18+ only please. There will be loud discussions of sex.

## **Prairie North/South**

### **8:00pm - Colonization: Climate and other Hazards**

Dust Devils; atmosphere; or radiation? What is going to be the biggest obstacle to colonization?

### **9:00pm - Writing the Juicy Bits**

The juicy bits (that means sex and death, kids). Katherine Kurtz, Kelly Armstrong, Viola Hebert and Tam Sheehan. This panel is 18+ please.

### **10:00pm - How to write funny music**

Learn how to write comedic songs from two of the best in the world: Luke Ski and ShoEboX!

### **11:00pm - 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. This is a open music circle. It ends when everyone is too tired to play! All ages welcome.

# PROGRAMMING - FRIDAY MAY 15

## Ballroom A

### 8:00pm - Fantasy and the Real World

Fantasy is all fluff and has no bearing on the real world, right? Katherine Kurtz, Anna Lauder (moderator)

### 9:00pm - Making a living as an artist

John Kaufmann discusses how to make a living as an artist in 2009, with a sub-topic of computers in art.

### 10:00pm - The Auroras

What are the Aurora Awards, and why are they important to Canadian writers and fans alike? Hayden Trenholm, Tamara Sheehan, and Liana K.

### 11:00pm - Rock Band

Come play on the Big Screen!

Rock until you drop.

## Crocus

### 8:00pm - Autograph Session #1

John Kaufmann, Kelley Armstrong, Robert Sawyer, Liana K

### 9:00pm - Marketing Yourself

What role does networking and self-promotion play in the life of a successful writer or artist? Why do I have to talk to all those people? Can't I just sit home and write/paint? Robert Sawyer and Hayden Trenholm

### 10:00pm - Storytelling Contest

Come on out to gross out or be grossed out at the first ever Keycon Read off. Hear original horror themed short stories read by their authors, then get to take part in the judging. Volunteers read a 3 to 5 minute horror story they have previously written down on paper in front of a live audience and a panel of judges. The focus will be on over-all grossness, the most graphic, and the most verbally visceral stories with no topics too taboo. Bonus points awarded by audience, who will use whatever criteria they want. This is an 18+ event. No children please.

## Boardroom

### 8:00pm - Newbie Tour of Keycon

Everything you've always wanted to know about Keycon, but were afraid to ask. Do you need a mask for the masquerade? 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? 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.

# PROGRAMMING - SATURDAY MAY 16

## Manitoba East/West

### 10:00am - Draw Your Sword!

(Dueling, fighting and combat in fantasy) What makes combat believable in writing? Do the authors have first hand experience? Come find out! Katherine Kurtz, Tamara Sheehan (moderator).

### 11:00am - The Geek Glass Ceiling

How much you want to let your geek flag fly in work environments. Jeremy Stromberg, Steven and Liana Kerzner.

### 12:00pm - The Future of Energy

Will we run out of oil? If we don't what are the consequences for the world? If we do, are there any real alternatives? And what does that mean for our future? Hayden Trenholm, Robert Dyck.

### 1:00pm - Dr. Who and Gallifrey

Gallifrey is one of the worlds biggest cons dedicated to Dr. Who, come out and hear the background of it, and talk with the woman who knows Who like no other. Robbie Bourget

### 2:00pm - Meet Kelley Armstrong

Canadian all ages author Kelley Armstrong! She will read a selection from one of her novels A short interview with questions will follow.

### 3:00pm - The Evolution of Video Games

We have come a long way from Atari Tennis (Pong!)... lets go back through time... what have we gained? Have we lost anything?

4:00pm - Masquerade Walk Through

6:30pm - Children's Masquerade

7:00pm - Masquerade

### Masquerade Intermission by The Great Luke Ski

The Great Luke Ski will entertain you while we results, (time will vary depending on number of

See pages 16&17  
for more information  
on the Masquerade.

are awaiting out judging  
masquerade entries)

### 9:00pm - Dance

DJ Da Gopher demands you all dance! Requests welcome. Ends when the hotels says we have to.

The Radisson Hotel will be offering a breakfast buffet running from  
10am-1pm on  
Sunday May 17, 2009  
Price is \$13.95 at the restaurant on the 12th floor

# PROGRAMMING - SATURDAY MAY 16

## Prairie North/South

### 10:00am - Anime Cons

Anime is huge, and so are some of the cons! Be it little or big, come find out about Anime cons in and out of Winnipeg. Come talk to the members of the Winnipeg Anime Club (the same people running the Anime hospitality suite on the 15th floor.)

### 11:00am - How to Run a Con Suite

You love to sit back and relax in them, you think you want to do one... Or you're an old hat at them.. Come discuss the trials and tribulations of hosting a hospitality suite Keycon-style.

### 12:00pm - Pulp Fiction Heroes

Steve Kerzner, John Speelman, and Thompson discuss the "Good Old Days."

### 1:00pm - Extra Solar Planets

They're everywhere! John Kaufmann

### 2:00pm - Comic Books: The Good the Bad and the Adult

Why do some comic books do well and others just fall flat? Graphic novels are not just for kids... where do we draw the line. Steven Kerzner, Renee Walling, Ian MacNair (moderator).

### 3:00pm - Villains like fine wine...

Favourites, how to build 'em, who they're based on and more. Katherine Kurtz. Hayden Trenholm, Tamara Sheehan (moderator).

### 4:00pm - Games for Women

Did you know that some gamers do not have the "Y" chromosome? A discussion of what appeals to women gamers. Liana K.

### 10:00pm - Worm Quartet Unrated

Worm Quartet, one of Dr. Demento's most requested comedy artists of the past decade, isn't exactly a family-friendly act at the best of times. But for this show, ShoEboX takes off the filters and lets the profanity and innuendo fly, tempered where possible with the hyperactive geeky high-speed wit for which he hopes he is known. Don't be scared, but leave your kids - and sacred cows - at home.

# PROGRAMMING - SATURDAY MAY 16

## Ballroom A

### 10:00am - Art Show 101

Welcome class to art show 101. Here we will teach you the ins and outs of bidding, attending, and auctions. There is a special at the end about running an art show. This is a must be if you are an art lover. Phynix Caskey, Robbie Bourget.

### 11:00am - Writing for Young Fans

Different ages require different techniques. How to successfully navigate the fine lines. Kelly Armstrong Anna Lauder (moderator).

### 12:00pm - Comedy Music Fandom: Dr. Demento, the FuMP, and more!

Come join two of the hottest names in the underground comedy music scene, the great Luke Ski and ShoEboX of 'Worm Quartet', as they tell you where you can find all sorts of excellent demented songs, streams, PodCasts, and more!

### 1:00pm - The Future of Government

Ayn Rand and Karl Marx were both wrong. The State isn't going away anytime soon. Hayden Trenholm.

### 2:00pm - Autograph Session #2

Katherine Kurtz, John Kaufmann, Hayden Trenholm, Luke Ski and Worm Quartet

### 3:00pm - Firefly - What's Next?

We have had the series, we have had the movie, there is even a game. Maybe even a space shuttle, where to now? Joey Wensel, Brian Morisette

### 4:00pm - This Month's Skies and Their Gods and Heroes

2009 is the International Year of Astronomy. Lindsay Price will show us constellations and planets that are currently visible in our night time sky and relate some of the mythological stories that are associated with them. Recognizing the patterns of the stars, and remembering how people of centuries past used them to explain their cultures is enthralling; and no expensive telescope is required.

### 9:00pm - So you want to run the zoo?

A con running game. Get together in teams of three and see who can run the best con. Judged by the Worldcon chairs. John Mansfield.

### 11:00pm - Rock Band

Play until you can play no more.

The Winnipeg Library Foundation, Inc. is a registered charitable organization established by the Winnipeg Public Library Board to develop and manage fundraising campaigns in support of library capital projects. The Foundation's first project was the redevelopment of the Winnipeg Public Library's main branch into the award-winning Millennium Library. All proceeds from the Art Jam, the Paint Off and any other charity events throughout Keycon will be donated to the WLF.



# PROGRAMMING - SATURDAY MAY 16

## Crocus

### 10:00am - Hat Making 101

Lyon Connie does mostly historical pieces, but you're a costumer, and have imagination!

### 11:00am - Gaming in Winnipeg

We have gaming cons dedicated to specific games like Warhammer 40K, gaming is here at Keycon, and at Comic Con, Brandon has Prairie Con, but Winnipeg has no general games con. Why not? Mike Major and Brian Mitchell.

### 12:00pm - Believable Magic and Tech

Logic doesn't take the wonder away, it draws you deeper. Katherine Kurtz, Kelley Armstrong.

### 1:00pm - Marketing and Legalities in Gaming

A panel by Jeremy Stromberg of Fantasy Flight Games.

### 2:00pm - Armour

It's all about armour! Your favorite historical and fantasy armor brought to life by two local artisans. How it's made, the myths surrounding it and hands on discovery! Pedro Bedard and Dallas Hollett.

### 3:00pm - World Cons: So you want to throw a party for 3500+ of your friends?

Con-runing on a very grand scale. Renee Walling, John Mansfield, Robbie Bourget

### 4:00pm - Fantasy Subgenres

Dark fantasy, urban fantasy, what's with all these subgenres? Kelley Armstrong, Tamara Sheehan, and Anna Lauder discuss the complex genre of Fantasy, providing us with a map to navigate it better.

## Board Room

### 12:00pm - Miniature Painting 101

28mm miniature painting - a step-by-step demonstration. Basic and advanced techniques with Q&A. For those interested in the art of miniature painting. Christian and Mike Major.

### 1:00pm - Learn to Pose like a Pinup Model

The dos and don'ts of how to get classy sexy pictures. Liana K will teach specific techniques for both looking generally flattering in photos, and the specific aesthetic of classic pinups. A photographer will be on hand to show you results. Come dressed to impress!

### 2:00pm - Rocketman

Brian Baldwin has been an amateur rocket enthusiast for thirty years, with a specialty in blowing things up. He started in this hobby at the age of 12 and has Level 2 Certification in High Power Rocketry.

### 3:00pm - Art Jam

Join artist guest of honour, John Kaufmann, in the creation of art. Open for all ages. All art goes in the Art Auction at 1:00pm on Sunday and all proceeds go to this year's charity: The Winnipeg Library Foundation.

# PROGRAMMING - SUNDAY MAY 17

## Manitoba East/West

### 11:00am - Autograph Session #3

Katherine Kurtz, Kelley Armstrong, Robert Sawyer, Hayden Trenholm, Ed the Sock and Liana K, Luke Ski and Worm Quartet

### 12:00pm - Women's Self Esteem through High Fantasy Images

Liana K is back with her popular panel, discussing feminism in the realm of Fantasy images.

### 1:00pm - Breaking into the Gaming Industry

What's it take to get a game produced? Jeremy Stromberg will tell us.

### 2:00pm - Joey's Fantastic Trivia Contest!

What do you think you know? Come pit your skills against the grand mistress of Trivia!

### 3:00pm - Deryni Rising: The Movie

The novel will become a movie. Get the latest scoop from the author, Katherine Kurtz.

### 4:00pm - Closing Ceremonies

### 5:00pm - Beefs and Bouquets

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.

## Prairie North/South

### 10:00am - 3 Artist Paint Off

We get three artists together, and they paint three pictures live! Pictures to be auctioned off for Charity. 2 hours. John Kaufmann and others.

### 12:00pm - Future Economies - local, global and beyond

An examination of how economic systems are evolving. What kind of economy might emerge globally or in space. How that is or might be reflected in Science Fiction?

### 1:00pm - Tarot for All Levels

Laurie Smith is back again to delve into the mysteries of the Tarot Deck. Whether you're a beginner or advanced reader, this panel and demo will have something for everyone.

### 2:00pm - Where is Everybody?

The ancient world was populated with fairies, ghosts and goblins. Where did they go? Does magic still have a place in our lives? Kelley Armstrong, Tamara Sheehan

### 3:00pm - Working in TV

So you want to be a TV star? Come to talk with two of Canada's icons: Liana K and Steven

# PROGRAMMING - SUNDAY MAY 17

## Ballroom A

### 10:00am - Canadian Con Runners

Run a con in Canada? Come and network.

### 11:00am - Wicca

Are you interested in Wicca? And how it is related in books? Come and talk with the wise. Laurie.

### 1:00pm - Art Auction

Please see page 15 for more information on the Art Auction.

### 6:30pm - Gala Dinner - Cocktails

Keycon's classiest event. Limited tickets will be available at registration. Once they're gone, they're gone.

### 7:00pm - Gala Dinner

Dinner with Keycon's guests of honour

### 8:00pm - Luke Ski and Shoebox

Special Gala Dinner performance. You need a dinner ticket to attend this show.

## Crocus

### 10:00am - Food in Fantasy

It's the little things in world building... would you eat what they write? Katherine Kurtz, Viola Hebert.

### 11:00am - WINSFA Annual General Meeting

Senate AGM Elections of Senators from the floor

### 12:00pm - Future of Keycon

We have now had 26 Keycons, what do people want to see next? John Speelman and LeAmber Kensley.

### 1:00pm - Robert Sawyer reading from "Wake"

Come hear the latest from one of Canadas premiere Science Fiction writers.

### 2:00pm - Luke Ski Spoken Word Performance

Come listen as Luke Ski records this live spoken word show including: stories of his crazy life on the road performing, true tales of ignorance from his Caricature stand, some Q&A and general goofiness.

### 3:00pm - Space Art

Some tips and pointers, dos and don'ts, on how to draw Space (not in space). John Kaufmann

## Boardroom

### 12:00pm - Central Canada Comic Con

Mike Paille talks about the convention.

*Decorations for the Gala Dinner provided by Air of Excitement*

# THE DEALER'S ROOM

The dealer's room is located in the Peregrine Room on the 12th floor.

Hours of Operation:  
Friday (set up): 5-8 PM  
Saturday: 10 AM -7 PM  
Sunday: 10 AM - 4 PM

Linda of Dog-Eared Books is our dealers room representative this year. If you have questions please ask her and she will get you your answers.

Please remember that the dealers room is open to the public please keep this in mind for our non fanish guests and for your personal items. We ask that if you are bring in bags that you check them at the designated place that will be noted on the Dealers room door.

Disruptive behaviour, swearing, and rough play in the dealers room will not be tolerated and people doing these actions will be asked to leave the dealers room and depending on the severity could be asked to leave the convention without a refund.

Refund policies for merchandise are set by the dealers and Keycon takes no responsibility for merchandise purchased from our dealers.

This year's dealers include:

**Gags Unlimited:** specializing in theme party decorations, Halloween costumes, masks, accessories, and props.

**Pendragon:** hobbies and games

**Dog-Eared Books:** we hope you find what you are looking for

**Dream Gifts**

**Little Star Gifts:** Your home town anime store

**Tyra Masters-Heinrichs and Eric McKinnon,** Manitoba authors of "Don't Worry, It's Just the Wind"

10 stories of the Supernatural. Come by and get your book signed.

Every purchase will get you one free ticket for the Blenderman's silent Auction.

**Castle Games Inc.** Presents their Limited Convention Edition of the Portable Galactic Empire.

**Laurie Eli:** Tarot reading, life numbers, 26 years at Keycon. She also has a Tarot panel on Sunday at 1:30pm

**Cathy's Fancy**

**Champaign Dreams**

**Velocity Jewelry:** hand made sterling Silver jewelry to satisfy all of your symbolic needs.

Our custom work is limited only by your imagination.

**Winged Dog Designs:** Treasure and ephemera for all adventurous souls, including hand-made journals, jewelry, leather bracers and other cool stuff.

**The Great Luke Ski & ShoEboX**

# GAMING

Look at the tear-out grid in the middle of the program book for game scheduling times or check out the gaming schedules in the games room (the Portage Room) and up on the 15th floor in the Sleeping Dragon for all the last-minute additions. If you don't see what you want to play, post up a note calling for players for a game you want to run beside the grid and people will sign up to join you.

Sign-out games are available in the gaming room and the Sleeping Dragon. All that is required is your badge number and a promise to return the game in the same state you obtained it.

Jeremy Stromberg of Fantasy Flight Games is our Gaming Guest of Honour this year. Be sure to bug him for demonstrations!

## Role Playing Games

### Call of Cthulhu

Call of Cthulhu is a horror role playing game based on the works of H. P. Lovecraft.

### Harn

Hårnmaster is a low fantasy medieval world. While there are dragons, wizards, orcs and trolls, they are rare. However, 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!

### D&D 4th Edition Living Forgotten Realms

Sanctioned RPGA Living Forgotten Realms will be running as pick up events based on player interest and DM availability. Bring your LFR Characters and get ready to challenge the threats facing the realms.

### World of Warcraft RPG

Now is your chance to make Azeroth and the stories of its heroes and epic battles truly come alive. You and the rest of your party, all members of an elite unit of the Stormwind military, find yourselves in a fine Tavern in the Dwarven capital of Ironforge.

## Party Games

### Werewolves and Villagers

Follow the howling to the Sleeping Dragon on Saturday and Sunday nights.

### Rock Band

Think it's fun in your living room? Try it on a giant projection screen. Warning: highly addictive.

## Miniature Games

### Warhammer 40K

The 41st Millennium is a savage future age. Humanity teeters on the brink of extinction, assailed on all sides by aliens, traitors and Daemons, and only the superhuman strength of the Space Marines and the uncountable numbers of the Imperial Guard stand between the slaving alien hordes and total annihilation.

# GAMING

## Collectible Card Games

### UFS

In Universal Fighting System you choose a character from the greatest fighting games to ever grace arcades. You choose your favorite fighter from King of Fighters, Darkstalkers, Street Fighter, Samurai Showdown and Soul Calibur. There are four UFS tournaments at Keycon.

Legacy 6x10: 10 1-checks, 10 2-checks, 10 3-checks... you get the idea.

UFS Regional Championships: The regional championship tournament

UFS Common Grounds: Characters from starters and boosters, common and uncommon cards. This is a new player-friendly event.

UFS 24x7 Hardcore Tournament: It's called a 24/7 tournament for a reason: any time, anywhere. There are restrictions for how many times and how often you can 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.

## Board Games

### Arkham Horror

Enter the world of H.P Lovecraft in board game form! Explore the town of Arkham. Take the train to Dunwich, Kingsport or Innsmouth. We have several scenic vacation spots scattered throughout the dimensions such as the Plateau of Leng, or even visit R'Lyeh to study it's unique architecture.

### Parthenon

An exciting, competitive world filled with aggressive trading, perilous voyages, and the construction of grand monuments. The time is 600 B.C., and mainland Greece stands on the threshold of glory. The Aegean Islands now attempt to share in that glory and to thrive in an increasingly profitable (and dangerous!) world.

### Munchkin

Over the course of the weekend we will be having a tournament to determine who is the biggest munchkin at Keycon. The six munchkins that can get the biggest level total across all the Munchkin variants will face off in a final epic battle to determine who is the biggest munchkin and the con.

### Settlers of Catan

Over the course of the convention play in the three main variants of Catan (Base, Seafarers, and Cities and Knights). The players with the most VP leading into Sunday will face off in a combined Catan showdown combining all three classic settlers variants to determine who is the greatest governor of Catan.

### Chez Geek

Are you the biggest slacker at the convention? Prove it by racking up more slacking over the course of the convention. The biggest slackers will face off Sunday to see who is the slackest one of all.

### Carcassonne

Get ready to develop your collection of cities, roads, monasteries, and farms. Seek to control more of the countryside than your rivals as you develop the grandest cities, long meandering road, and the farms to feed the people of the realm. Gather as many points as you can over the course of Keycon, Sunday afternoon the players with the most points will face off to determine who is the greatest builder of Carcassonne.

Board Games cont.

Gaming (cont.)

### **Battlestar Galactica**

An exciting game of mistrust, intrigue, and the struggle for survival which places each player in the role of one of ten of their favorite characters from the show. Each character has their own abilities and weaknesses, and all must work together in order for humanity to survive. However, one or more players in every game is secretly a Cylon, and wants the humans to perish.

### **Cosmic Encounter**

In the depths of space, the alien races of the Cosmos vie with each other for control of the universe. Alliances form and shift from moment to moment, while cataclysmic battles send starships screaming into the warp. Players choose from dozens of alien races, each with its own unique power to further its efforts to build an empire that spans the galaxy.

### **A Game of Thrones**

Harsh conditions and ceaseless conflict has worn down the armies of the Great Houses of Westeros, and the survivors are scattered across the land. Yet some hope remains as reinforcements and reserves enter the fray. Some armies may retreat, others may regroup, and others will forge ahead. The epic battle for the Iron Throne rages on, and it has only just begun.

### **Talisman**

Talisman takes you on a journey through magical lands, as you endeavor to reclaim the Crown of Command. Each turn will see your hero advancing, battling, gaining knowledge and power necessary to defeat the guardians lurking between the Portal of Power and the Valley of Fire.

### **Wings of War**

Wings of War is a game series that merges card and board game mechanics to recreate aerial combat. The first series of Wings of War games focus on the "knights of the air" age, World War I, portraying the abilities of the fighting planes of this period.