

TusCon FAQ

Q – What is a TusCon?

A – We're a small science fiction fantasy and horror convention that prides itself on an open, intimate atmosphere and actually connecting our attendees with our guests. You don't pay for autographs here, you don't pay for photos here, and with a little luck you might find yourself in the lobby at midnight trying to help a well known author remember the lyrics to a Monty Python song.

Q – People have badges in different colors, is there a reason for this?

A – There's a couple actually, but one that matters to you. We have a lot of different groups of people doing different things here, and these colors designate these groups, and it will help you know how to interact with them. Blue badges are the convention committee, we did all the work all year long to make this convention happen, and we want to do that work again next year, and in order for that to happen we need you to have fun. Please don't hesitate to bring any problem or question to a blue badge, from problems with your room, to confusion about the schedule, to suggestions for the future, we want to help. Red badges are the guests: authors, movies makers, editors, artists, costumers, scientists and superfans. We brought them here to entertain you, and they showed up to meet you, really they want to connect with existing fans and make new fans, don't be shy. Green badges are vendors, selling things in the dealers' room and artists' alley, cool things, often times things by red badge people suitable for getting autographed. Yellow badges are volunteers, these are folks that are helping us throw the convention, they aren't as crazy as blue badge people because they don't do this all year, but they could be just as helpful. White badges are you, the paying attendees who allow us to continue this bad habit year after year, don't be shy with each other either, we've found a lot of really great people wear white badges, we all have.

Q – What's this Pocket Program Guide?

A – It's a list of fun things to do at the convention, and the fun people to do it with. We schedule many panel discussions, movies and presentations and then mush them all onto this single sheet of paper for you to pick and choose your entertainment from. Let's look at a sample from this year:

10:00PM Panel Room 1 Sympathize with the creature, how to create good monsters. - Bruce Davis, Juliet Blackwell, T. L. Smith, Kate Daniel

First you have the time of the panel, then the room designation (there's a map in the program book, and blue and yellow badges would be more than happy to guide you), next comes the topic of conversation which we're hoping you'll find interesting, and finally which guests (red badges) will be having this conversation giving you a chance to connect with people you're already a fan of, and a chance to decide to be a fan of somebody new.

Q – Is the whole convention on the Guide?

A – No. We've got a lot going on here, there's a LAN gaming room, dealers' room and artists' alley, room parties (thrown by your fellow fans, and organizers of other conventions) and one of the best parts of the convention: Con Suite. In Con Suite you can relax, have some snacks (including fresh baked cookies), grab a soda, and chat with new friends. Also great conversations happen in the lobby, and the patio outside the bar. These conversation areas are the real heart of TusCon, these are where attendees and guests connect, a lot of friendships started in these spots, don't be afraid to join in, everybody was new to the convention once, if we didn't want you to join in we wouldn't be holding a convention.