



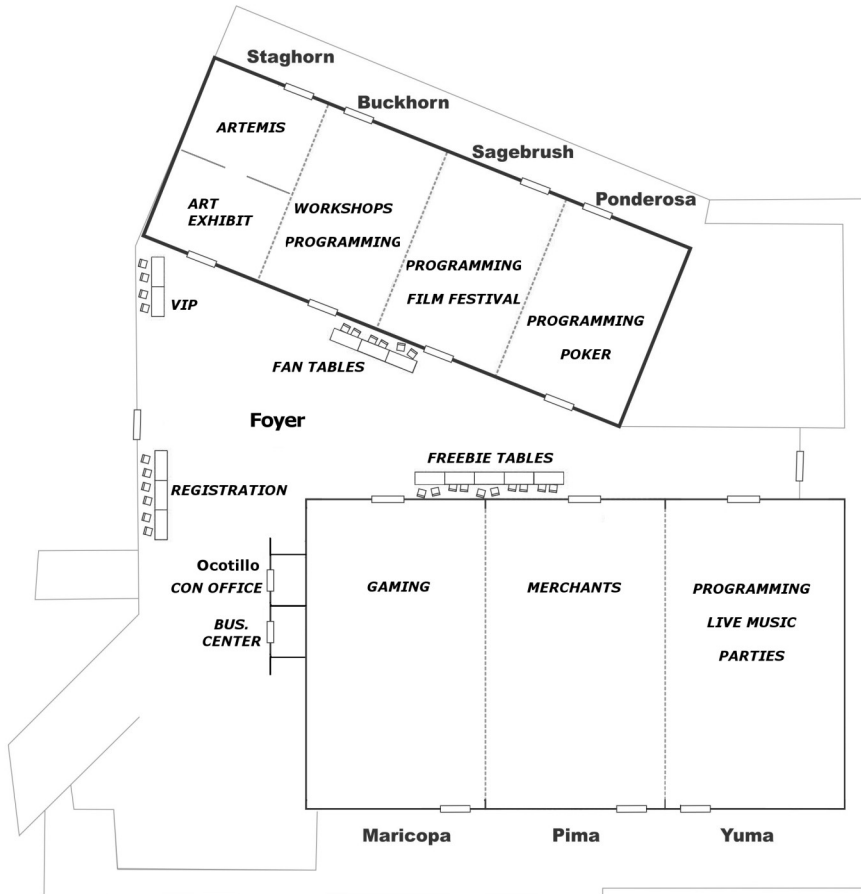
DARKCON 2014

JANUARY 9TH-12TH

PHOENIX AIRPORT MARRIOTT

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- o DarkSuite (Hospitality and special events) - Room #1014 on 10th floor.
- o Ocotillo Room - Program Operations (Security, Convention Office, and Programming Office)
- o Terrace - Outside the East side of the Hotel Main Lobby.
- o No smoking is permitted within the Hotel.
- o Only food and drink purchased from the Hotel allowed in Function Space.

Cover Art—"Ghost" by Jacob Charles Dietz

Committee List

		Chair	Mark Boniece		
		Exchequer	Charles Ali		
		Historian	Rob Hardin		
Hotel Liaison	Mike Wilmoth	Adult Programming	Brian Lapham	VIP Banquet	Rob Hardin
Logistics	Bob Beckwith	Steampunk/Workshops	Dee Astell	Website	Honor MacDonald
Operations	Tom Coffey	Film Guru	Hal Astell	Website Content	Margaret Grady
Security	Tom Coffey	VIP Party	Patti e Steele	Social Media	Paul Tanton
Ambiance	Sharon McCurdy	Dark Suite	Wendy Trakes	Dark Ones Liaison	Jan Ali
Gaming	Jason Youngdale	Staff Lounge	Craig Dyer	Group Coordinator	Sharon McCurdy
Merchant Hall	Dawn Perry-Hardin	Publications	David Ramirez	CASFS Movie Liaison	Len Berger
Programming	Catherine Book	Registration	Gary Swaty	Badge Guru	Dave Rood
Program Ops	Paul Tanton			Special Projects	Jeff Jennings

Convention Policies

General Policies

While we want every one to have fun, we must also require use of common sense. Convention security will be on site and if you are observed doing any thing out of line, you will be informed that your actions are unacceptable. The badge remains the property of DarkCon and may be revoked at any time, there will be **no** refunds.

You must have your badge visible at all times when entering any DarkCon function space. Badges **may not** be shared or loaned to anyone. DarkCon reserves the right to refuse admission to and/or eject any person whose conduct is deemed to be disorderly or disruptive to the comfort of DarkCon attendees, at the sole discretion of DarkCon.

Weapon Policies- Firearms

Carrying and wearing of any real or realistic firearms will not be permitted for any reason. We realize that most people who would like to carry weapons are sensible and careful. However, because of liability laws, the risk of weapons causing accidents or distress, and in observance of the hotel's weapons policy, we ask you leave them at home.

Firearms include but are not limited to:

- Handguns
- Long guns/ shotguns
- Tasers / Stun guns
- Any prop or device designed or intended to fire a projectile.

Weapon Policies- non - firearm and bladed weapons

Non firearms and bladed weapons such as swords, knives, maces, deathrays, etc, are permitted provided they are kept in a hard sheath and peace bonded by DarkCon security.

Please take any such weapon to Con Operations, in the Ocotillo Room where it can be properly peace bonded and you may read and sign the weapons policy. Weapons unsheathed or not properly bonded **may** be confiscated by DarkCon security.

—Security

A word from the Chair

For those of you that are actually reading this program book AT the convention, I'd like to say a few words:

We are trying a lot of new stuff this year to broaden and enrich the convention experience. We've tried to bring distinctiveness to this year's DarkCon. The expanded themes of Fantasy/Sci-fi, steampunk and cyberpunk are embodied in our guests and programming. We are shooting for a truly "immersive" experience with our Cyberpunk Village decor, and themed events. Our new hotel venue has been selected for having an upscale environment, to provide for a stronger experience.

Many conventions have taken a hit lately because of the lousy economy. In attempting to mitigate this, we have tried to bring as much content to you as we can manage. This year's convention will have more varied kinds of programming than in the past. This is a kind of experiment to see what DarkCon attendees enjoy. We have a stellar cast of guests, consisting of our popular Media Guest (Adrian Paul – "Highlander") and our Authors, Artists, and Game Designers.

We have more parties and social events than ever this year with the introduction of live band concerts to our repertoire (Traveler and Keltic Cowboys). Another new twist will be the Time Lord's Ball, an augmentation of the usual Dark Ones party, with a celebration of Dr. Who's 50th Anniversary in conjunction with our friends from AZ T.A.R.D.I.S.

We are providing an expanded offering of make-and-take workshops for your creative pleasure; and we have a professionally-run film festival of unique offerings for your enjoyment. Always a DarkCon staple, don't forget our renowned merchant room and 24-hour gaming! Our VIP premium members will enjoy their enhanced experience with all the great stuff we have in store for them.

I'm hoping that my staff and I have provided the best possible convention experience for you! I thank everyone that has helped in this gigantic task; it has been a long road for everyone involved. If you have an opportunity, please thank them for all of their hard work - remember, they are all volunteers! Have fun, and let us know if you have any suggestions for the future.

...Markus of the Dark Ones

V.I.P. List

Jeff Jennings	Laura Lipsy			Elaine Lee Walch	Hilda Graulau
Laura Modine	Lee Potteiger	Terry Groom	Jeff McDonald	Adam Johnson	Christian Coady
Courtney Bowman	Chris Prince-Colbath	Marco Sbezzo	Teresa Cutler-Broyles	Nicole Johnson	Melinda Proper
Patrick Burroughs	Michael Bauerlein	Saul Scudder	Jennifer Dyess	Lari Hardin	Michael Kloppe
Steve Cox	Jessie Bucklitzsch	Mason Hunt	Jessie Foster	Sam Mills	
Andrew Hopkins	Melissa	Morgan Hunt	Steve Michael	Ann Fox	
Rob Hardin	Shawn Lee	David Foster	Mark Boniece	Ed Fox	
Dawn Perry-Hardin	Paul Sparks	"Friend of Gannd"	Eleanor Jones	Steven Goldstein	
Janette Larson Ali	Alexander Ali Marshal				

Guests

Guest of Honor—Adrian Paul

Adrian Paul has had a successful 25-year acting career that has made him internationally recognized, and respected. His most notable role was playing Duncan MacLeod, in the international hit television series, “Highlander,” the first multi-national co-production to run over 100 episodes.

Born and raised in London, England of an Italian mother and a British father, Adrian Paul boasts a colorful background. He was a model, then a dancer and choreographer in Europe. He is well-traveled and speaks English, French and Italian fluently. Adrian has always loved Shakespeare, and studied Martial Arts for seven years including: Kung Fu forms choy La Fut and Hung Gar, Tae-Kwon-Do, Wing Chun, and boxing. He has also done extensive sword training with the Japanese Katana.

In 1985, he came to the United States to pursue a dance and modeling career. Shortly after his arrival, he was urged to audition for acting roles. His first role came on the ABC television series, “The Colbys” (1985), as the Russian expatriate ballet dancer, “Kolya”. Subsequently, he had various roles in Broadway plays, television and film. He went on to have a starring role in the Roger Corman film, Masque of the Red Death (1989), a re-telling of the Edgar Allan Poe tale. He appeared in a regular role in the second season of the television series “War of the Worlds”. In 1992, he was cast in the role that would bring him the most prominence to date, that of “Duncan MacLeod” in the syndicated series, “Highlander” (1992). Since then, he has worked in both Europe and America as an actor, spanning over 25 films and more than 200 hours of television.

Adrian Paul’s experience reaches all levels of the entertainment business. He directed four of the most successful Highlander episodes, wrote several original screenplays, produced a Lionsgate TV series and the Highlander feature film, “The Source”. In 2009 he opened his production company, Filmblips Inc. Now Adrian is ready to direct his first feature and is in the final stages of development on a slate of five movies. Whatever the project, Adrian has always maintained a professional work ethic, founded by hard work, passion and honesty.



Author Guests

Gini Koch



Gini Koch lives in Hell’s Orientation Area (aka Phoenix, AZ), works her butt off (sadly, not literally) by day, and writes by night with the rest of the beautiful people. She writes the fast, fresh and funny Alien/Katherine “Kitty” Katt series for DAW Books, the Necropolis Enforcement Files series, and the Martian Alliance Chronicles series for Musa Publishing. As G.J. Koch she writes the Alexander Outland series. She also writes under pen names (including Anita Ensai, Jemma Chase, A.E.

Stanton, and J.C. Koch), listens to all kinds of music 24/7, and is a proud comics geek-girl willing to discuss at any time why Wolverine is the best superhero ever (even if Deadpool does get all the best lines). She speaks frequently on what it takes to become a successful author and other aspects of writing and the publishing business. Because she wasn’t busy enough, Gini’s added on featured guest columnist, reviewer, and web-caster for Slice of SciFi and It’s Comic Book Day.

Susan Wright



Susan Wright has written New Adult Contemporary

Romance novels, as well as Urban Fantasy, Fantasy, Science Fiction and Star Trek books. The USA Today Bestselling author began her writing career in 1993, and has published more than 30 novels and nonfiction books on art and popular culture with publishers such as Pocket Books,

Penguin Group, St. Martin’s Press, and Kensington. Susan is the Founder and Spokesperson for the National Coalition for Sexual Freedom, a national organization committed to protecting freedom of sexual expression among consenting adults.

Michael Stackpole



In 1987 Michael Stackpole began writing novels set in the BattleTech universe for FASA Corporation, and became one of the most popular authors in that genre. Some of his BattleTech books were used as the source for a television animated series. He was then selected to write several novels in the Star Wars universe for Bantam Books. He also wrote several comics based in the Star Wars universe for Dark Horse Comics. These covered the period just before his X-Wing novels. Later he covered the marriage of Luke Skywalker and Mara Jade in Union and collaborated with Timothy Zahn on Mara Jade's early career. The Age of Discovery trilogy is his latest complete series, with A New World released mid-2007. The trilogy is set in a fantasy world, with an attempt at an unconventional approach to magic and mastery. The Crown Colonies is a new original trilogy that re-imagines the events of the American Revolutionary War. The first book, At The Queen's Command, was released in November 2010. At New York Comic Con 2012, it was revealed that Blizzard Entertainment had approached Stackpole to write the next novel in their series based on the popular MMORPG, World of Warcraft.

Artist Cuests

BIGCHRIS



BIGCHRIS is a professional graphic artist with an emphasis on color illustration. His resume reflects an extensive and remarkable assortment of artistic outlets. BIGCHRIS has lent his distinctive "DarkPop" style to a variety of projects over his 17 year career. This profession found him working on video game titles such as Halo 2 and Pirates of the Caribbean Online, and in the music industry providing art development for the likes of KoRn, System of a Down and Dokken. Continuing from there to comics, magazine covers, national TV commercials and Hollywood movies. BIGCHRIS has developed his skills to cover a broad range of development and hopes to continue to push the borders of his artistic presence to the far corners of the world (or at least his neighborhood... whichever comes first). He currently resides in Mesa, Arizona with his beautiful wife Beth and their 3 children.

Mark Greenawalt



Mark Greenawalt has been interested in art since childhood. Even his kindergarten report card commented on his artistic talents. In 2000, Greenawalt moved to Arizona and started planning ideas for bodypaintings. The first was a spider and web on a friend's back. More recent accomplishments include bodypainting stunts at the Playboy Mansion, work in the traveling roadshow "The Body Art Ball", being an instructor at the first U.S. Bodypainting Competition in NM, and projects for major brands such as Budlight, Maxim, Tuaca, Heineken, Smirnoff, Camel, Dos Equis, and Playboy Magazine. He has completed over 400 bodypainting projects and has plans for many more. Two of his later film projects are included in IMDB. He is expanding his reach by doing new projects in illustration and multimedia art. His domestic bliss includes a wife and two boys.

Jacob Charles Dietz



Jacob Charles Dietz is an internationally published artist and illustrator working in both traditional and digital mediums. His work primarily encompasses future noir and science fiction themes with much of it leaning on the darker, grittier side of things. Bridging the gap between the now and the then, Jacob's work is constructed with layer upon layer of detail and almost always includes elements of the 21st century making even the most foreign of places seem strangely familiar. His illustrations have appeared on various book covers, posters and products, in both small and big screen productions as well as in numerous magazines and newspapers worldwide.

Born and raised in Seattle, Washington, Jacob now makes his home in the Sonoran desert, far away from the gray skies and soggy streets of Seattle. His work is most definitely influenced by his years in the eclectic Seattle art scene and this is reflected in his flexible, but unmistakable style.

He attended the University of Washington before dropping out in favor of a small fine arts finishing school housed in an old hat factory in downtown Seattle. He trained extensively in the art of traditional illustration

while exploring multiple avenues in the fine arts before making a go at painting for a living. After several years and a solid gallery following, Jacob began illustrating full time and made the jump to working digitally. To this day he continues to leverage traditional mediums in his digital work citing his love for the organic, painterly styles of years gone by.

Jacob lives with his wife in Phoenix, Arizona, their young son Henry Charles and a one-eyed cat named Buddy. He has a ridiculous collection of Star Trek and Star Wars toys that he still manages to store at his parents house, though he dreads the day they send him a bill for years of back storage.

Tom Dowd



Tom Dowd is a 30-year veteran of the game design business, having been first published while still in high school. He is one of the co-creators and developer of the award-winning Shadowrun role-playing game, as well as writer/contributor to other role-playing titles (such as Vampire: the Masquerade), two novels, and multiple short stories. While a developer at FASA Corp., he worked on the Shadowrun (as line developer and author of Shadowrun, 2nd Edition and multiple other titles), BattleTech, and EarthDawn game lines and joined FASA

Interactive in the mid-90's where he was senior designer of MechCommander. In 1999 he was the lead designer on the Xbox/Xbox-Live million+ selling release, MechAssault. Other computer game credits include Shadowrun for the NES and Sega consoles, the MechWarrior 2 & 3 games, Axis & Allies, Leisure Suit Larry and DuelMasters. Most recently he contributed the short story "Dinner with a Friend" to the Shadowrun Returns Anthology for Hairbrained Schemes. He is currently the lead of Skotos Tech's online rpg game Castle Marrach and is associate chair of the Interactive Arts + Media department at Columbia College Chicago.

Todd Vanhooser



Over the last few years, Todd has published a handful of short stories and subsequently seen them adopted in a classroom setting. He is always hard at work on something new, whether it be a new short story, or an addition to his series the Laughing Moon Chronicles, including his table-top roleplaying game based therein. He always loves sharing a good story. Todd has been telling stories all of his life. He has a degree in English and creative writing at the University of Missouri which

made him gather some important lessons on writing and how raw talent will never meet its potential without constant practice, a little discipline, and an open mind. Todd is now beginning his 10th year as an educator, and is more excited than ever to be back in the classroom. During the 2006-07 year he was recognized as Teacher of the Year, and has subsequently had the pleasure of being invited into numerous classrooms to share short stories or discuss the process of writing. He strives to make the material relevant to the lives of his students and to open their eyes and hearts to aspects of literature they may have never before considered.

John Wick



John Wick is a 20th and 21st century role-playing game designer best known for his creative contributions to the Alderac Entertainment Group (AEG) properties Legend of the Five Rings and 7th Sea. He self-published Orkworld under the Wicked Press banner, and later co-founded the Wicked Dead Brewing Company with Jared Sorensen. His games under that company include Cat, Schauermärchen, Enemy Gods, and Thirty. He

has won the Origins Award for Best Role-Playing Game and Best Collectible Card Game twice (for both the Legend of the Five Rings and 7th Sea role-playing games and collectible card games). He has also written for White Wolf, Inc., Pinnacle Entertainment Group, and worked for various video game companies, providing storyline and dialogue. He has written two regular online columns: The Game Designer's Journal (for The Gaming Outpost) and Play Dirty (for Pyramid Magazine). He then went solo, creating his own publishing house. From there, he created games such as Cat, Discordia and his magnum opus, Houses of the Blooded. Wicked Fantasy, his latest venture, began as a series of articles in Kobold Quarterly Magazine reinventing the "standard races" in fantasy roleplaying. Now, those same articles have been expanded and revised (five times their original size!) and fit with the PATHFINDER Roleplaying Game.

Ken St. Andre



Ken St. Andre is a fantasy author, and game designer, best known for his work with Tunnels & Trolls. In addition to writing the game rules, Ken wrote solo adventures allowing play without a game master. He also worked as a designer on the roleplaying games Stormbringer and Monsters! Monsters!, and the computer game Wasteland. He has also written stories for game-based anthologies such as BattleTech, Shadowrun and

his own Tunnels & Trolls role-playing game.

Parties & Performances

Grand Opening Gala featuring Traveler

Thurs, 9pm - Midnite, Yuma room



Begin your DarkCon experience with the internationally acclaimed band Traveler, just returned from the International World Music Festival in Fethiye, Turkey. Enjoy our no-host bar and Traveler's performance Thursday night from 9:00 pm to midnight. Traveler is a multi-cultural musical experience fusing Gypsy, Middle Eastern, Celtic, Greek and Turkish styles with Rock. Using traditional ethnic instruments combined with all the power of a full blown rock band, their performances are intense, exotic and adrenaline-driven. This group has traveled extensively through foreign lands gathering inspiration for the Traveler project, composing songs while surrounded by the people, sounds, sights, smells and landscape of these faraway places brings a true authenticity to the fusion.

Scott Jeffers is composer and band leader, and his own Lebanese heritage and American upbringing has inspired his vision to fuse elements of ancient ethnic music with rock. Known for his fiery and passionate violin and vocal performances, Scott's commanding presence onstage adds to the trademark power of the live Traveler shows. He also brings traditional instruments from his journeys to the stage; Bouzouki, a traditional Greek stringed instrument and an Arabic Oud, an ancient predecessor to the guitar.

The real magic of a Traveler show is in the connection they make with the audience. They give a high energy, passionate performance that draws the audience in, perhaps by the combination of the cultural connection people have to the ethnic sounds of their own heritage and this music that is so unique. People are always moved to their feet, and drawn closer to the stage to be part of the experience.

V.I.P. Reception

Thursday, 6pm - 10pm, DarkSuite room# 1014

Welcome to the **DarkCon 2014 VIP Reception, admittance only with purchase of VIP membership.** DarkCon hopes you enjoy your time here in our cyberpunk themed reception. There are two food areas set up. They are inspired by the movies **The Fifth Element** and **Demolition Man**. Our dessert area is inspired by the movie **Soylent Green**. Lord Craig of the White Cliffs will be on hand offering samples of his amazing cordials and there will be other great drinks as well. Also taking place will be the VIP Raffle (with fabulous prizes!). There are many things to do this weekend so please check your pocket program for the schedule grid and plan ahead.

DarkCon wishes you a fun filled night and entire weekend.

Thank You,

Blaze, VIP Coordinator

Steampunk Party, featuring The Keltic Cowboys

Fri 830p—Midnite, Yuma room

Performance starts at 9pm

Fri 9p— Hospitality opens, DarkSuite, room# 1014



Connect with Arizona's Steampunkers, and dance fanciers in DarkCon's ever-popular Steampunk party on Friday night.

In the infamous DarkSuite there will be cordials presented by Lord Craig of the White Cliffs; with food and snacks for those who feel peckish during the party.

We are proud to present the Keltic Cowboys in concert Friday night from 9:00 pm to midnight as part of our Steampunk festivities.

This concert is Free as part of your DarkCon 2014 General Membership.

The Keltic Cowboys, Arizona's premier Irish Rock Band, has been entertaining the beer drinking, live music loving masses for over a decade. The group is fronted by founding member Frank Mackey, who not only pens the songs, but plays multiple instruments including the Highland Pipes, Banjo, Mandolin and Accordion. The five piece band also includes Patrick Flanagan on lead guitar, Paddy Broderick on Bass, Matt Myers on Drums and Laura Russ on fiddle. The Keltic Cowboys have enjoyed a successful career regularly playing the best of the valley's live music venues and festivals, also opening for national acts such as Flogging Molly, Young Dubliners and The Specials.

Parties & Performances



The Endless Party



Friday night from 8:00pm – 2:00am

Marriott Room 1114

In a tip o' the hat to the Clan MacLeod (and CoH Adrian Paul), this party will be "Highlander" themed! Gentlemen, it's time to show off your kilt.

Come gather with those who live by the slogan "In the Endless, there can be only Fun," with Celtic music, food, and drink.

Bring libations to share (hmm, bottle of Scotch, perhaps?), and toss back a caber at "The Drunkening" bar. Donations will be gratefully accepted.



Book Donations for Homeless Children

To benefit Children First Academy

The Children First Academy is a charter school with a goal to provide services directed toward poverty-level and homeless children in grades K-8. Their buses drive 450 miles each day all over the Phoenix Valley and the school provides services that go beyond the responsibilities of regular schools by providing the children and their families with services such as medical and dental assistance, clothing including socks and shoes, food, personal hygiene supplies, and school supplies.

Children First Academy inspires the motivation to learn by engaging students as critical thinkers, problem solvers and active citizens; they strive to serve the whole child by providing hope, fostering strength and facilitating self-determination.

There will be a special donation box near the Fan Table area. We will be collecting books to distribute to homeless children. This donation will stock the school library. The age ranges vary, but we would particularly like to see juvenile fiction. Please take some time to clear your shelves and closets of unwanted books and help a child.

We will take anything you bring - if you donate adult fiction, we have an agreement with a local bookseller to exchange adult fiction for juvenile fiction. So keep an eye out for the big Harry Potter donation box.

Hygiene items are also greatly needed. You could throw in any soap and shampoo you might have picked up at any hotels.



Sponsored by the Western Science Fiction Association (WSFA)

<http://www.westernsfa.org/>

Parties & Performances

The Red Queen's Topsy Tea Party

Sat 4p-6p, DarkSuite room #1014

"Sometimes I believe in as many as six impossible things before breakfast," said Alice.

Well you don't have to get up quite so early to do so. Come join the Queen on Saturday afternoon, imagining many impossible things in a little game of cards (against Humanity). Enjoy a trifle and a tippie with Her Mad Majesty and the company of several of your most closest strangers. Join us for this popular social experience...

Wonderland themed attire is requested, but not required.

Dark Ones Party: The Time Lords' Ball

Sat 8pm - ??, Yuma room

Sat 9pm - Hospitality opens, DarkSuite room# 1014

Come celebrate the 50th Anniversary of Doctor Who!

The realms of time and space merge with the worlds of fantasy and sci-fi for an event like no other. Take the trip of a lifetime with The Doctor, the last of the Time Lords! On this night, the *Dark Ones* brings The Doctor in his many incarnations and his companions to DarkCon, showing how a Time Lord party is never bound by the rules of temporal mechanics. Rumor has it that the Daleks are aware of this event, and will attempt to EXTERMINATE those present, so bring your weapons! The usual Dark Ones fare of great food and drink will be complemented in this soiree by an elegant range of Whovian refreshments and menu items (perhaps even the Doctor's favorite, jelly babies!). And did you say music? The Time Lords and the Dark Ones bring a night of fantastic music from the domains of both Gallifrey and Earth, for your dancing pleasure. Being an event spanning all time and space, costuming can take any form you desire. Be prepared for the costume contest, to be judged by none other than the Doctor himself. (Or should we say, Doctors?) Also, stick around for the Dark Ones anthem at midnight! With so many incarnations of the Time Lord in one place, there's only one thing to do... Run to the Time Lord's Ball on Saturday night, and don't forget to bring a banana!

Pajama Party

Sun, 7pm - ??, DarkSuite room# 1014

Don't you dare miss the World Famous DarkCon Pajama Party!

As the convention winds to an end, we will be throwing one last hurrah... some conventions have a Dead Dog Party to wind down the convention. But DarkCon, wind down? I don't think so!

DarkCon will once again crank up the party with our famous DarkCon Pajama Party. Stick around Sunday and come party into the night with the other attendees of this legendary event. After all, if you leave too soon, you might miss something great! And I hear the bar will be flowing as well, so if you absolutely have to check out, be sure to bring a designated driver!

There will be a prize raffle, but ONLY to those in attendance.

Charity Steampunk Poker Tournament

Fri 9p-until last hand, Ponderosa Room

Shuffle up and deal, ladies and gentlemen! Friday night is the night to test your skills and trust your luck while playing No Limit Texas Hold 'Em against the best poker players at DarkCon. Arrive at 8pm for registration and seat assignments and then sit down by 9pm at one of our beautiful tables staffed by professional dealers for a tournament that is sure to be exciting!

All you need to do is donate \$10 to The Peace Fund and you'll get 3000 in tournament chips. Bet, bluff, or play it tight but don't worry because if you take that "bad bet" you can replenish your stack of chips by making another donation. All money donated goes to The Peace Fund and our dealers and tournament directors are donating their time as well.

What are you playing for you may ask... besides being named the tournament champion at DarkCon 2014 and having bragging rights? Well, we've got prizes that are being donated by several sponsors. Come and take a look at the big prize table after you register and start thinking ahead of the other players.

This is Friday night so Steampunk is the fashion... just keep the high-tech cheating apparatus away from the tables or face the wrath of our Peace Keeper of the evening (and tournament director), R. Loup DeVault. For those of you that are "poker literate" the details are below but even if you're a novice, come and play... you just might get LUCKY!

- Registration begins at 8pm Friday night
- Cards in the air after announcements at 9PM
- No Limit Texas Hold 'Em Tournament play
- 3000 in starting chips
- Unlimited replenishment for an additional donation if you are below 500 in chips for the first hour After the first break there will be some opportunities to get additional chips for a few lucky players.

Donation is \$10 and this is a cash only event.

Gaming

These are the games you will find in our gaming area, check your gaming schedule for times and tables.

A Deadly Case of Dating	Deluxe Tunnels and Trolls	Hollow Earth Expedition	Red Dragon Inn
Agricola	Dominion	Illuminati	Red November
Apples to Apples	Evil Baby Orphanage	Last Night on Earth	Revolution
Arkham Horror	Fiasco: I've Got a Bad Feeling About This	Laughing Moon RPG	Rise of the Goblin Guild
BattleMage	Firefly board game	Lord of the Fries/Give Me the Brain	Rise of the Zombies
Battletech Backstabber	Fishing for Terrorists	Lost Worlds Tournament	RuneAge
Beavis and Butthead Do the Future	Fluxx the Board Game	Magnum Opus	Shadowrun 5E: Best Intentions
Beginner's Box	Fortune and Glory Board Game	Marvel Legendary	Shadowrun 5E: Quintillions Served
Betrayal at the House on the Hill	FRAG!	Master of the Fallen Fortress	Star Wars Epic Duels
Bohnanza	Gamer Olympics	Mission: Red Planet	Sushi Go!
Bolt Action Demo	Glass River Rescue	Munchkin Quest	The Stolen Heir
Building An Elder God	GuildMaster	Murder on the Silken Caravan	Thunderstone Advance
Call of Cthulhu: The Wives of March, Part 1	GURPS Traveller: Spinward Marches	Night's Black Agents: (S)entries	Ticket to Ride Classic
Call of Cthulhu: The Wives of March, Part 2	GURPS: Troll Hunters Wanted!	OGRE 6E	Tiki Mountain
Carcassonne	GURPS: Zombie Bait Night	Pandemic	We Be Goblins
Castellan	Heavy Gear Demo	Pastiche	When Darkness Comes
Citadel of Flame	Heavy Gear Tournament	Pirate Panic	Wiz-War
Cutthroat Caverns	Heroscape	Puerto Rico	World of Warcraft CCG Demo
Delta Green: When the Levee Breaks	High Noon Saloon	Raiding Parties Demo	Zombie Fluxx

The DarkSuite (Room 1014)

This year's DarkCon is so full of great programming you may be kept busy, but don't forget to head on up to DarkSuite for a snack and some quiet conversation with friends. Unlike most ConSuites, DarkSuite also plays host to small events and provides tasty morsels for the larger evening parties the convention boasts.

Some light breakfast choices will be available Friday through Sunday mornings and snack fare is always available. Gluten Free options available.

The suite will be closed Thursday for the VIP event, and open to all attendees from Friday through Sunday. Hours will be posted on the door.

Volunteering

If you're interested in volunteering for DarkCon 2014, please ask at the Registration desk how you can lend a hand. Volunteers will receive raffle tickets based on the length of their volunteering, the raffle to be held on Sunday Noon—2pm in the Yuma Room.



Programming

News from the world of Programming....

Be sure to attend one of the scheduled times to meet Adrian Paul; he'll also be around all weekend for autographing opportunities, look for him in the Merchants Room. Gini Koch, our local author guest has a whole plethora of interesting topics that will entertain you throughout the weekend – we call it our Gini-Con.

We've got some amazing make-and-take classes/workshops where you can build accessories for your steampunk costume including fascinators, weapons and holsters, create a working flogger, and make your own cordial. All of these classes are restricted to a certain number of attendees so if you didn't pre-register online before the con, you can bring cash to the panel in case there are still open seats.

Our Adult/late night track is breathtaking....sometimes, literally. Arizona Bound is going to give us an artistic demonstration of suspension bondage. We have a lawyer to talk about a basic overview of the law in regards to BDSM for both straight and gay couples. And, we are proud to host Mark Greenawalt with his famous live body-painting demonstration.

General programming includes the spokesperson for the National Coalition for Sexual Freedom, Susan Wright, talking about "ethical consent" and educating the public on sexual freedoms – in all its varied forms. We'll have some fun panels about Zombies, Game of Thrones, and Dr. Who. Michael Stackpole will have a writing workshop and if you're interested in filmmaking, we've got some DIY topics you should check out. If you're more into hands-on weaponry, watch for two scheduled classes to learn boarding techniques with a broadsword, and in keeping with the theme of our Media Guest, Adrian Paul, you can learn to swing a Highland Broadsword.

The panels and presentations and workshops are all listed below.

We're pretty sure you're going to have an awesome time!

Catherine Book

DarkCon2014 Program Director

Brian Lapham

Adult Programming

Dee Astell

Classes/Workshops

AUTOGRAPHING

Adrian Paul – see him at his table in Merchant's Room

Gini Koch

Sat 1p-2p, Merchant's Room

Sun 11a-noon, Foyer

Marcy Rockwell

Sat 4p-5p, Foyer

T.L. Smith

Sat 1p-2p, Merchant's Room at Gini Koch's table

Michael A. Stackpole

Fri 8p-9p, Foyer

Sun 1p-2p, Foyer

T.M. Williams

Sun 11a-noon, Foyer

Susan Wright

Sat 2p-3p, Foyer

DEMONSTRATIONS

(D in pocket program)

Introduction to the Scottish Basket Hilted Broadsword

The basket hilted broadsword (or backsword) has been the iconic weapon favoured by the Scots for over three centuries. There have been a number of manuals written on the subject and this class will provide an introduction to the general principles and techniques described throughout these various manuals. We will also cover the use the target shield in the off-hand as well as in conjunction with the dirk.

Sat 3p-4p, Yuma room. Sean Clark, Mike Strong

Leatherworking 101

See, feel and discuss the different types of leather. Learn about tooling and stamping, sewing materials, cutting materials, attaching leather together with rivets and snaps

Sat 6p-7p, Buckhorn room. Jeremy Schleining, Noe Sanchez

Leatherworking for Folks who don't like Leatherworking

Discussion and demonstration of shortcuts for leatherwork plus the twenty different fasteners.

Fri 4p-5p, Yuma. Bob Beckwith, Robin Prosje

Naval Boarding Actions: Combat in the Skies & on the High Seas

In this class, we will learn the use of various types of weapons commonly found aboard a vessel & used in close quarter combat. Some weapons will include the cutlass, tomahawk & large knife. Techniques will include grapples, off-hand use, secondary weapon use, blade assists, and defense against multiple opponents.

Sat 1p-2p, Yuma room. Sean Clark, Mike Strong

DOCTOR WHO

(Who in pocket program)

Doctor Who vs Serenity Smackdown.

Pick a side! Come spend some time with Loyal Fans Supreme Gini Koch (*Team Firefly*) and Chris Swanson (*Team Doctor Who*) as they use clips, wit and, potentially, violence to determine which show is REALLY the best -- the far-too-soon cancelled *Firefly* or the long-running *Dr. Who*. Be prepared to participate because a winner WILL be chosen.

Sat 4p-6p, Sagebrush room. Chris Swanson, Gini Koch

Doctor Who: Past, Present & Future

A discussion of all things Doctor Who; where the series is now and where it might be going. Plus all the peripherals: web, audio, etc

Fri 3p-4p, Sagebrush room. Chris Swanson

Programming

FILM MAKING DIY

(F in pocket program)

Actors are People, Too

Kevin R. Phipps, director and acting coach, will provide tools and techniques for both actors and directors to better work together.

Sat Noon-130pm, Buckhorn room. Kevin R. Phipps

I Gotta Do What?!! an Indie Filmmakers Guide to Selling Their Film

Jon Bonnell will discuss how to design your project from the beginning to be saleable. We'll look at keyart and trailer designs (from the bizarre to the marketable), casting choices, how to market to your niche, and how to maximize your return. It's all about maximizing the return on your money.

Sat 1230p-2p, Ponderosa room. Jon Bonnell

Makeup FX on a Budget

David Ayres has worked on such great projects as The Hills Have Eyes, Close Encounters of the Third Kind, and Battlestar Galactica (TOS). He brings his skills as a makeup artist to Dark-con to show how you can do your makeup FX on a budget for film, tv, or cosplay.

Sun 10a-1130a, Ponderosa room. David Ayres

Visual FX Aren't Rocket Science

These are the wizards behind Voyage Trekkers Season 1 & 2. In addition, David Stipes was Visual Effects Supervisor on such TV classics as *Star Trek the Next Generation*, *Voyager*, and *Deep Space Nine*. They'll discuss and show you how they made virtual sets, masks, props and other special effects.

Sat 4p-530p, Ponderosa room. Nathan Blackwell, David Stipes, Nathan Stipes, and Brian Sheriff

GINI-CON with our Author Guest *Gini Koch*

(G in pocket program)

Aliens Among Us

Discussion with our Local Author Guest of Honor about her most well-known books, the Alien/Katherine "Kitty" Katt series. Have questions? Want insights into your favorite characters? Then don't miss this!

Sun 10a-11a, Sagebrush room. Gini Koch, Hal Astell (moderator)

Autographing

Sat 1p-2p, Merchant's Room

Sun 11a-noon, Foyer

Kaffee Klatsche

Fri 3p-4p, Terrace

Sat 3p-4p, Terrace

Self-Publishing Tips from the Trenches

More and more authors are going the self-publishing route, either for some or all of their work. Get the inside scoop on a variety of do's and don'ts from successfully self-pubbed authors.

Fri 5p-6p, Sagebrush room. Gini Koch, Michael Stackpole, T.L. Smith

SF vs. Fantasy in Literature

Science fiction and fantasy are usually grouped together on the bookshelves, but there are distinct differences, both in how they're categorized and how they're written, and why. Our panelists share their views, preferences, and maybe even some secrets.

Fri 6p-7p, Yuma room. Gini Koch, Michael Stackpole

Worlds of Gini Koch

Our Local Author Guest of Honor Gini Koch writes under a variety of pen names, and in all the genres. Come learn about her other works, other names, and other things she has coming up in 2014.

Sun Noon-130p, Sagebrush room. Gini Koch, Hal Astell (moderator)

Writing Different Lengths in Multiple Genres

Is it schizophrenia or just an overactive imagination and a willingness to never sleep that allows our panelists to write in a variety of genres and in all the lengths imaginable? Join them and find out!

Sun 130p-230p, Sagebrush. Gini Koch, Marcy Rockwell, T.L. Smith

LITERATURE/WRITING

(L in pocket program)

Aliens Among Us

Discussion with our Local Author Guest of Honor about her most well-known books, the Alien/Katherine "Kitty" Katt series. Have questions? Want insights into your favorite characters? Then don't miss this!

Sun 10a-11a, Sagebrush room. Gini Koch, Hal Astell (moderator)

Bad Science in Laser Weapons

The laser is an incredibly power scientific tool. So who came up with the idea to make it a weapon - the scientists, or the SF writers? We'll talk a little about the history of lasers and laser weapons, a bit about light and lasers in general, the present state of laser weapons research, and why so many SF writers get it wrong when they put a laser weapon in the hands of their characters.

Sat 11a-1230p, Ponderosa room. J.L. Doty (need video proj)

Self-Publishing Tips from the Trenches

More and more authors are going the self-publishing route, either for some or all of their work. Get the inside scoop on a variety of do's and don'ts from successfully self-pubbed authors.

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Sun Noon-130p, Sagebrush room. Gini Koch, Hal Astell (moderator)

Worlds of Michael Stackpole

A rambling discussion of Mike's various series, what it is like to write in someone else's universe and what's coming.

Sat 530p-630p, Yuma room. Michael A. Stackpole

Writers Workshop

21 Days to a Novel. New York Times Bestselling author Michael A. Stackpole presents his three week program for preparing yourself to write a novel. This set of 21 exercises is broken down to give you everything from character creation to world building, practical plotting devices, dialogue development and character voice creation tools. This program is a practical, kick-in-the-pants place to start your career.

Sat 1p-3p, Sagebrush room. Michael A. Stackpole

Writing Different Lengths in Multiple Genres

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Sun 130p-230p, Sagebrush. Gini Koch, Marcy Rockwell, T.L. Smith

Writing Movie Tie-Ins

Professional authors discuss what it's like to write in a shared universe; the woes and the perks, the difficulties and the successes.

Sat 3p-4p, Sagebrush room. Michael A. Stackpole, Marcy Rockwell, Susan Wright

Zombies in Literature

What does the future of Zombie literature hold? Will the Zombie of tomorrow be different? Find out what author T.M. Williams of "*Undead Winter*" and Veronica Baxter of the Zombie Research Society think as they share and discuss the evolution of Zombies in literature and what we can expect.

Sat Noon-1p, Sagebrush room. T.M. Williams, Veronica Baxter, Zoe Mora

MAKE & TAKE WORKSHOPS

(MT in pocket program)

Cyberpunk Hair Falls

Have fun learning how to construct your own Steampunk & Cyberpunk hair falls! This workshop will teach you the basics of dreads, cyberlox, and other hair piece creation techniques. Everyone will construct an accent fall and we will also go over installation. All the basic decorations will be provided, though if you already have a specific item(s) that you'd like to incorporate please bring them! \$20 per person, limited to 20 participants. If you did not pre-register online before the convention, please bring cash to the class.

Sun 10a-noon, Buckhorn. Lindsay Carson, Johanna Buttrick

Flogger Make and Take

Come learn hands on how to make a flogger from unique materials. Tara Lionheart and the Lionheart household will guide you in the construction of your own mini flogger, fully usable from the time you walk out the door. \$10 per person, limited to 10 participants. If you did not pre-register online before the convention, please bring cash to the class.

Sat 10a-noon, Buckhorn. Tara Lionheart and House Lionheart

Home Brewing and Cordial Making

Come discuss the basics of home brewing and learn to make your own cordials in the comfort of your own home from an acknowledged Master of the Craft, our very own: Lord Craig of the White Cliffs. There will be a demo on the making of some easy cordials and discussion of some of the more complicated ones. Following the discussion we will have a hands on workshop in which you can make one or two cordials, one quick, one that needs time to sit and mellow.

You must bring your own 750ml bottle of vodka. It does not need to be expensive vodka but charcoal filtered is the best for taste. Bottles, ingredients and mixes provided. \$15 per person, limited to 15 participants.

Sat 230p-4p, DarkSuite room #1014. Lord Craig of the White Cliffs.

Leather Pouch

Come join the Brose Brothers' Productions crew in creating your own leather pouch. Class will include instructions on how to hand dye, hand sew, and add your own personal touch. Pouch kits will be provided, additional decorative materials will be available for purchase. \$25 per person, limited to 15 participants. If you did not pre-register online before the convention, please bring cash to the class.

Fri 4p-6p, Buckhorn room. Ben Brose, Casey Brose, Mitch Brose.

Sun 3p-5p, Buckhorn room. Ben Brose, Casey Brose, Mitch Brose.

Owl Feather Steampunk Pins

In this workshop you will create your own Steampunk style pin with real Eurasian Eagle Owl feathers, filigrees, cogs and gears. It is a great accessory to any Steampunk outfit! \$20 per person, limited to 20 participants. If you did not pre-register online before the convention, please bring cash to the class.

Fri 230p-4p, Buckhorn room. Spring Garrett.

Parasol Painting

Please join us for a couple of hours of pure fun. Release your inner child with paper parasols and paints. There will be paints in all the bright colors of the rainbow, as well as the darker ones for your Steam/Cyber-punk creations. And there will be glitter. Oh yes...glitter. And other fun findings as well. If needed, a basecoat of black, bronze, or grayish-silver to speed up the process of creating your masterpiece can be added. That way all you have to do is add your embellishments and finishing touches for that perfect parasol. Please let us know when registering for the class if you desire this. Cost \$25 per person, limited to 15 participants. If you did not pre-register online before the convention, please bring cash to the class.

Sun Noon-230p, Buckhorn room. Rebecca Carter, Tracey Feltes

Programming

Steampunk Fascinators

In this workshop we will create lovely hair accessories to add to your steampunk collection. Fascinators were highly popular hair pins worn for special occasions during the late 1800's. \$15 per person, limited to 20 participants. If you did not pre-register online before the convention, please bring cash to the class.

Sat 430p-6p, Buckhorn room. Illeana Vega Herrera, Johanna Buttrick

Steampunk Goggles

Have fun constructing your own laser-cut leather Steampunk Goggles! These wonderful Steampunk accessories will be ready to wear. This class includes a complete kit with everything you need to build your very own laser-cut leather Steampunk goggles. \$25 per person, limited to 30 participants. If you did not pre-register online before the convention, please bring cash to the class.

Fri 6p-730p, Buckhorn. Noe Sanchez, Mike Syfritt

Steampunk Holsters

Attendees at the workshop will put together and decorate a leather holster suitable for a Steampunk hand weapon. \$15 per person, limited to 20 participants. If you did not pre-register online before the convention, please bring cash to the class.

Sat 2p-430p, Buckhorn. Bob Beckwith

Steampunk Weapons

Build your own Steampunk Maverick rub-n-buff class \$20.00 per person, only 10 per class, and only 2 classes, so don't miss this one! Gun, gears, and do-dads will be provided in the supplies.

\$20 per person, limited to 10 participants. If you did not pre-register online before the convention, please bring cash to the class.

Sat 10a-noon, Buckhorn room. Dee Astell, Khurt Khave

MEDIA

(M in pocket program)

A Game of Thrones

A discussion of all things related to *A Song of Ice and Fire*. This amazingly popular and highly awarded TV series continues to enthrall us all. How closely does the TV adaptation follow Martin's novels, and are the changes acceptable? Which characters are the most effective and how well do the different plot threads intermingle?

Sat 11a-noon, Sagebrush room. Chris Swanson

Barry Bard's At the Movies

This is a favorite DarkCon event where you will get a sneak peak at trailers for some exciting new upcoming movies. After the trailer presentation we will hold a raffle for FREE movie promotional material (T-shirts, baseball caps, special posters and whatever else the studios have sent us).

Sponsored by CASFS.org (Central Arizona Speculative Fiction Society). CASFS' purpose is to promote interest in science fiction, fantasy and science. Please check their website for more info.

Sun 3p-5p, Sagebrush room. Len Berger, Mark Boniece, Richard Bolinski

Film Festival

Thurs 6p-10p, Sagebrush room. Hal Astell

Fri 6p-9p, Sagebrush room. Hal Astell

Meet Adrian Paul, our Media Guest of Honor

Adrian Paul will discuss his career and take questions from the audience.

Fri 5p-6p, Yuma room. Adrian Paul

Sat 430p-530p, Yuma room. Adrian Paul

Tube Talk

What's happening in current and upcoming Science Fiction and Fantasy TV? When will we see more of the new Doctor? Who's the latest author to get a TV series? Find out all of this and more at SF Tube Talk!

Sunday 11a-noon, Yuma. Lee Whiteside, Chris Swanson

Walking Dead

We will be exploring the TV Series thus far. We will discuss the progression of the show in relation to the comic series, as well as look at what to expect in the second half of Season 4.

Sun 2p-3p, Ponderosa room. Veronica Baxter

MISC: Art, Gaming, Space & More Adult

Fantasy Art Techniques & Mediums

Three professional artists share their views on creating art - why, how, where, when, etc. and how they use it to market themselves. Since each uses different mediums and techniques, you will get a broad overview of the field of fantasy art.

Sun 10a-11a, Yuma. Chris Wood, Mark Greenawalt, Jacob Dietz

Fighting for Sexual Freedom

Join Susan Wright, founder and spokesperson for the National Coalition for Sexual Freedom, to learn more about the only national advocacy group that directly defends alternative sexual expression. You'll get an overview of the techniques for court cases and incidents that NCSF uses every year to help hundreds of groups, businesses and individuals fight discrimination. You'll also learn how NCSF works with the media to educate society about safe, sane and consensual BDSM, polyamory and swinging. Brochures will be available for NCSF's Kink Aware Professionals free referral list. Join in this lively discussion by bringing up any issues or concerns you have about yourself, your group or your kinky business.

Fri 530p-630p, Ponderosa room. Susan Wright

Game Design with the Pros

Four successful game designers share the how and why they got into game designing, as well as how they are doing at it. You might also get some advice on tips and tricks to make gaming sessions more entertaining and memorable.

Sat 10a-11a, Ponderosa room. Tom Dowd, Ken St. Andre, Todd VanHooser, John Wick

Got Consent?

Come talk about BDSM and consent! Kinksters still have significant legal, political and societal issues facing us. The majority of us fear the very real threat of being prosecuted or losing our jobs or families. To change the law, we have to be able to tell the world what we think of consent. What is ethical consent? What are the gray areas? Are there things people shouldn't be able to consent to in a BDSM context? What about subspace or mid-scene re-negotiation? NCSF's Consent Counts project is holding discussions around the country to gather your input so we can move forward to change laws and perceptions of BDSM.

Sat 10a-11a, Sagebrush room. Susan Wright

Programming

Robotic Space Exploration

Overview of latest results from all active NASA missions throughout the Solar System and a brief history of exploration by rovers, up through latest results from Curiosity.

Sat 8p-9p, Ponderosa room. Dr. David Williams

Shadowrun RPG Origins

With the recent release of the 5th Edition, the Shadowrun role-playing game continues to be a strong and popular mainstay. But how, where, and why did it get its start? Co-creator Tom Dowd was there from the beginning and he's more than happy to spill the beans, and then some. Find out what the early days were like and what was done then that made Shadowrun what it is today

Sun 11a-Noon, Sagebrush room. Tom Dowd

Know Your Weapons

Want to know more about the different weapons that steampunk enthusiasts like? Here's your chance to discuss weapons with some experts in the field.

Fri 3p-4p, Yuma room. Dee Astell, Ben Brose, Casey Brose, Mitch Brose, Khurt Khave

Mystery Theatre—Steampunk Asylum

Danger abounds at DarkCon's Penderghast Asylum as the mad doctor uses insidious machines on the criminally insane inmates in a quest to find a cure for the zombie virus that is ravaging the world. Tension is mounting between the medical staff, orderlies, and inmates within this cramped facility.

Something bad is going to happen, I can feel it.

Come play a character and help solve the mystery. Limited to 15 participants. Snacks will be served.

Friday 6p-8p, Parlor room #1014

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Sun Noon-230p, Buckhorn room. Rebecca Carter, Tracey Feltes

Steampunk Costume Contest hosted by Dee Astell

Come compete in your Steampunk finest in our costume contest, cross promoted with LepreCon. The winner will receive 2 full convention passes to LepreCon and one free night's stay at Mesa Marriott Hotel during Lep40, where they can defend their title at LepreCon's costume contest. There will be some goodies and swag for a few of the runners up.

Sat 2p-3p, Yuma room

Steampunk Costumes on a Budget

Learn how to create your own unique costume on a tight budget. Tips and advice on creating your own costume

Sun 1p-2p, Ponderosa room. Johanna Buttrick, Ben Brose, Casey Brose, Mitch Brose

LARP

Now an annual tradition, the Houses of the Blooded Live Action Event promises Intrigue! Sorcery! Romance! and Murder! Be sure to attend the event everyone will be talking about the morning after! This game was originally designed by one of our Guests, John Wick.

Fri & Sat 6p-10p, Terrace. John Wick

Steampunk Poker Tourney Sign-Ups

Fri 8p-9p, Ponderosa

Steampunk Poker Tourney

Fri 9p-until last hand, Ponderosa

STEAMPUNK

(S in pocket program)

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Sat 2p-430p, Buckhorn. Bob Beckwith

Steampunk Party

with Performance by Keltic Cowboys

Fri 830p-Midnite, Yuma room - party starts

Fri 9p, Yuma room - performance starts

Fri 9p, Hospitality opens in the DarkSuite, room 1014

Steampunk Poker Tourney Sign-Ups

Fri 8p-9p, Ponderosa

Steampunk Poker Tourney

Fri 9p-until last hand, Ponderosa

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Sat 10a-noon, Buckhorn room. Dee Astell, Khurt Khave.

Programming

Tea Dueling

Tea Dueling has become a popular sport among the members of the Tucson Steampunk Society and a regular staple at our larger events. Tea Dueling is an intense battle of wits and honor where one puts the whole weight of their worth on the fragile structure of a soggy biscuit in a bid to outlast their opponent! Taunts, teases and steely gazes are highly encouraged, but beware the giggle tremors, waiting too long to Nom and the dreaded Splodge—the most shameful way to lose!

Sat 230p-330p, Ponderosa room. Jocelynn Simone, Jennifer Lopez, Khurt Khave

Sat 630p-730p, Ponderosa room. Jocelynn Simone, Jennifer Lopez, Khurt Khave

The Fashionable Ladies of Steampunk

Have you ever wondered what it takes to be a fashionable lady of Steampunk? Now is the time to find out. Get tips, advice and questions answered on this very subject. The panel will

ZOMBIES

(Z in pocket program)

Walking Dead

We will be exploring the TV Series thus far. We will discuss the progression of the show in relation to the comic series, as well as look at what to expect in the second half of Season 4.

Sun 2p-3p, Ponderosa room. Veronica Baxter

Zombie Apocalypse: Humble beginnings

A look into possible scientific real world ways in which a zombie outbreak could happen, including deliberate drug attacks and pathogen modification. Also includes information compiled from military and CDC sources on methods to quarantine a virulent outbreak, and methods of containment. The last half of the presentation is what you can do to prepare yourself for short and medium duration quarantines in the event of a zombie plague or outbreak.

Sun Noon-1p, Ponderosa room. Zoe Mora

share tips, and advice on what they feel is necessary to be a fashionable steampunk lady.

Fri 4p-5p, Sagebrush room. Illeana Vega Herrera, Johanna Buttrick, Nola Yergen

The Red Queen's Tippy Tea – (21 and older)

"Sometimes I believe in as many as six impossible things before breakfast," said Alice.

Well you don't have to get up quite so early to do so. Come join the Queen on Saturday afternoon, imagining many impossible things in a little game of cards (against Humanity). Enjoy a trifle and a tippie with Her Mad Majesty and the company of several of your most closest strangers. Join us for this popular social experience...
Wonderland themed attire is requested, but not required.

Sat 4p-6p, DarkSuite room #1014. Jocelynn Simone

Zombie History

An exploration of Haitian Folklore in relation to the origins of Zombies. We look into the Haitian Voodoo religion, the facts and fiction that surround Haitian Zombie-ism, and how the Haitian/Voodoo Zombie relates to the modern day Zombie myth.

Fri 430p-530p, Ponderosa room. Veronica Baxter

Zombies in Literature

What does the future of Zombie literature hold? Will the Zombie of tomorrow be different? Find out what author T.M. Williams of "*Undead Winter*" and Veronica Baxter of the Zombie Research Society think as they share and discuss the evolution of Zombies in literature and what we can expect.

Sat Noon-1p, Sagebrush room. T.M. Williams, Veronica Baxter, Zoe Mora

ADULT

(A in pocket program)

BDSM and the Law

This course will provide attendees with a basic overview of the law (with particular emphasis on Arizona and California) as it pertains to BDSM activities and considerations for unmarried couples (both straight and gay). Topics will include consent, indecent exposure, criminal and civil law considerations, as well as wills, powers-of-attorney and other legal documents that unmarried partners should have in place. While Dakra Thongman, aka Don Burns, has more than 22 years of experience working in personal injury, with experience in Missouri and Kansas since 1991 and in Arizona since 1993, this is for general informational purposes only, and if you want personal legal advice, please consult with a licensed Arizona attorney.

Fri 8p-9p, Buckhorn room. Dakra Thongman

Blade Play

Get that wall hanger down and use it for something! Got a favorite knife, sword or dagger? Here's how to include blades in your sensual play including blade selection and safety.

Fri midnight – 1am, Sagebrush. Irish Spike

"winning phrases." There will be prizes, so audience participation is definitely encouraged! 18 or older only.

Sat 6p-8p, Sagebrush. Gini Koch, T.M. Williams

Creative Flogger Design and other Pervertables

Have you ever looked around and asked yourself, "Could hit I someone with that?" Do you often think that owning a quality flogger is out of your reach? Come find out how fairly ordinary supplies can make unique, usable floggers and other implements of BDSM play.

Fri 11p-midnight, Buckhorn. Tara Lionheart and House Lionheart

Demo Play Session with Special Performance by Arizona Bound

Join us for an evening of light bondage play! Seen some equipment and wondered how it works? Ever wanted to try something out without the pressure of a sexual encounter? Just need a good flogging? We'll have pieces from Dungeon Delights and Dominic, Dom of Steel for you to peruse, experiment with and handle. Come for the toys, stay for the performance! Arizona Bound will do a special suspension performance to kick off the fun! Come see this wonderful artistic presentation of off the floor suspension bondage. Local experts Arizona Bound will perform seemingly magical feats of human stamina and grace as beautiful ladies are suspended in constricting poses for your pleasure."

Sat 11p-2am, Sagebrush. Dominic, Dom of Steel & Arizona Bound

Energy and Persuasions

How using one's personal energy can influence another's reaction. From body posture to inner energy, how we hold ourselves is how we portray ourselves.

Fri 11p-midnight, Sagebrush. Dominic, Dom of Steel

Evening Erotica with Gini and Tina

It's time for DarkCon to play The Euphemism Game! Come hang out with authors Gini Koch and T.M. Williams as they teach you about writing erotic scenes, and challenge you to come up with "winning phrases." There will be prizes, so audience participation is definitely encouraged! 18 or older only.

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Programming

Fighting for Sexual Freedom

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Sat 10a-noon, Buckhorn. Tara Lionheart and House Lionheart

From TENS to Taser and Beyond

Come join Uncle Nick in a trip through his electric wonderland. He will be giving a hands-on workshop touching on the sane and safe (or at least as close as possible) use of electric devices in BDSM lifestyle play. We will cover pre-play negotiation and safety issues as well as the different devices used in EStim and ETorture. He'll be bringing down a selection of Erostek, P.E.S., Rimba, Violet Wands, Taser, Medical Tens, Sybian, Hitachi, prods, electric knife, etc, etc. Anyone who is safety-cleared may explore their questions and fears in this style of play. And he gives out chocolate for those who ask interesting questions. Please come and try this scene or just watch and learn from a safe distance. And added bonus, he just ordered a violet wand insertable unit and a branding wand... they should be here in time for the workshop!

Fri 9p-10p, Buckhorn. Evil Uncle Nick

Got Consent?

Come talk about BDSM and consent! Kinksters still have significant legal, political and societal issues facing us. The majority of us fear the very real threat of being prosecuted or losing our jobs or families. To change the law, we have to be able to tell the world what we think of consent. What is ethical consent? What are the gray areas? Are there things people shouldn't be able to consent to in a BDSM context? What about subspace or mid-scene re-negotiation? NCSF's Consent Counts project is holding discussions around the country to gather your input so we can move forward to change laws and perceptions of BDSM.

Sat 10a-11a, Sagebrush room. Susan Wright

Heavy Metal Bondage and Restraint Devices

This is a hands-on class where the attendees will learn about metal restraints. Special emphasis will be directed towards safety, purchasing considerations, and how to use said items. The presenter will have a wide variety of metal restraints (steel and iron) for the attendees to play with and potentially be locked into.

Fri 10p-11p, Buckhorn. Dakra Thongman

Hysteria!

Coming to us from the famous Battle Creek Sanitarium, renown expert on this diabolical sickness affecting nearly half the female population, Dr Golagnic will speak on its history, its effects on society and its only known remedy, the hysterical paroxysm. As there will also be apparatus demonstrations, volunteers or ladies exhibiting hysterical symptoms are encouraged to attend.

Fri 9p-10p, Sagebrush. Dr. Al Golagnic

Mark Greenawalt's Body Painting Demonstration

Join Mark in a mature-audience-only body painting panel. Mark will have two of his lovely models here as a living canvas. Adults only, please, we will be checking for ID. Mark is a very talented artist we appreciate his willingness to do for us what he does professionally.

Sat 8p-11p, Buckhorn room. Mark Greenawalt

Sensory Deprivation

The tightness of the wrapping, binds the skin like a second sheath. The light is removed along with your vision. Your ears are muffled and all sound is lost or distorted. The sense of your body and your presence in the once fixed point of being blur... Faintly you hear a sound, sense a color, feel a warmth or cold. Is it real, or is it your imagination. Is this something from the external or the internal? A song emerges, a story unfolds, a journey is started, a life is lived and time has no meaning.

Sensory Deprivation, more than just mummification, it is more than a simple scene with bits and parts exposed for various sensation and sexual delights. This is about a process and what occurs within the mind and body as the void is filled with the spirit and experiences we hold inside. Join Master Dennis as you explore the methods to achieve this state such as; suspended saran wrap, full encasement via duct tape, blankets, boxes, leather or Epson salt infused, body temperature water. This class is a sampling and not the length of what would be a good experience but volunteers are welcome to try some aspects of these methods.

Sat 8p-10p, Sagebrush. Master Dennis

Sex & Tabletop RPGs

"Exactly what kind of dungeon does this dragon guard?" The players are full of cheap pizza and strange sodas. Things are getting frisky between the rogue and the night elf, the thief wants to thoroughly use the brothel in whose basement they're staying, and the bard wants to know what it would take to seduce a lich. Sound familiar? Incorporating sex into a campaign gracefully can be a challenge but our small panel of experienced GMs can tell you how to handle getting horizontal when the dice hit the paper from succubi getting frisky in D&D to tentacles in Call of Cthulhu.

Sat midnite – 1am, Ponderosa. Xenon

Sex in the Victorian Era

Feeling repressed, perhaps slightly "hysterical?" Well, we have just what the doctor ordered! Curb crawlers and brassers alike! Come and enjoy playful banter.

Sat 9p-10p, Ponderosa. Johanna Buttrick, Khurt Khave

Shibari Ground Work

Come see and learn new, unusual and beautiful ways to tie someone up! Local experts Arizona Bound will help you from rope selection through pressure points and safety.

Fri midnite – 1am, Buckhorn. Arizona Bound

The Image

For your viewing pleasure, also known as "the Punishment of Anne", the movie "The Image" is a 1975 classic. It's the story of middle-aged Jean, a writer (Carl Parker), who meets an old friend, Claire, (Marilyn Roberts) and is soon drawn into her world of BDSM in which they torture Claire's youthful slave, Anne (Mary Mendum).

Sat 10p-midnight, Ponderosa. Doughal

Victorian Discipline

Most everyone has heard of the repressed, highly moralistic, prim and proper ways they did things back in Victorian England. But do you think they were all that way? Hell no! Come join Miss Chris as she discusses how kinky and perverted those Victorians really were! This class will go through a brief history and accounting of the prevailing attitudes of the day, historic roles and expectations, attire, implements and punishments. We'll also get to laugh at the language and wording those pervy Vics used to talk about the things they weren't supposed to talk about. Wear your Victorian, Edwardian or Steampunk best, if you have it, and expect to feel a new kinky kinship with your forefathers after this workshop!

Fri 10p-11p, Sagebrush. Miss Chris

Merchants' Bazaar

Adrian Paul	- Media Guest of Honor.
Amazonia Enterprises	- Corsets, Rapiers' and Daggers.
Aurora's Creations	- Leather Accessories, Belts, Pouches, Hats, Cigar Box Purses and Tabletop Boxes.
Badger Creek	- Handcrafted Drinking Horns and Soaps. Fantasy and Sci Fi Books, etc.
Big Chris Art	- Art, Art Prints, T-shirts and Stuff.
Darryl Dawson Books	- Author.
Drink N Draw Art by Renee Meredith	- Original Art and Prints, and necklaces featuring steampunk, vintage comic characters and fantasy art.
Gato & Nick	- Fairy and Pirate Related Items.
Gini Koch	- Author Guest.
Infinite Frequencies	- Art Glass Jewelry, Steampunk Brooches, Magnets and Key chains.
Jaeger Knives	- Custom Hand Made Edged Weapons.
Jean's Beads	- Handmade Art Glass, Small Sculptured Pieces and Graphic Art.
Mark Greenawalt	- Artist Guest.
Michael Stackpole	- Author Guest.
Muse Consulting & Design	- Leather Masks, Jewelry and Accessories.
Noble Estate Liquidators	- Jewelry and Games.
Red Nebula Studios	- Fantasy Arts and Crafts.
Reyna Art	- Art, Prints and Comics.
Susan Holt	- Vented Hats and Steampunk Jewelry.
Tandy Leather Factory	- Unfinished Leather, Kits, Belts and embellishments.
The Mystical Apothecary	- Steampunk/Industrial Jewelry and Accessories.
Todd Vanhooser	- Game Designer—"The Laughing Moon Chronicles."



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POLICE

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