

# Keycon 32



Dr. David Clements - Liana K - Don Maitz -  
Elizabeth Moon - David Weber - Janny Wurts



# A Message from the ConChairs

*A couple of years ago John got the idea in his head to run another Keycon before age and health issues got in the way. He wanted a partner experienced in conrunning, so he asked this other wise and handsome fellow; they discovered enough common ground that they agreed to do it.*

*We started putting together our concomm and got the ball rolling. Since we're here, it's been successful so far.*

*Thank you to all our volunteers and con committee who have worked so hard to put this convention together for you, our attendees. We ask that you please remember to say thanks when a volunteer or concomm member does something you ask of them, since they are doing this with no recompense except the thank yous that they receive from the con chairs and you, the attendees.*

*Next we must extend our gratitude to our guests. We have been very fortunate that our guests have agreed to come to Keycon. We believe that we have followed in the tradition of having an interesting and appealing selection that our members will enjoy. We couldn't be more delighted to have them grace our convention.*

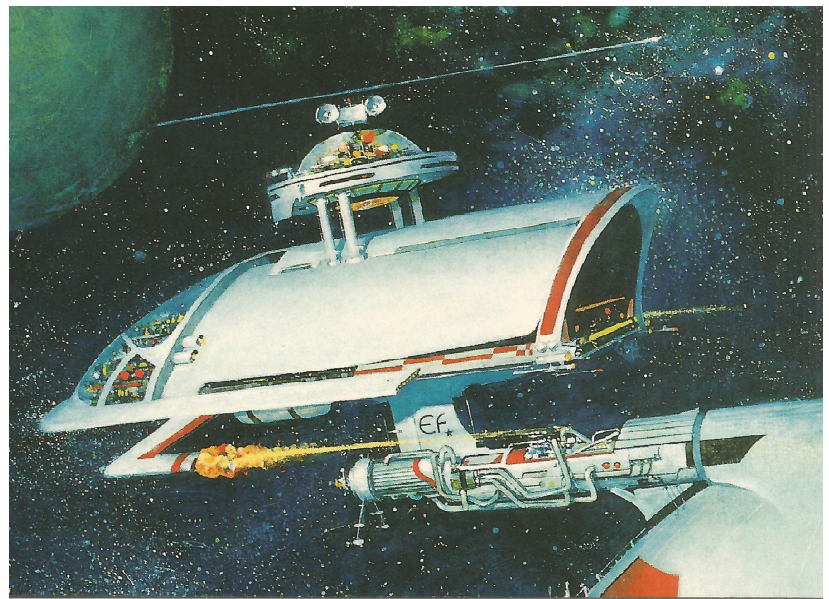
*And of course, we must thank all of you, the Keycon Faithful, for coming back and helping make Keycon a 'must-attend' event for the 32nd year in a row. We hope you will enjoy some favorite programming and also try some new things at this event. Thank you all for attending, and we hope that our errors will be small ones - vastly outweighed by the good things we do.*

*We're not going to lie and say it was all roses and tea parties. Far from it. Anyone who's been in our position knows that there is a lot of hard work, intense discussions, frustrations and*

*argument involved in this con-running business. So yes, we argued. (No, we didn't, John) (Yes John, we did) Sometimes gently, Sometimes, ummm, intensely. Yeah that's a good word for it. Thankfully we understood each other enough to know that sometimes, despite seeming to be mule-stubborn, John could be convinced with a well-supported reason. And in a lot of other cases, because of his knowledge and experience, I deferred to John. And when things went into the crapper, I had an easy backup: "Blame John, it's HIS fault"*

*We hope everyone will remember to enjoy themselves, but not at the expense of others around you. Let's all make our best efforts toward an excellent convention for all of us!*

*Signed, your Co-Chairs John Mansfield and John Speelman*



## Thank You!

The following fine stores who were kind enough to sell memberships for our convention. Without these folks, many of you wouldn't even be here and that doesn't bear considering! Our humblest thanks and appreciation go out to:

***Bravo Zulu Books - Book Fair - Family Book Exchange - Nerman's Books and Antiques - Pendragon Games and Hobbies***

# Registration

Registration is open from 12-6 on Friday and from 11-6 on Saturday and Sunday. If Registration is closed, please contact Operations in Room 1510.

Note that on Sunday, reduced rate memberships are available for Keycon 2016 - for the first 100 people only. Get 'em while they're hot (and still cheap)

## Volunteers

The most important part of Keycon are the people. At Keycon you will meet fans of many genres of Science Fiction, Fantasy, and other speculative genres. Everything from androids to zombies and Artemis Fowl to Zimiamvia. It's a great chance to make new new friends and talk about your favourite fandom. We have panels, table top gaming, live action role playing, hospitality suites, an art show and auction, masquerade contest, socials, a dealers room, and so much more!

Keycon is always looking for volunteers to help us during the convention. Duties include: Assisting in the art show, registration, set up and take down between panels at the convention, as well as maintaining a safe and welcome environment for all convention goers.

If you're reading this for the first time in the Program book and would like to help out at the convention, chat with Operations in room 1510

## Art Show

The Art Show is Located on the 12th Floor in the Terrace Room (D)

Friday	7:00 PM - Midnight
Saturday	10:00 AM - Midnight
Sunday	10:00 AM - 11:00 AM

Auction time Sunday Afternoon, 1-3 PM

Please remember we DO NOT allow Food or Drink, Large Props, Bags Photos or Video in the Art Show

## Bidding

You have to register with the Art Show desk for a bidder number before you can bid on a piece. The desk will be set up in the art show and will run the same hours as the art show you will need to present your Keycon badge to get a bidder number. If you do not all your bids will be scratched from the sheet and you will lose the rights to the piece. Please keep this in mind and register before you bid. A bid is considered a legal offer to purchase and is binding on the bidder. If you bid, you are making a contract to pay that for the art unless you are outbid.

Pieces that have three bids on them will be sent to auction. Bidding will start at the highest of the existing bids.

This is normally regarded as a fun event for the bidders and the audience as well. Especially when the bid reaches certain "magic" numbers.



# Operations

Greetings and Salutations, Hail and Well Met! We are your first line of contact between the convention attendees and the ConComm. We look after the convention while it is running, and if something turns up, or turns up missing, please come to us and we'll do our best to make the 'con a safer, happier and smoothly run experience for everyone.

We can be found in Room 1510, in the middle of the Hospitality floor and right on hand. 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!

## Convention Support

Any Department Head or Hospitality Suite can use Operations as a communication line: we'll match up your request with the appropriate department and get you in touch, and lend a hand where needed. If no one else is able to help out, we'll pitch in and together we can get it done.

## 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 all convention or Non - convention individuals at all times. If issues arise - please let us know. Contact operations AKA Ops as 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 into a taxi to go home.

## Policies

### Weapons and Accessories Policy

Keycon has always welcomed and encouraged costumes; both for the Masquerade and for general display during the 'con. Hall costumes, panel pieces, LARP costumes; they all had a vibrant atmosphere to the convention. The more the merrier, and the fewer the sadder we'd be.

Many of the best costumes require accessories. Including, but not limited to, weapons appropriate to the costume. What mighty wizard would be caught dead out in public without his staff? An elfin ranger would be naked without his bow, and hey, just TRY to take the sword from a true barbarian! I'm sure you'd have to pry the blaster carbine out of a stormtrooper's dead fingers.

So...by all means, accessorize! But we do add a word of caution: please use care, caution, and forethought. Drawing a blade and waving it around in a crowded hallway is irresponsible, dangerous, and, well, stupid. Carrying a modern firearm replica is likely to get you reported and possibly arrested. Being at Keycon does not grant you leave to break laws, so if you need a firearm accessory, please check the applicable laws.

Use caution! You are responsible for your accessory. Watch where your bow or staff is pointing, let's keep the ankle bruising and noggin knockin' to a bare minimum. Keep your blades sheathed, scabbarded, etc. Keycon has enjoyed a long safe history of accessorized costumes with next to no accidents or incidents. Let's work together to keep it that way for everyone's enjoyment.

### Alcohol and Smoking Policy

Keycon's Hospitality suites are all well informed about the rules concerning mixing alcohol and minors. The rule is: alcohol mixes, minors don't. The suites will be carefully checking badges and ID's. If any minor is found partaking an alcoholic beverage, that Hospitality suite may be shut down immediately, possibly for the duration of the convention, dependent on circumstances. Please, if you are a minor and need to imbibe, don't break the law at Keycon or it will have consequences reaching to many others beside yourself.

Smoking under Winnipeg Health laws: Smoking is only permitted in designated smoking rooms and in outdoor areas. Please remember to time your smoking breaks accordingly to allow for travel time, especially at peak times and do not take frustration out on other con-goers because you have not had your nicotine fix.

### Appropriate Dress

No Nudity or Partial Nudity is permitted anywhere outside of a PRIVATE hotel room (one you paid for yourself). This includes all Convention spaces and floors, panel rooms, gaming areas etc. If you can't wear it at Grand Beach, you can't wear it at Keycon. This is part of our hotel contract and non-negotiable.

NOTE: There maybe filming by local media outlets on site and camera phones are everywhere. Dress accordingly.



I think maybe that's a bit much...



# Dealer's Room

## Bear's Den Books

Used books; SF and Fantasy a specialty. Signed and other collector's editions. Complete trilogies and longer sets. Book search services

## Blue Danube Crafts

Our hallmark is beautifully hand painted and hand tooled leather, adorned with rhinestones, rivets and braided wire. We design and make our pieces ourselves so that each piece is truly unique. Our bead art is renowned for the careful selection of colours, combining historic techniques with modern materials. We work in different styles from leather with spikes to glitter and pearls. Our repertoire encompasses: Punk, Gothic, Steampunk, Harajuku (Japanese youth culture), Native American, Celtic as well as the traditional classy trends.

## Burst Books

Burst Books is the SF and Fantasy imprint of Champagne Books a Canadian publisher located in High River Alberta specializing in ebooks and trade paperbacks. Local Manitoba authors who will be attending KeyCon and whose books will be available include: R. J. Hore & L. T. Getty

## Centre of the Chaos Designs

Centre of the Chaos Designs is the business face for a number of creative people. Among our number we have a seamstress (Clothing/Costumes/Mending/Alterations), a couple of writers, a game designer, a jewelry maker, a knitter, an 8-bit artist, a paper crafter, and a scrapbooker. Our diverse yet interconnecting array of interests are at the heart of Centre of the Chaos Designs.

## Cobra Collectibles

Looking for that Ghostbuster Mini, that Star Wars Monopoly game come drop by our table for this any many more collectibles.

## Coles Books

Come by our table to find the perfect book for your enjoyment. We will have titles by all the featured authors and also others you may enjoy.

## DragonWing

Creators of custom chainmaille jewellery, clothing, accessories and armour.

## Farmgirl in the City Productions

Farmgirl in the City Productions is an independent production company in Winnipeg that is best known for their webseries PREFLIGHT LAUNCH. This webseries is a precursor to a television series which is currently in development, putting a lot of Winnipeg's best talent both in front of and/or behind the camera to help with this series' production. Many mementos, including t-shirts, bookmarks and photos from this webseries will be available at the table, both to purchase outright and in the case of some of the t-shirts, to order.

## Geeks Pro

Geeks pro is a geek/gaming organization highlighting Winnipeg's best Cons, stores, tournaments, gamers, cosplay and all kinds of geekdom! We're happy to be at Keycon again this year to have some fun and take some photos along the way.

## Into the Mystic

Come by and see Connie and her friends and the wonderful creations that they have brought to tempt you with this year.

## Keycon Autograph Table

This year we are trying something new and will have the authors and other guests right in the dealers room to sign your favourite books and other things. A schedule will be posted by the table and also be in the program book.

## Little Star Gifts

We have opened our bigger location in the city but still look forward to meeting people again this year and filling their anime and other needs

## Nerdhaven Collectables

## Nerman's Books

Nerman's Books will be bringing a good selection of paperback and dust jacketed hardcovers science-fiction and fantasy including books from the featured writer's which you can take and get signed. We also are bringing vintage sci-fi and fantasy including early pulp magazines including some Edgar Rice Burroughs from the 1930's, Ace Doubles, Tom Swift Etc. We are happy to bring any authors you request.

## Heather Oswald (Scentsy Consultant)

Scentsy products are simple, beautiful and have no wick, no flame and no soot! Scentsy is a safe alternative to a scented candle, and make perfect holiday gift giving idea for all ages.

## S.T.U.F.F.

Special Treasures Uniting Family and Friends or S.T.U.F.F. is a small family group specializing in handmade jewellery. Our main focus is our science fiction/fantasy creations. You will find many popular genres represented by our unique take, including LoTR, Supernatural, Walking Dead, and even Alice in Wonderland. Not to mention dragons and fairies, although they will be cross with us if we don't mention them.

## Dave Pruden

A Graphic artist at his day job. Dave brings to us a selection of his Sci Fi and fantasy prints that he loves to make in his spare time. Definitely a table not to be missed.

## Quicksilver Halo

# Science Guest of Honour: Dr. David L. Clements

David L. Clements is a Senior Lecturer in the Physics Department of Imperial College London. He has a degree in physics and a PhD in astrophysics from Imperial College. He has worked at Oxford University, The European Southern Observatory Headquarters, near Munich, the Institut d'Astrophysique Spatiale, near Paris, and at Cardiff University. His research is in the broad areas of extragalactic astronomy and observational cosmology, specialising in studies of dust in galaxies and the role that dusty galaxies play in galaxy formation and evolution. He has worked on the Herschel and Planck missions as Manager of the London Planck Analysis Centre, and head of the Herschel Data Processing and Science Analysis Software Centre London. As an infrared astronomer he has used data from all the major infrared satellite missions, from IRAS to Herschel, and many ground based telescopes. He is the author of over 200 scientific papers and also writes science fiction stories and popular science articles, which have been published in Analog, Nature Futures and Astronomy Now, among others.



## Education:

Imperial College London, BSc (Hons) Physics 1986

Imperial College London, Associate of the Royal College of Science 1986

Imperial College London, PhD Astrophysics 1991

Diploma of Imperial College 1991

## Areas of Research / Professional Expertise:

Astrophysics; Astronomy

## Personal Interests:

Astrophysics, science fiction, writing, reading, walking, wine, whisky, travel



Herschel Space Observatory

# Toastmistress: Liana K



She's back! Keycon is very pleased to welcome Liana K back as Toastmistress for the weekend.

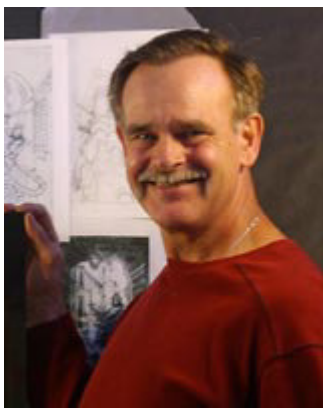
Liana Kerzner is a media personality, pop culture critic, journalist, editor, op ed writer and lifetime geek. Her cosplay activities were temporarily curtailed when she took an arrow in the knee, but she's getting back in the saddle gradually.

Her Geek Download segment can be heard on Canada's Top 20 Countdown, and she is a regular contributor video game coverage on metaleater.com. She is the co-editor of the upcoming Tesseract 18 anthology.

Listen to her on soundcloud on Ed and Red's Monster Podcast, and follow her on twitter @redlianak. She is very very pleased to be returning to Keycon.



# Artist Guest of Honour: Don Maitz



Over a thirty year career, Don Maitz has produced imaginative paintings that have amazed a world-wide audience. The iconic pirate character he created for Captain Morgan Spiced Rum is his most widely recognized work.

Most Maitz paintings present a story to viewers, who respond to the enticement and allure of the image. Use of design and color shape a mood, enhanced by details which combine to entertain the viewer, and engage them with the visual experience. Most works are painted with oil colors, in the painting techniques used by the old masters. Sometimes, experimentation and innovation give rise to unique applications of traditional media.

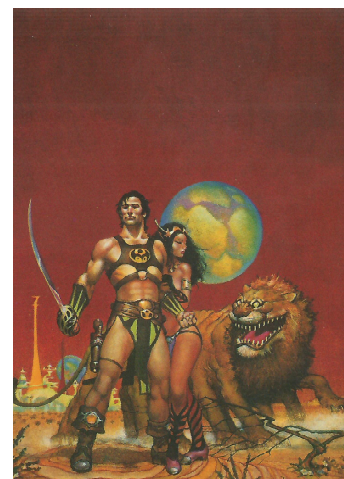
Past clients have included the National Geographic Society, Bantam Doubleday Dell, Random House Publishers, Harper Collins Publishers, Watson Guptill, Warner Books, Sony Online Entertainment, Penguin USA, Joseph Seagrams and Sons, TV Guide, Paramount Pictures, and Warner Brothers pictures. Maitz has twice won science fiction's Hugo award for best artist, a special Hugo for best artwork. He has received a Howard award, ten Chesley awards from his peers in the Association of Science Fiction and Fantasy Artists (ASFA), an Inkpot award, a Silver Medal and certificates of merit from New York City's Society of Illustrators. Paintings have been exhibited at NASA's 25 Anniversary Show, in Cleveland OH, the Park Avenue Atrium, the Hayden Planetarium and the Society of Illustrators in New York City, NY, the New Britain Museum of American Art, CT, the Delaware Art Museum, DE, the Canton Art Museum, OH, the Florida International Museum and the South Florida Museum, FL.

Maitz artwork has enhanced products world wide, extending to books, magazines, jigsaw puzzles, mural wallpaper, limited edition prints, posters, calendars, screen savers, cards, and other merchandise. Two published books of his collected art work have sold out: *First Maitz*, and *Dreamquests the Art of Don Maitz*.

His images have appeared in the *Spectrum* annual publications, in *Fantasy Art Masters* (volume one), *Infinite Worlds*, and *The Chesley Awards for Science Fiction and Fantasy Art: A Retrospective*. Maitz has illustrated books by previous Keycon Author Guests C. J. Cherryh and Gene Wolfe, as well as works by Isaac Asimov, Ray Bradbury, Raymond Feist, Alan Dean Foster, Stephen King, Michael Moorcock, and occasionally, his wife, artist and author Janny Wurts.

Maitz recently worked as a conceptual artist on two feature films: *Jimmy Neutron Boy Genius*, and as a concept and production artist for *Ant Bully*.

Don Maitz is an artist member of the American Society of Marine Artists (ASMA).



# Fantasy Guest of Honour: Elizabeth Moon

Elizabeth Moon was born March 7, 1945, and grew up in McAllen, Texas, graduating from McAllen High School in 1963. She has a B.A. in History from Rice University (1968) and another in Biology from the University of Texas at Austin (1975) with graduate work in Biology at the University of Texas, San Antonio.

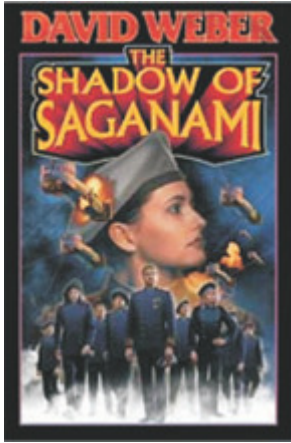
She served in the USMC from 1968 to 1971, first at MCB Quantico and then at HQMC. She married Richard Moon, a Rice classmate and Army officer, in 1969; they moved to the small central Texas town where they still live in 1979. They have one son, born in 1983.

She started writing stories and poems as a small child; attempted first book (an illustrated biography of the family dog) at age six. Started writing science fiction in high school, but considered writing merely a sideline. First got serious about writing (as in, submitting things and actually getting money...) in the 1980s. Made first fiction sale at age forty—"Bargains" to Marion Zimmer Bradley's *Sword & Sorceress III* and "ABCs in Zero G" to *Analog*. Her first novel, *Sheepfarmer's Daughter*, sold in 1987 and came out in 1988; it won the Compton Crook Award in 1989. *Remnant Population* was a Hugo nominee in 1997, and *The Speed of Dark* was a finalist for the Arthur C. Clarke Award, and won the Nebula in 2004.



# Science Fiction Author Guest of Honour: David Weber

David Mark Weber is an American science fiction and fantasy author. He was born in Cleveland, Ohio, in 1952. He started writing poetry and short fiction in the fifth grade, and a lifetime of reading, writing, and studying has given him a love of storytelling that shows in his work. In his stories, he creates a consistent and rationally explained technology and society. Even when dealing with fantasy themes, the magical powers are treated like another technology with supporting rational laws and principles.



Many of his stories have military, particularly naval, themes, and fit into the military science fiction genre. He challenges current gender roles in the military by assuming that a gender-neutral military service will exist in his futures, and by frequently placing female leading characters in what have previously been seen as traditionally male roles, he has explored the challenges faced by women in the military and politics.

His most popular and enduring character is Honor Harrington, whose story, together with the “Honorverse” she inhabits, has been developed through 17 novels, five shared-universe anthologies, a young-adult series, and an upcoming “historical” series, written with Timothy Zahn.

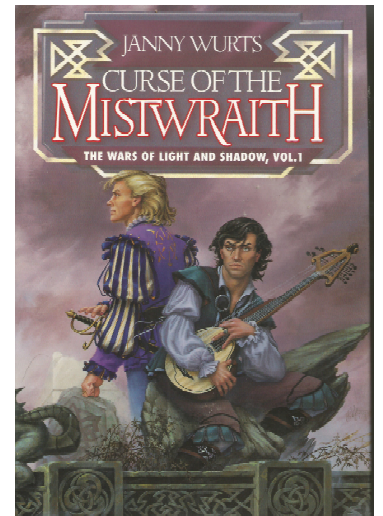
# Artist/Author Guest of Honour: Janny Wurts



Janny Wurts is the author of nineteen novels, a collection of short stories, and the internationally best selling Empire trilogy written in collaboration with Raymond E. Feist. The cover images on her books, both in the US and abroad, are her own paintings, depicting her vision of characters and setting.

Through her combined talents as a writer/illustrator, Janny has immersed herself in a lifelong ambition: to create a seamless interface between words and pictures that will lead reader and viewer beyond the world we know. Her lavish use of language lures the mind into a crafted realm of experience, with characters and events woven into a complex tapestry, and drawn with an intensity to leave a lasting impression. Her research includes a range of direct experience, lending her fantasy

a gritty realism, and her scenes involving magic an almost visionary credibility. A self-taught painter, she draws directly from the imagination, creating scenes in a representational style that blurs the edges between dream and reality. She makes no preliminary sketches, but envisions her characters and the scenes that contain them, then executes the final directly from the initial pencil drawing.





# Gaming

Once again the great folks from Jimcon will be putting on a lavish spread of gaming goodness in the Terrace Room West on the 13th Floor. Board games, role playing and some miniature gaming can all be found here and the selection of things to try is not to be believed!

Stop by for a game!



Richard Hatch tries out 'Battlestar Galactica'

---

---

## WINSFA (the Winnipeg Science Fiction Association)

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.

## Elect Your Representatives to the Senate.

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, offer bribes, etc) 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 and in fact are the lifeblood of the convention and other fandom activities.

## Think you have what it takes to run Keycon?.

The WINSFA Senate is seeking people interested in running for the position of Con Chairs for Keycon 2017 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 any of the current (2015) or upcoming (2016) Con-Chairs by the end of closing Ceremonies on Sunday Afternoon (or during the Dead Dog if it comes to that). If you are unsure of how to find these people, contact Operations in Room 1510.

Many thanks to all KeyCon registrants, and we look forward to seeing everyone in our extended fandom family enjoying KeyCon.

---

---

# Extravaganzas

Extravaganzas are all of the “big programming” events that are massively attended, and take additional planning and preparation compared to the regular panels.

These items include:

Opening Ceremonies, The Ice Cream Social, the Masquerade (Costume Contest), the Social (Dance), The Dinner and Closing Ceremonies

## Opening Ceremonies and the Ice Cream Social

Opening Ceremonies is the kick off for the weekend. This is our first chance to see and hear from our guests and get a taste of everything that will be happening over the weekend. Opening ceremonies have included, music, sing-a-longs, and certain hospitality suite organisers hurling chocolate missiles into the crowd.

Immediately following Opening Ceremonies the ice cream social is Keycon’s initial mixer for guests and the membership. To break the ice our guests serve the members ice cream.

## Masquerade

Note: Our Toastmistress may approach contestants to do post Masquerade interviews for her show.

### Categories

#### Junior

Contestants must be under the age of 13.

If the costume was made by an adult or the contestant wishes to be judged on workmanship it will be judged in the appropriate category (novice, journeyman or master).

Costume must be age appropriate to wearer.

#### Novice

To be entered in this category the contestant may not have won any previous masquerades or similar costume contests. Costumes created by someone other than the model will be accepted and judged at the appropriate level.

#### Journeyman

To be entered in this category the contestant must have won at least one award (but no more than three) in a masquerade of similar costume contest.

Costumes created by someone other than the model will be accepted and judged at the appropriate level.

#### Master

To be entered in this category the contestant must have won three or more awards at a masquerade or similar costume contest. Designers who are professional seamstresses/ costumers will be judged in this category automatically. Costumes created by someone other than the model will be accepted and judged at the appropriate level.

### Rules:

Surprise the audience/judges, but not the Masquerade Director. If you are planning something particularly “unique” please let us know in advance. All masquerade entrants must be members of Keycon 32 and will be asked to show their badges. No open flame, fire, flash powder or flash paper is allowed.

No messy substances allowed. Do not use messy or icky stuff on the floor or on the judges or audience!

No nudity or exposing genitals or buttocks to the audience or judges. No costume is no costume. No “mooning” the audience or judges.

No touching of other contestants.

Nothing is to be done that may cause damage or create a disturbance.

While weapons will be allowed on stage, they must be checked by our Masquerade Director first.

We reserve the right to disallow contestants under the age of 18 from carrying weapons on stage.

We reserve the right to disallow weapons at our discretion.

No live creatures, other than human, will be allowed backstage or on stage, with the exception of service animals.

Complete costumes that have been purchased or rented may be shown in the masquerade but will not be eligible for judging.

Commissioned costumes (purchased and modelled) or select purchased pieces in a costume are allowable, but the costume as a whole must be a work of individual creation.





## Masquerade (Continued)

The Masquerade Director reserves the option to eliminate anyone from competition on the basis of taste, hazard or for any other reason deemed sufficient.

The Masquerade also reserves the right to change these rules as necessary and will notify contestants of any changes promptly.

Contestants may bring a copy of a musical selection on a USB Drive or CD to have played during their skit. No audio will be played if nothing is submitted.

In all categories (except for Junior) the costume must have been home made by contestant or professional seamstress/tailor. Store bought costumes will not be eligible for judging. The final decision of your level category will be decided by the Masquerade Director.

The walk through and judging will take place prior to the Masquerade at 4:00PM on Saturday in Ambassador A on the 11th Floor. All contestants are required to attend in full costume in order to be judged and to help ensure the show will run smoothly. All categories other than fan favorite and performance will be judged at this time.



## The Social (Dance)

Manitoba - alone of all of Canada - has long had a tradition of 'The Social'. These events are most commonly known as dances held by engaged couples to help generate funds for their wedding. In fact, the Province's Liquor Laws have special rules and exemptions just for Socials! (I'm serious, they do!)

The Keycon Social has followed in that tradition for over three decades with music, dance, drink and, of course, the ubiquitous 'social food' served late at night as a buffet. The Social is always a good time so come and dance the night away! The Social begins at 9:00PM Saturday evening in Ambassador A on the 11th floor.

## The Formal Dinner

Held in Ambassador B on the 11th Floor at 6:00PM Sunday evening, the annual Keycon Dinner is a chance to settle down in a more formal atmosphere for some fine dining.

The dinner is an extra charge over and above convention membership. The cost is \$35.00/person and tickets are available at Registration.

# The Keycon Memorial Project

*Keycon is over three decades old now.*

*This convention is, among other things, a community. A sort of extended family. We have all the things any community has. Trends, young folks, arguments, discussions, romance, heartbreak and sadly – but inevitably – any community around long enough must also deal with loss.*



The Memorial Wall on the Citadel from Mass Effect

*With the loss of two regular members this year alone, it has been suggested that the convention create a 'Memory Wall' for people to memorialize those that they have lost recently. This will be set up in a public area of the convention.*

*If someone is gone who was part of, or connected to our community: an old Con-goer or Guest, the partner, child or parent of one of us, anyone – really – feel free to bring a picture, letter or something else suitable to incorporate into the 'Memory Wall' so that the convention can share the loss and remember as a community.*

# Hospitality!

Hello peoples and welcome to the 15th floor. This year Hospitality is happy to present for you viewing, singing, dining and “various” other pleasures a wide range of Suites! We have a couple of new groups this year and a few of our favorites have returned.

A few very important items for you to remember at all times. Please, remember to wear your badges at all times and have your official government photo ID on you if you wish to partake of an “adult” beverage. NO ID means NO SERVICE. All service animals must be registered with the Conventions Registration and proof of this will be required. Service animals are not to be in the area where food is being served in the hospitality suites.

Please remember that alcoholic beverages are not to be taken off the 15th floor. The hotel is not just ours and we must be mindful of the laws both City and Provincial. So Come, Sing, Drink, Eat and have fun!!!

## THE T.A.S. BEAGLE

T.A.S Beagle brings you the ships reading room a cool place to come and chill. To hang with friends away from the other loud rooms. A place to read a book. A place to play a game. A place to talk with friends and if you like the book you can take the book home with you. The room will be non-alcoholic . We will be doing high tea on Saturday with teas , cookies and other assorted finger foods.

Hours of operation will be 7pm until 2am ish on Friday, from 11am to 2am ish on Saturday, 11 am to 2am on Sunday.

1500

1502

## The Keyhole (Official Consuite)

The ‘Keyhole’ is the Official Con-suite of Keycon. You’ll always find refreshment, food and drink at the Keyhole and it’s a great place to sit and visit with all who come through.

## Emulation Station 1995

*“When I was your age, we only had 8 bits, and we were happy to have that many... All our sidescrollers went uphill in the snow, on all levels, and we didn’t have no fancy save points.”*

– Some Gen-X gamer in 25 years.

Retro gaming on the newest most compact tech, Emulation Station 1995 brings back the joy of Nintendo and Sega on snazzy Raspberry Pi platforms. Come back with us 20-ish years ago and enjoy all the blocky graphics and lame midi music you can handle, complete with retro controllers and crappy TV speakers. Looking for something even more out of the usual? How about a few rounds of You Don’t Know Jack while parked on the couch with your buddies? The screw button still works, it’s all just wireless now.

You may ask yourself,  
This is not my beautiful hotel room.  
And you may ask yourself,  
This is not my beautiful emulator.

.... But it COULD be, because...  
**WE’RE GIVING 3 OF THESE BADBOYS AWAY!**

Oh yeah, there’s 3 different ways to win one of the Raspberry Pi systems completely loaded with emulator and ROMS plus the controllers to play them with! (TV not included)

Way to win #1 – Straight up Raffle! Buy a ticket, and maybe you’ll win. That simple!

Way to Win #2 – High Score! For a sweet quarter take a crack at the high score on Super Mario Brothers.

Way to Win #3 – You Don’t Know Jack Competition! 27 entrants enter (with five bucks), one leaves with a Raspberry Pi.

Of course no retro arcade would be complete without appropriate music and décor. We’re scouring the countryside (well, Kijiji) to provide an authentic experience complete with all the trappings and ketch from roughly 20 years ago...except the stuff from Full House, because, well, do we really have to explain this? Of course, we’ll have music from the era too, so lots of old tunes.

Of course we’ll entertain you in true form too, from chips to kool-aid. You can’t make this stuff up, man!

So come hang out with us for a while, get some gaming on and have a few laughs. Emulation Station 1995 has landed.

1504



1506

# KAME CAFE

Welcome Kame Cafe invites you to come in and relax with some Japanese snacks, coffee or tea, play some video games and talk about your favorite anime. The Tomodachi Anime Club welcomes you to our little home here at Keycon, and we are a welcoming bunch of people. All ages are welcome, during the day, after 9:30pm we will be welcoming an older crowd and have some anime themed drinks available for your consumption. Wanna know what's happening here? We will have a schedule posted up so you can see what shenanigans we have in store and when we'll be around! Tomodachi means friends, come and join us today!

# Winnipeg Anime Club (WAC)

Back again for the zillionth straight year, the WAC room brings you popcorn and 24/7 Anime. From Steamboy to Howl's Moving Castle, you'll find your Japanese anime fix here!

1508

1512

# D+D Weapons and armor for Men and Women of Interesting Character

Ironmongery and a place to spend your gold!

# THE RED ASTEROID CANTINA

In a galaxy far far away, you will find a place with the most evil and veil creatures of the outer rim. Where you enter at the risk of shortening you're own lifespan!

Are you being hunted? Just looking to hide? Then travel to the far outer rim and head to the Red Asteroid Cantina.

1514

1516

# The Dandy Lion

Last year was so much fun for the crew of the Dandy Lion that we are doing it again! We'll have coffee, tea and gluten-free snacks available from 9:00am till we close. Along with friendly conversation we will also offer: featured filk concerts, nightly sing-alongs, drop-in jam sessions, our special Dandy Lion mugs and a fun raffle. This year, we're offering beginner pennywhistle, bodhran or guitar lessons for anyone interested as well. There will even be some music for the little ones. After all, Filk is for everyone. We plan to have a great time at this year's Keycon and hope you will drop in and make it even better.

# THE BLACK ROSE NOSHERY

You are cordially invited to join us at the Black Rose Noshery. This Gothic-Victorian style bistro and teahouse is a notable establishment, owned and operated by your hosts, the Obsidian sisters. During the day we offer refreshments, coffee, tea and snacks. For your enjoyment we have parlour games, themed movies, entertainment, workshops, special events and games of chance. Guests of all ages welcome during business hours. When the sun goes down we open our doors to an older crowd for a private speak-easy style party. We will offer many types of libations both alcoholic and not, as well as music, games and snacks. The Black Rose After Hours Club invites anyone who loves the night to attend.... if you dare.

1518

# In Memorium...



If you've been to Keycon before, you probably know Trevor. Trevor was there at Keycon 1. He was there at Keycon 31. He was at every Keycon in between and it took leaving this veil of tears to make him miss this one.

Trevor was a kind and gentle man, despite his decades as a warrior. He was a veteran of World War II, a member of that group so correctly known as 'The Greatest Generation' and he spent over twenty years in the Canadian Forces.

And Trevor loved Science Fiction.

Trevor's service was very moving. The theme from Dr. Who was played at the start and the Star Trek closing theme was played at the end. His family spoke of his love of Science Fiction and his love of reading. His nephew told the story of how he could read a book while painting the living room ceiling. He was a man of many talents and his family talked of all that he had accomplished during his life. Mountain climbing, shooting, model railroad building, scratch golfing, and much more.

We will miss you Trevor. Hold a place for us, wherever you are.

*From the Stars we came and to the Stars we return, from now unto the end of time...*

## Trevor Greaves Sewell 1926-2015

# Friday Programming

### 7:00 PM

Ambassador A      Opening Ceremonies

Welcome to Keycon! Join our amazing Mistress of Ceremonies and the 2015 Convention Chairs, meet our fabulous Guests of Honour, and help us kick off this year's con in style!

### 8:00 PM

Ambassador A      Ice Cream Social

It's time to mingle and eat some delicious ice cream, as served by our Guests of Honour. Did we mention there's free ice cream?

Ambassador C      Keycon N00b Panel

New to Keycon, conventions in general or still feeling out of place? Look no further than this panel. A quick look at how to handle the many events at a convention, dos and don'ts, and a chance to meet a bunch of people new and old to guide you to having a fantastic time at con!

### 9:00 PM

Ambassador B      Filking 101

Ever wonder what this filking thing is all about? Wanted to join in but wasn't sure how to start? Then this is exactly where you want to be! Veteran filker Dave Clements will share the ins and outs of fandom's most musical hobby.

Ambassador C      Cosplay is not Consent

You've heard the phrase spouted around, but what exactly does it mean? Liana K will explore the etiquette of interacting with cosplayers, and help us figure out where exactly the line between "enthusiastic" and "creepy" lies.

Ambassador E      Reading: Chadwick Ginther

Local author Chadwick Ginther will read some of his latest works, and possibly answer a few questions.

Ambassador G      Masquerade Registration

This is the place to be if you're hoping to show off your costume Saturday night.

Terrace East Hula Hooping with Kurrent Motion

Hula hooping is not just a gorgeous art form and a fun way to strengthen and tone your core muscles, it has a ton of other benefits. People of all ages, genders, and skill levels are invited to explore these benefits and join Karrie Blackburn of Kurrent Motion, who's been teaching hooping around the world for the past 3 years. Hoops are provided for the workshop.

Executive Boardroom      The Hobbit Roundtable

Short guys rule!

### 10:00 PM

Executive Boardroom      Dr. Who Roundtable

So many Doctors, so little time...



# Saturday Programming

## 10:00 AM

Ambassador A Wildgard

Wildgard--the local chapter of Amtgard, is a LARP (live action roleplay) in which you become a character in a living on-going story. Amtgard is medieval fantasy with boffer combat. They meet at Assiniboine Park every Sunday from noon until they're too tired to continue, and today you can join them to get a taste of what it is they do.

Ambassador E Your Query Package

There's more to getting yourself published than just writing the book. What does an agent do, and do you really need one? How do you get the attention of an agent or publisher? What exactly are you supposed to include in a good query letter? Join our experienced panelists, who'll shed a bit of light on things!

Ambassador G Fun with Clay

Mold and shape some air dry white clay to your heart's delight!

## 11:00 AM

Ambassador B Writing Military Fiction

Whether your book is set in an epic fantasy world, a far-future sci-fi universe, or an alternate history, there's a lot to think about when approaching writing a military fiction. Where do you look to choose things like grade and rank, technical versus command, or sizes of engagement? How much tech do you display, and at what cost to action or characterization? Can the tech be a character deserving of a lot of wordage? What can you expect your readers to already know before coming to the story? Which writers in the past and present have set the parameters for what is now accepted in military fiction? With Elizabeth Moon and David Weber to guide us, we'll find the answers to these questions and many more.

Ambassador C An Hour with Dr. D. Clements

Come bask in the brilliance of Guest of Honour Dr Clements! Feel free to bring along your best, most spacey questions.

Ambassador E Make Your Own Chainmail

Join Dragonwing Fashions in a tutorial on how to make chainmail. The use of our tools and participation in the tutorial is free. Kits to make your own bracelet will be available for \$5 each.

Ambassador G Paper Bag Puppets

Come make traditional puppets and turn them into your very own wild creations!

Terrace East Costuming without a Sewing Machine

Who says you need to sew to dress up and have fun? Join our treasure hunters as they guide you through pulling together a costume from your closet and favourite thrift store.

Executive Boardroom Blue Pencil Sessions

Score 15 minutes of one-on-one feedback with published author David Annandale! Sign-up is available after 10am by registration.

## 12:00 PM

Ambassador A River City Jedi

River City Jedi are a sport combat club dedicated to technique and practical application of lightsaber combat. The forms and techniques are loosely based on the descriptions in Star Wars canon reference material.

Ambassador B Cosplay Photography

What does it take to get the most out of a photoshoot with your favourite cosplay costume? We'll join up with a photographer and model, both of whom know more than a little about cosplay, to figure it out!

Ambassador C Vikings: For Real This Time

Join modern day Vikings the Sons of Lugh as they show what real viking life was like, dispelling a few Hollywood myths on the way.

Ambassador E Reading: David Annandale and Gerald Brandt

Join David Annandale and Gerald Brandt as they share the awesomeness that is their most recent works.

Ambassador G Beads, Beads, Beads!

Play with shiny things and make yourself some necklaces, bracelets, and keychains!

Terrace East Joey's Awesome Trivia

Join Joey Sunday for her annual trivia extravaganza! Come and find out just how much you know about all things Science Fiction and Fantasy.

Executive Boardroom Blue Pencil Sessions

Score 15 minutes of one-on-one feedback with Guest of Honour Janny Wurts! Sign-up is available after 10am by registration.

## 1:00 PM

Ambassador A Bellydance with the Starfire Collective

Have you ever wondered where bellydance comes from, or wanted to give it a try yourself? Starfire Bellydance Collective are here for the workshop and demo of your dreams.

Ambassador B An Hour with Elizabeth Moon

Author GoH Elizabeth Moon will do a bit of reading, answer some questions, and perhaps reveal a few mysteries here. What mysteries? Well, if you're not here, you'll never know!

Ambassador C So You Want to Be a Commercial Artist?

Join Artist GoH Don Maitz and local artist Laurie E. Smith for a discussion of the joys and the pitfalls of working in the commercial art field. Are commercial artists really money-grubbing hucksters? How many ways can a client screw you over? And why would any self-respecting artist put up with having their valuable work edited in the first place?

# Saturday Programming

Ambassador E      The Escapist Interviews Cosplayers

Take this opportunity to talk about yourself, your awesome costume, and the power of cosplay with Liana K. Some of the footage taken here may be included in a future show on The Escapist!

Ambassador G      Dreamcatchers

Protect yourself from bad dreams with your very own dreamcatcher. Limited kits available, so first come, first serve.

Terrace East Props Make the Man (or Woman, or Green Skinned Alien...)

Join Dallas on the joys of making and finding props. How a good prop can finish that costume, can be made from unexpected items, and why they're so important.

Executive Boardroom Blue Pencil Sessions

Score 15 minutes of one-on-one feedback with published author Sherry Peters Sign-up is available after 10am by registration.

## 2:00 PM

Ambassador A      Autograph Session 1

Come meet Keycon's guests, shake their hand, get a signature to add to your shrine. Most of our guests don't bite.

Ambassador B      Taming the Swampy Middle of Doom

So you've got the beginning of a plot. And you've got the ending of a plot. But what happens in the middle is a bit... well, swampy. How do you keep your characters and plot going without getting weighed down or meandering along the way? We're here to help you figure that out!

Ambassador C      The Pirate-tastic Art of Don Maitz

As the creator of Captain Morgan, Don Maitz has plenty of pirate-themed art, and he's brought it here to share it with us. Get ready to say "Arrr!"

Ambassador E      Book Collecting

John 'The Bear' Speelman has been driving himself -and others- crazy during 40+ years of book collecting. He's been offering himself as a book collecting consultant for about a decade now, and here he'll give tips and advice on book collecting. He'll go over how to make the best use of limited shelf space; defining a 1st edition, 1st printing, 1st publication; basic health care for books, and more.

Ambassador G      Colouring

Get your paper and your crayons and let yourself relax a bit.

Terrace East Why We Fight: Then and Now

A discussion comparing modern day fighting groups and styles and what they do in the SCA, River City Jedi, historical fencing etc, and comparing them to figures in history who fought and died by the sword.

Executive Boardroom Blue Pencil Sessions

Score 15 minutes of one-on-one feedback with published author Chadwick Ginther! Sign-up is available after 10am by registration.

## 3:00 PM

Ambassador A      Autograph Session 2

Another chance to get that special thing signed!

Ambassador B      An Hour with Janny Wurts

For 60 whole minutes, it's all about Janny Wurts! The mysteries of the universe might be revealed here. You'll be sad if you miss it!

Ambassador C      Herschel Space Observatory

The Herschel Space Observatory (launched 2009) was one of the European Space Agency's flagship missions. Over its almost 4-year lifespan, it observed both objects in our solar system and targets in the most distant galaxies known. David L Clements began working on Herschel in 2001, and has been a leading member of some of the largest projects using this spacecraft. He will discuss the science and technology of the mission, and present results on topics ranging from star formation to the origin of galaxies.

Ambassador E      How to Host a Game Night

A quick guide to what games to possibly use while hosting a night of gaming, from appetizers through main course and all the way to dessert.

Ambassador G      Painting

We'll make a canvas for the Art Show with paint and glitter glue. Any proceeds will go to charity.

Terrace East Plan For Success

It is easy to create lists of novels and stories we want to write. How many of those writing projects get abandoned part-way to completion or even before they are started? No matter how good our intentions are or how hard we work to complete the projects, something seems to get in the way. This workshop is an intensive and interactive look at the four stages of project completion and how to overcome the fears that stop us from completing our novels, our short stories, and submitting them.

Executive Boardroom Costuming 101

Costuming looks like a lot of fun, but where do you start? We'll go over the basics of costuming here, so if you're just beginning or if you've got a few costumes under your belt but have questions about refining, this is the place you want to be!

## 4:00 PM

Ambassador A      Masquerade Walk-through and Judging

Entrants into the Masquerade are asked to attend for judging and rehearsal. Don't forget your music!

Ambassador B      Establishing Setting



# Saturday Programming

Setting is an important part of any story, whether it's the present day, ancient Greece, or something of your own creation. But how do you make your environment clear and vivid without dumping in so many details you wind up boring your reader? Lucky for us, we have some fantastic authors to help us figure it out.

Ambassador E Fanfic Idol

Do you have a piece of your own fan fiction you're particularly proud of? Well, here's your chance to get up in front of an audience and read aloud a short story or fic excerpt (no longer than 600 words and rated up to soft R), with kudos and comments provided by a panel of judges! Limited spaces are available, so arrive fifteen minutes before panel start time to sign up!

Ambassador G Hugo Award Nominees: The Lego Movie

An ordinary Lego construction worker, thought to be the prophesied 'Special', is recruited to join a quest to stop an evil tyrant from plunging the Lego universe into eternal stasis.

Terrace East Armor Patterns

All you need to know about making your very own armour but never thought ask! Covering patterns and designs to materials from leather to sintra and worbla. Hosted by Ryan of Rampant design and Dallas the Manitoa Mando

Executive Boardroom A Game of Thrones - Roundtable

Will George R.R. Martin finish writing before the show ends? Will Jon Snow ever know anything? Will Tyrion Lannister stop being the best character? Come discuss the highs and lows of everyone's favourite show where everyone dies.

## 5:00 PM

Ambassador B Writing in a Shared Universe

When you're writing in a shared or pre-established world, some of the rules of writing are going to change a bit. What are some of the tricks to bringing someone else's universe to life in your own fiction?

Ambassador C Getting to Mars

Using today's technology, we have two detailed plans how to get there, and a Canadian-led International mission, if Congress won't let NASA go. As well as a review of proposed commercial plans: Mars One and Inspiration Mars.

Ambassador E Reading: Sherry Peters and Evan Braun

Local authors Sherry Peters and Evan Braun will share with us the wonder of their written words.

Terrace East EVA Foam Building

We will be discussing how to add EVA foam to your costume with freeform designs or Pepakura files found on line for parts and accessories as full body armour, weapons, themed clothing to highly detailed costume parts. The best tools needed to work with the EVA foam material, how to shape & assemble cut pieces and

how to seal and prepare creations for finishing.

Executive Boardroom Marvel Cinematic Universe: Roundtable

Avengers, Age of Ultron is Hulk Smashing the box office and Marvel has plans for years of releases did you love it? Did you hate it? Still waiting for a Black Widow movie? Come and discuss the highs and lows of Marvel's cinematic universe.

## 6:00 PM

Ambassador A Masquerade

Part costume contest, part exhibition! Come see the amazing costumes some of our members have been working on all year, check out the skits and dance routines some of them have put together to make their presentations, and generally have a great time with the fabulous spectacle that is our yearly Masquerade!

Ambassador G Hugo Award Nominees: Interstellar

In Earth's future, a global crop blight and second Dust Bowl are slowly rendering the planet uninhabitable. A brilliant NASA physicist is working on plans to save mankind by transporting Earth's population to a new home via a wormhole. But first, he must send a former NASA pilot and a team of researchers through the wormhole and across the galaxy to find out which of three planets could be mankind's new home.

## 8:00 PM

Ambassador B The Escapist post Masquerade Interviews

For Masquerade entrants, this is the opportunity to be interviewed by Guest of Honour Liana K and possibly be featured on an episode for The Escapist!

Ambassador C Advanced Costuming

Restyling your own wig or sewing 1000 beads on a costume sound like a awesome thing to do? This is the panel for you with Katie and Angelica, cosplayers extraordinaire.

Executive Boardroom Bioware Roundtable Discussion

Come for the elaborate storylines, stay because you fell in love with the fictional characters.

## 9:00 PM

Ambassador A Saturday Night Social

Let's dance the night away!

Ambassador G Hugo Award Nominees: Captain America: The Winter Soldier

As Steve Rogers struggles to embrace his role in the modern world, he teams up with his previous Avengers teammate, the Black Widow, and new ally the Falcon to battle a new threat from old history: an assassin known as the Winter Soldier.

# Saturday Programming

## 10:00 PM

Ambassador C Eye of Argon Reading

It's been called "the worst piece of fantasy fiction ever written", so awful that it has to be seen to be believed — and it's a hundred times funnier when read out loud! Can YOU get through one whole page without bursting into laughter? At last year's round table reading we laughed so hard we cried, so come on out and watch readers tackle the fractured grammar, mangled spelling and frightful cliches that are... "The Eye of Argon"!

## 11:00 PM

Ambassador G Hugo Award Nominees: Guardians of the Galaxy

A brash space adventurer finds himself the quarry of relentless bounty hunters after he steals an orb coveted by a powerful villain.

To evade them, he is forced into an uneasy truce with four disparate misfits, who must rally to save the universe after they discover the orb's true power and the cosmic threat it poses.

## 01:00 AM

Ambassador G Hugo Award Nominees: Edge of Tomorrow

A military officer is brought into an alien war against an extra-terrestrial enemy who can reset the day and know the future. When this officer is enabled with the same power, he teams up with a Special Forces warrior to try and end the war.

# Sunday Programming

## 10:00 AM

Ambassador C Independent Publishing

There are many avenues available to authors these days, and self-publishing is growing in popularity. We'll talk about some of the pros and cons, and help you figure out if it's a good option for you!

Ambassador G Building with Popsicle Sticks

So many popsicle sticks, so many uses.

## 11:00 AM

Ambassador A WINSFA Annual General Meeting

The Senate's annual open meeting. Come see the senate in action, and bring any questions you may have. As always, there will be two senators elected from the floor. If you've been curious about the workings of senate, this is where you should be. (*The Senate is the overarching committee that controls the purse-strings for Keycon - ed*).

Ambassador B Silencing Your Inner Saboteur

All writers experience times when we don't feel like writing, or can't seem to get the words on the page. We give these times the umbrella title of writer's block and blame our inner censor, critic, or editor. We can blame whatever we want, but unless we do something, the end result is the same: writing projects don't get written. In this interactive seminar, Sherry will walk participants through a few practical exercises such as determining why their saboteur is protesting the act of writing and how to address that issue, goal setting to meet writing milestones and deadlines, and finding time to write in our busy schedules.

Ambassador E Reading: Ronald Hore and Adam Knight

Join a pair of authors, sharing their astounding powers of awesome through the written word. Only here, they'll be reading those written words out loud. You know, a reading.

Ambassador G Live Children's Concert with the Dandy Lion Suite

Fun for the young and young-at-heart alike: live music, played by the crew of the Dandy Lion!

Terrace East Canned Primates

We'll talk about the problems of sending canned primates into space for long durations and how that might be solved, along with some other issues of interstellar travel.

## 12:00 PM

Ambassador B Hard Science, Soft Science

Guests of Honour Elizabeth Moon and Dr David Clements will discuss the intersection of hard and soft science fiction, and why using both can make for stronger fiction.

Ambassador E The Age of JARVIS: Is it over or just beginning?

"Avengers: Age of Ultron" shook up the Marvel Cinematic Universe, and arguably nowhere more than in its portrayal of JARVIS, Tony Stark's artificial intelligence. He's been with Tony from the beginning, but perhaps change is inevitable... WARNING: This panel will contain major spoilers for "Avengers: Age of Ultron".

Ambassador G Painting and Colouring

We'll be painting on yesterday's clay projects and on canvas. Colouring sheets are provided for the younger set.



# Sunday Programming

Terrace East Steampunk on a Shoestring Budget

So you want to do steampunk but you have a shoestring budget? Come to this panel to discuss where you can find the amazing pieces to assemble your very own costume without breaking the bank, creative suggestions, and some simple projects and ideas to bring out the steam punk in your outfit.

Executive Boardroom Blue Pencil Sessions

Score 15 minutes of one-on-one feedback with Guest of Honour David Weber! Sign-up is available after 10am by registration.

## 1:00 PM

Ambassador A Juggling Workshop

Whether you've never tried juggling before or you just want an excuse to throw things through the air, you can only benefit from joining up with a professional clown, right?

Ambassador B An Hour with David Weber

Guest of Honour David Weber will use this hour to share some of his thoughts, his writing, and maybe answer a few questions!

Ambassador C Creating a Book Cover

An awful lot of work goes into making a good book cover, from conception to design to typesetting. With a pair of artists whose art has graced the covers of many books, we'll find out just how the process works, and what separates a "good" cover from a "bad" one.

Ambassador E LARP Weaponry: A how to

Let us go through the steps of making your very own LARP weapon you can actually hit people with! We'll cover the steps in making boffers and more realistic weapons as well as resources and game legalities.

Executive Boardroom Blue Pencil Sessions

Score 15 minutes of one-on-one feedback with Guest of Honour and editor Liana K! Sign-up is available after 10am by registration.

## 2:00 PM

Ambassador A Swing Dance Demo

Have you heard of the Charleston? How about the Jive or Jitterbug? These are all dances that originated during the swing era of the 20's through 50's in Harlem. Come join us for a demonstration and lesson to get your feet tapping and bodies moving to music from yesteryear. No partner or experience necessary. Note: Costuming is fine, but since you will be moving about in a lively manner, please leave large accessories and dangly things on the sidelines, thanks.

Ambassador B Building Suspense

One of the most important tools in a writer's kit is suspense. It's what keeps readers turning pages, after all. But how do you keep it building over the course of an entire novel?

Ambassador C

"I Can Make That!" Leather Workshop

Ryan of RampantDesign is thrilled to be back at Keycon with another leather workshop making masks and bracers. 'I can make that' is 2 hour introduction to leatherwork, so no experience necessary. But if you have a dream project bring a sketch and we can start from there. We will cover design, cutting, stamping/tooling, wet forming and a discussion of colour techniques. Space is limited to 20 people. Cost is \$40/person. All tools and materials will be provided, just bring your imagination.

Ambassador E

Voice Acting: The First Steps

How does one get started in the field of voice acting? Come and share your questions, tips and tricks in a round table discussion facilitated by Laurie E. Smith.

Ambassador G

Basic Miniature Painting

Learn the basics of painting miniatures quickly and easily to improve the look of your board games and RPG sessions. We'll cover the basics of priming, base coating, highlighting and basing. This is intended for beginners but everyone is welcome to attend.

Terrace East Women and Feminism in Science Fiction and Fantasy

Here's where we come together to discuss, compare and contrast how women and gender roles are portrayed in speculative fiction genres. Join us as we talk about common tropes in speculative fiction, representations of gender, and critique how mainstream media forms in the genre tell women's stories. We'll cover movies, books, video games, comics, and tv shows, so there's plenty of ground to cover!

Executive Boardroom Blue Pencil Sessions

Score 15 minutes of one-on-one feedback with published author Gerald Brandt! Sign-up is available after 10am by registration. their new All ages Comic book Girl Genius.

## 3:00 PM

Ambassador A

Rocky Horror for N00bs

Have you ever wanted to see Rocky Horror but have no idea of what to expect? Join Joey and Lillian as they give you some idea of the fun that is in store for you at the Rocky Horror Sing along Sunday night.

Ambassador B

Weapons... In... SPAAACE!

What sorts of space weaponry is moderately realistic, and what's all out fantasy? Let's take a look!

Terrace East To Thine Own Characterization Be True

How exactly does one manage to keep their characters true to themselves and the world around them, but still manage to achieve some sort of character arc? Awesome authors Adam Knight and Ronald Hore will give us a few tips!

Executive Boardroom Vikings: A Roundtable Discussion

Vikings on History channel has now finished its second season and is filming a third. Come tell us what you like, what you don't like. Who would win in a fight? Who is the best character? Blah blah blah.

# Sunday Programming

**4:00 PM**

Ambassador A      Closing Ceremonies

Let's wrap up this 'con with flair!

**5:00 PM**

Ambassador C      Feedback Panel

Bring your kudos and concerns about Keycon 2015 to the ears of the conchairs. Please remember to offer solutions, and even volunteer for next year's convention!

**6:00 PM**

Ambassador B      Formal Dinner

Banquet-style dining, with geeks and food!

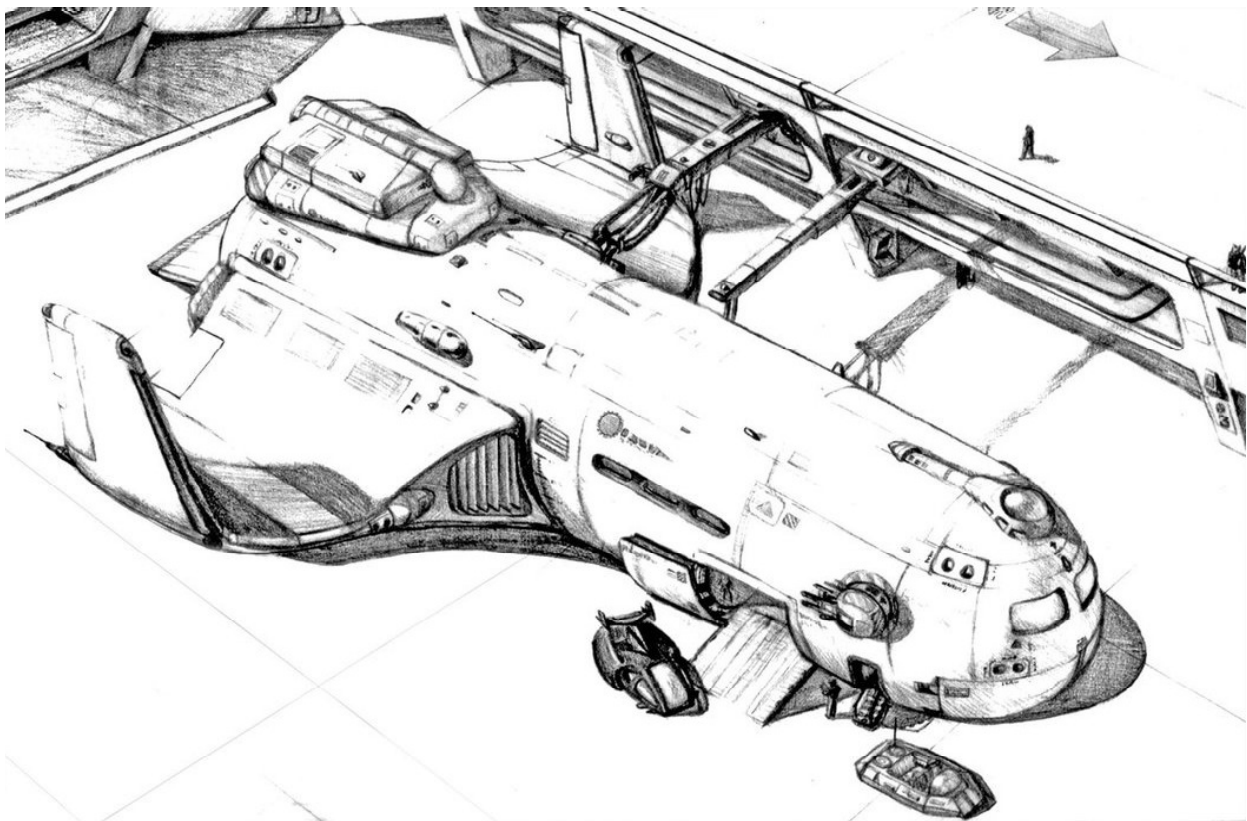
**9:30 PM**

Ambassador B      Singalong Movies

Come end your convention with some musical fun. Join Joey as she shows you how to do the Time Warp again and has you singing along to Dr. Horrible's Sing-Along Blog and Buffy: Once More With Feeling.

## The Dead Dog

Attendance to Keycon's "dead dog" party Sunday evening will be open to anyone who has purchased a membership of any kind (Full, day pass, gaming pass, etc.). The concomm extends a welcome to all who have supported the convention and wish to help the concomm celebrate the culmination of their hard work and dedication to Keycon."



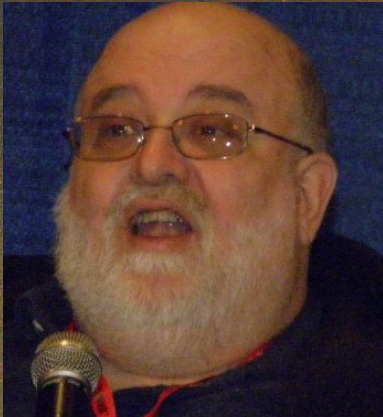


# Keycon 33

Radisson Hotel  
Winnipeg, Manitoba  
May 20-22, 2016

Artist Guest Ken W. Kelly  
Conan and other Heroic Fantasy  
Heavy Metal Rock Art

Other Guests TBA



Author Guest Peter David  
The Hulk and other comics  
Star Trek: New Frontier



Registration: May 17th 1st 100 \$35, Then \$40 until May 31. June 1st-Dec 31st \$45

© Ken W. Kelly '16