

ARISIA 2017

POCKET PROGRAM

Overview

Friday

Saturday

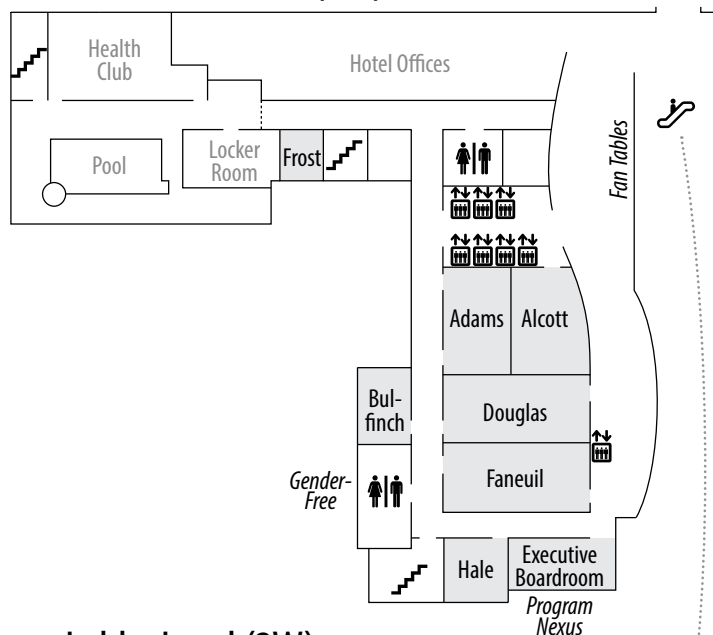
Sunday

Monday

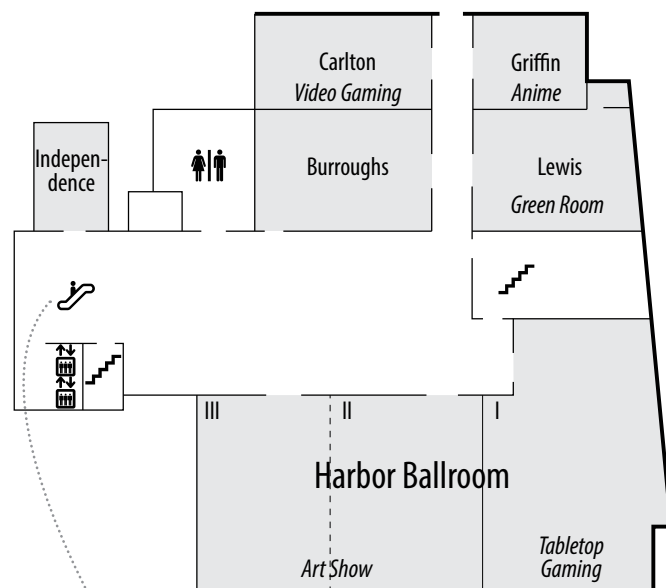
Participant
Schedules



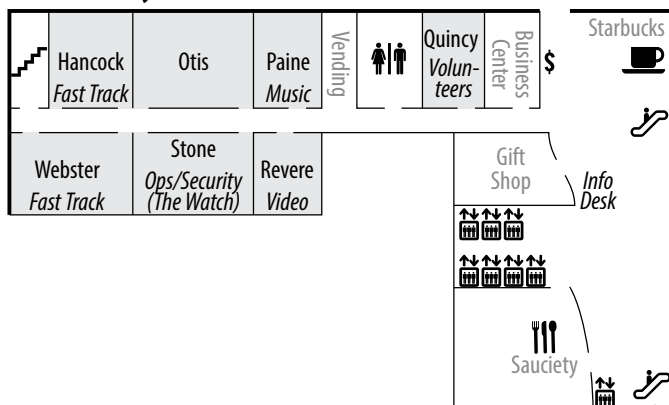
Mezzanine Level (3W)



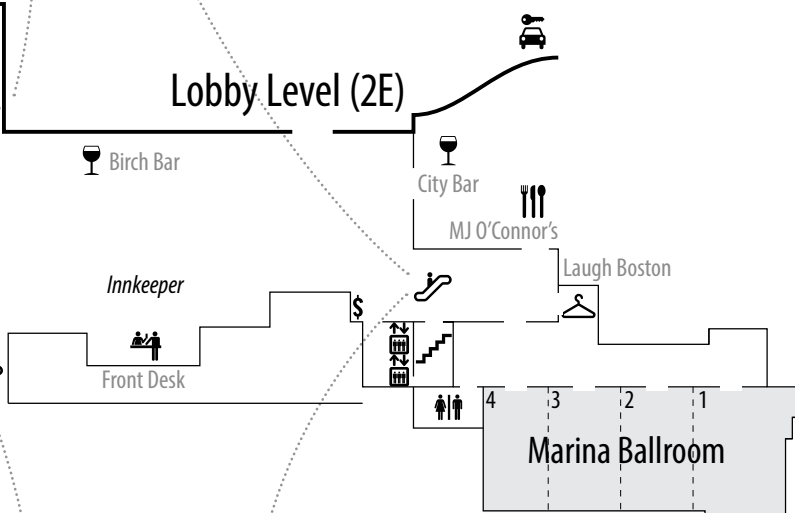
Conference Level (3E)



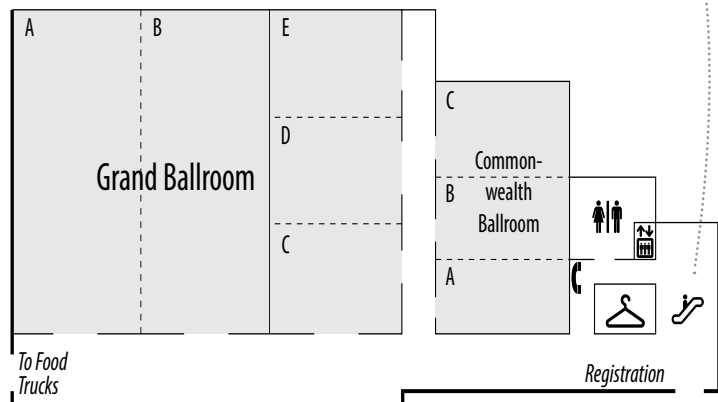
Lobby Level (2W)



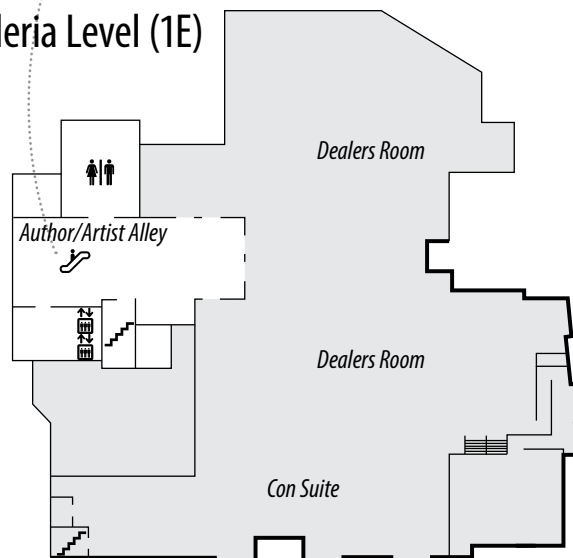
Lobby Level (2E)



Concourse Level (1W)



Galleria Level (1E)



Access/Handicapped Services	Info Desk
Anime Room	Griffin (3E)
Arisia TV	Channel 86 in Westin Guest Rooms
Art Show	Harbor Ballroom III (3E)
Friday	6pm–9pm
Saturday	10am–6pm, 8pm–10pm
	7pm–8pm For mobility aid visitors only
Sunday	10am–6pm
Monday	10am–noon
Artists & Authors Alley	Galleria Prefunction (1E)
Friday	5pm–9pm
Sat/Sun	10am–7pm
Monday	10am–2:30pm
Bake Sale	Galleria Foyer (1E)
Saturday	9:30am–12:30pm, or until sold out
Blood Drive	Lobby near elevators
Friday	12:30pm–7:30pm
Saturday	9am–5pm <i>for Children's Hospital for Mass General Hospital</i>
Bone Marrow Drive	Lobby near elevators
Friday	3pm–7pm
Sat/Sun	10am–5pm
Charity Raffle (to benefit the Alzheimer's Association)	Hale (3W)
Sunday	5:30pm–6:30pm
Ticket Sales	Galleria Prefunction (1E)
Friday	5pm–9pm
Saturday	10am–7pm
Sunday	10am–2:30pm
Monday	10am–2:30pm Prize Pickup
Childcare (Turtle Track: ages 2–6)	see Ops for room
Friday	5:30pm–10pm
Sat/Sun	9:45–11:30am, 12:45–5:30pm, 6:45–10pm
Monday	9:45–11:30am, 12:45–3pm
Coat Check	Concourse Level (1W), Marina Prefunction (2E)
Friday	3pm–1am
Sat/Sun	8am–1am
Monday	8am–2pm
Con Suite	Galleria (1E)
Cosplay Repair Station	Concourse Level (1W)
Friday	5pm–10pm
Sat/Sun	9:30am–9:30pm
Dance Hall (incl. club dancing)	Commonwealth Ballroom (1W)
Dealers Room	Galleria (1E)
Friday	5pm–9pm
Sat/Sun	10am–7pm
Monday	10am–2:30pm
Duck Hunt	turn in at Team Arisia HQ: Quincy (2W)
Fan Tables	Mezzanine near escalator (3W)
Friday	4pm–7pm
Sat/Sun	10am–6pm
Monday	10am–2pm
Fast Track (Children's Program: ages 6–12)	Hancock/Webster (2W)
Friday	4pm–6pm
Sat/Sun	8:30am–11:30am, 1pm–5:30pm
Monday	8:30am–1:30pm
Feedback	http://www.arisia.org/feedback
Fill out a form at Info Desk or Ops. Feedback Sessions Sat/Mon.	
First Aid	Stone (2W)
Food Options	http://www.arisia.org/food
Food trucks at end of Concourse, Sat–Mon 11am–4:30pm	
Hotel restaurants on Lobby level.	
Lobby level concessions: Fri–Sun 4pm–8pm	
Starbucks (Lobby level): 24 hours (extended menu options)	
Restaurant Guide (incl. delivery options) at Info Desk.	
Freebie, Flyer, and Promotional Tables	Concourse Level (1W)
Gaming	
Tabletop	Harbor Ballroom I (3E)
Video	Carlton (3E)
Green Room (Program Participants only)	Lewis (3E)
Friday	4pm–9pm
Sat/Sun	9am–7pm
Monday	9am–3pm

Hotels	
Westin main number: 617-532-4600	
Aloft main number: 857-243-6908	
Information Desk	Lobby near elevators
Friday	10:30am–11:30pm
Saturday	8:30am–11:30pm
Sunday	8:30am–8:30pm
Monday	8:30am–3:30pm
Innkeeper	Lobby near Front Desk
Friday	noon–10pm
Saturday	10am–6pm
Monday	10am–2pm
Lost and Found	Hotel Front Desk
Lost badges: go to Registration.	
Masquerade	Grand Ballroom AB (1W)
Sunday	8pm (doors open at 7pm)
Check-In	Concourse Level (1W)
Friday	4pm–9pm
Saturday	10am–5pm
Sunday	10am–noon
Rehearsals	Grand Ballroom B (1W)
Saturday	10am–2pm
Sunday	2pm–6pm
Green Room	Grand Ballroom CDE (1W)
Sunday	6pm–½ hour after Awards
Ribbon & Music pickup	Masq Show and Tell
Monday	11:30am
Music Room (incl. all-night open singing)	Paine (2W)
Newsletter (Clear Ether)	Frost (3W)
Mail to newsletter@arisia.org or submit at Info Desk or Ops.	
Operations (Con Ops)	Stone (2W)
Call/text 617-820-7094	
Parking	http://www.arisia.org/parking
Westin Hotel Garage: Self-parking \$36/day, valet parking \$46/day	
Aloft Hotel guest lot: \$25/day	
Party Room Block (Open Parties)	4th floor
Photo Station	Concourse Level (1W)
Sat/Sun	11am–5pm (also limited availability after Masq)
Monday	10am–noon
Press & Photographer Check-in	Info Desk
Program Nexus	Executive Boardroom (3W)
Friday	3pm–10pm
Sat/Sun	9:30am–8:30pm
Monday	9:30am–3pm
Hotel phone extension 4993	
Quiet Room	401
Friday	6pm–8pm
Sat/Sun	10am–8pm
Monday	10am–1pm
Registration	Concourse Level (1W)
Friday	11am–11pm (\$20)
Saturday	9am–11pm (\$45)
Sunday	9am–8pm (\$30)
Monday	9am–3pm (\$10)
Lost badges \$5 (once only, after that full price).	
Arisia 2018 memberships available starting Sunday noon.	
Scavenger Hunt	Lobby near the elevators
Friday	5pm–7pm
Sat/Sun	10am–7pm
Monday	9am–3pm
Swimming Pool	Mezzanine Level (3W)
Fri–Mon	8am–3am (special convention hours)
Team Arisia Headquarters (Volunteers)	Quincy (2W)
Friday	4pm–10pm
Sat/Sun	10am–10pm
Monday	10am–noon
Hotel phone extension 4525	
Teen Lounge (Ages 13–19 only)	466/467
The Watch (Security)	Stone (2W)
Call/text 617-858-9364	
In case of emergency or immediate threat dial 911	
http://www.arisia.org/ReportingProblems	
Video Room	Revere (2W)

Anime

1	Free! High Speed! Starting Days
2	Yuri!!! On Ice
72	ServAmp
104	Hibike! Euphonium
112	Fruits Basket
188	Studio Ghibli
219	Pokemon versus Digimon
286	Tales of Zestiria the X
295	Sports Anime and Manga
351	Anime That Time Forgot
362	Bungou Stray Dogs
382	Charlotte
398	A Parent's Guide to Anime and Manga
430	Mecha Anime—A Defining Genre
469	Gender and Sexual Identity in Anime and Manga
471	Magi: Sinbad no Bouken
499	The Future of Anime Conventions
523	Mythology in Anime and Manga
545	Magical Girl: Beyond Sailor Moon
589	Days
617	Cheer Danshi!! (Cheer Boys!!)
653	Flip Flappers
657	From Laserdiscs to Online Streaming

ArisiaTV

10	The Lost Skeleton of Cadavra
27	Ink
76	Ig Nobel Awards
92	The Hitchhiker's Guide to the Galaxy
103	Bubba Ho-Tep
105	Sleepy Hollow
107	Wizards
109	Helvetica
111	Classic Cartoons
122	The Adventures of Baron Munchausen
184	In the Name of the King: A Dungeon Siege Tale
216	The Adventures of Buckaroo Banzai Across the 8th Dimension
246	Willy Wonka and the Chocolate Factory
296	Serenity
323	Young Frankenstein
344	The Colour of Magic
372	Logan's Run
376	Underworld
379	The Magic Sword
381	Classic Cartoons
390	Spaceballs
424	Going Postal
475	Howl's Moving Castle
525	How to Train Your Dragon
549	Alice in Wonderland
570	Masquerade
609	The Middleman: Sanction
611	Masquerade Rerun
613	The Middleman: Accidental Occidental Conception
615	Serenity
618	The Middleman: The Sino-Mexican Revelation
620	Classic Cartoons
627	Star Wars (Episode IV—A New Hope)
652	The Producers

Art & Maker

13	Making Amazing Things Fast and Cheap
57	Teasecraft Kinky Maker Meetup: Meet & Greet
62	Introductory Kumihimo
84	Chainmail 101: European 4 in 1 Weave
97	Midnight Maker Crafting Social

151	Funding Your Muse
162	Tools Of The Trade(s)
221	Brain Hacks For Artistic Effect
261	Tactile Tour of the Art Show
287	Block Printing
319	Manufacturing Creativity: Breaking Blocks
333	Chainmail 101: European 4 in 1 Weave
342	Materials Safety for the Artist
355	Intermediate Chainmail Workshop
359	Consulting & Contracting:How To Make (For) Money
400	Monster Maker
451	The Art of Tarot
477	Photographing Costumes and Conventions
484	Chainmail 102: Byzantine Weave
507	Mechanical Design Basics
515	Drawing the Costumed Figure
552	Maker Collaboration: Is It Really Your Idea?
571	Stuff For Free: Dumpster Diving & Freecycle
635	Block Printing
654	How To Become A Cyborg
682	Monster Maker
698	Draw Heroes & Fatal Flaws in a Marvel Universe

Comics

49	The Future of Digital Comics
70	Archie Comics
90	Homeschooled: A Homestuck Seminar
132	Princesses, Soldiers and Knights—Shojo Manga
210	DC Comics v.6.5
241	"What's Good Y'all?" YA & All-Ages Comics
269	Marvel & DC: Trends Like These
293	Celebrating Women and Nonbinary People in Comics
302	Everybody vs. Everyone II: Electric Boogaloo!
340	Beyond Spandex: Comics Sans Superheroes
352	Late Night Sexy Comics
419	How To Make A Comic
441	Over the Four Color Rainbow: Queer Comics
449	Comics Creator Meetup: Find A Collaborator!
510	Wonder Woman Conquers the World!
513	Comic Book and Graphic Novel Scripting
534	Art Schooled: Style in Comics
553	Sexuality and the Superheroine
572	The Wicked + The Divine
648	Revisiting the Underground
670	Strange Tales From Artist Alley
675	International Comics!

Communities

30	The Arisia Munch
46	Geeky Parenting: Raising the Next Generation
67	Proper Pronouns Matter
89	Navigating Non-Monogamy
100	Introduction to Kink
142	Parents with Infants & Toddlers Meetup
150	Bisexuality Basics
161	Teen Unconference
187	Judaism's Influence on SF/F
200	Mosaic—PoC & Ally Meet Up
218	Introduction to Asexuality
232	Omnifarious: Fans of Color Social & Safe Space
253	"Don't Feed The Trolls" Doesn't Work
284	Teen Unconference
285	Shame on Slut-Shaming
306	Feminism: What It Is, What It's Not
331	Teen Unconference
332	Welcoming Social Justice Newbies
349	Teen Unconference
354	Polyamory Misconceptions

367	Teen Unconference
368	The Next Steps in BDSM
393	Becoming Active Bystanders
397	Polyamorous Parenting
429	Addressing Sexual Harassment in Our Communities
434	Tarot for Non-Believers
448	Relationship Basics
478	Consent in Practice
479	Physical Disability & Fandom Gathering
508	Gender Non-Binary Mixer & Safe Space
511	Teen Unconference
541	Practical Self Defense
567	Supporting Non-Binary Community
581	Teen Unconference
586	How to be Inclusive
595	Let's (Actually) Talk About Sex
600	Teen Unconference
602	Goth Turns 40!
631	Online Privacy for Kids
655	Genderqueer and Genderfluid Fen
677	Teen Unconference
679	Race and Identity Issues in SF

Con Tech

5	Dance Hall Lights and Digital Sound
6	Sound 101
9	Video 101: Learn/Assist Shooting a Live TV Show
25	Video 201: Advanced Live Television Production

ConComm

178	Convention Feedback
498	Arisia Corporate Meeting
697	Convention Feedback

Costuming

14	Behind the Scenes: Running a Masquerade
31	Using, Making, and Modifying Sewing Patterns
58	Practical Considerations for Costumers
80	Costuming Swap—Clothing, Accessory, & Props
125	Masquerade Rehearsal
126	Understanding Eras of Historic Dress
133	Make Your Own Wings for Grown-ups
160	Judging and Being Judged in Costume Contests
186	First Steps for New Costumers
193	Mini Hat Workshop
217	Costuming on a Budget
250	Gender-Variant Cosplay
283	Advanced Makeup Demo: Ageing Effects
318	Costume Recreation: Bringing 2D to Life
341	Learn From My Fail: Costume Horror Stories
394	Northern Lights Costumers' Guild Meet-up
425	Prop Weapons for Costumers
447	Getting Into Character
454	Rouched Ribbon Flowers and Fabric Rosettes
481	Historical Accuracy in Costuming
569	Masquerade
605	Masquerade Awards
650	How Fabric Works
672	Masquerade Show and Tell
692	Costume Rendering

Dance

54	Swing Dance Lesson
71	Swing Dance
96	Browncoats Ball & Social Dance
119	Belly Dance Class
121	Leviwand Workshop

183	Family Friendly Renaissance Dance
244	Waltz Class
245	Waltz Session
276	Renaissance Ball
321	Geeky Belly Dance
325	Techno Contra
371	Timey Wimey Dance 2: Back to the Timey Wimey!
470	International Folk Dance
503	English Country Dance
551	Jules Verne in America Historical Dance
588	Contra Dance with Chimney Swift
606	Fusion Dance Lesson
608	Fusion Dance

Fan Interest

12	Arisia First Night Social
19	What is the Society for Creative Anachronism?
26	Friday Night Yoga
48	Introduction to Arisia
69	On Shaming, Bullying, and Public Humiliation
74	Films From Worldcon
81	Mixology: Crafting the Perfect Cocktail
94	Ship It Like FedExxx
117	Morning Yoga: Salute to Sol
124	Roman Legion
129	Housekeeping for Nerds
153	Armor Demonstration
155	Walk the Labyrinth
156	En Garde! SCA Rapier Fencing Demo
166	Podcasting
181	Gaslamp Assault of Arms
185	Fighting With Swords!
191	Bellydancing in Fandom
222	Time for Tea
247	Live From Arisia: Foxes in the Hen House
262	Fortune Telling Salon
273	Salem Zouaves: Civil War Musket & Bayonet Drill
279	Convention Running Tips
317	Powerful Personal Projects
322	Crackup: Comics & Comics at the Con
328	Musicals as Fantasy
350	Punk Turns 40
363	Wand Dueling with Harry Potter NYC
364	Light Sabers: Combat of the Sword Masters
373	Disney After Hours
387	Sunday Morning Gentle Yoga
408	NO, YOU Color In The Lines!—Adult Coloring
421	Walk the Labyrinth
442	Why Run a Fan Convention?
445	Button-Mashing Master Cuts: Swords & Video Games
468	Queering Up Canon
502	Swordswomen Through the Ages
506	How to Be a Fan of Problematic Things
524	The Cutting Truth of the Sword
529	Mindful Yoga: An Intro to Terrestrial Gravity
530	Live from Arisia: Bigger on the Inside
532	Yankee Swap: Tea & Sympathy
535	Raffle Drawing
568	Introduction to Puppetry
587	Scotch Whiskey
624	Strength & Alignment Vinyasa Yoga
647	Fanfiction: Where to Find It and What It Means
651	Splendid Teapots
669	The Future of Transportation in Sci-Fi
676	What Are Other Cons Like?
693	Fan Etiquette: How Not to Be <i>That</i> Fan
696	The Future of Work

Fast Track

17	Open Play Time
116	Geeky Play Date
144	Make Your Own Wings
145	Short Story Contest
146	Braiding for Bracelets & Other Works of Art
147	Princesses & Princes Playdate
201	An Introduction to Magic: The Gathering
202	Gimp Basics—Braiding with Plastic Lace
203	Paper Rocket War
204	Kamikaze Costuming
205	Swords of Chivalry 1
206	Fast Track Field Trip—Video Games
234	Science Experiments
235	Little Homes
236	Learn a Bit of Karate
237	Dern Grim Bedtime Tales & Other Stories
264	Fun With Card Games
265	Cartooning & Comic Creating
266	Make Your Monster
267	Magic Show
291	NERF Gun War
386	Geeky Play Date
410	Pokemon Go Kids Meetup
411	Mask Making
412	Learn to Knit
413	Improv Theater Games For Kids
414	Swords of Chivalry 2
415	Kids' Tour of the Art Show
462	Collectible Card Games
463	Quilting Basics
464	Children's Filk Concert
465	Fast Track Field Trip—Game Room
491	Duct Tape Roses
492	Spoon-A-Pults
493	Kamikaze Costuming: Props & Accessories
494	I've Got All the Balls in the Air, Now What?
516	Papercraft Workshop
517	Mammoth Hunt
518	Intro to Spells for Young Witches and Wizards
623	Geeky Play Date
644	Learn to Crochet
645	What Do You Mean, 10 and Up?
646	Swords of Chivalry 3
665	Kids Crafts with Maker Parents
666	Pokemon TCG
667	Angry Birds
686	Balloon Cars
687	Fun with Legos
688	Classic Playground Games

Film and Video

3	The Prisoner: Arrival
8	Daimajin
24	Pumzi
45	Westworld
77	Silent Movie: The Crazy Ray
93	Friday the 13th
101	The Fighting Devil Dogs
106	The Comedy of Terrors
108	Ghidorah, the Three-Headed Monster
110	Star Trek IV: The Voyage Home
120	Zootopia
159	Superman
213	The Prisoner: The Chimes of Big Ben
233	Return of Daimajin
274	Quest
278	You Only Live Twice

316	Deadpool
346	Young Frankenstein
365	Extra Bad Movie: Howard The Duck
374	Mad Max 3: Beyond Thunderdome
377	Futurama: Bender's Big Score
378	Attack The Block
380	The Ice Pirates
383	Willy Wonka and The Chocolate Factory
391	Kubo and the Two Strings
423	Batman
446	Daimajin Strikes Again
476	The Prisoner: The Girl Who Was Death
504	Labyrinth
528	Flash Gordon
564	Captain America: Civil War
591	What We Do In Shadows
604	Dirty Movie: Flesh Gordon
610	Wizards
612	Spaceballs
614	Tron
616	The Year of Pluto
619	The Right Stuff
629	For The Love of Spock
673	The Prisoner: Fall Out
674	Audience Choice

Gaming

18	Varied Expression of Gender in Games
32	My First Indie Game, Start to Finish
59	Emerging Trends in Game Technology
152	Building Healthy Gaming Communities
180	RPGs Old Enough to Run for Congress
209	Finding the Muse: Games as Art
240	The Stories People Play
281	Triforce of Decades: Zelda at 30
304	Keeping Long Tabletop Campaigns Interesting
330	The Games That Made Us
399	Worst. Plan. Ever!
433	20 Years of Pokemon and Pokemon Go
522	The World is Our Playground: Geo Games
544	Writing a Great LARP
632	Bleed: Emotion in Roleplay and Larp
643	Arisia's Home for Misfit Games: Board Game Swap
656	Dangerous Games: The Moral Panic Over D&D
664	Pokemon Go Meet Up
690	Gaming with Disabilities

Gaming—Board

20	Magic the Gathering: Kaladesh Booster Draft
37	MoonQuake Escape
38	Red Dragon Inn
39	New World Magischola House Rivalry
43	504 (that's the name of the game)
63	MoonQuake Escape
87	Introduction to Cosmic Encounter
113	Monsters in the Elevator
135	MoonQuake Escape
136	Battle Merchants
137	Castles of Mad King Ludwig
138	New World Magischola House Rivalry
139	UberCarcassonne
158	Magic the Gathering: Kaladesh Sealed Deck
168	Girls und Panzer Miniatures
170	Lords of Waterdeep (Skullport & Undermountain)
171	Kingmaker
196	Kodama
197	Space High School Apocalypse: The New Class
229	504 (that's the name of the game)

255	Charity Poker (for Gamers) Tournament
259	Red Dragon Inn: Battle for Greyport (Learn2Play)
260	King of Tokyo
297	Magic the Gathering: Kaladesh Booster Draft
310	New World Magischola House Rivalry
384	Monsters in the Elevator
403	New World Magischola House Rivalry
404	Magic the Gathering: Mini-masters
435	Girls und Panzer Miniatures
457	MoonQuake Escape
458	Concept
459	Vampires & Villagers: The Curse of Christoph
460	The Count of Clüü
514	Red Dragon Inn
537	Games w/Designers: Battleground Fantasy Warfare
540	New World Magischola House Rivalry
562	New Angeles
580	New World Magischola House Rivalry
599	Arkham Horror Night of Mayhem
621	Monsters in the Elevator
625	Magic the Gathering: Booster Draft
637	MoonQuake Escape
638	New World Magischola House Rivalry
641	CardFight!! Vanguard
662	New World Magischola House Rivalry
683	Istanbul (with Mocha & Baksheesh expansion)
684	504 (that's the name of the game)

Gaming—LARP

52	Vampire: The Masquerade
53	Borderlands: Vault Hunters Wanted
324	Nexus Elements Session 1
338	NERF WAR: Colonial Marines vs. Xenos Part 1
389	Realms LARP: Excursion to the Boundary Summit
443	A Wolf by Any Other Name (New World Magischola)
527	Enclave—LAVA
548	NERF WAR: Colonial Marines vs. Xenos Part 2
578	Immortal Politics
603	Nerf Gun War: Young at Heart
642	Nexus Elements Session 2

Gaming—Tabletop RPG

7	True Dragons of Absalom (Pathfinder)
21	Pathfinder Society
40	Captives of Toil (Pathfinder)
41	Treasure of the Broken Hoard (D&D 5E)
42	To Dream in the House of Sorrows (D&D 3.5)
51	Pathfinder Society
64	Dawn of the Galaxiad Era 1 (Traveller 5)
65	Roll The Dice
115	The Sun Orchid Scheme (Pathfinder)
118	Phantom Phenomena (Pathfinder)
123	Faithless & Forgotten, Part 1 (Pathfinder)
140	Phantom Phenomena (Pathfinder)
141	Treasure of the Broken Hoard (D&D 5E)
169	Scooby Who (Doctor Who Adventures)
172	Space 1889: Red Sands (Savage Worlds)
195	Ancients' Anguish (Pathfinder)
212	Among the Dead (Pathfinder)
214	Faithless & Forgotten, Part 2 (Pathfinder)
226	Magic: The Gathering Tabletop Campaign
227	Pathfinder Society Academy (Pathfinder)
228	Treasure of the Broken Hoard (D&D 5E)
256	Tree-teens in Oh-Land-Oh! (Gamma World d20)
257	There Is No Apocalypse: Quick Pacific Rim RPG
258	Card Masters (Fate Accelerated)
289	Call of Cathulu (Pathfinder)
298	The Infernal Vault (Pathfinder)

299	Faithless & Forgotten, Part 3 (Pathfinder)
309	Mecha vs Kaiju: The Sake Expert
311	Dawn of the Galaxiad Era 2 (Traveller 5)
312	Tome of Righteous Repose (Pathfinder)
313	Treasure of the Broken Hoard (D&D 5E)
314	Roll the Dice
334	A World of Darkness (AD&D)
335	My Little Pony TOON
385	Hall of the Flesh Eaters (Pathfinder)
388	Quest for Perfection, Part 1 (Pathfinder)
392	Fabric of Reality (Pathfinder)
402	Savage Worlds: Children of the Apocalypse
405	Hall of the Flesh Eaters (Pathfinder)
406	Treasure of the Broken Hoard (D&D 5E)
436	Dungeontown Abbey (D&D 5e)
437	Ace Adventure & Flying Royal Flush (Fate Acc.)
438	Roll The Dice
456	Labyrinth of Hungry Ghosts (Pathfinder)
472	Quest for Perfection, Part 2 (Pathfinder)
473	Day of the Demon (Pathfinder)
485	Biological Unit #14–31 (Paranoia RPG)
486	Pathfinder Society Academy (Pathfinder)
487	Treasure of the Broken Hoard (D&D 5E)
488	Tree-teens in Oh-Land-Oh! (Gamma World d20)
538	Call of Cathulu (Pathfinder)
539	My Little Pony TOON
547	Quest for Perfection, Part 3 (Pathfinder)
550	You Have What You Hold (Pathfinder)
560	Orders from the Gate (Pathfinder)
561	Treasure of the Broken Hoard (D&D 5E)
579	World of Darkness (Storyteller System)
622	Pathfinder Society
626	Serpents Rise (Pathfinder)
628	Ungrounded But Unbroken (Pathfinder)
639	Pathfinder Society
640	Treasure of the Broken Hoard (D&D 5E)
663	Roll The Dice

Gaming—Video

16	Video Gaming Open Free Play
36	Tetris vs Tournament
73	Video Game Room Open Free Play
85	Jackbox Vol 1–3 Freeplay
134	Video Gaming Room Free Play
157	Rock Band 4 Rivals Free Play All Day
194	Super Smash Bros Wii U Tournament
242	3DS Street Pass Meetup
243	Pokemon Sun and Moon Tournament
277	Rocket League 2v2 Tournament
308	Super Mario Bros Speed Run Tournament
345	Video Gaming Open Free Play
356	Jackbox Vol 1–3 Freeplay
401	Video Gaming Open Free Play
422	Rock Band 4 Rivals Free Play All Day!
455	Mario Kart Wii U Tournament
500	Nidhogg Tournament
501	3DS Street Pass Meetup
526	Street Fighter V Tournament
559	WWE 2K17 Extreme Rules Tournament XBOX One
590	Video Gaming Room Open Free Play
597	Jackbox Vol 1–3 Freeplay
636	Video Gaming Open Free Play

Guests of Honor

190	Artist Guest of Honor Demo
215	Ursula & Kevin Eat Cheap in Boston
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All panels are 75 minutes unless marked otherwise.

2:00pm

- 1 **Free! High Speed! Starting Days (1hr 51min)** *Griffin (3E)*
 🎧 A prequel to the 2013 Kyoto Animation series *Free!* and is an adaptation of the light novel *High Speed!* 2015, OVA Movie.

3:51pm

- 2 **Yuri!!! On Ice (5hr)** *Griffin (3E)*
 🎧 Yuri Katsuki makes his way to the Grand Prix ice skating competition as Japan's top representative with his eyes on the prize. However, instead of celebrating, Yuri walks away defeated and ready to retire for good. But a run-in with champion Viktor Nikiforov and rising star Yuri Plisetsky ignites a new fire within him. With the two of them close by his side, Yuri will take to the ice once more. 2016, 13 episodes.

4:00pm

- 3 **The Prisoner: Arrival (1hr)** *Revere (2W)*
 🎧 After resigning, a secret agent finds himself trapped in a bizarre resort-like prison known only as The Village. Escape is said to be impossible, but that doesn't mean that Number Six, as our agent becomes known, won't try! 1967, NR.
- 4 **European & American Tunes** *Lobby (2W)*
 🎧 An informal performance by one or more of our Minstrels. *Marnen Laibow-Koser*
- 5 **Dance Hall Lights and Digital Sound (2hr)** *Commonwealth (1W)*
 Interested in learning about digital sound boards and lighting for a dance environment? Come to Arisia's Dance Hall, see what cool stuff we have to work with this year, and learn how to run it. *Kristin Seibert (m)*

4:30pm

- 6 **Sound 101 (1hr 30min)** *Grand CD (1W)*
 Interested in learning how to make acts sound great? What does all that equipment do? Learn how Arisia sound runs in events spaces and program AV rooms. Help with sound check for our first musical act. *Dr. Claw*

5:00pm

- 7 **True Dragons of Absalom (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 🎧 Scenario #6–99. For several years, the Pathfinder Society has enjoyed a mutually beneficial alliance with the Sewer Dragons, the dominant tribe of kobolds living beneath Absalom. When an

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elite patrol discovers a wounded member of the Society with a desperate message, the Sewer Dragons must move quickly intercept an extraordinary threat from seizing their territory—if not Absalom itself! *Ray Diaz*

- 8 **Daimajin (1hr 30min)** *Revere (2W)*
 Samurai drama meets rubbersuit action in this 1966 classic. A giant stone statue comes to life to defeat the armies of the evil Samanosuke and rescue the true heirs of the noble Lord Hanabasa. In Japanese with English subtitles. 1966, NR.

- 9 **Video 101: Learn/Assist Shooting a Live TV Show (1hr 30min)** *Grand B (1W)*

Learn to shoot a live TV show! ArisiaTV will be airing several shows from the main ballroom this year and we need you! Learn to operate studio cameras in a multi-camera set-up shooting a staged production, and come back to actually shoot productions throughout the weekend. We will be shooting both Mrs. Hawking plays, “The Belly Dance Show”, and the “Post Meridian Radio Players”. Our big production is the Masquerade on Sunday night. *Syd Weinstein (m)*

- 10 **The Lost Skeleton of Cadavra (1hr 30min)** *ArisiaTV*
 A bad scientist and wife, a mad scientist and skeleton, two aliens and their escaped pet are all searching for the elusive element “atmospharium”. 2001, PG.

5:30pm

- 11 **DC Movie Universe: Crisis on Infinite Screens** *Adams (3W)*
 With three movies under its belt, the DC Cinematic Universe is proving to be a creative cesspit, with bad stories, creative mis-cues, and a complete lack of a moral center. It’s easy to point at Zack Snyder as the problem, but with studio backing and decent box office, clearly the issue goes further. What’s gone wrong with DC on the big screen, and is there any hope to be had from future movies? *Heather Urbanski (m), Bob Chipman, Ed Fuqua, Dan Tolland*

- 12 **Arisia First Night Social** *Bulfinch (3W)*
 So you’ve arrived at Arisia early. Congratulations! Now what? Don’t sit in your room waiting for the fun to start. Come out and connect with old friends and make some new ones. You will have the option to participate in ice breakers and compete in games for fun and exciting prizes.

- 13 **Making Amazing Things Fast and Cheap** *Faneuil (3W)*
 How do you make the visual appearance of a production fast and cheap, and still make it look amazing? What corners can you cut for the camera or the stage? Panelists draw on their experience in costuming, movies, and theater set design to make things that tell their own stories. *Scott Lefton (m), Gaia Eirich, Gene Turnbow*

- 14 **Behind the Scenes: Running a Masquerade** *Hale (3W)*
 What does it take to run a masquerade? Our panel of masquerade veterans will tell you all about the ins and outs to planning and running this highlight of the convention weekend. *Karen Purcell DVM (m), Aurora Celeste, Byron P Connell, Greykell (werewolf) Dutton, Jill Eastlake, James Hinsey*

- 15 **What Are the New Questions SFF Should be Asking** *Burroughs (3E)*
 Speculative fiction needs to speculate, as changes in the world pile up thick and fast. News of these new developments—scientific, political, cultural, and personal—reaches a broad audience, sometimes even before the developments have actually developed. Does SF have space to speculate? Should we try to keep pace with the way the world changes? Is that possible? What new questions should we ask? *Dr. Pamela Gay (m), N.S. Dolkart, Steve E Popkes, Nalin Ratnayake, John Sundman*

- 16 **Video Gaming Open Free Play (1hr 30min)** *Carlton (3E)*
 Wii, Xbox, PlayStation, Jackbox, 3DS, Rock Band, Minecraft, Super Smash Bros., Pokémon, Rocket League, Tetris, WWE, Mario, Nidhogg, Street Fighter, and many more!

- 17 **Open Play Time (2hr)** *Hancock (2W)*
 Meet other kids and the Fast Track crew as we warm up for the weekend.

- 18 **Varied Expression of Gender in Games** *Marina 2 (2E)*
 Who gets to be “nurturing” and who gets to be “brusque” in a game world? Sadly, characterizations in games can sometimes feel very binary. How can gendered clichés be broken to better demonstrate the full breadth of human interaction? How can games better include trans or genderqueer characters? What games are already doing this? *Games by Play Date (m), Sharone Horowitz-Hendler, Brian Liberge, Rebecca Slitt, T.X. Watson*

- 19 **What is the Society for Creative Anachronism?** *Marina 3 (2E)*
 The Society for Creative Anachronism, or SCA, is an international organization dedicated to researching and re-creating the arts, skills, and traditions of pre-17th-century Europe. How did the Society start, and who are the members, then and now? What time periods are included, what activities are offered, and in what ways is it inclusive for families? Come learn about the SCA including how you can become involved in its activities! *Daniel Marsh (m), Susan Fox, Lee C. Hillman (Gwendolyn Grace), Jason Melchert*

6:00pm

- 20 **Magic the Gathering: Kaladesh Booster Draft (5hr)** *Harbor I (3E)*
 Presented by Foam Brain Games. Three booster packs of the latest set. Materials will be available for purchase in Harbor I. *Alex Mullins (m)*

- 21 **Pathfinder Society (4hr 30min)** *Harbor I (3E)*
 RPG gaming using Pathfinder Society rules.

- 22 **Renaissance Music** *Lobby (2W)*
 An informal performance by one or more of our Minstrels. *Troy Daniels*

- 23 **King’s Busketeers (2hr)** *Grand CD (1W)*
 The King’s Busketeers bring the freewheeling spirit of the renaissance faire everywhere they go, with traditional songs from the British Isles & the US, spirited originals, & some fun geek covers. Their shows spit in the face of business as usual & the so-called ‘real world,’ reconnecting us with ancient Bardic tradition as well as dreams for the future. If you enjoy murder ballads, sea shanties, drinking songs, & the Muppetesque mayhem that comes with them, you will love The King’s Busketeers! *Sam Atwood, Becka Hubschwerlin, Andrew Prete*

6:30pm

- 24 **Pumzi (30min)** *Revere (2W)*
 In Kenya’s first-ever science fiction film, a young scientist fights against an oppressive government to try and rebuild life on the surface of the earth after World War III. 2009, NR.

- 25 **Video 201: Advanced Live Television Production (45min)** *Grand B (1W)*

There are many more roles beyond camera operator in a live TV shoot. And ArisiaTV is a great place to learn and practice. Come learn what shading is and how to shade, how to operate a production video switcher, and how to direct a live television production. Mentoring is available from television professionals, and there are opportunities to put what you learn into practice. *Syd Weinstein (m)*

- 26 **Friday Night Yoga (1hr)** *Commonwealth (1W)*
 This posture sequencing guides you through poses/asanas in a mindful flow designed to source all our movement from deep strength. We will practice strategies to lengthen & loosen stubborn hamstrings & hips, eliminate pain & compression in the lower back and neck, and create opening and flexibility in your upper back and shoulders. Careful attention is shown to awareness of proper posture and breathing/pranayama while in transitions & stillness. Please bring your own yoga mat, straps, blocks. *Eric Bornstein (m)*

- 27 **Ink (1hr 46min)** *ArisiaTV*
 A mysterious creature, known as Ink, steals a child’s soul in hopes of using it as a bargaining chip to join the Incubi—the group of supernatural beings responsible for creating nightmares. 2009, NR.

7:00pm

- 28 Thrillers—Write Gripping, Fast-Paced Stories** *Alcott (3W)*
Audiences today demand thrilling, fast-paced stories with killer openings and tension on every page. Come learn how to pit your characters against themselves, each other, and nature. What is a conflict box? How can you use it to add intrigue? What bad writing habits kill tension and how can you fix it? Learn how to hook your audience and drag them kicking and screaming through twists and surprises until the wee hours of the morning. *Elaine Isaak (m), Michael Carr, Timothy Goyette, Sarah Smith, John Sundman*
- 29 Ghostbusters as a Creatively Successful Reboot** *Adams (3W)*
2016's reboot of *Ghostbusters* was a funny reinvigoration of a franchise that had been mired in limbo for years after a bad sequel, mediocre cartoons, and years of fanboy entitlement. We'll discuss what we loved and what we thought could be improved about the movie, and talk about our thoughts for the future of the franchise as a whole. *Julia Rios (m), Bob Chipman, Deirdre Crimmins, Cassandra Lease, Hillary Monahan*
- 30 The Arisia Munch** *Bulfinch (3W)*
A munch is an informal gathering of people interested in BDSM and other fetish activities. Munches are held so that kinky people can socialize and talk about *any* of their hobbies or interests in a "vanilla" environment. Munches are often the first step for those interested in kink to join their local fetish scene. Connect with Arisia's experienced BDSM players, the kink curious, and fetishists of all kinds. 18+ only. *James Meickle (m), Mary Catelynn Cunningham, Meredith Schwartz*
- 31 Using, Making, and Modifying Sewing Patterns** *Douglas (3W)*
Drafting a pattern can be difficult, but it's made a lot easier when you can take an existing pattern and change it into what you need. But where do you start? Our panelists discuss useful base patterns and how to go about changing them, as well as where to start when making your own. *Wonder Wendy Farrell (m), Lori Del Genis, Kristina Finan, Daniel Marsh, Nightwing Whitehead*
- 32 My First Indie Game, Start to Finish** *Faneuil (3W)*
If everyone has an awesome game idea, why haven't more of us have published games? Democratizing the tools of game development is just one step on the path to critical and commercial success. Hear from our panel of indie game developers as they cover their journey, from the first stroke of inspiration to the last stop on their publicity tour. *Jaime Garmendia (m), Adri, Games by Play Date, Ellie Hillis, Brian Liberge*
- 33 Reading: Hairston, Kimmel, Vazquez** *Hale (3W)*
 Andrea Hairston, Daniel M Kimmel, Pablo Miguel Alberto Vazquez
- 34 The Alien in the Alien** *Burroughs (3E)*
Many recent sci-fi books have included very alien aliens: creatures whose bodies and thought processes differ dramatically from those of humans—for instance, the Trisolarians in Liu Cixin's *Three Body* trilogy and the Presger in Ann Leckie's *Imperial Radch* trilogy. How do authors convey this feeling of difference? What is gained and lost in the story by having aliens that are so far away from humanity? *Steve E Popkes (m), Corbin Covault, Morgan Crooks, Dennis McCunney, Sonya Taaffe*
- 35 Radio Acting Workshop** *Independence (3E)*
Participants learn the basics of radio play production as they perform scenes from Krypton Radio's new sci-fi series *Halfway Home: Adventures in the Asteroid Belt*. Limited to 16, sign up in Program Nexus on the Mezzanine. *Susan Fox, Gene Turnbow*
- 36 Tetris vs Tournament (2hr)** *Carlton (3E)*
 Players will compete in a two player competitive vs mode Tetris tournament in the video game Tetris/Dr Mario for Super Nintendo.
- 37 MoonQuake Escape (1hr 30min)** *Harbor I (3E)*
 In MoonQuake Escape, get ready to face the challenges of the spinning, changing 3D surface of the doomed prison planet of Zartaclaton. Can you reach the last rescue rocket before the other players? Watch out for shifting and dangerous terrain, out of con-

trol defenses, and a relentless prison guard that are out to end your sentence—for life! And...Moon Pies!!! *Jeff Johnston*

- 38 Red Dragon Inn (4hr 30min)** *Harbor I (3E)*
 "You and your adventuring companions have spent all day slogging through the Dungeon. Now you're back in town ready to party at the Red Dragon Inn." Drink, gamble, and roughhouse with your friends. But don't forget to keep an eye on your Gold. If you run out, you'll have to spend the night in the stables. Oh... and try not to get too beaten up or too drunk. If you black out, your friends will continue the party without you! The last conscious adventurer with Gold wins the game!" *Kfir Wexelblat*
- 39 New World Magischola House Rivalry (1hr 30min)** *Harbor I (3E)*
 Experience going to magical college by enrolling in courses, studying, surviving magical mishaps and sabotage by fellow players. Be the first to pass all your courses and collect the most house points and you take the trophy! Features strategy, surprises, chance, and magic as you choose your major, follow extra-curricular activities, and earn (or lose) house points for your efforts. Every player has a character, a House, and a magical pet. Tested at ages 10 and up, but friendly ages 8+. *Maury Brown*
- 40 Captives of Toil (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Scenario #8–03. Two years ago, the Pathfinder Society concluded its extended campaign to find, reclaim, and explore the lost sky citadel Jormurdun. After ousting the vile demons and duergar within, the Society turned over control to their dwarven allies, who have defended the ancient fortress ever since. A recent raid by duergar slavers has captured some of Jormurdun's dwarves, who have disappeared into the Darklands and bound for the cruel capitol of Hagegraf. *Lisa Neilson*
- 41 Treasure of the Broken Hoard (D&D 5E) (4hr 30min)** *Harbor I (3E)*
 A famous relic hunter seeks adventurers to help her find caches of treasure hidden by the now-defeated followers of the Cult of the Dragon. Her maps and notes may lead the way to great wealth—or a terrible death. And do other parties have designs on the treasure as well? Dungeons & Dragons Adventurer's League, D&D 5th edition. Pre-generated characters, dice, paper, and pencils available. Characters of Level 1–2, optimized for 1st. Playtime: 1 hour (adventure includes five 1-hour adventures)
- 42 To Dream in the House of Sorrows (D&D 3.5) (4hr 30m)** *Harbor I (3E)*
 A disturbance has arisen in Barovia and your group has been called by the local burgomasters to investigate a strange mansion that has appeared near the edge of the mists. The lord himself has offered payment in advance for your cooperation, but with unstated consequences should you fail or give up. Rumors say that even Strahd himself cannot enter the mansion and that you are not the first group he has sent to deal with whatever lurks inside. *Michael Dlott*
- 43 504 (that's the name of the game) (1hr 30min)** *Harbor I (3E)*
 504 is Friedemann Friese's unique game for 2–4 players that contains 504 games in one box. Each game uses three out of the nine possible modules: transportation, racing, privileges, war, exploration, road-building, majorities, production, or shares. The classic introductory game is 123, "The World of Traveling Pioneers with a Bias to Individualism," using the modules transportation, racing, and privileges; 132 is a similar game, while 312 is less similar and 456 is a whole other "world." *Mary Olszowska*
- 44 Instrumental Slow Jam** *Paine (2W)*
 Bring your instruments! Score and chords for various fun tunes will be provided, probably via hardcopy. Leaders will select the tunes, possibly taking requests. Tempo will be adjusted to suit the attendees. *Susan Weiner (m), Alec Heller, Marnen Laibow-Koser*
- 45 Westworld (1hr 30min)** *Revere (2W)*
 Starring Yul Brynner, Richard Benjamin, and James Brolin and written and directed by Michael Crichton, this 1973 classic about robots gone amuck in Wild West-themed amusement park in the "far future" year of 1983 inspired the new hit series from HBO. 1973, PG.
- 46 Geeky Parenting: Raising the Next Generation** *Marina I (2E)*
Come join our panel of parents to discuss the challenges and

rewards of being a geeky parent. How do you manage attending a con with children? How are you introducing your kids to SF/F? How do you share older, problematic favorites? What are your go-to tips and tricks? *Dianna Sanchez (m), Danny Miller, David Nurenberg, Suzanne Reynolds-Alpert, David Weingart*

- 47 **This is How It Ends: Risks to Our Civilization** *Marina 2 (2E)*
Catastrophic global climate change. Economic collapse. Mass crop failure. Solar flares that knock out electrical grids. Society depends on a lot of assumptions, and many of them could potentially go off the rails at any time. This panel will examine the possible whimpers and bangs, how they might play out, and how they relate to each other. *Andrew Anselmo (m), Amy Chused, Dr. Pamela Gay, Deborah Kaminski, Christopher Sheldon-Dante*
- 48 **Introduction to Arisia** *Marina 3 (2E)*
Is this your first time at Arisia? Maybe your first time at a con? Welcome! Our experienced panelists will give you tips on how to get the most out of the con, on general con survival, and information on what to do and see that is special about Arisia. There will be lots of time for questions, as everyone's Arisia experience is unique, and we want to make sure to cover the things most important to you! *Christopher K. Davis (m), Daniel Eareckson, Jesi Pershing, Jude Shabry, Hannah Simpson*
- 49 **The Future of Digital Comics** *Marina 4 (2E)*
It all started with *Zot!* in 1984, and, in the past 22 years, digital has become one of the most viable way of publishing comics—but what's next? With platforms like Patreon and Kickstarter making it easier for creators to secure funding, how does this change the way comics are made and what the common perception of what a comic even is? *Kelly J. Cooper (m), Zachary Clemente, Mehitabel Glenhaber, Mildred Louis, Joey Peters*

7:30pm

- 50 **Mrs. Hawking, Part II: Vivat Regina (1hr 30min)** *Grand B (1W)*
London, 1881—The continuing story of if Sherlock Holmes were more like a lady Batman! Mrs. Hawking, secret super-hero of the women of Victorian London, is stern in training her new assistant, housemaid Mary Stone, in the art of society avenging. But when a mysterious lady under a false name brings them an impossible mission, our heroines must join all their varied strengths together to see justice done. Requires no knowledge of other shows in series. More information at www.mrshawking.com. *Bernie Gabin (m), Phoebe Roberts*

8:00pm

- 51 **Pathfinder Society (4hr 30min)** *Harbor I (3E)*
RPG gaming using Pathfinder Society rules.
- 52 **Vampire: The Masquerade (4hr)** *Otis (2W)*
Boston rose from the primordial woods. It became a bastion for freedom, and then enlightenment. However, while the mortal world runs unchecked and democracy reigns, the Camarilla and her Kindred still serve the Prince. A section of the surrounding area has broken from traditional Boston rule. Long ruled by Clan Malkavian, it has fallen into disarray and it has begun to reflect on the city at large. Many different forces converge to sway the city's future. *Tyler Brown (m)*
- 53 **Borderlands: Vault Hunters Wanted (2hr)** *Webster (2W)*
Vault Hunters Wanted is a one-shot Borderlands shoot-em-up LARP session with a runtime of two hours. Each session has a capacity of ten players. Pre-generated characters, weapons, and garb is supplied. *Kevin Doherty (m)*
- 54 **Swing Dance Lesson (30min)** *Commonwealth (1W)*
An introduction to the lively dance style that grew out of Harlem and jazz music from the 1920s to the 1950s. Swing dancing has not only that "swinging" feeling but lots of space for improvisation between partners. Swing dancing is danced socially, which makes it interactive, fun, and a great way to meet and dance with lots of different people. All experience levels welcome; no partner necessary. *Jan Marie*

8:30pm

- 55 **What Lies Beneath: Adding Subtext to Your Story** *Alcott (3W)*
In real life and in storytelling, what *isn't* being said is often more gripping than the actual dialogue between your characters. How can you use subtext to develop your characters and boost suspense? What dialogue tricks, body language, and setting communicate there's a story which isn't being told? Our panelists will teach you how to make your characters lie, dodge, and evade the thing they don't want to face, all while foreshadowing the existence of inner demons. *Alexander C Danner (m), Debra Doyle, Thom Dunn, Konner Jebb, Catt Kingsgrave-Ernstein*
- 56 **DC on TV: The BerlantiVerse** *Adams (3W)*
Unlike the big-screen version, Greg Berlanti's DC TV empire—*Arrow*, *Flash*, *Legends of Tomorrow*, and *Supergirl*—has been generally successful (with some speed bumps). Now that all four shows are on the same network, we'll look back at recent occurrences, talk about the crossovers, and discuss the futures of our favorite characters. *Gordon Linzner (m), Michael A. Burstein, Nomi S. Burstein, George Claxton, Cassandra Lease*
- 57 **Teasecraft Kinky Maker Meetup: Meet & Greet** *Bulfinch (3W)*
Do you like making your own sex toys/BDSM equipment/costumes/other kinky and fun things? Come share your ideas and projects with other crafters. Or come ask questions and get inspired. Teasecraft is a meetup group for sex/kink-positive makers and crafters. Everyone is welcome, regardless of your (a) sexuality/orientation/gender/race or what materials you work with. 18+ only. *Kit Stubbs (m)*
- 58 **Practical Considerations for Costumers** *Douglas (3W)*
Our panel of veteran costumers talk about everything from pockets, to footwear, to how to wear your badge in character. They'll address costume and prop transport and storage, ways to increase your own personal comfort in costume, and safety tips for costuming in crowds. *Gaia Eirich (m), Ariela Housman, Mark J. Millman, Sarah "Tashari" Morrison, Bethany S. Padron*
- 59 **Emerging Trends in Game Technology** *Faneuil (3W)*
Augmented Reality now has mass appeal. The Virtual Reality market is getting overcrowded. Giant procedurally generated worlds are old hat. Yesterday's promises are already mundane. So what's next? Our panelists weigh in on which new technologies developers are embracing, and which might just be vaporware. *Christopher Sheldon-Dante (m), Heather Albano, Ryan Leonard, Brianna Wu*
- 60 **Reading: Gilman & Schneyer** *Hale (3W)*
Greer Gilman, Ken Schneyer
- 61 **Poor, Unfortunate Souls—Villainous Perspective** *Burroughs (3E)*
Not all villains are simply evil for evil's sake. Sometimes they've got a damn good reason for what they're doing... and sometimes we agree! Let's talk about our favorite bad guys whose nefarious plans actually make sense—from a certain point of view. *etana (m), Ellen Cheeseman-Meyer, Melissa Honig, David Olsen, Henry M. White*
- 62 **Introductory Kumihimo** *Independence (3E)*
Kumihimo is a Japanese braiding technique used to make decorative braided cords, such as the obi jime worn with kimono. In this class we'll learn one of the most basic braids and start you on a project that you can finish at home. Limited to 16. \$3 materials fee. *Jennifer Old-d'Entremont (m)*
- 63 **MoOnQuake Escape (1hr 30min)** *Harbor I (3E)*
See #37 for description.
- 64 **Dawn of the Galaxiad Era 1 (Traveller 5) (4hr)** *Harbor I (3E)*
Welcome to Regina Sector in 1899 by the Third Imperium's Calendar. You're a cloned "relict" from an earlier era, and you've been given a job: locate a secret kept by the Dukes of Regina for centuries. Brush up on your Kian-riding skills... *Gregory Lee*
- 65 **Roll The Dice (1hr 30min)** *Harbor I (3E)*
Back by popular demand, Roll The Dice is back! The easiest role playing game ever created, the most open world, and the easiest to learn. Come join us for a crazy fun game and be prepared to be creative! *Madi Garland*

- 66 **Sing-along: Instrument-Friendly Classic Songs** *Paine (2W)*
 Bring your instruments! Bring your voices! We'll do a bunch of well-known songs—pop, folk, who-knows-what. Lyrics, chords, and maybe score will be projected. *David Weingart (m), Nat Budin, Glen Raphael, Susan Weiner*
- 67 **Proper Pronouns Matter** *Marina 1 (2E)*
 In school most of us were taught that the world was binary: he/she. We live in a world that has a much wider spectrum of people and genders. Let's discuss the variety of pronouns used today, why it is important to use them properly and respectfully, and why increased awareness of gender and related pronouns can create a greater sense of welcoming community. *Fish (m), Sharone Horowitz-Hendler, Cody Lazri, Andy Rosequist*
- 68 **Extinct No More** *Marina 2 (2E)*
 With visions of *Jurassic World* in our heads, let's look at the more feasible species which we may bring back from extinction: mammoths, Tasmanian "tigers", the dodo, etc. What are the procedures and stumbling blocks for reviving species? *Frank Wu (m), Ken Gale, Jeff Hecht, Karen Purcell DVM, Grace Rosen*
- 69 **On Shaming, Bullying, and Public Humiliation** *Marina 3 (2E)*
 SF/F fans are no stranger to bullying—many of us who were picked on for being different at a young age found refuge and escape in the otherworldliness of fantastical books, movies, and newer media. The internet age of un-moderated twitter, 4chan, and Gawker has made bullying and harassment easier. The behavior surrounding GamerGate has practically normalized it. What can this teach us about forms of public humiliation and bullying, and what we can do to push back against it? *Andy Hicks (m), Inanna Arthen, Mark Oshiro, TheoNerd, Heather Urbanski*
- 70 **Archie Comics** *Marina 4 (2E)*
 For over 50 years, Archie Comics have been entertaining crowds of all ages. The new Mark Waid-penned series is a certified hit along with the new Jughead and Betty & Veronica titles, not to mention their critically acclaimed horror line. We'll take a look at how the residents of Riverdale have evolved over years and what lies in their future. *Adam Lipkin (m), Jaime Garmendia, Ellie Hillis, Joey Peters*
- 71 **Swing Dance (2hr)** *Commonwealth (1W)*
 Swing dancing has not only that "swinging" feeling but lots of space for improvisation between partners. Swing dancing is danced socially, which makes it interactive, fun, and a great way to meet and dance with lots of different people. All experience levels welcome; no partner necessary. *Jan Marie*

8:50pm

- 72 **ServAmp (4hr 45min)** *Griffin (3E)*
 Mahiru Shirota dislikes difficult things, preferring to live a simple life. But after rescuing a cat he names Kuro, life takes a turn for the complex. Kuro turns out to be a servamp—a servant vampire, named Sleepy Ash, and the two form a contract. Kissing his simple life goodbye, Mahiru is pulled into the world of vampires, the seven deadly Servamps, and war. Life couldn't be more complicated. 2016, 12 episodes.

9:00pm

- 73 **Video Game Room Open Free Play (1hr)** *Carlton (3E)*
 Wii, Xbox, PlayStation, Jackbox, Rock Band, Street Fighter, Minecraft, Super Smash Bros., Mario, and so much more!
- 74 **Films From Worldcon (15min)** *Revere (2W)*
 Once again we sent our intrepid film crew to Worldcon to bring back images of everything you wanted to see but weren't able to. See actual fans doing actual fannish things. See backstage at the Hugos! See the legendary sharknado! See the fabled George R. R. Martin in his natural habitat! See the most fannish things possible in glorious 16mm Kludgeoscope with live organ accompaniment from the amazing Marnen Laibow-Koser. 2016, NR. *Marnen Laibow-Koser*
- 75 **Dramatic Readings from the Ig Nobel Prizes (1hr)** *Grand CD (1W)*
 Highlights from Ig Nobel prize-winning studies and patents, presented in dramatic mini-readings by luminaries and experts (in some field). The audience will have an opportunity to ask ques-

tions about the research presented—answers will be based on the expertise of the presenters, who may have a different expertise than the researchers. *Marc Abrahams (m), David Kessler*

- 76 **Ig Nobel Awards (1hr)** *ArisiaTV*
 Live—Dramatic mini-readings highlight Ig Nobel prize-winning studies and patents.

9:15pm

- 77 **Silent Movie: The Crazy Ray (45min)** *Revere (2W)*
 In this 1924 French silent, a professor experiments absent-mindedly with a ray which stops time and freezes the entire city of Paris, save for a few people who seem to be immune to the effect and who begin to take advantage of the opportunities this brings. We are showing a beautiful 16mm reduction of this classic, courtesy of the Library of Congress, accompanied by the live organ of the amazing Marnen Laibow-Koser. Not to be missed! 1924, B&W, NR. *Marnen Laibow-Koser*

10:00pm

- 78 **How To Use Real Science In Your SciFantasy Story** *Alcott (3W)*
 How can you use *real* science in your science fiction and fantasy stories? What is fringe science? Where do you dig it up? Where does STEM fit into your worldbuilding? And how do you adapt boring JSTOR studies to high-stakes action on a space-battleship or a magic kingdom? Our STEM panelists will teach you how to sprinkle a little science fairy dust to make even the most audacious story sound scientifically plausible. *Deborah Kaminski (m), Timothy Goyette, Nalin Ratnayake, Ian Randal Strock, Stephen R Wilk*
- 79 **State of the Slasher** *Adams (3W)*
 It's been over 35 years since *Friday the 13th* commoditized the slasher tropes of *Halloween* and popularized the slasher subgenre. What's the state of the old-fashioned slasher movie in this remake-heavy, post-*Scream* world? How has the influence of torture porn on franchises like *Hatchet* changed the subgenre? *Genevieve Leonard (m), Bob Chipman, Deirdre Crimmins, Misty Pendragon*
- 80 **Costuming Swap—Clothing, Accessory, & Props** *Bulfinch (3W)*
 Cosplayers, LARpers, Steampunk, and Fancy Dress fans are invited to bring clean and serviceable items to trade-in for an old character or new look. Acceptable Items: Clothing, wigs, jewelry, hats, props, prosthetics and other accessories. *Michael Meissner (m), Wonder Wendy Farrell*
- 81 **Mixology: Crafting the Perfect Cocktail** *Douglas (3W)*
 What makes a good cocktail? What sorts of spirits should an amateur (or pro) bar manager curate? How many specialty tools does one really need? Panelists will offer their favorite cocktails to make and/or drink, and maybe even suggest a tipple to try at Birch Bar! *Ryan Alexander (m), MJ Cuniff, Rev. Johnny Healey, Antonia Pugliese, Andy Rosequist*
- 82 **Reading: Linzner, Queeno, Wu** *Hale (3W)*
Gordon Linzner, Victoria Queeno, Frank Wu
- 83 **Pounding the Works of Chuck Tingle** *Burroughs (3E)*
 Prolific and mysterious author Chuck Tingle has brought readers into the passionate embrace of cryptids, dinosaurs, internet memes, currencies, and the Hugo awards. All with ripped abs. In this panel, we'll explore the speculative side of the erotic works of Tingle, and how to make the unlikely hot. 18+ only. *Pablo Miguel Alberto Vazquez (m), Venetia Charles, Anna Erishkigal, Mark Oshiro, Cecilia Tan*
- 84 **Chainmail 101: European 4 in 1 Weave** *Independence (3E)*
 Learn to make this popular pattern, used in jewelry and armor. We'll make an easy bracelet, and discuss adapting the pattern for your needs. This is a beginner class. Materials kits available for \$5.00 in the workshop. Arisia will provide pliers for in-class use. Space is limited to 15, please sign up in Program Nexus before the workshop. *Liz Cademy (m)*
- 85 **Jackbox Vol 1–3 Freeplay (3hr)** *Carlton (3E)*
 Compete with other players on your smartphone and the projector screen! Games available to play include Drawful 2, Quiplash 2 and more!

86 Open Jam: Blues/Rock/Trad *Harbor Prefunction (3E)*
 An open tune&song jam with members of the King's Busketeers, Alec Heller, and perhaps other Minstrels. Likely to embrace all of Americana and some British stuff as well. Bring an instrument! Bring your voice! (This session may run long if there's interest.) *Sam Atwood, Alec Heller, Becka Hubschwerlin, Andrew Prete*

87 Introduction to Cosmic Encounter (2hr) *Harbor I (3E)*
 Cosmic Encounter—the one that started it all. Without it, no Magic the Gathering, no Fluxx...the original make-the-rules-then-break-the-rules game. There's a midnight cohort at Arisia that's been playing for decades. Want to join in the fun? Learn how first! This is a walk-up and learn event, with several rounds and anyone can pass in and out. *Daniel R. Abraham*

88 Open Singing *Paine (2W)*
 Come listen and/or make music in this unthemed song circle. All types of music are welcome. Time permitting, everyone who wishes to lead a song will have at least one opportunity to do so. *Ellen Kranzer (m), John Borecki, Glen Raphael*

89 Navigating Non-Monogamy *Marina 1 (2E)*
 Let's discuss the many forms of non-monogamy, from polyamory, swinging, "monogamish", open relationships, intentionally serial monogamy, emotional non-monogamy, etc. How can people try out relationship and partnering styles that work for them, including situations where one or more members of a relationship prefer a different style than other member(s)? *Shelley Marsh (m), Abigail Keenan, Marnen Laibow-Koser, Meredith Schwartz, Alan Wexelblat*

90 Homeschooled: A Homestuck Seminar *Marina 4 (2E)*
 Ever read (or tried to read) Andrew Hussie's colossal digital epic Homestuck? Confused about what Spades means? Have questions about grey facepaint and horns? Then this is the class for you! Join Professor William Coon, certified* Homestuck PhD as they take you through the entirety of this complex, convoluted, and confounding story seminar-style, joined by their helpful TAs. Beginners and Experts alike welcome so come get your degree! [*probably] *Will Coon (m)*

91 Minusworld Band (1hr) *Grand B (1W)*
 Synthrock band Minusworld loves big, high-energy synth/guitar riffs matched with driving dance and rock rhythms. Fronted by mastermind Melissa Carubia on vocals and keytar, we include guitar, bass and drums on tracks that emphasize fun and nerd-nostalgia. The audience will delight as they unlock "Mini-Songs" throughout our show—short covers of famous video game, television, and movie themes. Our newest EP, *Giant Blazing Sword*, is available on iTunes, Spotify, and Amazon Music. *Melissa Carubia, John Fraley, Dave Green, Michael Hawver*

10:10pm

92 The Hitchhiker's Guide to the Galaxy (1hr 49min) *ArisiaTV*
 Mere seconds before the Earth is to be demolished by an alien construction crew, journeyman Arthur Dent is swept off the planet by his friend Ford Prefect, a researcher penning a new edition of "The Hitchhiker's Guide to the Galaxy." 2005, PG.

10:15pm

93 Friday the 13th (1hr 45min) *Revere (2W)*
 Being screened by popular request (see the date). A group of teenagers working to reopen an abandoned summer camp is murdered one by one by a mysterious killer. One of the defining films of the "slasher" genre. 1980, R.

10:30pm

94 Ship It Like FedExx (4hr) *Grand CD (1W)*
 Games By Play Date is thrilled to present an evening of glorious smut, titillating burlesque, ridiculous crack-fics and a nude Cthulhu that will strip...away your sanity. 18+ Only *Games by Play Date (m), Daniel Brian, Meg McGinley, Brenda Noiseux*

11:00pm

95 Drum & Dance (5hr) *Grand A (1W)*
 This is an open Drum and Dance Circle. All are welcome—if you have a drum, please bring it. You don't need a drum to dance

or sit back and enjoy the ambience, but if you have one, don't forget to pack it. You can also bring zills, tambourines, and any non-amplified instruments. Kids are welcome, but this is not babysitting, so please do not leave children unattended. *Penny Messier (m), Angela Bowen, Richard Parker*

96 Browncoats Ball & Social Dance (6hr) *Commonwealth (1W)*
 Here's how it is: It's the first night of Arisia. You're looking to socialise, dance a bit; maybe solo, maybe with a partner all fancy-like. DJs Dirge & Xero start the evening off with a selection of down-tempo blues, swing, jazz, & steam-punk inspired tunes. As the evening progresses they will turn up the beat to keep you dancing through the night. Dress casual or make a show of your shiny period-piece frills & frocks while you revel with the rebels! RSVP on Facebook here: <https://goo.gl/pdWavw>. *DJ Dirge (m), DJ Xero*

11:30pm

97 Midnight Maker Crafting Social *Bulfinch (3W)*
 Did you get yarn bombed last weekend and want to do it again? Whatever you like to make you can do it all night! Come out and connect with other crafty insomniacs to practice and share their skills with new friends. This is an informal open space for participants to come and go freely and socialize in a quieter setting. *Jennifer Old-d'Entremont (m), Mitty Magoo*

98 Reading: Cecilia Tan *Hale (3W)*
Cecilia Tan

99 Singing into the Night (3hr 30min) *Paine (2W)*
 Open Singing descends into chaos. Music will continue as long as people are interested. *Benjamin Newman (m), Elizabeth Birdsall*

100 Introduction to Kink *Marina 1 (2E)*
 There are a lot of different ways to practice Kink & BDSM. How can you get into it without getting in over your head? What can you do to stay safe while experimenting and exploring your own limits? We'll go over a few do's and don'ts so you can find new ways to explore sexuality. 18+ only. *Ryan Alexander (m), Shana Fuqua, Aaron Heuckroth, Abigail Keenan, Scratch*

12:00am SATURDAY

101 The Fighting Devil Dogs (3hr 30min) *Revere (2W)*
 Two marines uncover a plot by a masked villain known only as The Lightning to use a powerful lightning gun to take over the world. Made on the cheap in 1938, this Republic serial is nevertheless notable for featuring the very first masked supervillain, and for being one of the serials that inspired George Lucas. 1938, B&W, NR.

102 Rocky Horror—Shiver with Antici...pation (3hr) *Grand B (1W)*
 Science, sex, a host with little morals... All of this and a floor show! Make sure to do the Time Warp again with an Arisia staple: a shadowcast performance by The Tesseracte Players of Boston. 18+ subject matter. *Glenn MacWilliams (m), Tesseracte Players*

12:10am

103 Bubba Ho-Tep (1hr 33min) *ArisiaTV*
 Elvis and JFK, both alive and in a nursing home, fight for the souls of their fellow residents as they battle an ancient Egyptian Mummy. 2002, R.

1:35am

104 Hibike! Euphonium (5hr 30min) *Griffin (3E)*
 This anime series follows the Kitauji High School Music Club as they get a new advisor and struggle to compete with other schools. 2015, 13 episodes + 1 OVA.

1:50am

105 Sleepy Hollow (1hr 46min) *ArisiaTV*
 Ichabod Crane is sent to Sleepy Hollow to investigate the decapitations of 3 people, with the culprit being the legendary apparition, the Headless Horseman. 1999, R.

3:30am

106 The Comedy of Terrors (1hr 30min) *Revere (2W)*
 Vincent Price and Peter Lorre star as a pair of dishonest and bumbling undertakers who take to murder in an attempt to drum

All panels are 75 minutes unless marked otherwise.

up some business. Basil Rathbone also stars as their meddlesome landlord and Boris Karloff is their senile boss. A masterpiece of macabre comedy and not to be missed by fans of classic horror or classic comedy. 1964, NR.

3:40am

- 107 **Wizards (1hr 21min)** *ArisiaTV*
 On a post-apocalyptic Earth, a wizard and his fair-folk comrades fight an evil wizard who's using technology in his bid for conquest. 1977, PG.

5:00am

- 108 **Ghidorah, the Three-Headed Monster (1hr 45min)** *Revere (2W)*
 Three giant monsters terrorize the island of Honshu in this Toho classic. What can be done about them? Why, the Japanese government calls in the Twins to get Mothra for help. In some ways this film feels like total excess, seeing how many monsters we can get into one movie. But it's great excess. In Japanese with English subtitles. 1965, NR.

5:30am

- 109 **Helvetica (1hr 22min)** *ArisiaTV*
 A documentary about typography, graphic design, and global visual culture. 2007, NR.

6:45am

- 110 **Star Trek IV: The Voyage Home (2hr 15min)** *Revere (2W)*
 When Earth is threatened by a mysterious probe looking to find humpback whales (which are extinct in the 23rd century), Kirk, Spock and the rest of gang go on their strangest away mission yet: California in the 1980s. 1986, PG.

7:00am

- 111 **Classic Cartoons (2hr)** *ArisiaTV*
 Classic Warner Bros. cartoons to start the day!

7:06am

- 112 **Fruits Basket (10hr 24min)** *Griffin (3E)*
 The Sohma family is cursed. When a member of the family is embraced by a person of the opposite gender, they transform into an animal of the Chinese Zodiac! The Sohmans managed to keep the curse private for generations, but when a young girl stumbles upon their hidden secret, life at the Sohma house changes forever! Conflict erupts as Zodiac rivals clash in this most unusual household. Young Tohru Honda must promise the secret will remain her own... or face the consequences! 2001, 26 episodes.

8:00am

- 113 **Monsters in the Elevator (3hr 30min)** *Harbor I (3E)*
 Come play our cooperative card game filled with cute monsters! Winner of the Best Family Game award at the 2016 Boston Festival of Indie Games, and currently a finalist for the national Hasbro Game Labs competition. www.YayaPlay.com/MITE. *Jason Wiser*

8:30am

- 114 **Marketing Your Book in a Digital Age** *Faneuil (3W)*
 Ebooks now constitute 30% of the book market, with some genres (such as romance) approaching 89%. How do you market these books? What opportunities does digital provide? What's a reader magnet? And how do keywords make your book more visible? Come learn how to use MailChimp to build an email subscriber list, leverage your website, and reach out to readers without appearing spammy. *Anna Erishkigal (m), Constance Burris, Timothy Goyette, Amy J. Murphy*

- 115 **The Sun Orchid Scheme (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Scenario #7–21. With the power to vastly extend life, the sun orchid elixir is one of the most prized items in the Inner Sea—and as a result one of the most dangerous to transport. After his shipments of sun orchid elixir vanished without a trace two years in a row, the ruler of Pashow is desperate to ensure that his next delivery goes off without a hitch. In order to test its security,

Pashow has hired a team of Pathfinders to execute their finest heist and test the convoy's defenses. *Ray Diaz*

116 Geeky Play Date

Webster (2W)

- Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your children. Kids can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue, plan on tending to your children. If you need to leave a Red-Ribbon Fast Track child for a 10am panel, you may do so after 9:45, and checking in with Fast Track staff. *Damarie Underhill*

117 Morning Yoga: Salute to Sol (1hr)

Grand A (1W)

In this all-levels class, we will gently stretch and warm the body to loosen up for the day, then practice or learn the traditional series of movements known as the Sun Salutation. If desired, the instructor will work with each student to adapt these classical poses to work for each individual's body. Designed for adults of all experience levels; kids who feel comfortable in group fitness classes may also attend. *Cara-Beth*

9:00am

- 118 **Phantom Phenomena (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Bizarre phenomena have tormented the people of southeastern Ustalar for decades, and these events become stronger and more dangerous every year. Hoping to uncover the origins of these flashes of red lightning and spectral hauntings, Dr. Quolorum from the Sincomakti School of Sciences has set out with a team of able-bodied assistants. Can the PCs help the professor unlock the secret that dwells above Lantern Lake? *David Neilson*

119 Belly Dance Class (45min)

Otis (2W)

Belly dancing is a great form of exercise! Come learn some basic moves with us, and join a nice wake-up session. *Samara Metzler (m)*

120 Zootopia (2hr)

Revere (2W)

- In a city of anthropomorphic animals, a rookie bunny cop and a cynical con artist fox team up to uncover a sinister conspiracy. A smartly-written action-adventure comedy for the whole family. 2016, NR.

121 Leviwand Workshop (1hr)

Commonwealth (1W)

Learn to dance with this magical prop! This class is designed for participants with no prior flow arts background and will cover basic moves to get you flowing! Class size is limited due to classroom size and equipment availability. Questions? Email: bloodybrook@gmail.com *Jessica Mieko (m)*

122 The Adventures of Baron Munchausen (2hr 6min)

ArisiaTV

- An account of Baron Munchausen's supposed travels and fantastical experiences with his band of misfits, directed by Terry Gilliam. 1988, PG.

9:30am

- 123 **Faithless & Forgotten, Part 1 (Pathfinder) (4hr 30m)** *Harbor I (3E)*
 Scenario #7–14. Ever since the tragedy at Delvehaven decades ago, the infernal empire Cheliah has rarely allowed Pathfinders to explore its many ruins and archaeological treasures—even then only after its recently disenfranchised liaison Zarta Dral-keen fought for that privilege. Cheliah has once again extended its hand to the Society, inviting its agents to investigate an abandoned keep that dates back to the Chelish civil war... *Lisa Neilson*

124 Roman Legion (30min)

Grand A (1W)

- The Roman Legions are undoubtedly among the best known and most influential military forces in history. Their exploits remain legendary, and they continue to be a subject for books, movies, and TV. This New England-based reenacting group seeks to accurately portray the Legion in the 1st Century AD, initially tasked with keeping Egypt's rich ports, grain supplies, and mines under Roman control. Members will showcase various arms, armor, tactics, and troop types (Legionaries and Auxiliaries). *Andy Volpe (m)*

125 Masquerade Rehearsal (4hr 30min)

Grand B (1W)

Rehearsal for Masquerade participants.

10:00am

- 126 Understanding Eras of Historic Dress** *Alcott (3W)*
There are so many confusing and overlapping terms when it comes to eras of historic dress. What's the difference between Regency and Directoire? Rococo and Georgian? What would you call the Victorian era in parts of the world not under Queen Victoria's reign? We'll break it down for you. *Mark J. Millman (m), Susan Fox, Felicitas Ivey, Paul Kenworthy, Raven Stern*
- 127 The Intersection of Art and Science** *Adams (3W)*
Astronomical imagery, mathematical music, negative-space theorizing, gaming into data-structures. Panelists will discuss how they integrate their scientific careers into their artistic ventures, and vice versa. *Shelley Marsh (m), Nalin Ratnayake, Sarah Smith, John Sundman, Drew Van Zandt*
- 128 Fashionpunk** *Bulfinch (3W)*
Jon Armstrong's *Grey and Yarn* and William Gibson's *Zero History* center on future fashion—its cultural implications, advances in fabric technology, and the future of design. Many fashion designers have begun using very skiffy styles and materials on the runway. Let's talk about the melding of SF and fashion! *Chris Brathwaite, Alexander Jablovkov, T.X. Watson, Nightwing Whitehead*
- 129 Housekeeping for Nerds** *Douglas (3W)*
You may be easily distracted (ooh, shiny!) or quickly bored, but at some point you will want to show off your place to a romantic interest, your parents, or maybe a new guild member. Come discuss tips and tricks for having and maintaining livable space by creating organizing and housekeeping systems that will keep your house from smelling like feet, without cutting into your WoW time too much. *Deb Geisler (m), Greykell (werewolf) Dutton, Hilary L. Hertzoff, David Larochelle, Megan Lewis*
- 130 Crafting Memorable Worlds** *Faneuil (3W)*
Before your characters go off on an adventure, you must first set the 'stage' upon which they will make their journey. Where do you find inspiration to build your fictional world? What 'laws' must your world follow? How do you describe it without purple prose? Our panelists will discuss how to make your world a character in your story and shape a canvas so memorable your audience will never want to leave. *Ben "Books" Schwartz (m), Ken Kingsgrave-Ernstein, Anne Nydam, Lauren M. Roy, Kiini Ibura Salaam*
- 131 Reading: Doyle, MacDonald, Ronald** *Hale (3W)*
Debra Doyle, James Macdonald, Margaret Ronald
- 132 Princesses, Soldiers and Knights—Shojo Manga** *Burroughs (3E)*
It's a world of rose petals floating on the wind and magical girls with special destinies. It's a world that doesn't really have an equivalent in Western comics. And it was the key to bringing in a whole new audience of girls who want to read comics. Shojo manga debuted over a hundred years ago and still has a strong following around the world. This panel will discuss the most influential creators and properties as well as the ongoing devotion of its fans. *Morgana Hartman (m), Hanna Lee Rubin Abramowitz, Robin Brenner, Mildred Louis*
- 133 Make Your Own Wings for Grown-ups** *Independence (3E)*
What can you make with a couple of wire coat hangers, a pair of pantyhose, and duct tape? Wings, of course! This workshop has long been a Fast Track favorite. Last year, the grown-ups finally got to make their own, and had a blast! The basic designs run from very easy to intermediate skill level, and take about an hour to assemble. Wear as-is, or add feathers, gems, glitter, or other decorations to make your wings one-of-a-kind. Materials fee: \$5 per person. Sign up in Program Nexus. Limit: 15. *Cyd Brezinsky (m)*
- 134 Video Gaming Room Free Play (1hr)** *Carlton (3E)*
Wii, Xbox, PlayStation, 3DS, Rock Band, Jackbox. Minecraft, Super Smash Bros., Mario, Pokémon, Street Fighter, Nidhogg, WWE, Rocket League, and more!
- 135 MoonQuake Escape (1hr 30min)** *Harbor I (3E)*
See #37 for description.

- 136 Battle Merchants** *Harbor I (3E)*
Battle Merchants is a game of arms dealership in a war between fantasy races. You play one of four weaponsmiths supplying arms to warring orcs, elves, goblins, and dwarves. Will you craft vorpal weapons to crush your customer's enemies at the cost of an arm and a leg, or churn out shoddy garbage for an economy of scale? Buy and sell your way into alliances in this euro game. *Taylor Heffernan*
- 137 Castles of Mad King Ludwig (1hr 30min)** *Harbor I (3E)*
Castles of Mad King Ludwig is a unique game in which players take turns as the Master Builder, constructing the most fanciful castles for King Ludwig II of Bavaria. Full of strategy but also just plain fun to build wild castles, Castles of Mad King Ludwig is an intermediate-level game for two to four players. *Danny Miller (m)*
- 138 New World Magischola House Rivalry (1hr 30min)** *Harbor I (3E)*
See #39 for description.
- 139 UberCarcassonne (4hr 30min)** *Harbor I (3E)*
Carcassonne has a lot of expansions. Have you ever wondered what it would be like to play with far more of them than most people would consider sensible? This is your chance. *Julian Lighton*
- 140 Phantom Phenomena (Pathfinder) (4hr 30min)** *Harbor I (3E)*
See #118 for description.
- 141 Treasure of the Broken Hoard (D&D 5E) (4hr 30min)** *Harbor I (3E)*
See #41 for description.
- 142 Parents with Infants & Toddlers Meetup** *Otis (2W)*
We have run into each other in panels, in hallways, and in elevators with strollers, but have we really *met*? Let's let the kids run around for an hour, catch our breath, bemoan cluster feeding/colic/climbing/teething/growing pains, and celebrate the fact that we're OUT OF THE HOUSE and among our people. *Aurora Celeste (m), Victoria Sandbrook*
- 143 Hindi-Based Devotional Chants** *Paine (2W)*
Harriotte will teach some simple Hindi-based devotional chants with call and response. We might also warm up first with a bit of vocal droning with some plucked drone instruments, after five minutes of instruction in same. The drone (of the tonic and fifth) orients the singer as the horizon does a pilot. Try chanting/singing with it for the joy of discovery! Limited to 25 participants. *Harriotte Hurie Ranvig (m)*
- 144 Make Your Own Wings (1hr 30min)** *Hancock (2W)*
Come craft your own fairy or dragon wings to wear this weekend. *Nicole Robinson*
- 145 Short Story Contest** *Hancock (2W)*
Do you have creative ideas that are just bursting to get out? Come and try your hand at writing a short story and submitting it to win a small prize! *Kate Brick, Emma Caywood, Elaine Isaak, Konner Jebb*
- 146 Braiding for Bracelets & Other Works of Art** *Hancock (2W)*
Learn different ways to create braided works of art to give to your friends, families, or just to keep for yourself. *Aimee Yermish*
- 147 Princesses & Princes Playdate (1hr 30min)** *Webster (2W)*
Children of all ages are invited to spend a morning with their favorite Disney princesses! The princesses (and some princes) from all your favorite Disney films will be at Arisia to lead a wonderful playdate full of games, reading stories, and singing songs, with plenty of time to play and take pictures too! *Emily Simon*
- 148 Anglo/American Tunes and Dances** *Lobby (2W)*
An informal performance by one or more of our Minstrels. *Alex Cumming, Alice Kaufman*
- 149 Steven Universe: We'll Always Find a Way** *Marina 1 (2E)*
Steven Universe continues to be a show that deals uncompromisingly with issues around gender, childhood, and family in ways both unexpected and delightful (if not without the occasional problem). It's also telling a great long-form adventure story. We'll talk about all elements of this show in a panel that, like the show itself, will appeal to fans of all ages. *Genevieve Leonard (m), Ryan Alexander, Jon Erik Christianson, Keffy R.M. Kehril, Karen S.*

- 150 Bisexuality Basics** *Marina 2 (2E)*
The oft overlooked B in LGBT, the bisexual community has suffered from bi-erasure and bi-phobia. Join us to learn about bisexuality and its many varieties—pansexual, polysexual, omni-sexual, ambisexual, and fluid. We'll clear the air about common misconceptions, sharing the joys and challenges bisexuals face. *Michelle Wexelblat (m), James Meickle, Jennifer Pelland, Hannah Simpson, Tikva (raycho)*
- 151 Funding Your Muse** *Marina 3 (2E)*
We all dream of making a living doing what we love. How do you make your art profitable without losing your inspiration? Several artists who have managed it talk about choosing a direction that satisfies both needs. *Heidi Hooper (m), Alan F. Beck, Ariela Housman, Stephanie Law*
- 152 Building Healthy Gaming Communities** *Marina 4 (2E)*
Sadly, gaming's many communities aren't always healthy and happy places. How do we encourage the flowers while snipping the weeds? Panelists will discuss how the gaming community can encourage participation, growth, and respectful debate. *Aaron Heuckroth (m), Alexa Dickman, Games by Play Date, Carolyn VanEseltine, Jonathan Woodward*
- 153 Armor Demonstration (30min)** *Grand A (1W)*
✕ Medieval knights were more than brutes who hammered away at one another with crowbars. Rather, they used a variety of sophisticated martial arts. Ken Mondschein of Worcester Historical Swordsmanship and Bill Frisbee of New Hampshire Kunst de Fechtens will demonstrate authentic armored combat techniques from the fifteenth century. *Ken Mondschein (m)*
- 154 Tales From the Kalevala (1hr)** *Grand CD (1W)*
Come listen to some of the Finnish stories that inspired Tolkien, interpreted in spoken word, poetry, and song. Some themes may be emotionally challenging, and not particularly appropriate for children. *Angela Kessler (m)*
- 155 Walk the Labyrinth (1hr)** *Commonwealth (1W)*
What's blue & white and bigger on the inside? Our 30'x30' seven-circuit classical labyrinth! A tool for walking meditation, self-inquiry, relaxation, or just for fun; use it to find a little peace during the excitement of Arisia. The labyrinth is open to all who can respect the space. You can arrive anytime and walk it as many times as you'd like. *Derek D Lichter, Jude Shabry*

10:30am

- 156 En Garde! SCA Rapier Fencing Demo (1hr)** *Grand A (1W)*
✕ Ever wish you could duel like the Three Musketeers, swashbuckle like a pirate, or fight in a tavern brawl? Fencers from Barony of Carolingia — Boston's local Society for Creative Anachronism (SCA) group — will demonstrate 16th & 17th Century rapier techniques. Spectators will experience the duel and group melees up close, and see how historical sword fights differ from the world of Hollywood adventure. *Meg Swanton (m)*

11:00am

- 157 Rock Band 4 Rivals Free Play All Day (2hr)** *Carlton (3E)*
🎮 Karaoke with electronic instruments.
- 158 Magic the Gathering: Kaladesh Sealed Deck (5h 30m)** *Harbor I (3E)*
🎮 Presented by Foam Brain Games. Six packs of Kaladesh, available for purchase in Harbor I. *Alex Mullins (m)*
- 159 Superman (2hr 30min)** *Revere (2W)*
🎬 The first big-budget superhero movie! Escaping his doomed planet, the orphan Kal-El is raised by kindly farmers in Kansas. After his adoptive father dies, he discovers the source of his superhuman powers and moves to Metropolis to fight evil. As Superman, he battles the villainous Lex Luthor, while, as novice reporter Clark Kent, he attempts to woo co-worker Lois Lane. 1978, PG.

11:30am

- 160 Judging and Being Judged in Costume Contests** *Alcott (3W)*
What makes a good judge? How involved is the process, and what are the expectations of the judge? And why does it take so darn long? Our panelists will discuss what goes on in the judging

process, the difference between presentation and workmanship, and why skill categories exist, in addition to offering their advice on how to prepare yourself to be judged...or be a judge yourself. *Aurora Celeste (m), Lisa A Ashton, Byron P Connell, Heidi Hooper, Jamila Sisco*

- 161 Teen Unconference** *Adams (3W)*
Come join your fellow teens and talk about whatever you want! Drop by the scheduling board on Friday evening between 3pm and midnight, on the Harbor Level next to the Video Game room in Carlton, to suggest topics—then look for the schedule posted on the boards, scattered around Arisia, and on social media starting Saturday morning! #arisiasteens
- 162 Tools Of The Trade(s)** *Bulfinch (3W)*
There are specialty tools out there for many purposes, and some tools (like laser cutters) can be put to uses that you might not expect. Let's discuss all the awesome and/or inadvisable things we have done with tools, and our favorite unusual tools. *Phillip Hallam-Baker (m), Lisa Hertel, Aaron Heuckroth, Scott Lefton*
- 163 Hold the Door: Game of Thrones Season 6 and More** *Douglas (3W)*
Game of Thrones continues to move the plot well past the novels, and continues to introduce and kill characters in ways that are surprising and occasionally heartbreaking. We'll discuss the ever-complicated handling of the show's core female characters (and the pivot in handling most of them compared to Season 5), the rushed Dorn plotline, the deaths of characters we've loved and hated from day one, and more. *Santiago Rivas (m), Jeanne Cavelos, Genevieve Leonard, Mark W. Richards, Sabrina Vourvoulias*
- 164 Self-Publishing 101: Become an Authorpreneur** *Faneuil (3W)*
Who needs gatekeepers when you can market your stories directly to your readers? Come find out what it will take to transform that manuscript into a marketable product. This panel of indie authors, small presses, and comic creators will tell you what resources are out there, scams to avoid, and what to expect. Come over to the Dark Side of indie publishing. We have candy... *Anna Erishkigal (m), Kate Kaynak, Mike Luoma, Ian Randal Strock, Ursula Vernon*
- 165 Reading: Janssen, Silverman, Taaffe** *Hale (3W)*
📖 *Victoria Janssen, Hildy Silverman, Sonya Taaffe*
- 166 Podcasting** *Burroughs (3E)*
Once upon a time they would mail out fanzines; nowadays it seems like anyone with a microphone and an opinion can be heard around the world. How can you podcast? What's the best way? How much work is involved? And above all... should you? *Dan Toland (m), Alexander C Danner, Liz Salazar, Gene Turnbow, Brianna Wu*
- 167 Visual Storytelling For Prose** *Independence (3E)*
Learn how to use cinematic and graphic novel techniques to make your novel more vivid, dynamic and compelling. In this interactive, hour long workshop, we will cover Thinking in Pictures, Set Design, Casting, Telling Details in Wardrobe and Props, Revealing Characters through Choices, The Actor's "Bit of Business", and how to layer your storytelling by making sure your words and your images are never doing the same work. Limit: 18. *Alisa Kwitney Sheckley (m)*
- 168 Girls and Panzer Miniatures (4hr 30min)** *Harbor Prefunction (3E)*
🎮 This is Senshadow — tabletop competition among girls' high school tankery teams inspired by Girls und Panzer anime. *Maureen Reddington-Wilde*
- 169 Scooby Who (Doctor Who Adventures) (4hr 30min)** *Harbor I (3E)*
🎮 The year is 1974. As the Mystery Machine pulls up for lunch at a pizza shop in a quaint town in coastal Maine, a mysterious Blue Police Box appears—and then things get strange. (Doctor Who Adventures in Time and Space. This adventure postulates an encounter between the Scooby Gang and The Fourth Doctor. Materials provided.) *Charles Brown*
- 170 Lords of Waterdeep (Skullport & Undermountain) (3hr)** *Harbor I (3E)*
🎮 In Lords of Waterdeep, a strategy board game for 2–5 players, you take on the role of one of the masked Lords of Waterdeep, secret

rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city. Expand the city by purchasing new buildings that open up new actions on the board, and hinder—or help—the other lords by playing Intrigue cards to enact your carefully laid plans. *Michael Sharrow*

- 171 **Kingmaker (4hr 30min)** *Harbor I (3E)*
 Kingmaker is a classic table-top board game by Avalon Hill: Wars of the Roses, 14th century, House of Lancaster vs. House of York. Each player controls a faction of nobles who move around England to capture heirs to the crown. Allegiances, diplomacy, chivalry, brutal battles, desperate sieges, and dastardly treachery make the game. We use a simplified movement and combat system, house rules for a 4 hour time-limit game. Beginners very welcome. *Corbin Covault (m)*
- 172 **Space 1889: Red Sands (Savage Worlds) (3hr)** *Harbor I (3E)*
 As members of the British Explorer's Society, you travel to exotic locales of Earth, Mars, Venus, and beyond, foiling the plots of the mysterious Brotherhood of Luxor, discovering ancient artifacts, and spreading civilization among the savage lizardmen of Venus or in the decadent canal-side cities of Mars. *Scott Marchand Davis*
- 173 **Eastern European, Balkan, and Klezmer Tunes** *Harbor III (3E)*
 An informal performance by one or more of our Minstrels. *Marnen Laibow-Koser, Max Rothman*
- 174 **Boston Whovians Meetup** *Otis (2W)*
 A meetup of all regional Doctor Who fans to have a big brainstorming session about bringing a Doctor Who convention to the Boston area in the next couple of years. *Marc Brunco (m), Victoria Queeno*
- 175 **The Strong Sound** *Paine (2W)*
 Sing and be heard without strain. Lead songs with confidence. Learn to sing with a loud, clear voice without harming your throat. Improve your range and increase your vocal stamina. This workshop is an introduction to Anabel's vocal and centered breathing technique. Helpful for all singers. This workshop is limited to 20 students; attendees should sign up in advance at the Program Nexus. *Anabel Graetz (m)*
- 176 **Celtic/Quebecois/etc. Tunes** *Lobby (2W)*
 An informal performance by one or more of our Minstrels. *Zoe Madonna*
- 177 **Heard the Dice Hit the Table: Games as Fiction** *Marina 1 (2E)*
 In the last 40 years, SF/F has had an uneasy relationship with the kind of games that generate fiction, both tabletop and computerized. From magazine submission guidelines that warn off fiction that sounds like it came from a tabletop game to stories about people playing games, gaming is clearly part of the storyteller tradition. How does fiction incorporate gaming and game materials, and what in gaming might help us find interesting literature? *Kate Nepveu (m), Mehitabel Glenhaber, James Hailer, Lauren M. Roy, Henry M. White*
- 178 **Convention Feedback** *Marina 2 (2E)*
 Tell us how to improve Arisia while there's still time to fix (some) things! *Anna R Bradley, Daniel Eareckson, Jaime Garmendia, James Meickle, Kris Pelletier, Kris "Nchanter" Snyder, Tanya Washburn*
- 179 **What We Know from Juno** *Marina 3 (2E)*
 Juno is a NASA space probe currently orbiting the planet Jupiter. For 20 months the probe will gather a wealth of new information including more details about the planet's atmospheric composition and core density. Come find out what we've learned so far. *Jeff Hecht (m), Daniel Brian, Dr. Pamela Gay, Nalin Ratnayake*
- 180 **RPGs Old Enough to Run for Congress** *Marina 4 (2E)*
 A few tabletop RPGs had anniversaries last year. Classic World of Darkness turned twenty-five with a new edition of Vampire: The Masquerade. On its fourth edition, GURPS is thirty and still receives new content regularly through the Pyramid PDF magazine. Call of Cthulhu is now an impressive 35 years old; its Kickstarter a few years back helped publish its seventh edition. Panel-

ists will discuss the legacy of these games and why they remain important. *Cassandra Lease (m), Allison Finn, David Nurenberg, Lisa J Steele, Jonathan Woodward*

- 181 **Gaslamp Assault of Arms (1hr)** *Grand A (1W)*
 Characters in the perilous worlds of steampunk study a variety of martial arts. Fighting off ruffians, dueling at dawn, or fitting into their fancy trousers for an upcoming ball, the people of our world's Victorian age did, too. Experience the elegant weapons of a more civilized age as Dr. Ken Mondschein, Maître d'Armes Historique and the Worcester Historical Swordsmanship students present an exhibition of authentic gaslamp martial arts, followed by a hands-on class on how to fend off ruffians! *Ken Mondschein (m)*
- 182 **Dave Weingart and Glen Raphael (1hr 30min)** *Grand CD (1W)*
 Well-known filker Dave Weingart opens for Glen Raphael, a nerd-folk performer whose songs cover such topics as quantum physics, bedbugs, gorillas, and the Statue of Liberty's mid-life crisis. Glen has been featured on the Dr. Demento Show and has performed in many variety shows including TinyDangerousFun!, the Earworm Funny Music Project, The Kong Show, and the Bindlestiff Family Circus Variety Hour. He has won Best Original Song awards at NCSA events and has recorded two studio albums. *Glen Raphael, David Weingart*
- 183 **Family Friendly Renaissance Dance (1hr)** *Commonwealth (1W)*
 Family-Friendly Renaissance Dance: Ever wanted to learn some of the fun dances that people do at Ren Fairs? This is your chance! Children aged 8 and up are welcome, and all dances will be beginner-friendly and thoroughly taught. Costumes optional. *Alan Winston (m)*

11:50am

- 184 **In the Name of the King: A Dungeon Siege Tale (2h 7m)** *ArisiaTV*
 A man named Farmer sets out to rescue his kidnapped wife and avenge the death of his son—two acts committed by the Krugs, a race of animal-warriors who are controlled by the evil Gallian. 2007, PG-13.

12:30pm

- 185 **Fighting With Swords! (1hr 30min)** *Grand A (1W)*
 Scottish Broadsword! Medieval Longsword! Sword & Shield! Dagger! Come see New England's Historical European Martial Arts community fight amongst themselves for your entertainment. Followed immediately by hands-on lessons in either the Longsword or Broadsword. All equipment provided, no experience necessary. *Steven Hirsch (m), Ken Mondschein*

1:00pm

- 186 **First Steps for New Costumers** *Alcott (3W)*
 So you want to be a costumer, but don't know where to begin? Then this panel is for you. Our group of veteran costumers tell you how to get started in the hobby with everything from tips and tricks to demystifying the terms and expectations that are out there. We all had to start somewhere, so let us help you do the same. *Jennifer Old-d'Entremont (m), Amy J. Murphy, Elizabeth O'Malley, LH Roberts, Jamila Sisco*
- 187 **Judaism's Influence on SF/F** *Adams (3W)*
 Jewish theology and culture permeates science fiction across all mediums. What effect has Judaism had on the development of SF/F and fandom in general? *Michael A. Burstein (m), Ruthanna Emrys, Ariela Housman, Danny Miller, A Joseph Ross*
- 188 **Studio Ghibli** *Bulfinch (3W)*
 Studio Ghibli's films are some of the most popular anime titles ever. With massive success and numerous awards, what is its influence on animation and story telling not only in Japan but around the world? And what does the future hold for the studio with Hayao Miyazaki's retirement? *Forest Handford (m), Hanna Lee Rubin Abramowitz, James Hailer, Richard Ralston, Mike Toole*
- 189 **Highlander: The Series, Twenty-Five Years Later** *Douglas (3W)*
Highlander: The Series defied expectations, providing a spinoff no one wanted at first, but which added depth to the mythos of the

original movie, creating a huge fanbase and one of the most popular syndicated shows of the '90s. Getting fun performances out of unexpected guests like Roland Gift, Joan Jett, and Roger Daltrey, it also had a great core cast and told some amazing stories. We'll discuss what we loved, as well as missteps and our thoughts about the potential for the franchise today. *Michelle Wexelblat (m), Keith R. A. DeCandido, Donna Martinez, Liz Salazar*

- 190 **Artist Guest of Honor Demo** *Faneuil (3W)*
Stephanie Law demonstrates her process for creating watercolors illuminated with gold leaf. *Stephanie Law*
- 191 **Bellydancing in Fandom** *Hale (3W)*
Bellydance shows are part of some local cons, steam punk festivals, and renn faires. Have you ever looked at the dancers, thought you wanted to try that, but couldn't find a classes on Spins for Ewoks, Shimmies for Starfleet Officers, or Improv for the Undead? Come learn a little bit about what bellydance is, how to find classes/instruction, and how dancers apply those skills to become dancing ewoks, chickens, and evil clowns. Bring your questions! *Wendee Abramo (m), Samara Metzler, Jennifer Pelland, Lauren Sara*
- 192 **The Year in Bad Science—2016** *Burroughs (3E)*
Scientists are people, and make mistakes. Many people are not scientists, but use the language of science to mask some outrageous claims. Here are the howlers from the last year. *Mark L Amidon (m), Dr. Pamela Gay, Abby Noyce, David G. Shaw, Stephen R Wilk*
- 193 **Mini Hat Workshop** *Independence (3E)*
Join us to create your own mini-hat! There will be mini hats and fascinator bases which clip to the hair, and all manner of ribbon, trim, flowers, netting, feathers, and other decorative elements to attach to your hat. Limited to 18. \$5 per person to cover materials used. *Carol Salemi (m), Lisa A Ashton*
- 194 **Super Smash Bros Wii U Tournament (2hr)** *Carlton (3E)*
Players will compete in a 1v1 Double Elimination tournament on the Wii U. No items or Smash Balls. Players are encouraged to bring their own Gamecube or Wii Controller of choice.
- 195 **Ancients' Anguish (Pathfinder) (4hr 30min)** *Harbor I (3E)*
Scenario #7–11. When the Jeweled Sages, an ancient order of Osirian scholars, fled Qadiran invaders millennia ago, some perished, and others disappeared deep into territories once held by the pharaohs of old. With the help of the Jeweled Sages' long-abandoned tools, the eminent Tahonikepsu has discovered one of the sages' last known whereabouts in the wilds of Nex. What secrets lie within these inhospitable ruins, and what fate did the so-called Amethyst Sage meet within? *Ray Diaz*
- 196 **Kodama (1hr 30min)** *Harbor I (3E)*
Remember those cute little forest spirits from Princess Mononoke? Grow and decorate a tree to attract as many as you can! Kodama is a 2–6 player card game from indie developer Daniel Solis. Grow an ornate tree decorated with stars, fireflies, caterpillars, and other forest goodies to win the favor of the forest spirits. *Taylor Heffernan*
- 197 **Space High School Apocalypse: The New Class (3hr)** *Harbor I (3E)*
You live in Space High School. The Hall Monitor is the super computer AI keeping things running day to day, so there's no need for any distracting adults. Just like in regular Earth Dirt High School your social standing is the most important thing. Recently The Hall Monitor is beginning to make mistakes. You may die up here, but if that happens you're going to make sure you rule the school first. A new card game taking the theme of the original SHSA and introducing a custom deck. *Brian Liberge (m)*
- 198 **Renaissance Music** *Harbor III (3E)*
An informal performance by one or more of our Minstrels. *Troy Daniels*
- 199 **Ask an Author: How Can I Improve My Writing?** *Otis (2W)*
Does something not ring true about your work-in-progress, but whenever you solicit feedback, you get something vague or the dreaded 'that's nice'? Have you attempted to use a critique group, but the focus was on 'criticism' instead of 'how to make

this better?' Bring your manuscript to our volunteer authors for a quick analysis and get feedback on how to improve your writing. Samples are limited to 5 pages or 1000 words. Young writers are encouraged to bring their fanfiction or original writing. *Trisha Wooldridge (m), Steve Berman, Rachel Kenley, Suzanne Palmer, Connie Wilkins*

- 200 **Mosaic—PoC & Ally Meet Up** *Paine (2W)*
People of Color at the con and allies helping us build a better space for diverse faces in fandom, get together for some social and casual conversation time. Recap the convention with friends and maybe brainstorm a bit on how to up our game for next year. (Deep thinking on social action of the future optional but appropriate to MLK's birthday observance.) *Mink Rose (m), Victoria Sandbrook, TheoNerd*
- 201 **An Introduction to Magic: The Gathering** *Hancock (2W)*
★ *Magic: The Gathering* is a collectible card game that has been around for over 20 years. Come learn a bit about the game and try it out for yourself. *Micah Schneider*
- 202 **Gimp Basics—Braiding with Plastic Lace (1hr)** *Hancock (2W)*
★ Learn the butterfly, round, or square stitch using plastic lace. *Lisa Hertel (m)*
- 203 **Paper Rocket War** *Hancock (2W)*
★ Make paper rockets that are launched by blowing through straws. Then try them in a multi-team elimination game, making and shooting rockets at targets. *Scott Wilhelm*
- 204 **Kamikaze Costuming (4hr)** *Webster (2W)*
★ Fabrics, Pins, Imagination! Come make your own costume. Then, show off your creation in the Masquerade tomorrow if you want. *Dawn Albright (m), Jill R. Singer, Damarie Underhill, Aimee Yermish*
- 205 **Swords of Chivalry 1** *Webster (2W)*
★ Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! *Mr. Ferguson*
- 206 **Fast Track Field Trip—Video Games** *Webster (2W)*
★ Take a field trip with your Fast Track friends to the video game room and see who can high score!
- 207 **In Praise of Unlikeable Characters** *Marina 1 (2E)*
Bring us your curmudgeons, your cantankerous jerks, your deliberately unlikeable characters of all genders without which the plot might not move so smoothly. Someone's got to do the dirty work, after all. Let's talk about our favorite unlikeable characters in genre fiction, and the purposes they serve. *Gillian Daniels (m), Maya Garcia, Lorrie Kim, Ken Schneyer, Sonya Taaffe*
- 208 **Deadpool: Merc With a Mouth** *Marina 2 (2E)*
Deadpool upended everything we knew about superhero movies, showing that an R-rated take on the franchise could be an entertaining blockbuster, even as it plays in the same large sandbox as other franchises like X-Men. We'll discuss everything we loved about the movie, why it works (and where it doesn't) even for an audience not familiar with the source material, and what we hope to see from the franchise in the future. *Gordon Linzner (m), Don Chase, Maddy Myers, Julia Pugliese*
- 209 **Finding the Muse: Games as Art** *Marina 3 (2E)*
Games have legal protections as art. Games use many of the elements that form art in other media. It is probably safe to say that games can be art, and some will fairly say they are always art. Does this change how we talk about games? Does this change how artists and designers make games, or where they find inspiration? How do game critics discuss the aesthetics or social messages of this art form? *Israel Peskowitz (m), William Frank, David Friedman, Ryan Leonard, Carolyn VanEsetline*
- 210 **DC Comics v.6.5** *Marina 4 (2E)*
After all the Final Crises of New Flashpoints, the sixth time's the charm. Right? DC Comics made history more than 30 years ago with the first ever full-universe reboot, Crisis on Infinite Earths. It was a game changer back then, but now it's become business as usual. Does this old trick really work? Or is it time to put a lock



on the reset button? *Alex Jarvis (m), Bob Chipman, Ed Fuqua, Sioban Krzywicki*

- 211 **Chantey Sing** *Commonwealth (1W)*
 Songs of sailing in all forms, with an emphasis on work songs from the age of sail. Fun for all! *Jeff Keller (m), April Grant, David Kessler, Jeremy Kessler, Lynn Noel*

1:30pm

- 212 **Among the Dead (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Scenario #0–49. Several years ago, a Taldan Zyphus cult took over a famous Oppara opera house, murdered a Pathfinder, and turned dozens of Taldor's wealthiest citizens into the walking dead. The Pathfinder Society has finally tracked down their hide-out and sends you to Oppara for one purpose: revenge. Can you face the servants of Golarion's god of accidents unharmed or will you find yourself among Zyphus's cursed souls? *David Neilson*
- 213 **The Prisoner: The Chimes of Big Ben (1hr)** *Revere (2W)*
 A new Number 8 named Nadia arrives in The Village, and together Number 6 and she plot their escape. 1967, NR.

2:00pm

- 214 **Faithless & Forgotten, Part 2 (Pathfinder) (4hr 30m)** *Harbor I (3E)*
 Scenario #7–16. Ever since the tragedy at Delvehaven decades ago, the infernal empire Cheliah has rarely allowed Pathfinders to explore its many ruins and archaeological treasures—even then only after its recently disenfranchised liaison Zarta Dralneen fought for that privilege. Cheliah has once again extended its hand to the Society, inviting agents to investigate an abandoned keep that dates back to the Chelish civil war. It's up to the PCs to navigate the Corentyn's streets and politics... *Lisa Neilson*
- 215 **Ursula & Kevin Eat Cheap in Boston (2hr)** *Grand CD (1W)*
 “Ever wonder if that cup of soup is any good? Wonder if it is worth picking up that can of squid? Would you take a chance on a product with a label you can't decipher? Ask no more! Every week (give or take) Kevin and Ursula Eat Cheap answers these questions, and more! As a special treat, Arisia is proud to present the FIRST EVER Kevin and Ursula Eat Cheap—LIVE! That's right, live, on stage, right here in Boston, We Eat It, So You Don't Have To! *Kevin Sonney, Ursula Vernon*
- 216 **The Adventures of Buckaroo Banzai Across the 8th Dimension (1hr 44min)** *ArisiaTV*
 Adventurer/surgeon/rock musician Buckaroo Banzai and his band of men, the Hong Kong Cavaliers, take on evil alien invaders from the eighth dimension. 1984, PG.

2:30pm

- 217 **Costuming on a Budget** *Alcott (3W)*
 Costuming can be an expensive hobby as the elements of a costume and the supplies needed to create them can add up quickly. We'll discuss how to get the most out of your dollar through the use of inexpensive fabrics and notions, alternative techniques or materials, and how to plan ahead so you can find time and ways to save the most money. Many elements can be sourced through thrift stores or even your own closet, and putting individual pieces to work in multiple costumes can help, too. *Sarah “Tashari” Morrison (m), Lori Del Genis, Scratch, Nightwing Whitehead*
- 218 **Introduction to Asexuality** *Adams (3W)*
 We're all familiar by now with the sexual orientations homosexual, heterosexual, and bi/pansexual. Much less discussed are asexuals, people who do not experience sexual attraction (but who may experience romantic attraction). We'll discuss what asexuality is and is not, the umbrella of asexual identities, and talk about some common challenges asexual people face and why visibility matters. *Julia Gilstein (m), Adri, Fish, Faith Karklin, Keffy R.M. Kehril*
- 219 **Pokemon versus Digimon** *Bulfinch (3W)*
 Pocket Monsters versus Digital Monsters—both long running shows have been a constant force in anime for years now. Our panelists will debate which show is superior on several topics, such as which monsters are the coolest and which had the best



theme song. The panel will also discuss common themes between the shows, their American adaptations, and what the future holds for both series. *Elizabeth O'Malley (m), Hanna Lee Rubin Abramowitz, Yitzy Abramowitz, Ian Campbell, Morlock*

- 220 **Marvel Cinematic and TV Universe, 2016 Edition** *Douglas (3W)*
 The MCU continues to grow on the big screen (*Civil War, Doctor Strange*) and small (*Daredevil, Agent Carter, Agents of Shield, Luke Cage*). What's the current state of the MCU? How is progressing creatively? Is it cohesive? Does everything still work well together, or are cracks starting to show where things are being forced? We'll have our annual review of what's good and not so much, as well as a look ahead to 2017's slate and new shows like *Cloak and Dagger* and *Damage Control*. *Bob Chipman (m), George Claxton, Ed Fuqua, Troy Minkowsky, Misty Pendragon*
- 221 **Brain Hacks For Artistic Effect** *Faneuil (3W)*
 The brain works in mysterious ways. If you understand how it accomplishes some of those things, you can create unexpected and sometimes astonishing experiences for your audience. Come to this panel to learn about some of the more commonly used tricks and how you might use them in your art. *Griffin Ess (m), Alan F. Beck, Heidi Hooper, Abby Noyce*
- 222 **Time for Tea** *Hale (3W)*
 “Tea. Earl Grey. Hot!” may be the most famous line in fandom regarding tea, but there is so much more to explore than Earl Grey! Come join our panel of tea enthusiasts as they geek out over tea, both about representation of tea in geek settings like *Star Trek* and Ann Leckie's *Ancillary trilogy*, and with tea recommendations to expand your palate. *Jaime Garmendia (m), Leo d'Entremont, Miss M., Summer Plum, Antonia Pugliese*
- 223 **The King's Busketeers and Friends** *Mezzanine (3W)*
 An informal, acoustic performance of largely traditional tunes and songs from Ireland, the UK, and the USA by some of the Busketeers and perhaps a few guest musicians. NOTE: They may have to go elsewhere to find sufficient space, but they shouldn't be too hard to find. *Sam Atwood, Becka Hubschwerlin, Andrew Prete*
- 224 **The Year in Science—2016** *Burroughs (3E)*
 A compendium of the top science stories of the year! This annual panel looks out at space, down at particles, around at medicine, and in at psychology! And that's never all! *Jeff Hecht (m), Mark L Amidon, David E. Brahm, Hannah Simpson, John Sundman*
- 225 **Capture An Audience with Your Voice, Your Words** *Independence (3E)*
 Explore the colors of and range of your own voice through varied playful vocal exercises. Bring a 2 to 3 minute presentation on which to test and play with the moods and expressions in your voice. Your voice is the magic wand which can cast a spell on your listeners. Be ready to hear your own and others' voices anew. Remember the storyteller creates the universe we live in with their voice, gesture and words. The storyteller is you! Limit: 18. *Harriotte Hurie Ranvig (m)*
- 226 **Magic: The Gathering Tabletop Campaign (2hr)** *Harbor I (3E)*
 Each player will develop a character based on a Magic: The Gathering deck they bring and then play that character in a session of a tabletop RPG. You'll make your character at the table. (Please do not include planeswalker cards in your deck; it might ruin the story.) Bring a deck and a life die. For somewhat experienced players. *Liam Wexelblat*
- 227 **Pathfinder Society Academy (Pathfinder) (4hr 30m)** *Harbor I (3E)*
 A kid-friendly introduction to Pathfinder! *Daniel Hennessey*
- 228 **Treasure of the Broken Hoard (D&D 5E) (4hr 30min)** *Harbor I (3E)*
 See #41 for description.
- 229 **504 (that's the name of the game) (1hr 30min)** *Harbor I (3E)*
 See #43 for description.
- 230 **Balkan and Klezmer Tunes** *Harbor III (3E)*
 Eastern European folk, Gypsy, and Klezmer tunes on violin and recorder. *Max Rothman, Yaron Shragai*
- 231 **Writing Swordfights and Hand-to-Hand Combat** *Otis (2W)*
 Violent encounters are a good way to up the tension in your story.



Our panel of martial artists will not only explain the phases of combat, what goes through their mind prior to 'going at it', and what makes a realistic swordfight, knife-fight, stick-fighting or hand-to-hand encounter, but they will also demonstrate a few basic moves, answer questions, and help one lucky attendee work out the mechanics of their work-in-progress. *Mark J. Millman (m), Michael Bailey, Genevieve Iseult Eldredge, Paul Kenworthy, Daniel Marsh*

- 232 **Omnifarious: Fans of Color Social & Safe Space** *Paine (2W)*
Some of us are obvious ethnic or racial "minorities". Some of us have mixed heritage, or look to be of European extraction, but aren't. Whatever our outsides look like, our insides are geeky. But being a Fan of Color can be lonely, awkward, or even isolating. Join other Fans of Color at Arisia in a safe space to chat about the good and bad of your Fandom experience. (To maintain a safe space, non-PoC Allies are asked not to attend.) *Mark Oshiro (m), Diana Hsu*
- 233 **Return of Daimajin (1hr 30min)** *Revere (2W)*
A giant stone statue exacts revenge upon those who conquer its worshippers. The second film of the Daimajin trilogy. In Japanese with English subtitles 1966, NR.
- 234 **Science Experiments** *Hancock (2W)*
Come participate in cool science experiments using common household materials. *Stephen R Wilk*
- 235 **Little Homes** *Hancock (2W)*
Do your fairies or goblins need a home? Come and build one for them! *etana, Sara Felix*
- 236 **Learn a Bit of Karate** *Webster (2W)*
Learn a few basic karate moves. (No hitting allowed.) *Keith R. A. DeCandido (m)*
- 237 **Dern Grim Bedtime Tales & Other Stories** *Webster (2W)*
Gather 'round to listen to Daniel Dern read from his *Dern Grim Bedtime Tales (Few Of Which End Well) & Other Stories*, like "The Boy Who Didn't Like His Food Touching Each Other", "The Girl Who Put Off Cleaning Her Room A Little Too Long, Oh No!", "The Girl Whose Mama Was A Kangaroo", and his ever-popular "If You Give A T. Rex A Cookie". *Daniel P. Dern (m)*
- 238 **Disability in Speculative Fiction** *Marina 1 (2E)*
SFF doesn't always represent people with disabilities well. A flawed model for dealing with disability in SF is that technology is a panacea that can be always, desirably, and often preemptively applied to disabled people. But there are other stories to tell and panelists will describe them and point out examples. *Tegan Mannino (m), Kate Kaynak, LB Lee, Tanya Washburn, Sarah Lynn Weintraub*
- 239 **Cursed Child, Fantastic Beasts: Harry Potter '16** *Marina 2 (2E)*
2016 not only gave us the movie adaptation of *Fantastic Beasts and Where to Find Them*, but also a new stage play, *Harry Potter and the Cursed Child*. While each provides a welcome return to a world people have loved in the past, is this still a world people care about? Do the stories matter? Are they fun? In what way did the problematic lore that Rowling created as a part of the publicity prior to the release affect the audience and their reaction to the film? *James Hinsey (m), Robin Brenner, Lorrie Kim, Cecilia Tan, Gene Turnbow*
- 240 **The Stories People Play** *Marina 3 (2E)*
Video games are often an interactive experience, and a good story can help immerse the participants. But interactivity changes the requirements for a good story, doesn't it? If you want to give your audience choices, those choices will affect the outcome. How do you write something with that caveat? Do all games need a story to be enjoyable? If you just want to take out the alien invasion with your boomstick, does it matter *why* they are invading? In this panel, we will discuss these and more. *Rebecca Slitt (m), Heather Albano, Daniel Brian, Carolyn VanEseltine, Henry M. White*
- 241 **"What's Good Y'all?" YA & All-Ages Comics** *Marina 4 (2E)*
Comics for kids have existed since comics were a thing, but now terms from book publishing have carried over. There are YA

Comics, All-Ages Comics, Kids Comics and more—each with their own trends. Need a comic for a child in your life? Want to know more about how comics for kids are made? Come on by! *Ben "Books" Schwartz (m), Emma Caywood, Erin Gumbel, Juliet Kahn*

3:00pm

- 242 **3DS Street Pass Meetup (1hr)** *Carlton (3E)*
Bring your own 3DS and Street Pass with other gamers!
- 243 **Pokemon Sun and Moon Tournament (2hr)** *Carlton (3E)*
Compete in a Pokemon Sun and Moon tournament where all Pokemon start at an equal level! Players must bring their own 3DS/2DS and copy of Pokemon to compete.
- 244 **Waltz Class (30min)** *Commonwealth (1W)*
Waltz is a partner dance normally done in triple time. Alan Winston will be teaching the basics of the rotary waltz step (the kind where you dance around the room rather than in place, e.g. Foxtrot), followed by a period of open waltzing in which to practice your new skills. All experience levels are welcome and encouraged, and it is not necessary to bring a partner. *Alan Winston (m), Clayton Jennings*

3:30pm

- 245 **Waltz Session (30min)** *Commonwealth (1W)*
Waltz is a partner dance normally done in triple time. This will be an open waltz session, in which people are encouraged to change partners frequently. All experience levels are welcome and encouraged, and it is not necessary to bring a partner. *Alan Winston (m), Clayton Jennings*

3:50pm

- 246 **Willy Wonka and the Chocolate Factory (1hr 40min)** *ArisiaTV*
The world is astounded when Willy Wonka, for years a recluse in his factory, announces that five lucky people will be given a tour of the factory, shown all the secrets of his amazing candy, and one will win a lifetime supply of Wonka chocolate. Yes, it's the one with Gene Wilder in it. 1971, G.

4:00pm

- 247 **Live From Arisia: Foxes in the Hen House** *Alcott (3W)*
The ladies of Foxes in the Hen House record a special "Live from Arisia" edition of their podcast! Buddies, minions, and Number One Guys—what makes a henchperson or sidekick memorable? Join the Foxes for a conversation about the supporting characters that make our favorite heroes and villains shine or even steal the scene! *Caitlin, Mindy, Karen S., Liz Salazar*
- 248 **Just the Facts: GMOs** *Adams (3W)*
People have been pushing for GMO-labeling laws without a clear understanding of just how many foods would qualify for such a label. Fears of allergens in foods not expected to carry them are typical excuses. But after initial opposition to GMOs, Bill Nye and others have come around after a more thorough examination of the facts. Find out how much of the controversy is legitimate, and which areas are settled science. *Abby Hafer (m), Carl Fink, Steven Hirsch, Grace Rosen, David G. Shaw*
- 249 **Night Vale 2017** *Douglas (3W)*
It's been three years since Arisia last took a look at Night Vale, everyone's favorite southwestern town. We'll take a look at where things stand with our favorite residents, as well as discussing the way the show continues to evolve as podcasting becomes a more mature medium. *Kate Nepveu (m), Gordon Linzner, A.J. Odasso, Raven Stern, Michelle Wexelblat*
- 250 **Gender-Variant Cosplay** *Faneuil (3W)*
Cosplay can offer a fun way to play with gender, whether one is cross-dressing, gender-bending a favorite character, or cosplaying while trans—or all of the above! This panel will offer tips and tricks for new and experienced cosplayers alike, as well as insight on what it's like to play with gender in a con scenario. *Abigail Keenan (m), Maya Garcia, Milo Martinez, Julia Pugliese, LH Roberts*
- 251 **Subversive SFF for Kids** *Hale (3W)*
War, discrimination, poverty. Kids are capable of understanding complex social issues if presented in the right way, and many



authors of science fiction and fantasy have attempted to do so in books aimed at children and young adults, some with more success than others. How can the alternate works of speculative fiction help young people grapple with difficult themes? *Robin Brenner (m), Elizabeth Birdsall, Hilary L. Hertzoff, Walter H. Hunt*

252 Diabolis in Musica & Friends Mezzanine (3W)

An informal, acoustic performance of medieval music with attitude by members of Diabolis in Musica and perhaps a few friends. NOTE: They may have to go elsewhere to find sufficient space, but they shouldn't be too hard to find. *Angela Bowen, Brianna Eden-Rutland, Sioux Gerow, Dave Irish, Ali Levi, Penny Messier, Richard Parker*

253 "Don't Feed The Trolls" Doesn't Work Burroughs (3E)

"Don't read the comments" is not an option for your own Facebook, blog, or other online community. How do we moderate this input? Is simply turning the comments off the solution? Moderating with a strong hand? Allowing people to fight it out? How responsible are we for the things other people say in our online spaces and what are we to do about it? *William C. Walker III (m), Benjamin Chicka, Maddy Myers, Mink Rose, Gabriel Valdez*

254 Writing and Tarot Independence (3E)

The Tarot is a divination tool, but it functions by telling a story based on the pictures and symbols on the cards. Because of that, it's also an excellent tool for writers facing writers block or a stuck point, as well as for developing complex characters and plotting. Bring pen and paper for hands-on exercises. Limit: 18. *Trisha Wooldridge (m)*

255 Charity Poker (for Gamers) Tournament (3hr 30min)

Harbor Prefunction (3E)

Play Poker for a Good Cause (Last run in 2012 for Phil Foglio) Want to learn poker in a less-serious environment (last time we played with Skittles for chips) Don't know how to play? We'll teach you. It's all in good fun. Want to read up beforehand? Visit <http://bit.ly/tssQBt>. We have chips this time! *Daniel R. Abraham (m)*

256 Tree-teens in Oh-Land-Oh! (Gamma World d20) (4hr 30min)

Harbor I (3E)

Angst! Acne! Alligators! Mutations! Want to experience a real teenage wasteland? Come play as a teenager in a post-Trump wasteland rife with Gator Folk and weird technology. Knowledge of GW d20 or D&D 4e is helpful but by no means necessary. It's quick to learn and an easy, fun system. Come for some light, ridiculous post-apocalyptic role-playing. *Rick Bergeron*

257 There Is No Apocalypse: Quick Pacific Rim RPG (1hr 30min)

Harbor I (3E)

A fast and loose take on Pacific Rim that has players working in pairs to create Jaegers, enter the Drift, fight Kaiju, and roll a whole bunch of D6s! A very short, fast-paced, action-oriented game. Familiarity with Pacific Rim not required, as long as the idea of giant robots and giant monsters fighting each other appeals to you. The system is based on Tin Star Gaming's Matrix RPG, There Is No Spoon. Absolutely no experience necessary. *Jessica Waters*

258 Card Masters (Fate Accelerated) (4hr 30min) Harbor I (3E)

Get your decks ready, because it's time to compete in the world's most popular holographic, quasi-magical card game: Card Masters™! Our heroes have been invited to the biggest Card Masters™ Team Battle tournament ever conceived, where they hope to win big! But nefarious evils lurk in the shadows of Card Game City. Can our heroes prevail, or will these villains claim enough rare and powerful cards to bring forth their dark master? *Chris Ramsley*

259 Red Dragon Inn: Battle for Greyport (Learn2Play) (3hr) Harbor I (3E)

Battle for Greyport is a cooperative deck building game based on the characters and world of The Red Dragon Inn. You and your adventuring companions are just returning to Greyport after your latest adventure and are all looking forward to relaxing and spending some of your hard-earned loot. The party will have to wait, though, because the city is under attack by evil monsters! *Rob Castiello*

260 King of Tokyo (4hr 30min) Harbor I (3E)

Learn Richard Garfield's game of Mutant Monster combat—with dice! *Steve Marbit*

261 Tactile Tour of the Art Show Harbor III (3E)

The use of touch can stimulate the imagination and help complete your mental image of a work of art. This guided tour allows those with impaired vision access to selected art in the Art Show to do just that. *Tegan Kehoe (m)*

262 Fortune Telling Salon (2hr 45min) Otis (2W)

We'll provide Fortune Tellers with the space to set up their tools and give readings to friends and the rest of the Arisia community. Those who would like to receive a Tarot, Runes, Astrology, Numerology, Palm reading will be able to queue for a particular person or divination method. It is recommended, but not required, that those who want to provide readings sign up in advance in the Program Nexus on the Mezzanine. *Emily Walton (m), Griffin Ess, Frederic Jennings*

263 Open Mic Featuring Gwendolyn Grace Paine (2W)

A showcase of prepared songs, with a mini-set or two from our featured artist. Other interested performers should sign up in advance at the Program Nexus; one song per performer. We'll probably have time for about a dozen performers, not counting Gwen. *Jeff Keller (m), Lee C. Hillman (Gwendolyn Grace)*

264 Fun With Card Games Hancock (2W)

Munchkin, Fluxx, Apples to Apples, and more! *Scott Wilhelm (m)*

265 Cartooning & Comic Creating Hancock (2W)

Learn how to draw cartoons and construct a comic. *Mercy E Van Vlack (m)*

266 Make Your Monster Webster (2W)

Cut up stuffed animals and sew them back together to make a monster of your own imagination. Can you make one that will impress everyone at Arisia? *Mehitabel Glenhaber, Elaine Isaak*

267 Magic Show Webster (2W)

A magic show for kids! *Daniel P. Dern (m)*

268 Broken Earth: Writing SF from Societal Trauma Marina 1 (2E)

Authors create memorable works from personal trauma, but the political is also personal. N. K. Jemisin has been quoted as saying that her series *The Broken Earth* stems from her own processing of systematic racism in America through the lens of the Black Lives Matter movement. We'll discuss *The Broken Earth* and other works that come forth when societal trauma enters the author's sphere and how awful truth inspires fiction. *Andrea Hairston (m), Steve E Popkes, Kiini Ibura Salaam, Sabrina Vourvoulias*

269 Marvel & DC: Trends Like These Marina 2 (2E)

DC and Marvel are slowly losing market share to other publishers, they're being faced with more critical response than ever, and yet they still find time for another annual event (if not two)—and yet they still dominate the comics market. How big is their influence? How has their cinematic endeavors changed this and what are our alternatives? *Alex Jarvis (m), Jon Erik Christianson, Craig Shaw Gardner, Erin Gumbel, Ellie Hillis*

270 Writing YA Fiction Teens Will Actually Read Marina 3 (2E)

Young adults are particular about what they read. Vampires? Werewolves? How about a spaceship warrior queen with a sword and a psychic cat? Before you can write it, it seems they're off to the next great thing. But if you *listen*, young people are brimming with story ideas. Our YA-expert panelists will discuss what teens *wish* authors would write, what makes a teen's eyes roll, and how to get past the gatekeepers to reach your teen audience. There will be Q&A at the end. *Ben "Books" Schwartz (m), Steve Berman, Kate Kaynak, Hillary Monahan, Lauren M. Roy*

271 The Art of Stephanie Law Marina 4 (2E)

Stephanie Law shares her art and how it has developed, her process, and her inspirations. *Stephanie Law*

272 Mrs. Hawking, Part III: Base Instruments (1hr 30m) Grand AB (1W)

London, 1883: Mrs. Hawking returns in the debut of a new adventure! When Mrs. Hawking is injured in the line of duty, the press for Mary to master the society avenging becomes all

the more urgent as a Mariinsky dancer approaches them to solve the murder of the prima ballerina. Join our team as they seek to reconcile the difficult path of the hero with the unraveling of the mystery and championing for justice. Requires no knowledge of other shows in series. More information at www.mrshawking.com. *Bernie Gabin (m), Phoebe Roberts*

273 Salem Zouaves: Civil War Musket & Bayonet Drill (30min)

Commonwealth (1W)

✕ In the mid-nineteenth century, a military fashion craze swept Europe and the United States. Known as Zouaves, they were originally French-Algerian light infantry famous for their colorful Turkish uniforms, athletic precision drill, and ferocity with cold steel in battle. The Salem Light Infantry, an elite militia company from Salem, Massachusetts, went Zouave in April, 1861. This demonstration will feature the uniforms and the bayonet-fencing and musket drills practiced by the Salem Zouaves. *Mark J. Millman (m)*

4:30pm

274 Quest (30min)

Revere (2W)

🎮 Roughly based on a Ray Bradbury story, this short subject about a child in a world where people have only a short eight-day lifespan won a special award at Fantafestival in 1984. Visually stunning work from Saul Bass. Our showing of this film last year was impaired by a technical problem so we are making a special event of re-running it again. In 16mm, 30 minutes.

275 Princess Bride—Shadowcast Performance (2hr)

Grand CD (1W)

A show sure to make you believe in true wuv—to miss it would be inconceivable! After a packed house last Arisia, The Tesseracte Players return with their version of this classic. *Glenn MacWilliams (m), Tesseracte Players*

276 Renaissance Ball (2hr 15min)

Commonwealth (1W)

Come join in a variety of lively dances from the European Renaissance (15th—17th centuries), suitable for historical or LARP events. Everything will be taught, and no previous experience is required. If you have costuming from the period that would be great, but it's absolutely not necessary. (This is the annual event where we often find a stormtrooper dancing a stately pavane with a warrior princess.) Sponsored by the Society for Creative Anachronism. *Jesse Wertheimer (m), Marion Anderson, Tom Courtney, Troy Daniels, Ginger Fitzsimmons, Lisa Koch, Ellen Kranzer, Thomas Natoli, Robert Rossi, Janet Ryan, Annette Somers, Mark "Justin" Waks*

5:00pm

277 Rocket League 2v2 Tournament (2hr)

Carlton (3E)

🎮 Bring a teammate or meet a new friend and play the mix of Soccer and Car Racing in Rocket League for PS4!

278 You Only Live Twice (2hr)

Revere (2W)

🎮 Agent 007 and the Japanese secret service ninja force must find and stop the true culprit of a series of spacejackings before nuclear war is provoked. Screenplay by Roald Dahl. 1967, PG.

5:30pm

279 Convention Running Tips

Alcott (3W)

This panel of experienced con-runners will answer your questions on how to handle the various situations that may come up when putting on a convention, from unresponsive hotel reps to unmotivated volunteers. Don't be surprised if this panel delves into "war stories" from past conventions, when we had to scramble to keep things running smoothly! *Deb Geisler (m), Elizabeth McCarty, Jesi Pershing, Kris "Nchanter" Snyder, David Weingart*

280 The Near Future of Genetic Manipulation

Adams (3W)

With the discovery of CRISPR/Cas9 techniques, genetic manipulation has become much more practical, which means that a lot of what was previously science fiction is looking more possible. This panel will look at what is currently possible with these techniques, what's being developed, and how they might get used in the coming years. *Richard Moore (m), Keffy R.M. Kehril, Karen Purcell DVM, Grace Rosen, John Sundman*

281 Triforce of Decades: Zelda at 30

Bulfinch (3W)

Released on the Famicom Disk System in 1986 and released a year later on the Nintendo Entertainment System, the Legend of Zelda introduced us to the Triforce, Link, Hyrule, Ganon, and Princess Zelda in all her incarnations. Panelists will discuss what the original game brought to the table, their thoughts on the eighteen entries in the series, and whether the franchise holds up after all these years. *Summer Plum (m), Aurora Celeste, Bob Chipman, Forest Handford, Brianna Wu*

282 Curmudgeon Panel 3: Season of the Curmudgeon!

Douglas (3W)

We've told you why things that "everyone" loves, from Middle Earth to Star Wars, from Gaiman to Whedon, suck. But two panels didn't offer enough time for all the loathing we feel. This year, expect more vitriol, snark, and actual media criticism at the third iteration of this wide-ranging panel. *Pablo Miguel Alberto Vazquez (m), Adam Lipkin, Mark Oshiro, Emily Wagner*

283 Advanced Makeup Demo: Ageing Effects

Faneuil (3W)

Learn to use makeup to change the perceived age of your character at a live demonstration of this advanced technique. *Carol Salemi (m), Shelley Marsh*

284 Teen Unconference

Hale (3W)

See #161 for description.

285 Shame on Slut-Shaming

Burroughs (3E)

Slut-shaming is the act of treating woman as inferior or shameful for engaging in sexual behaviors that deviate from the norm, failing to uphold gender expectations, dressing in provocative ways, acquiring access to birth control, or even for being sexually assaulted. What are the psychological and sociological causes of slut-shaming? What can be done to change people's attitudes? *Suzanne Reynolds-Alpert (m), Inanna Arthen, Abby Hafer, Melissa Perreira-Andrews, Henry M. White*

286 Tales of Zestiria the X (5hr)

Griffin (3E)

🎮 Legends speak of the Shepherd, a savior who will bring peace to the seraphim and human worlds. Sonrey has spent his life studying ancient books and exploring ruins to learn more about the legendary savior. When he and his seraphim companion Mikleio encounter a mysterious girl in the ruins, the stories of the Shepherd become Sorey's reality. Is he strong enough to take on the evil Lord of Calamity? 2014, 13 episodes.

287 Block Printing

Independence (3E)

Relief block printmaking is a magical, sci fi art form: it's like carving with light into darkness, and then cloning the result. It's also easy to get started, fun to experiment with, and you can print note cards, gifts, or limited edition artwork to frame and hang proudly. Come learn how to wield the magic, by designing, carving, and printing your own original rubber block. Limit: 15. *Anne Nydam (m)*

288 Open Jam: Folk Music Old and New

Harbor Prefunction (3E)

🎵 An open tune&song jam with a few of our Minstrels. Bring an instrument! Bring your voice! (This session may run long if there's interest.) *Nat Budin, Andrew Prete, Glen Raphael, Susan Weiner*

289 Call of Cathulu (Pathfinder) (4hr 30min)

Harbor I (3E)

🎮 An irreverent blend of RPG tropes where the players are cats! *Melanie Radkiewicz*

290 Traditional Ballad Bingo

Paine (2W)

🎵 A themed sing wherein attendees take turns performing traditional ballads for the assemblage. Listen carefully to mark your Ballad Bingo cards when you detect such classic tropes as drowning, pregnancy out of wedlock, or murder of a loved one. Cards will be provided. Compete for "valuable" prizes! *Angela Kessler (m), Greer Gilman, Jeremy Kessler, Zoe Madonna, Lynn Noel, Sonya Taaffe*

291 NERF Gun War (2hr 45min)

Webster (2W)

★ Bring your NERF guns and plenty of ammo for an all-out NERF gun battle! Please note that protective eyewear is *Mandatory*—bring goggles if you have them. A limited number of NERF guns and protective goggles are available for those who don't own any. Because of safety considerations, please do not bring modified NERF guns.

292 Expecto Patronum: Animal Symbolism in SFF *Marina 1 (2E)*
Symbolic and magical connections to animals are a standard trope in fantasy. But they are also prevalent in science fiction. From Black Panther to the Mockingjay, characters' connections to particular animals can say a lot about them, especially in the context of the culture that produced them. What do animals mean in SFF, and how have they changed as we learn more about biodiversity and the changing natural world? *Jules Pilowsky (m), Debra Doyle, Catt Kingsgrave-Ernstein, Steve E Popkes, Ursula Vernon*

293 Celebrating Women and Nonbinary People in Comics *Marina 2 (2E)*
Examining and exposing the worst aspects of being a woman in comics is crucial, but it's just as important to applaud the success of women in the industry and all the great stuff they're accomplishing! Join us for an overview of women in comics and a celebration of the present and future! *Juliet Kahn (m), Kelly J. Cooper, Alexa Dickman, LB Lee, Brenda Noiseux*

294 Story Architecture: How to Plot Your Story *Marina 3 (2E)*
A well-crafted story resembles a suspension bridge. How much backstory do you need at the beginning? How quick should you get to the inciting incident? What the heck is a midpoint? What milestones should you plot before you write a single word? And how do you get to your 'all is lost' moment without losing track of why the heck you started writing in the first place? Whether you're a plotter or a pantsier, creating a roadmap will help your protagonist get to their destination. *Deborah Kaminski (m), Michael Carr, Felicitas Ivey, Matthew Kressel, Suzanne Palmer*

295 Sports Anime and Manga *Marina 4 (2E)*
Who would guess that a series about swimming would be so popular? Our panelists will discuss various sports series, their common themes, some interesting outliers, and its influence on other genres of anime and manga. *Mike Toole (m), Morgana Hartman, John C. Watson*

296 Serenity (1hr 27min) *ArisiaTV*
Five hundred years in the future, a renegade crew aboard a small spacecraft tries to survive as they travel the unknown parts of the galaxy and evade warring factions as well as authority agents out to get them. The pilot episode, not the movie. 2002, TV-14.

6:00pm

297 Magic the Gathering: Kaladesh Booster Draft (5hr) *Harbor I (3E)*
Presented by Foam Brain Games. Three booster packs of the latest set. Materials will be available for purchase in Harbor I. *Alex Mullins (m)*

298 The Infernal Vault (Pathfinder) (4hr 30min) *Harbor I (3E)*
Scenario #0–55. A decade ago, the Decklands family, a house of Chelish nobles, were exiled from Absalom for treason. Their fate made for an interesting story and when a Pathfinder agent in Cheliah studying the family's long history and exile from the City at the Center of the World ends up murdered, the Society sends you to the recently discovered Deckland Vaults in Absalom to see what connection their old home might have to your murdered colleague. *David Neilson*

6:30pm

299 Faithless & Forgotten, Part 3 (Pathfinder) (4h 30m) *Harbor I (3E)*
Scenario #7–18. Ever since the tragedy at Delvehaven decades ago, the infernal empire Cheliah has rarely allowed Pathfinders to explore its many ruins and archaeological treasures—even then only after its recently disenfranchised liaison Zarta Draldeen fought for that privilege. Cheliah has once again extended its hand to the Society, inviting its agents to investigate an abandoned keep that dates back to the Chelish civil war. It's up to the PCs to navigate... *Lisa Neilson*

7:00pm

300 Basic Birding *Alcott (3W)*
For people who like birds but aren't necessarily serious birders. Where and when to see cool birds around the Boston area, and finding spots elsewhere. Resources for identifying them. Tips on picking good binoculars for seeing birds. How to participate in citizen science by submitting observations to ebird.org. *E. J.*

Barnes (m), Ken Gale, Jeff Hecht, Sandy "Pink" Sutherland, Mercy E Van Vlack

301 He Said, She Said: How to Write Snappy Dialogue *Adams (3W)*
Audiences today expect fast-paced, dialogue-rich stories, but too much 'realistic' conversation can make your story drag. Learn how to use dialogue to increase the tension or provide comic relief. How can you portray an accent without being tedious? What are action tags? How much should your characters cuss? Our panelists will teach you how to avoid 'on the nose' dialogue while conveying your character's personality, education and upbringing. *N.S. Dolkart (m), Andrea Corbin, Alexander Feinman, Kate Kaynak, Sarah Smith*

302 Everybody vs. Everyone II: Electric Boogaloo! *Bulfinch (3W)*
Last year's panel was a lively exercise in speculating who would win against who in a no-holds-barred battle of impossibility, so we're back for ROUND TWO! Join in the fun as our panelists hash out the what-if Battles of the Ages and find out what happens when all heck breaks loose! FIGHT! *Pablo Miguel Alberto Vazquez (m), Kevin Cafferty, Ellie Hillis, Alex Jarvis*

303 Person of Interest Retrospective *Douglas (3W)*
Hailed by many as one of the best SF shows, *Person of Interest* evolved into a thoughtful and pseudo-realistic consideration of the modern surveillance state, the rise of AI and the Singularity, the nature of love, life and free will, and so much more. This panel will touch on all the above, as well as the presentation of Women, Racial issues, and Queerness within the narrative. *Andrea Hairston (m), Gordon Linzner, Miss M., Jules Pilowsky*

304 Keeping Long Tabletop Campaigns Interesting *Faneuil (3W)*
GMs, has this ever happened to you? The campaign has stretched into its winter years, and every companion book and monster manual has been used. Your players are completing each other's sentences, and you can even recite their likely takeout order from every local place that delivers. Don't worry for help is here! Panelists will discuss ways a GM can keep a long-running campaign fresh and exciting. *William C. Walker III (m), David Nurenberg, Dr. Lisa Padol, Lauren M. Roy, Liz Salazar*

305 Another Look at the Bad Old Days *Hale (3W)*
A lot of SF has aged very badly. A lot of it bore appalling elements even for its time. There's some usual suspects, but let's look at the older works of SF with awful elements as a whole. Is there anything worth looking for in those stories? Who deserves to make problematic fave among the problematic horde? Are there lessons that are relevant to modern readers and authors to be found among the stories that make us wince? *Jonathan Woodward (m), James Hailer, John G. McDaid, Heather Urbanski, Sarah Lynn Weintraub*

306 Feminism: What It Is, What It's Not *Burroughs (3E)*
Feminism has had "waves"—our feminism is different from our mother's, and her mother's. What are the differences? How has the current social climate changed feminism and our experience of it? Let's examine how it influences everything from Beyoncé's career to our everyday interactions. *Melissa Perreira-Andrews (m), Aaron Heuckroth, Suzanne Reynolds-Alpert, Hannah Simpson*

308 Super Mario Bros Speed Run Tournament (2hr) *Carlton (3E)*
The player that can beat Super Mario Bros for NES in the least amount of time wins!

309 Mecha vs Kaiju: The Sake Expert (4hr 30min) *Harbor I (3E)*
You're a U.S. Marine, manning a Steelnecks Mecha unit, and have been sent to the Oki Islands in Japan to rescue a Sake expert who may possess an important clue in defeating the myriad of Kaiju, that have been threatening the world. Those Kaiju are being used as weapons by two Japanese onryō, ghosts, who want to refight World War II. Tiny Frontiers: Mecha & Monsters. Please bring some six-sided dice and a writing instrument. *Richard B. Auffrey*

310 New World Magischola House Rivalry *Harbor I (3E)*
See #39 for description.

311 Dawn of the Galaxiad Era 2 (Traveller 5) (4hr) *Harbor I (3E)*
Welcome to Regina Sector in 1899 by the Third Imperium's

Calendar. You're a cloned "relict" from an earlier era, and you've been given a job: infiltrate a "bola" station trying to develop a Hop Drive and obtain its secrets. Don't get the spins... *Gregory Lee*

- 312 **Tome of Righteous Repose (Pathfinder) (4hr 30min)** Harbor I (3E)
 🎮 Scenario #8–07. When the necromancer-king Tar-Baphon rose as a lich and threatened to conquer all of Avistan, Taldor rallied its neighbors and led the Shining Crusade, a glorious campaign that defeated the Whispering Tyrant's armies and sealed him away. A local venture-captain has found a lost chapter to the Tome of Righteous Repose, which chronicles the demise of countless heroes of the Shining Crusade.... *Daniel Hennessey*
- 313 **Treasure of the Broken Hoard (D&D 5E) (4hr 30min)** Harbor I (3E)
 🎮 See #41 for description.
- 314 **Roll the Dice (1hr 30min)** Harbor I (3E)
 🎮 Back by popular demand, Roll The Dice is back! The easiest role playing game ever created, the most open world, and the easiest to learn. Come join us for a crazy fun game and be prepared to be creative! *Madi Garland*
- 315 **Rounds and Other Voice Braiding** Paine (2W)
 🎧 Take simple threads of music and weave them into a fabric of harmony. The session leaders will have a variety of rounds and other songs featuring structured harmonies, but more are welcome. *Anabel Graetz (m), Becca Mandel, Benjamin Newman, Harriotte Hurie Ranvig*
- 316 **Deadpool (2hr)** Revere (2W)
 🎮 A former special forces soldier with cancer is given a second chance as a superhero in this, the eighth installment in the X-Men series. The problem is that being a superhero is hell on your personal life. One of the most successful films this year, the special effects are amazing and so is the degree to which it stays faithful to the original comic. 2016, R.
- 317 **Powerful Personal Projects** Marina 1 (2E)
 When you're paid to be creative, it can be hard to leave time and room for personal creative pursuits. Creatives discuss how to balance personal creative works with paying work and what they gain from following their passion. *Scott Lefton (m), Alan F. Beck, Genevieve Iseult Eldredge, Stephanie Law, Ursula Vernon*
- 318 **Costume Recreation: Bringing 2D to Life** Marina 2 (2E)
 When recreating from live action, costumers have the advantage of knowing that someone, somehow, was able to create that look in real life. Artists working in two dimensions aren't bound by real world constraints like seams, stability, or even gravity. How does one translate these theoretical costumes into something a human can wear? *Gaia Eirich (m), Wonder Wendy Farrell, PJ Letersky, Jamila Sisco, Raven Stern*
- 319 **Manufacturing Creativity: Breaking Blocks** Marina 3 (2E)
 What do you do when you're out of ideas? There are proven techniques for keeping the creative process flowing and generating new ideas. The panel and audience will discuss what gets their creative juices flowing and how to get around that block. *Lori Del Genis (m), Daniel Brian, Heidi Hooper, Mitty Mago*
- 320 **Latinx SFF** Marina 4 (2E)
 The recently released *Latin@ Rising* anthology has raised the profile of stories from Latinx authors writing in English. We'll talk about the anthology and other works, new and old, of SFF from Latinx authors. What perspectives and themes are important to these stories and their authors, and how do they explore the speculative world? *Julia Rios (m), Mark Oshiro, Dianna Sanchez, Sabrina Vourvoulias*
- 321 **Geeky Belly Dance (2hr)** Grand AB (1W)
 From a galaxy far, far away, the geeky bellydancers return to Arisia once more! From Star Trek to Firefly, science fiction and fantasy have long been entranced by the shimmying undulations of bellydance. Join us as we explore brave new worlds of geeky bellydance fusion, featuring performances from some of infinity and beyond's finest dancers! *Samara Metzler (m)*
- 322 **Crackup: Comics & Comics at the Con (1hr 30min)** Grand CD (1W)
 Some of the funniest standups in Boston are coming at you for one night only of geek-themed good times & hilarity. We'll cap

it all off with an A/V tour of the random, ludicrous, & mystifying ephemera found while digging through thousands of vintage comic book & pulp fiction back issues. Presented by Wes Hazard (named 1 of 5 Boston Comics to Watch by the Boston Globe), come on down for a wild & hilarious show. You'll laugh as hard as The Joker dancing in the pale moonlight, promise! *Wes Hazard (m)*

- 323 **Young Frankenstein (1hr 46min)** ArisiaTV
 🎬 An American grandson of the infamous scientist, struggling to prove that he is not as insane as people believe, is invited to Transylvania, where he discovers the process that reanimates a dead body. With Gene Wilder. 1974, PG.

7:30pm

- 324 **Nexus Elements Session 1 (4hr)** Otis (2W)
 🎮 Nexus Fantasy Gaming is a Live Action Role Playing game based in an original world. It is our goal to provide a fun and safe event for both Adventurers and Game Cast alike. We strive to make an exciting and enjoyable game for all those who attend. *Dori Schendell (m)*
- 325 **Techno Contra (2hr)** Commonwealth (1W)
 Lively traditional dance with decidedly untraditional music and lighting: Come enjoy a Techno-Contra-dance with live music from Somerville's groovy-eclectic contra sensation Chimney Swift and calling by Angela DeCarlis. This is a special contra dance with live electronic-acoustic music and club lighting. Black-light friendly clothing encouraged! All experience levels welcome. All dances will be taught. No partner necessary. *Angela DeCarlis (m), Antha Auciello, Cecile Leroy, Daniel Ley, Zoe Madonna, Yaron Shragai*

8:30pm

- 326 **Just the Facts: Vaccines** Alcott (3W)
 Why do we need a flu shot every year? Why do more people have to get vaccinated when the vaccine is less effective? What kind of harm *can* they cause? And why is the U.S. having measles outbreaks again when Pakistan and India are eliminating polio? Come hear the science, the anti-science, and the ongoing discussions of immunology and epidemiology. *Thomas A. Amoroso (m), Amy Chused, Leo d'Entremont, James Macdonald, David G. Shaw*
- 327 **Shoot Your Novel! Screenwriting for Storytellers** Adams (3W)
The Walking Dead, Game of Thrones, and The Expanse all started out as books or comic book series, but writing a highly structured screenplay differs from writing a novel. Come learn about three-act structure and what elements a story *must* have to succeed on the big (or small) screen. Why must you Save The Cat? And how can you structure *your* next story to work as both a screenplay, and also a novel? *Anna Erishkigal (m), Reuben Baron, Susan Fox, Andrea Hairston, Alisa Kwitney Sheckley*
- 328 **Musicals as Fantasy** Bulfinch (3W)
 Musical Theater is an art form that has a very passionate and committed fan culture. Many musicals have a lot in common with classical fantasy, both in concept and in form. So why aren't musicals celebrated in the same spheres as Science Fiction and Fantasy literature or media? This panel will challenge the status quo as we entertain and explore arguments for and against including musicals under the umbrella of our love for all things SF/F genre! *Chris Brathwaite (m), Brian Liberge, Jesi Pershing, Victoria Queeno, Heather Urbanski*
- 329 **The Prisoner at 50: Be Seeing You** Douglas (3W)
 Fifty years ago, *The Prisoner* helped redefine the spy genre and bring various counterculture themes of the '60s to the forefront in a groundbreaking science-fiction show. Attempts at reboots—an '80s comic and a 2010 AMC series—have failed to capture any of the magic of the original. What keeps this classic show so popular after so many years, and where (beyond obvious tributes like *The Simpsons*) can we see its influence in pop culture today? *Mark L Amidon (m), Michael A. Burstein, Justine Graykin, John G. McDaid, Jared Walske*

- 330 The Games That Made Us** *Faneuil (3W)*
Is there a game that changed everything, that inspired or connected with you in an unexpected way? Games can get us through the difficult times in our lives, connect us with new friends, and help shape who we are. Panelists will discuss games that have a special place in their hearts and the lessons these games taught them. *Jonathan Woodward (m), Greykell (werewolf) Dutton, Allison Finn, Dr. Lisa Padol, Pablo Miguel Alberto Vazquez*
- 331 Teen Unconference** *Hale (3W)*
See #161 for description.
- 332 Welcoming Social Justice Newbies** *Burroughs (3E)*
Some people aren't born into families that talk a lot about or value social justice. We come from all different backgrounds with all different experiences. When someone wants to gain a better understanding of and start practicing social justice, how do we, as a community, welcome them and offer opportunities for education? How do we deal with the same basic questions over and over? How do we prepare them for the inevitable social media harassment? What do we do well? What could we do better? *Summer Plum (m), Diana Hsu, Cody Lazri, Victor Raymond, Gabriel Valdez*
- 333 Chainmail 101: European 4 in 1 Weave** *Independence (3E)*
Learn to make this popular pattern, used in jewelry and armor. We'll make an easy bracelet, and discuss adapting the pattern for your needs. This is a beginner class. Materials kits available for \$5.00 in the workshop. Arisia will provide pliers for in-class use. Space is limited to 15, please sign up in Program Nexus before the workshop. *Liz Cademy (m)*
- 334 A World of Darkness (AD&D) (4hr 30min)** *Harbor I (3E)*
This is a game where fantasy and evil exists behind the scenes and the players happen to be in the wrong place at the wrong time that lands them in trouble. After surviving a deadly encounter and there world being turned upside down they find themselves assisting a vampire under threat of death. What mystery will be found? *Michael Grivakis*
- 335 My Little Pony TOON (2hr 30min)** *Harbor I (3E)*
The very first Daring Do convention is coming to Baltimore! Everypony is excited to attend and are eagerly awaiting to rub hoofs with their favorite explorer. Join co-organizers Twilight Sparkle and Rainbow Dash and ensure that this convention goes off without a hitch. *Rob Castiello*
- 336 Folk/Blues/Rock Tunes** *Harbor III (3E)*
Instrumental renditions of diverse American tunes by Alec Heller on acoustic guitar. *Alec Heller*
- 337 Songs of Rudyard Kipling** *Paine (2W)*
Do you enjoy Kipling? Rudyard Kipling wrote a wealth of poems that make excellent songs, as demonstrated by the likes of Peter Bellamy and (especially in filk and SCA circles) Leslie Fish. We'll indulge in a number of them and maybe a few parodies. If you can, bring some to share! *Lynn Noel (m), April Grant, Benjamin Newman, Sonya Taaffe*
- 338 NERF WAR: Colonial Marines vs. Xenos Part 1 (4hr)** *Webster (2W)*
An original rules set, utilizing NERF and NERF style weaponry playing out a series of Scenarios, during which the players attempt to rescue the remnants of the lost Colony. Players also face the horror of becoming the very monsters they fight against. The Xenos can 'infect' their enemies and turn them into creatures like themselves. *James Henderson (m)*
- 339 Luna's Dark Fantasy Cello** *Lobby (2W)*
A performance by Luna of her unique and evocative music on electric cello. *Cello Luna*
- 340 Beyond Spandex: Comics Sans Superheroes** *Marina 1 (2E)*
Comic book shops and cinemas are packed full of high powered superheroes, but comics as a medium has so much more to offer. Our panelists will discuss their favorites, old and new, and what's to be gained by bringing these books to light for a wider audience. *Ellie Hillis (m), Kelly J. Cooper, Ken Gale, Erin Gumbel, Juliet Kahn*
- 341 Learn From My Fail: Costume Horror Stories** *Marina 2 (2E)*
Costumers love to tell you all about that thing they did wrong.

Our panelists set out to entertain you with admissions of some of their most embarrassing mistakes, spectacular horror stories, and lessons learned. *Courtney Rayle (m), Aurora Celeste, PJ Letersky, Milo Martinez, Bethany S. Padron*

- 342 Materials Safety for the Artist** *Marina 3 (2E)*
Artists are exposed to some pretty toxic substances: heavy metals, volatile carcinogens, and nasty particulates. In addition, there are bad ergonomics and other unhealthy conditions to contend with. How can an artists stay healthy? If you have a disability, are there special considerations for handling hazardous materials? *Lisa Hertel (m), James Bredt, Heidi Hooper, Sarah "Tashari" Morrison*
- 343 LGBTQ SF/F/H Authors You Should be Reading** *Marina 4 (2E)*
While L, G, B, T and/or Q work published by the Big 5 fluctuates wildly in volume from one year to the next, there's a lot of terrific queer-themed sf/f/h being produced by small presses, indie authors, nongenre markets and even Big 5 authors who aren't getting much of a publicity push. We'll talk about some of the recent books and stories that we've liked, and make suggestions about where to find more great reads. *Steve Berman (m), Felicitas Ivey, Sarah Lynn Weintraub, Trisha Wooldridge*

8:50pm

- 344 The Colour of Magic (3hr 18min)** *ArisiaTV*
An incompetent wizzard, a naive and wealthy tourist, and an indestructible, sentient chest with legs. Hijinks ensue. Based on the novel of same name by Terry Pratchett. 2008, NR.

9:00pm

- 345 Video Gaming Open Free Play (1hr)** *Carlton (3E)*
Wii, Xbox, PlayStation, Jackbox, 3DS, Rock Band, Minecraft, Super Smash Bros., Pokémon, Rocket League, Tetris, WWE, Mario, Nidhogg, Street Fighter, and many more!
- 346 Young Frankenstein (1hr 45min)** *Revere (2W)*
Gene Wilder stars in Mel Brook's hilarious sendup of Frankenstein and of all the Universal horror films. Dr. Frankenstein's grandson inherits his estate and begins reproducing his experiments, this time with tap dancing. 1974, PG.
- 347 Murder Ballads (1hr)** *Grand CD (1W)*
Murder Ballads is a duo of singer-songwriters playing an eclectic blend of folk, blues, and occasionally even murder ballads. *Adam Fromm, Catt Kingsgrave-Ernstein*

10:00pm

- 348 Pitch Mania! A Competition For Your Story** *Alcott (3W)*
Bring your the first page of your story to our Arisia pitchapalooza to read aloud until one of the judges says 'stop!' Learn what people who read stories for a living think of your story, get some feedback, and learn from the mistakes and triumphs of your fellow writers. The winner will be determined by the panel of judges from all of the first pages that are read all of the way through. *Dianna Sanchez (m), Inanna Arthen, Genevieve Iseult Eldredge, Hildy Silverman, Ian Randal Strock*
- 349 Teen Unconference** *Adams (3W)*
See #161 for description.
- 350 Punk Turns 40** *Bulfinch (3W)*
It's been 40 years since punk hit the world, and its influence still reverberates today. We'll take a look at the formation of punk, the influences that lead to the genre, the staying power of the scene, and the ways in which it influences current fashion, music media, and culture. *Sioban Krzywicki (m), Kevin Cafferty, Abby Hafer, Mark Oshiro, T.X. Watson*
- 351 Anime That Time Forgot** *Douglas (3W)*
Think about all of the Japanese animation ever made: thousands of hours and episodes and tapes and DVDs. But not all anime made it to home video intact; some was lost before home video was a thing. Others hit the airwaves but never made the hop to commercial video or export. Others didn't endure into the digital age. Others were never really meant for public consumption to begin with. Join Anime News Network's Mike Toole for a look at

some of the hardest to find Japanese animation out there! *Mike Toole (m)*

- 352 **Late Night Sexy Comics** *Faneuil (3W)*
Comics have a long, risqué history and that's absolutely worth celebrating. Come share some of your favorite comics smut, learn about some new ones you haven't heard of, and most importantly have a good, inclusive time. 18+ only. *Tegan Mannino (m)*, *Ed Fuqua*, *Mehitabel Glenhaber*, *Donna Martinez*

- 353 **Reading: DeCandido, Palmer, Smith** *Hale (3W)*
Keith R. A. DeCandido, *Suzanne Palmer*, *Sarah Smith*

- 354 **Polyamory Misconceptions** *Burroughs (3E)*
There are a lot of stories polyamorous people hear living in a heavily monogamous world. From being told we'll "settle down" to questioning how we can possibly "really commit" to more than one person, there are a lot of myths to bust. Come join us as we tackle the misconceptions surrounding polyamory—and sympathize about the stresses they cause. *Tikva (raycho) (m)*, *Ryan Alexander*, *MJ Cuniff*, *Matt Harmony*, *Valerie White*

- 355 **Intermediate Chainmail Workshop** *Independence (3E)*
For students who have taken a basic workshop and would like to learn more. We provide a kit of rings and pliers to borrow. Limited to 15. Materials fee, \$5. Sign up in Program Nexus, *Liz Cademy (m)*

- 356 **Jackbox Vol 1–3 Freeplay (3hr)** *Carlton (3E)*
🎮 Compete with other players on your Smartphone and the projector screen! Games available to play include Drawful 2, Quiplash 2 and more!

- 357 **Open Jam: Klezmer/Balkan/etc.** *Harbor Prefunction (3E)*
🎵 An open tune&song jam with a few of our Minstrels. Bring an instrument! Bring your voice! (This session may run long if there's interest.) *Susan Weiner (m)*, *Marnen Laibow-Koser*, *Yaron Shragai*

- 358 **Open Singing** *Paine (2W)*
🎵 Come listen and/or make music in this unthemed song circle. All types of music are welcome. Time permitting, everyone who wishes to lead a song will have at least one opportunity to do so. *Paul Estin (m)*, *Nat Budin*

- 359 **Consulting & Contracting: How To Make (For) Money** *Marina 3 (2E)*
Consulting and contracting are great ways to make money, but there are many pitfalls that await the unwary. Panelists who have consulted as a primary occupation or just on the side will share their tips, techniques, and war stories. *Andrew Anselmo (m)*, *David Friedman*, *Ariela Housman*, *Frederic Jennings*

- 360 **PMRP: The Naked Time** *Grand AB (1W)*
Join Captain Jane T. Kirk and the rest of the Enterprise crew in the Post-Meridian Radio Players' latest production: a gender-swapped interpretation of Star Trek: The Original Series episode: The Naked Time! In this episode, a mysterious alien contagion infects the crew of the Enterprise, destroying their inhibitions and causing mayhem throughout the ship! This will be a live "old-time radio" style performance, complete with Foley sound effects! *Caitlin (m)*

- 361 **Bawdy Songs** *Commonwealth (1W)*
🎵 Unsuitable for children of all ages! Sing, play, or listen in a moderated circle for songs that are suggestive, erotic, bawdy, raunchy, or just plain lewd. Bawdiness in any orientation is welcome, and songs may be as rude as you like—but rudeness in excess of cleverness is tacky. Note: If you think violence is clever, you're mistaken. *Jeremy Kessler (m)*, *John Borecki*, *Anabel Graetz*, *Mercy E Van Vlack*

10:30pm

- 362 **Bungou Stray Dogs (9hr)** *Griffin (3E)*
🎮 Atsushi joins a firm of supernatural investigators, taking on unusual cases the police cannot handle, alongside his numerous enigmatic co-workers. 22 episodes + 1 OVA. R

- 363 **Wand Dueling with Harry Potter NYC (1hr 30min)** *Hancock (2W)*
The art of wand dueling is a centuries old practice that has unfortunately fallen by the wayside in today's modern wizarding curriculum. Join Harry Potter NYC as their top wand dueling

instructors demonstrate several of the offensive and defensive moves most frequently employed in duels. Many of these can be seen being used in the now famous Harry Potter documentary films. You can bring your own wands, or if needed training wands can be provided. *Jonathon Rosenthal (m)*

- 364 **Light Sabers: Combat of the Sword Masters (1hr 30m)** *Grand CD (1W)*
✂ You have a lightsaber—now what? Boston Jedi, a lightsaber choreography group, will do a short demonstration and then hold a workshop to teach the basics of stage combat using lightsaber props. During the workshop, we will be going slowly—safety first! No experience needed; no saber needed! (If you have your own Ultrasaber or Saberforge, you're welcome to use it.)

10:45pm

- 365 **Extra Bad Movie: Howard The Duck (2hr)** *Revere (2W)*
🎬 A sarcastic humanoid duck is pulled from his homeworld to Earth where he must stop an alien invader. A stunningly bad live-action adaptation of a really quite good comic book series. I cried real tears at the time. 1986, PG.

11:30pm

- 366 **How to Write Hot Sex Scenes** *Alcott (3W)*
Whether you like it saucy or tender, how your characters 'do it' can reveal much about their personality. How do you set up a viable sex scene? How can you use unresolved sexual tension to increase conflict? And how can you portray the many alternatives which exist in SF/E, not just same-sex or poly-pairings, but also shifters, aliens, and incorporeal beings? Our panelists will discuss the mechanics of sex and foreplay, as well as how to get 'in the mood' to write hot sex scenes. 18+ only. *Genevieve Iseult Eldredge (m)*, *Ed Fuqua*, *Lee C. Hillman* (*Gwendolyn Grace*), *Rachel Kenley*, *Connie Wilkins*

- 367 **Teen Unconference** *Adams (3W)*
See #161 for description.

- 368 **The Next Steps in BDSM** *Burroughs (3E)*
You've dipped your toes in the water and are ready to go a bit deeper. Before you dive in head first, what are some good next steps? Let's discuss the topics that go a bit more in-depth. What is edgeplay? power-exchange? What BDSM skills require some advanced study? 18+ only. *Abigail Keenan (m)*, *Adri*, *Marnen Laibow-Koser*, *Shelley Marsh*, *Mark W. Richards*

- 369 **Singing into the Night (3hr 30min)** *Paine (2W)*
🎵 Open Singing descends into chaos. Music will continue as long as people are interested. *Ellen Kranzer (m)*, *Elizabeth Birdsall*, *Glen Raphael*

12:00am SUNDAY

- 370 **Dr. Horrible's Sing-a-long Blog (1hr)** *Grand AB (1W)*
Groupies and corporate tools alike are sure to think the status is NOT quo after this must see show! Join The Teseracte Players for a sing-a-long where the weird stuff is sure to be. 18+ only. *Glenn MacWilliams (m)*, *Teseracte Players*

- 371 **Timey Wimey Dance 2: Back to the Timey Wimey! (6hr)** *Commonwealth (1W)*
It's the sequel to last year's anachronistic adventure! Time bandits Dirge and Xero need your help to generate 1.21 Gigawatts Of Power to launch their DeLorean for an excursion though thirty years of timeless dance music from the 70s, 80s, & 90s! Join them for another nostalgic trip to the 20th Century at This Arisia's Radical Dance In Space-time! RSVP on Facebook here: <https://goo.gl/fQu0bY>. *DJ Dirge (m)*, *DJ Xero*

12:20am

- 372 **Logan's Run (1hr 59min)** *ArisiaTV*
📺 An idyllic sci-fi future has one major drawback: life must end at the age of 30. 1976, PG.

12:30am

- 373 **Disney After Hours (2hr)** *Grand CD (1W)*
What goes on in the Disney castles after hours... stories and songs. 18+ only. *Emily Simon (m)*, *Chris Doherty*

All panels are 75 minutes unless marked otherwise.

12:45am

- 374 **Mad Max 3: Beyond Thunderdome (2hr)** *Revere (2W)*
 After being exiled from the most advanced town in post-apocalyptic Australia, a drifter travels with a group of abandoned children to rebel against the town's queen (Tina Turner). 1985, PG-13.

1:30am

- 375 **Buffy the Vampire Slayer: Once More With Feeling** *Grand AB (1W)*
 The Tesseracte Players prove that life's a show as they sing and dance into trouble as Buffy and the Scoobies. Walk into the fire with your favorite characters all over again! 18+ only. *Glenn MacWilliams (m), Tesseracte Players*

2:20am

- 376 **Underworld (2hr 2min)** *ArisiaTV*
 Selene, a beautiful warrior, is entrenched in a war between the vampire and werewolf races. Although she is aligned with the vampires, she falls in love with Michael, a human who is sought by werewolves for unknown reasons. 2003, R.

2:45am

- 377 **Futurama: Bender's Big Score (1hr 30min)** *Revere (2W)*
 Planet Express sees a hostile takeover and Bender falls into the hands of criminals where he is used to fulfill their schemes. 2007, NR.

4:15am

- 378 **Attack The Block (1hr 30min)** *Revere (2W)*
 An unlucky young woman and a gang of tough inner-city kids make an unlikely alliance to try to defend their turf against an invasion of savage alien creatures, turning a South London apartment complex into a war zone. 2011, R.

5:10am

- 379 **The Magic Sword (1hr 41min)** *ArisiaTV*
 Evil Bas-Celik is terrorizing people, but only the magic sword can harm him. A young hero goes on the dangerous quest to find that sword. 1950, NR.

5:45am

- 380 **The Ice Pirates (1hr 45min)** *Revere (2W)*
 In the far future water is the most valuable substance. Two space pirates are captured, sold to a princess, and recruited to help her find her father who disappeared when he found information dangerous to the rulers. A real Space Opera with sword fights, explosions, fighting robots, monsters, bar fights and time warps. 1984, PG.

7:00am

- 381 **Classic Cartoons (2hr)** *ArisiaTV*
 Classic Warner Bros. cartoons to start the day!

7:30am

- 382 **Charlotte (5hr 36min)** *Griffin (3E)*
 While on the surface Yuu Otosaka appears to be just another charming teenager, he has a secret—he has the ability to slip into people's minds and control their body for five seconds at a time. Yuu is coerced into transferring to Hoshinoumi Academy for students with supernatural abilities and then forced to join the student council. Together they face challenges that bring him closer to the shocking truth that his own ability might be more powerful than he can image. 2015, 13 episodes + 1 OVA.

- 383 **Willy Wonka & The Chocolate Factory (1hr 45min)** *Revere (2W)*
 When Charlie Bucket wins a once-in-a-lifetime tour of the mysterious Willy Wonka's candy factory, he finds himself in a world of pure imagination stranger than he could possibly imagine. A real trip for the whole family. 1971, G.

8:00am

- 384 **Monsters in the Elevator (5hr)** *Harbor I (3E)*
 Come play our cooperative card game filled with cute monsters! Winner of the Best Family Game award at the 2016 Boston Festi-

val of Indie Games, and currently a finalist for the national Hasbro Game Labs competition. www.YayaPlay.com/MITE. *Jason Wiser*

8:30am

- 385 **Hall of the Flesh Eaters (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Scenario #6–06. Shrouded in thick fog, the shifting Gloomspires north of the Shackles have long frustrated explorers. However, a recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the columns safely and search for the lost treasure of the legendary pirate Eightfingers. The only problem is that the Pathfinders are not the only visitors to the Gloomspires. *Ray Diaz*

386 Geeky Play Date

Webster (2W)

- ★ Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your children. Kids can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue, plan on tending to your children. If you need to leave a Red-Ribbon Fast Track child for a 10am panel, you may do so after 9:45, and checking in with Fast Track staff. *Damarie Underhill*

387 Sunday Morning Gentle Yoga (1hr)

Grand CD (1W)

This is a restorative, restful, flowing (*vinyasa*), one-hour class suitable for all levels. There are no standing poses. All movement is coordinated with the breath. Practitioners at all fitness levels who revel in a deep slow session are encouraged to attend, including those of us who are older, obese, or otherwise have significant physical limitations. Enjoy a lighter heart and a greater sense of harmony. Please bring a Yoga mat or a towel and dress comfortably.

9:00am

- 388 **Quest for Perfection, Part 1 (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Scenario #3–09. In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroan monastery in search of a powerful relic to help ensure victory in the upcoming Ruby Phoenix Tournament. Though the monastery has long lain unused by the faithful of the Master of Masters, it is not completely devoid of danger, and the PCs soon discover that merely retrieving the ancient artifact is but the beginning. *Lisa Neilson*

- 389 **Realms LARP: Excursion to the Boundary Summit (6hr)** *Grand A (1W)*
 War Looms. The goblin tribes have been driven from their homeland by a terrible curse, driving them into Empress Josephine's domain. Can the curse be dealt with? The strange tower from which it originates calls to the bold, but what one finds may be stranger yet. Realms Fantasy boffer LARP returns for more action and puzzles. *Dan Diamond (m)*

390 Spaceballs (1hr 37min)

ArisiaTV

- Planet Spaceballs' President Skroob sends Lord Dark Helmet to steal planet Druidia's abundant supply of air to replenish their own, and only Lone Starr can stop them. 1987, PG.

9:15am

- 391 **Kubo and the Two Strings (1hr 45min)** *Revere (2W)*
 Kubo must locate a magical suit of armor worn by his late Samurai father in order to defeat a vengeful spirit from the past. A visual tour de force and a must-see for all fans of stop motion animation. 2016, PG.

9:30am

- 392 **Fabric of Reality (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Scenario #4–19. For the past year, the Pathfinder Society has used the isolated demiplane contained in the Hao Jin Tapestry as a private adventuring realm and, since discovering a backdoor out of the demiplane, as a shortcut from the tapestry's location to a hidden corner of Varisia. Now a team of Pathfinders must discover how the infamous sorcerer known as the Ruby Phoenix created her private demiplane and enter the heart of the tapestry and alter the very nature of the magical realm. *David Neilson*

- 393 **Becoming Active Bystanders (1hr 45min)** Marina 4 (2E)
A bystander is a person who observes unacceptable behavior. It might be something serious or minor, one-time or repeated, but the bystander knows that the behavior is unacceptable or likely to make a bad situation worse. An *active bystander* takes steps that can make a positive difference in that situation. This class covers the basics of active bystander action and strategies, with opportunity for discussion and practice. Training provided by the Boston Area Rape Crisis Center.

10:00am

- 394 **Northern Lights Costumers' Guild Meet-up** Alcott (3W)
Northern Lights is a chapter of the International Costumers' Guild, a non-profit organization that seeks to educate the public and enjoy the construction and wearing of all forms of costume.
- 395 **How to Self-Edit That Steaming Hot Pile of Crap** Adams (3W)
Have you ever gone back to edit your story, only to ask "Who wrote this \$#!t?" Can you fix it? Where do you start? Our experts will teach you how to identify which elements you wish to save, how to spot plotting and pacing issues, why adverbs are so bad, and what tools are available to make self-editing easier. Bring a butcher knife...it's time to conduct surgery on your baby... *Trisha Wooldridge (m), Jacqui B., Alexander Jablovkov, Matthew Kressel, Ken Schneyer*
- 396 **Adults, Couples, and Coworkers on the Spectrum** Douglas (3W)
In this open-ended discussion, we will explore issues of relationships, communication strategies, intimacy, the world of work, self-knowledge, and any other challenges which come up as people move into adulthood. The goal is for everyone to come away with a better understanding of how to work with themselves and with the people around them, whether they identify as an Aspie or not. Bring your questions! *David G. Shaw (m), Reuben Baron, Danny Miller, A.J. Odasso, Aimee Yermish*
- 397 **Polyamorous Parenting** Faneuil (3W)
Mixing multiple relationships with raising children introduces a host of new complications as well as possibilities. How do you answer questions, schedule your time, and mix parenting styles? Does your parenting strategy change when your children are older? Does your style differ if the kids were blended, or born into the poly group? These and other questions will be discussed. *Barbara A Woodward (m), Matt Harmony, Ken Olum, Santiago Rivas*
- 398 **A Parent's Guide to Anime and Manga** Hale (3W)
Want to learn what your kids are watching and reading? Panelists will discuss the different types of genres, terminology, and what to look for in your kids' favorite series. They will also recommend the best shows for not only kids to enjoy but the entire family. *John C. Watson (m), Morgana Hartman, PJ Letersky, Richard Ralston*
- 399 **Worst. Plan. Ever!** Burroughs (3E)
Clueless Legions Unearthed and Exposed! Total Party Kill! Many of us are guilty of sitting around a table and throwing out a really terrible idea that the group then gets behind! Mayhem and chaos ensue! Where do these plans come from? Why do reasonable people forget basic logic when playing a character with super powers and high explosives? How can a GM rescue a game when a bad plan threatens a T.P.K.? Join the fun as our panel shares some of their worst plans ever! *James Hailer (m), T Christopher Davis, Genevieve Iseult Eldredge, David Nurenberg, Lisa J Steele*
- 400 **Monster Maker** Independence (3E)
Have you ever wanted to snuggle up with a ducktopus (duck-octopus) or a zebephant (zebra-elephant)? Well here is your chance! Come join us to create your own mystical stuffed animal by chopping up some old, boring ones, and sewing them back together to make some weird, crazy creatures. All ages are welcome. Limit: 18. *Todd Cooper (m)*
- 401 **Video Gaming Open Free Play (1hr)** Carlton (3E)
Wii, Xbox, PlayStation, 3DS, Rock Band, Jackbox. Minecraft, Super Smash Bros., Mario, Pokémon, Street Fighter, Nidhogg, WWE, Rocket League, and more!

- 402 **Savage Worlds: Children of the Apocalypse (3hr)** Harbor I (3E)
In a distorted future version of our world, your team must retrieve Powerstones from an ancient ruin guarded by lizardfolk... and a dragon. Using the Savage Worlds system, the Children of the Apocalypse setting lets players experience a wide range of races and abilities as they explore the ruins of Boston. Try out this brand-new setting! *Scott Marchand Davis*
- 403 **New World Magischola House Rivalry (1hr 30min)** Harbor I (3E)
See #39 for description.
- 404 **Magic the Gathering: Mini-masters (3hr)** Harbor I (3E)
Start with a pack and lands; winners add a pack each round. Presented by Foam Brain Games. Materials will be available for purchase in Harbor I. *Alex Mullins (m)*
- 405 **Hall of the Flesh Eaters (Pathfinder) (4hr 30min)** Harbor I (3E)
Scenario #6–06. Shrouded in thick fog, the shifting Gloomspires north of the Shackles have long frustrated explorers. However, a recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the columns safely and search for the lost treasure of the legendary pirate Eightfingers. The only problem is that the Pathfinders are not the only visitors to the Gloomspires. *Eric Robinson*
- 406 **Treasure of the Broken Hoard (D&D 5E) (4hr 30min)** Harbor I (3E)
See #41 for description.
- 407 **Renaissance Music** Harbor III (3E)
An informal performance by one or more of our Minstrels. *Troy Daniels*
- 408 **NO, YOU Color In The Lines!—Adult Coloring** Otis (2W)
After a full day of Arsia fun times you might want to decompress by coloring wherever you want. We'll provide colored pencils for you to beautify pages from the very serene to very adult coloring books available. This is an informal open space for participants to come and go freely and socialize in a quieter setting. *Anna R Bradley (m)*
- 409 **Rousing Chorus Songs** Paine (2W)
A circle emphasizing songs—folk, filk, whatever—with uncommonly good and energetic choruses that really pull people in. Insufficiently rousing songs will be gonged! *Angela Kessler (m), John Borecki, Zoe Madonna, Becca Mandel*
- 410 **Pokemon Go Kids Meetup** Hancock (2W)
Come meet other Pokemon Go players. Show us your favorite monsters and exchange your tips and tricks. This meet-up is intended for kids and their families. *Micah Schneider*
- 411 **Mask Making** Hancock (2W)
Masks make your personality, with costumes or not. *Emma Caywood (m), etana*
- 412 **Learn to Knit** Hancock (2W)
Learn to knit—we provide everything! *Kate Brick (m), Elizabeth Birdsall, Jill R. Singer*
- 413 **Improv Theater Games For Kids** Webster (2W)
Using exercises inspired by improv theater, New Games, and "Whose Line Is It Anyway?," we'll play, pretend, and get random together. You'll be surprised by how fast you can think and how creative you can be. No acting experience required, only the willingness to be silly. *N.S. Dolkart*
- 414 **Swords of Chivalry 2** Webster (2W)
Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! *Mr. Ferguson*
- 415 **Kids' Tour of the Art Show** Webster (2W)
Come learn about the Art Show—and then head over to take a tour and vote for your favorite art!
- 416 **Anglo/American Tunes and Dances** Lobby (2W)
An informal performance by one or more of our Minstrels. *Alex Cumming, Alice Kaufman*
- 417 **Moana: Disney's Latest** Marina 1 (2E)
Disney's *Moana*, their latest release, is a huge hit. We'll discuss what we loved and didn't love about The Rock's first major role

anchoring a Disney animated flick, as well as their handling of native Hawaiian mythology (and casting), and the use of music by Tony Winner Lin-Manual Miranda. *Michael A. Ventrella (m), Hanna Lee Rubin Abramowitz, Konner Jebb, Kate Nepveu, Barbara M Pugliese*

418 Well-Behaved Women Rarely Make Fantasy Marina 2 (2E)

From Susan Pevensie's lipstick to fan-hate for Sansa Stark, feminine characters often get shortchanged by fantasy authors and fans alike, losing out in comparison with the Strong Female Protagonist archetype. Why does this happen? Which feminine characters manage to succeed against this stereotype? Is the trend changing, and why? *Victoria Sandbrook (m), Randee Dawn, Ariela Housman, Victoria Janssen*

419 How To Make A Comic Marina 3 (2E)

Everyone "knows how to make a comic" in theory but the reality of it isn't so easy. Let's talk printing quality, scripts, web hosting, gutters, borders, staples, CMYK vs RGB, and the like. Bring your questions—our panel's got you covered! *Mike Luoma (m), Mildred Louis, Dan Mazur, Joey Peters, Ursula Vernon*

420 Fun and Games With Greykell (1hr 30min) Grand CD (1W)

Come and get childish with our Fan Guest of Honor. Play group games and make new friends. We even have a parachute to play with!! *Greykell (werewolf) Dutton*

10:30am

421 Walk the Labyrinth (1hr 30min) Commonwealth (1W)

What's blue & white and bigger on the inside? Our 30'x30' seven-circuit classical labyrinth! A tool for walking meditation, self-inquiry, relaxation, or just for fun; use it to find a little peace during the excitement of Arisia. The labyrinth is open to all who can respect the space. You can arrive anytime and walk it as many times as you'd like. *Jude Shabry (m), Derek D Lichter*

11:00am

422 Rock Band 4 Rivals Free Play All Day! (2hr) Carlton (3E)

Karaoke with instruments! Rock on!

423 Batman (1hr 45min) Revere (2W)

Batman and Robin must foil four of Gotham's most notorious supervillains who plan to hold the world for ransom with the help of a secret invention that instantly dehydrates people. A brightly-colored, witty camp gem. 1966, PG.

424 Going Postal (3hr 5min) ArisiaTV

A con artist is conned into taking the job of Postmaster General in the Ankh-Morpork Post Office, a position that has not been filled in years. Based on novel of same name by Terry Pratchett. 2010, NR.

11:30am

425 Prop Weapons for Costumers Alcott (3W)

Learn some tips on construction and modification of costume weapons. Special consideration will be given to safety and transport. How far does one go towards looking authentic without risking the safety and comfort of other attendees? Are simulated costume guns now verboten, or at least gauche? What about bladed costume weapons? Does peace-bonding obviate the issue, or is there something more in play? How can you modify your props to be con or stage safe? *Courtney Rayle (m), Paul Kenworthy, Milo Martinez*

426 Using 'High Concept' to Plot Marketable Stories Adams (3W)

In this age of a glutted fiction market, you need to hook your audience *before* they read the very first page. Learn how commercial fiction writers and screenwriters use 'high concept' to figure out what stories will sell. How do you brainstorm high concept? Can you test whether an audience will buy your story *before* you write it? Learn how 'high concept' can give your story structure, help you stay on-focus with your message, and balance marketability with artistic integrity. *Anna Erishkigal (m), Leigh Perry, Sarah Smith, Cecilia Tan, Gene Turnbow*

427 Taking the Terror Out of Reading Your Work Aloud Bulfinch (3W)

Readings are an important part of winning fans, but can be intimidating. Come learn how to feel confident in front of a

crowd. Veteran writer and reader Justine Graykin will share tips on avoiding common mistakes and strengthening your skills. Bring a 3–4 min. sample of your work and get a chance to be recorded and see how others see you. You'll receive encouraging, constructive criticism. Let us know when registering if you wish to be a volunteer. *Justine Graykin (m)*

428 Evolution Doesn't Work That Way Douglas (3W)

Are psychic powers the next step in human evolution? Can people be de-evolved into fish? Can my dog evolve like a Pokemon? What is a mutation, and does it involve superpowers? The idea of "evolution" is widely used—and misused—in science fiction. We'll give you a quick primer on what evolution is, and then explain why most evolution-themed tropes are hilariously incorrect. *Abby Hafer (m), Christopher K. Davis, Carl Fink, Steve E Popkes, Emily Walton*

429 Addressing Sexual Harassment in Our Communities Faneuil (3W)

Harassment and safety at conventions is not a new topic, but it has been very much in the spotlight for the past couple of years. Many cons, including Arisia, are taking steps to prioritize safety. What are the best ways to make convention attendees safer? Conventions and communities have changed policies and enforcement, created procedures for reporting harassment, and tried to apply social pressure. How do our current strategies work, how could they work better, and who is doing it well? *Mary Catelynn Cunningham (m), A.J. Odasso, Mark Oshiro, Kris Pelletier, Jesi Pershing*

430 Mecha Anime—A Defining Genre Hale (3W)

Where would anime be without its mecha? From Giant Robo, to countless versions of Gundam, and even sprinkled into other genres like Magic Knight Rayearth, the genre has been a staple that is will continue to define the medium. This panel will discuss mecha series through the decades, its themes, evolution, and what they hope to see in the future. *Julia Pugliese (m), Mario Di Giacomo, Felicitas Ivey, Colin Janson, Morlock, Mike Toole*

431 Singing in the Pool (1hr) Pool (3W)

What's better than singing in a shower? Singing in a swimming pool! Bring a bathing suit and help us experiment with the acoustics. As always, we will begin by gathering just outside the pool area for our traditional singing parade through the hotel's public spaces. Follow the giant rubber duck! *Jeff Keller (m), John Borecki, April Grant, Zoe Madonna*

432 The King's Busketeers and Friends Mezzanine (3W)

An informal, acoustic performance of largely traditional tunes and songs from Ireland, the UK, and the USA by some of the Busketeers and perhaps a few guest musicians. NOTE: They may have to go elsewhere to find sufficient space, but they shouldn't be too hard to find. *Sam Atwood, Becka Hubschwerlin, Andrew Prete*

433 20 Years of Pokemon and Pokemon Go Burroughs (3E)

With the release of the popular mobile app, Pokemon Go, the Poke-craze is bigger than ever! With a growing Pokedex (>721 Pokemon in seven generations) and dozens of games behind it, what does the future hold for this franchise? Panelists will discuss the game's legacy, the evolution of the series, and how Pokemon Go fits into all this. *Ian Campbell (m), Hanna Lee Rubin Abramowitz, Yitzy Abramowitz, Chris Brathwaite, Meg McGinley*

434 Tarot for Non-Believers Independence (3E)

Want to learn more about the Tarot but without all the woo-woo? Curious but skeptical about "fortune telling" cards? Interested in symbols, language, and mental models? This is a class for you. This class will introduce a secular, humanist approach to these centuries-old cards. Fred Jennings will discuss the history of the cards, their transition from a playing card game to a staple of occult imagery, and methods for approaching the cards as a psychological model. Limit: 18. *Frederic Jennings (m)*

435 Girls und Panzer Miniatures (4hr 30min) Harbor Prefunction (3E)

This is Senshadow — tabletop competition among girls' high school tankery teams inspired by Girls und Panzer anime. *Mau-reen Reddington-Wilde*

- 436 **Dungeonton Abbey (D&D 5e) (4hr 30min)** *Harbor I (3E)*
 Semiranta the Bold, Satrap of the Western March, Champion of Skagerrak, Lady of Penhallow Wood, is a mighty heroine. She and her friends have done great deeds. There's not much she can't handle. Too bad she's out of town. Take on the role of her servants as disaster strikes at Penhallow Manor while the Lady of the House is off adventuring. Are the servants up to the task of keeping everything ship-shape and Bristol fashion while they deal with... something... sneaking into the manor? *Jacob Evans*
- 437 **Ace Adventure & Flying Royal Flush (Fate Acc.) (3hr)** *Harbor I (3E)*
 Ace Adventure is a Decopunk alternate history taking place post-WWI. It combines Pulp! styled heroes, particularly flying aces, with modern punk aesthetics giving our heroes a truly optimistic outlook to tackle any issue. That's not to say it will be easy; London has suffered nuclear fallout, creating some truly epic giant monsters and inspiring a wave of evil geniuses and corrupt criminals. *Brian Liberge (m)*
- 438 **Roll The Dice (1hr 30min)** *Harbor I (3E)*
 Back by popular demand, Roll The Dice is back! The easiest role playing game ever created, the most open world, and the easiest to learn. Come join us for a crazy fun game and be prepared to be creative! *Madi Garland*
- 439 **The Strange, Compelling World of Bojack Horseman** *Marina 1 (2E)*
 Netflix's *Bojack Horseman* seemed like another post-*Family Guy* schlockfest at first glance, but turned out to be a surprisingly well-crafted story of depression, ennui, and the price of fame (along with some thoroughly crass humor, of course). In a world in which humans and anthropomorphic animals live side-by-side (and can interact in every way imaginable), the story of one horse coming to grips with where his own mistakes have led him somehow is even more effective. *Genevieve Leonard (m), W. "Ian" Blanton, Deirdre Crimmins, Ellie Hillis, Jared Walske*
- 440 **Is Optimism Just Nostalgia in Disguise?** *Marina 2 (2E)*
 We are hearing, after a long sojourn in dystopia and postapocalypse, that optimistic SF is making a comeback. Is it really the case or is the optimism of yesterday just another type of nostalgia? When climate change, postantibiotic medicine, and resource depletion are major factors in our lives (topics that are not always as well addressed in optimistic SF), is there a way to temper our optimism and inspire those who might be able to face these problems? *Andrea Hairston (m), MJ Cuniff, Matthew Kressel, Nalin Ratnayake, T.X. Watson*
- 441 **Over the Four Color Rainbow: Queer Comics** *Marina 3 (2E)*
 Queer comics fans have been around as long as there have been comics, despite the lack of representation in those early years. Much has changed within the last few decades as we begin to see more openly queer characters and creators in the mainstream. Join our panelists as they discuss the progress so far and what can be done to further the goal of representation in the future. *Alexa Dickman (m), Jon Erik Christianson, Mehitabel Glenhaber, LB Lee, Mildred Louis*
- 442 **Why Run a Fan Convention?** *Marina 4 (2E)*
 Many conventions, including Arisia, are run on "volunteer power"—no one staffing the convention gets paid. Why would anyone do this, when they could instead pay their \$\$ and attend with no responsibilities? Come listen to our answers, and ask your own questions about volunteering for Science Fiction and Fantasy, Gaming, Anime, Comic, and other geek-culture-focused conventions. Maybe you'll be inspired to get involved! *Jaime Garmendia (m), Elizabeth McCarty, Mark W. Richards, Sharon Sbarsky, Ellie Younger*

12:00pm

- 443 **A Wolf by Any Other Name (New World Magischola) (4hr)** *Otis (2W)*
 In the Magimundi, the hidden North American magical universe, two types of creatures can shape-shift into wolves: lycans and loup-garou. Though their powers are essentially the same, the way they are treated by society is not. Loup-garou are privileged; lycans are persecuted. On this night of the full moon, you are in detention with other students, some of whom are secret lycans,

struggling to find the potion that will keep them from changing and outing their condition. What will you do? *Maury Brown (m)*

- 444 **Mrs. Hawking, Part III: Base Instruments (1hr 30m)** *Grand B (1W)*
 London, 1883: Mrs. Hawking returns in the debut of a new adventure! When Mrs. Hawking is injured in the line of duty, the press for Mary to master the society avenging becomes all the more urgent as a Mariinsky dancer approaches them to solve the murder of the prima ballerina. Join our team as they seek to reconcile the difficult path of the hero with the unraveling of the mystery and championing for justice. Requires no knowledge of other shows in series. More information at www.mrshawking.com. *Bernie Gabin (m), Phoebe Roberts*

- 445 **Button-Mashing Master Cuts: Swords & Video Games (1hr)** *Grand CD (1W)*

Is a fatality combo like a murder strike? Do you need the Master Sword to do a master cut? Do steppe horsemen really ride in circles during combat? Do swordfighting scholars really cry if you make them watch a fight scene with 8-foot-long swords and backspins? Come find out what we love, what we can't stand, and maybe even how we feel about your favorites. The details of what we do and don't like may surprise you! Caution: May ruin your ability to take fantasy swordfights seriously. *Mark J. Millman*

12:45pm

- 446 **Daimajin Strikes Again (1hr 30min)** *Revere (2W)*
 Daimajin returns for one last stomp through Edo-era Japan, this time in aid of four young boys out to rescue their enslaved parents from the evil lord Arakawa. Also known as "The Wrath of Daimajin". In Japanese with English subtitles. 1966, NR.

1:00pm

- 447 **Getting Into Character** *Alcott (3W)*
 From the way you walk, to the way you talk, getting into character is key to making your cosplay shine. Our panel of performance-minded costumers share with you their secrets for bringing their costume to life. *Gaia Eirich (m), Michael Bailey, Wonder Wendy Farrell, LH Roberts, Scratch*
- 448 **Relationship Basics** *Adams (3W)*
 Whether you are young or old; monogamous or polyamorous; gay, lesbian, straight, or bi; trans* or cis-gender, the keys to happy, healthy relationships are similar and every so often we could all benefit from a little refresher. What are the secrets to good relationships? Come learn about ways to make your relationship(s) better. *Jennifer Old-d'Entremont (m), N.S. Dolkart, Ken Kingsgrave-Ernstein, Emily Nagoski, Beth Rannerwolf*
- 449 **Comics Creator Meetup: Find A Collaborator!** *Bulfinch (3W)*
 This is a casual meetup, allowing comic creators to associate and plan! Come with ideas, business cards, and an open schedule! *Dan Mazur (m), Olivia Li*
- 450 **Foodcraft: How Science Can Reinvent Your Kitchen** *Douglas (3W)*
 Foodies are always inventing and adapting scientific techniques to prepare their favorite ingredients in exciting new ways, but how can these modern miracles be made available to someone on a budget? Or is the Modern Kitchen only a pipe dream? Learn the wonders of sous vide, sonic cavitation, and food grade centrifuges. *David G. Shaw (m), B. Diane Martin, Cecilia Tan*
- 451 **The Art of Tarot** *Faneuil (3W)*
 Tarot imagery has some carefully thought out topics and dimensions of meaning. Panelists discuss traditional Tarot meaning and how it is encoded in the art, and also pick an image or two from their favorite Tarot deck to compare and contrast the art and meaning with one of the more commonly used decks. *Eyal Sagi (m), Fish, Felicitas Ivey, Stephanie Law, Damarie Underhill*
- 452 **Pew-Pew-Pew! How to Write a Sci-Fantasy Gunfight** *Hale (3W)*
 Whether you write steampunk, gritty urban fantasy, post-apocalyptic fiction or futuristic sci-fi, chances are you'll need to write a gunfight. What kind of firearm (gun, pulse cannon or ray-gun) should your characters use? How should they secure and store their weapon? What are their weapon's limitations? What materials will provide cover when the enemy fires at them? Don't let your gunfights be like the Stormtroopers who always miss!!!

Elliott Kay (m), Rachel A. Brune, Timothy Goyette, Paul Kenworthy, James Macdonald

- 453 **Ursula Vernon Reads Things and Answers Questions** *Burroughs (3E)*
 Ursula reads from a work in progress, answers questions, and most likely gets very worked up about heirloom vegetables. Come and see what weirdness is growing! *Ursula Vernon*
- 454 **Rouched Ribbon Flowers and Fabric Rosettes** *Independence (3E)*
 Join us at this workshop to create multi layered, decorated fabric rosettes and ribbon flowers that can be used as a lapel or hat pin or center of a choker. Limited to 18. \$5 fee to cover materials. *Carol Salemi (m), Lisa A Ashton*
- 455 **Mario Kart Wii U Tournament (2hr)** *Carlton (3E)*
 Compete in 4 player races Grand Prix style! Top 2 players from each race move on, the rest move into the second chance lower bracket!!
- 456 **Labyrinth of Hungry Ghosts (Pathfinder) (4hr 30m)** *Harbor I (3E)*
 Scenario #7–19. Following a successful mission into the mist-shrouded and shifting Gloomspires, the Pathfinder Society sent another team to explore the tomb of the legendary pirate Sevenfingers. Unfortunately, this team never returned. The spires have momentarily halted, allowing a new team to brave the tomb's many dangers, hopefully rescuing their allies in the process. *Ray Diaz*
- 457 **MoonQuake Escape (1hr 30min)** *Harbor I (3E)*
 See #37 for description.
- 458 **Concept (1hr 30min)** *Harbor I (3E)*
 (From BoardGameGeek): In Concept, your goal is to guess words through the association of icons. A team of two players—neighbors at the table—choose a word or phrase that the other players need to guess. Acting together, this team places pieces judiciously on the available icons on the game board. *Rosie Wagner*
- 459 **Vampires & Villagers: The Curse of Christoph (4h 30m)** *Harbor I (3E)*
 Vampires & Villagers: The Curse of Christoph is a semi-cooperative card game in which 2–4 players build their crypts, destroy a village, and defeat their rival vampire lords. Mastering the strategy requires balancing cooperation and competition, stealthy maneuvers and open aggression. The game's comic-style art, which references vampire lore and pop culture, is provided by MitochondriArt, aka Hannah Merchant, illustrator of things fun, funny, and fanciful. *Hannah Merchant*
- 460 **The Count of Cliù (6hr)** *Harbor I (3E)*
 The Count of Cliù is an epic game of adventure and deceit. Grab the glory before your rivals can, undermine their attempts to gain renown, and steal away their best vassals to help you achieve your goals. The King forbids direct combat between his lords, but everything else is fair game! The Count of Cliù is a card based party building game. Choose your avatar, recruit vassals, go on quests for loot and fame, lay traps, and use underhanded tactics against your opponents. *Peter Leveille*
- 461 **Sing-along: Musicals and Show Tunes** *Paine (2W)*
 Come sing along on some of your favorite songs from musicals old or new! Songs will be led by panelists, with lyrics projected on a screen. They'll likely take requests. Note that, unless the moderator makes an exception, there will be no assigning or claiming of parts—everyone will be free to sing along on everything. *Becca Mandel (m), Greykell (werewolf) Dutton, Andy Hicks, Jules Pilowsky*
- 462 **Collectible Card Games** *Hancock (2W)*
 Duel Masters, Yu-Gi-Oh, Magic: The Gathering, and more. Let's talk about our favorites and show off our collections! *Micah Schneider*
- 463 **Quilting Basics** *Hancock (2W)*
 Learn how to take small pieces of fabric and put them together to make a doll-sized blanket or a teddy bear blanket. *Dawn Albright, Kate Brick, Jill R. Singer*
- 464 **Children's Filk Concert** *Webster (2W)*
 Filk! Sing-a-longs! Bring your voice! *Nat Budin (m)*

- 465 **Fast Track Field Trip—Game Room** *Webster (2W)*
 Come take a field trip with your Fast Track friends to the Arisia Gaming Room. *Forest Handford*
- 466 **TV Year in Review** *Marina 1 (2E)*
 Our annual look back at SF, horror, and fantasy in 2016 on TV (including streaming services). What were the memorable shows? What are the new ones to watch? What's hot and what's not? *Randee Dawn (m), George Claxton, Gordon Linzner, Misty Pendragon, Hildy Silverman*
- 467 **The 100 Year Old Barbed Wire: The Great War & SF** *Marina 2 (2E)*
 We are in the midst of the centenary of World War I. The US was not hit badly by it compared to Europe, and in 2017 the centenary of US involvement (6 April 1917) is coming up. How did the war and its aftermath change society and our idea of the future. Could "Brave New World" or "Things to Come" or other early classics of speculative fiction been written without the war's impact? Why do so many alternate histories use earlier or later events as a changing point rather than this one? *Sioban Krzywicki (m), Debra Doyle, Greer Gilman, Alexander Jablovkov, Sonya Taaffe*
- 468 **Queering Up Canon** *Marina 3 (2E)*
 Much fanfic has a large interest in QUILTBAG themes. Maybe your fic involves making characters of the same gender fall in love with each other, having a character established as cis turn out to be trans, or asking if Sherlock has never shown any interest in a "proper" Victorian marriage because he's asexual. Can fanfic writing and QUILTBAG activism potentially intersect? What does it mean that fans of works with cis, straight characters are looking for more variety in the fiction they consume? *Gillian Daniels (m), Steve Berman, Lee C. Hillman (Gwendolyn Grace), Konner Jebb, Cassandra Lease*
- 469 **Gender and Sexual Identity in Anime and Manga** *Marina 4 (2E)*
 Over the decades in anime and manga, there has been good and not so good representation of gender and sexual identity. Our panelists will discuss main storylines, subplots, and subtext and the role identity plays in the stories and themes of different series. How are these series received not only in anime and manga fandom, but in Japanese culture? What are the similarities and differences from representation in Western series? *Reuben Baron, Mehitabel Glenhaber, Richard Ralston*
- 470 **International Folk Dance (1hr 30min)** *Commonwealth (1W)*
 Dance authentic folk dances and dances in folk styles from a variety of countries, with live music. All dances taught. *Yaron Shragai (m), Colin Ferguson, Marnen Laibow-Koser, Heather Lee*

1:05pm

- 471 **Magi: Sinbad no Bouken (7hr 30min)** *Griffin (3E)*
 The story of Sinbad's early life and when he captured several dungeons. 2016, 22 episodes + 1 OVA.

1:30pm

- 472 **Quest for Perfection, Part 2 (Pathfinder) (4hr 30m)** *Harbor I (3E)*
 Scenario #3–11. In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroran monastery in search of a powerful relic to help ensure victory in the upcoming Ruby Phoenix Tournament. Though the monastery has long lain unused by the faithful of the Master of Masters, it is not completely devoid of danger, and the PCs soon discover that merely retrieving the ancient artifact is but the beginning. *Lisa Neilson*

2:00pm

- 473 **Day of the Demon (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Scenario #5–19. The Blakros family, long an ally of the Pathfinder Society, has come into possession of a manor house in the imperial nation of Cheliax, where a once prominent noble family was known to practice diabolism before the Age of Lost Omens. The Pathfinders' task is simple: clear the abandoned manor of any remaining threats before the Blakroses move in. *David Neilson*
- 474 **Diabolis in Musica (1hr)** *Grand CD (1W)*
 Rowdy medieval European and Arabic music, with a bit of belly

dance for good measure. *Tamsyn Bindal, Brianna Eden-Rutland, Sioux Gerow, Dave Irish, Ali Levi*

2:10pm

- 475 **Howl's Moving Castle (2hr)** *ArisiaTV*
 When an unconfident young woman is cursed with an old body by a spiteful witch, her only chance of breaking the spell lies with a self-indulgent yet insecure young wizard and his companions in his legged, walking castle. 2004, PG.

2:15pm

- 476 **The Prisoner: The Girl Who Was Death (1hr)** *Revere (2W)*
 Back in London, Number 6 is trying to track down a crazed scientist who is protected by his homicidal daughter. 1968, NR.

2:30pm

- 477 **Photographing Costumes and Conventions** *Alcott (3W)*
 Join our panelists in a discussion of the tips, techniques, and etiquette for doing photography at conventions—whether it's of people in costume, sellers in the dealer's room, or just you and your friends. We'll also cover asking permission when appropriate, and how to review event code of conduct policies regarding photography. *Michael Meissner (m), Ken Kingsgrave-Ernstein, Israel Peskowitz, Raven Stern*

- 478 **Consent in Practice** *Adams (3W)*
 Many communities share "cosplay is not consent" signs, but what is consent? How do you get consent? How do you give consent? What is "enthusiastic consent"? How do you teach others about consent? How do we handle it when consent is violated? Join us as we explore this important, sometimes touchy, concept. *Summer Plum (m), Emily Nagoski, Mink Rose, Meredith Schwartz, Tom Traina*

- 479 **Physical Disability & Fandom Gathering** *Bulfinch (3W)*
 Living with a visible or invisible physical disability poses a variety of challenges and experiences. Arisians with physical limitations are invited to share a safe space and speak freely about their experiences in Fandom. *Tikva (raycho) (m), etana*

- 480 **How to Design an Eye-Catching Book Cover** *Douglas (3W)*
 Your book's cover is the first thing a potential reader sees. To be effective, it must communicate on a gut-level what your story is about and the genre. Come learn what makes a cover 'speak' to your target reader, where can you find a reputable cover artist, and what resources are available if you need to do it all yourself. Can you 'rebrand' a previously launched book whose cover failed? Our panelists will discuss how to make your book stand out in the sea of 1-inch thumbnails on Amazon. *Elliott Kay (m), Alan F. Beck, Stephanie Law, Anne Nydam, Sarah Lynn Weintraub*

- 481 **Historical Accuracy in Costuming** *Faneuil (3W)*
 What makes a costume historically authentic and how important is accuracy? How do you document historical costumes for competition? Topics include hand vs. machine sewing, sourcing accurate materials and how to draw the line at 'close enough'. *Daniel Marsh (m), Lisa A Ashton, Miss M., Antonia Pugliese, Barbara M Pugliese*

- 482 **Psychopharmaceuticals** *Hale (3W)*
 More and more new medications that alter brain chemistry are being brought to market. Are researchers any closer to treating epilepsy, Alzheimer's disease, or chronic traumatic encephalopathy (CTE)? Are the promises of the movie/TV show "Limitless" within reach? Is our ability to fine-tune individual neurochemistries expanding or contracting our definition of what is considered "normal"? Come learn the ups and downs. *Thomas A. Amoroso (m), Amy Chused, Leo d'Entremont, Justine Graykin, Danny Miller*

- 483 **Krypton Radio** *Burroughs (3E)*
 As entertainment media goes, Internet radio is a completely different animal. Gene Turnbow and Susan Fox discuss the history, the technology and the legal journey that forged the world's only full time geek culture radio station. *Susan Fox, Gene Turnbow*

- 484 **Chainmail 102: Byzantine Weave** *Independence (3E)*
 This jewelry pattern looks much more complicated than it is.

This is a great chain mail class for beginners, we'll make multi-colored bracelets. Materials kits available for \$5.00 in the workshop. Arisia will provide pliers for in-class use. Space is limited to 15, please sign up in Program Nexus before the workshop. *Liz Cademy (m)*

- 485 **Biological Unit #14-31 (Paranoia RPG) (4hr 30min)** *Harbor I (3E)*
 Welcome to Alpha Complex, where brave Troubleshooters combat the commies, mutants, and traitors that threaten our utopia. (Reports that 98.3% of Troubleshooters are commie, mutants, and traitors, are seditious lies!) Mission Alert! Biological Unit #14-31 has escaped. Retrieve the unit at once! What is Biological Unit #14-31? That is above your clearance level, but be assured that this mission is rate 13.2% Perfectly Safe and 100% Fun! Play Paranoia, it's the Mandatory Thing to Do! *Matthew Timmins*

- 486 **Pathfinder Society Academy (Pathfinder) (4hr 30m)** *Harbor I (3E)*
 A kid-friendly introduction to Pathfinder! *Daniel Hennessey*

- 487 **Treasure of the Broken Hoard (D&D 5E) (4hr 30min)** *Harbor I (3E)*
 See #41 for description.

- 488 **Tree-teens in Oh-Land-Oh! (Gamma World d20) (4hr 30min)** *Harbor I (3E)*
 Angst! Acne! Alligators! Mutations! Want to experience a real teenage wasteland? Come play as a teenager in a post-Trump wasteland rife with Gator Folk and weird technology. Knowledge of GW d20 or D&D 4e is helpful but by no means necessary. It's quick to learn and an easy, fun system. Come for some light, ridiculous post-apocalyptic role-playing. *Rick Bergeron*

- 489 **Luna's Dark Fantasy Cello** *Harbor III (3E)*
 A performance by Luna of her unique and evocative music on electric cello. *Cello Luna*

- 490 **Sing-along: Best of Filk—Old and New** *Paine (2W)*
 Sing along as seasoned filkers present some of the best and most singable filk songs ever written, alternating between classic (>10 years old) and new. Many of these songs are past winners of the Pegasus Award. Lyrics will be either projected or handed out, and leaders will play accompaniment so everyone can join in. *David Weingart (m), Paul Estin, Ellen Kranzer, Benjamin Newman, Dr. Lisa Padol*

- 491 **Duct Tape Roses** *Hancock (2W)*
 Learn how to make roses out of duct tape! Feel free to BYO tape (2-3 colors), but limited colors will be available. *Kate Brick*

- 492 **Spoon-A-Pults** *Hancock (2W)*
 Come and construct your own spoon-a-pult. *Scott Wilhelm*

- 493 **Kamikaze Costuming: Props & Accessories (2hr)** *Webster (2W)*
 Come make your own props to go with your Kamikaze costume. Then, show off your creation in the Masquerade tonight. *Damarie Underhill, Aimee Yermish*

- 494 **I've Got All the Balls in the Air, Now What?** *Webster (2W)*
 Juggling for Kids; for both first time and experienced jugglers. *David Friedman*

- 495 **Celtic/Quebecois/etc. Tunes** *Lobby (2W)*
 An informal performance by one or more of our Minstrels. *Zoe Madonna*

- 496 **Movie Year in Review** *Marina 1 (2E)*
 Our annual look back at the year in SF, horror, and fantasy film. Our panel of experts will cover every theatrical release of 2015. Find out which ones are worth catching up with. Note: Time for audience participation is reserved for the end of our panel's high speed review. *Daniel M Kimmel (m), Bob Chipman, Deirdre Crimmins, Garen Daly, Michael A. Ventrella*

- 497 **Speculative Poetry Slam** *Marina 2 (2E)*
 Come ready to read your Speculative Poetry and listen to the work of Spec poets from all over the genre. *A.J. Odasso (m), MJ Cunniff, Merav Hoffman, Konner Jebb, Peter Maranci, Julia Rios, Sonya Taaffe, Trisha Wooldridge*

- 498 **Arisia Corporate Meeting** *Marina 3 (2E)*
 An open meeting of Arisia Inc., the organization that helps the con committee do its job every year. Non-members welcome (and



welcome to join us). *Kris "Nchanter" Snyder (m), Diana Hsu, Cody Lazri, Benjamin Levy, Abby Noyce, Peter Olszowka*

- 499 **The Future of Anime Conventions** *Marina 4 (2E)*
What is the future of anime cons? What happens when attendees request programming for shows like Doctor Who and Steven Universe? Should anime conventions hold onto what they started as, or should they evolve as fan interests change? *Bethany S. Padron (m), William Frank, PJ Letersky, Elizabeth O'Malley*

3:00pm

- 500 **Nidhogg Tournament (2hr)** *Carlton (3E)*
🎮 Compete for glory in this indie sword fighting battle game on PS4!
- 501 **3DS Street Pass Meetup (1hr)** *Carlton (3E)*
🎮 Bring your own 3DS and Street Pass with other gamers!
- 502 **Swordswomen Through the Ages (1hr)** *Grand A (1W)*
✂️ The sword was the weapon par excellence for hundreds of years, and the symbol of nobility and might. And throughout history, women became experts in its use. In this demonstration, we'll discuss famous fighting women from European history. For each woman, we'll demonstrate an authentic swordplay style, taken from a surviving text, that she might have used, ranging from the subtleties of the medieval longsword to the simplicity of the Napoleonic saber. *Mark J. Millman (m)*
- 503 **English Country Dance (1hr 30min)** *Commonwealth (1W)*
ECD is an elegant, flirtatious, and popular form of community social dance enjoyed by people all over the world, but where else in New England can you try Jane Austen-style dancing with the likes of Darth Vader? Teaching by experienced caller Alan Winston; lively music by Marnen Laibow-Koser and Alex Cumming. Dancers are encouraged to change partners between dances. All experience levels welcome. No partner necessary. Costumes optional. *Alex Cumming, Marnen Laibow-Koser, Alan Winston*

3:15pm

- 504 **Labyrinth (1hr 45min)** *Revere (2W)*
🎮 Sarah (Jennifer Connelly) has until midnight to rescue her baby brother after the Goblin King (David Bowie) abducts him. Can she and her motley crew of companions get through the labyrinth in time or will baby Toby become the newest goblin? 1986, PG.

3:30pm

- 505 **Cage of Light: Stage Play Reading (1hr)** *Grand CD (1W)*
The year is 2116 and humanity has yet to make contact with another intelligent species. Exploration Commander John Allen wants to change that, but after returning from his first mission with no memory, he is forced to recall events through interrogation by an electronic Jury. Travel into Commander Allen's mind and discover what took place on the planet Nochus. This eerie and thought-provoking tale will leave you questioning your own senses. *Neil Marsh (m), Andy Hicks, Theatre@First*

4:00pm

- 506 **How to Be a Fan of Problematic Things** *Alcott (3W)*
Lord of the Rings. Stranger in a Strange Land. Scott Pilgrim vs. the World. Many of us like things that are deeply problematic! Liking these works doesn't (necessarily) make you a jerk. How can we like problematic things and not only be decent people, but good, social justice activists? How does one's background matter? How does one address the problems? This panel will discuss how to own up to the problematic things in the media you like, particularly when you feel strongly about them. *Lee C. Hillman (Gwendolyn Grace) (m), Chris Brathwaite, Ruthanna Emrys, Mink Rose, Jared Walske*
- 507 **Mechanical Design Basics** *Adams (3W)*
We're here to teach you twenty design rules of thumb, discuss why things are made the way they are made, and generally take your making skills to the next level. We will cover manufacturing techniques, discuss why you would choose them, and teach you some new tricks for your hacking and jiggery-pokery. *Andrew Anselmo (m), Aaron Heuckroth, Scott Lefton, Sarah Smith, Drew Van Zandt*



- 508 **Gender Non-Binary Mixer & Safe Space** *Bulfinch (3W)*
Androgyne, GenderQueer, Gender Expansive, BiGender, and everyone whose identity lies outside of the male-female gender binary is invited to socialize with new and old friends in a "judgement free zone". We'll begin with introductions, follow with a party game, and end with attendees having the space to mix and mingle. (To maintain a safe space, allies are asked to not attend.) *Fish, Cody Lazri, Ben "Books" Schwartz*
- 509 **How to Write Diverse Characters** *Douglas (3W)*
Would you like to incorporate more diversity in your stories, but not sure who to ask? Should you call your heroine Hispanic or Latina? Is it offensive to describe skin-color as chocolate or caramel? How do you write a LGBT character without seeming cliché? And what challenges would your disabled character face in the real world? Our panelists will teach you *how* to bring that diverse character inside your head to life, answer your questions, and help you avoid political landmines. *Dianna Sanchez (m), Bekah Anderson, Larissa Glasser, Mildred Louis, Victor Raymond*
- 510 **Wonder Woman Conquers the World!** *Faneuil (3W)*
In 2016 we celebrated the 75th anniversary of the Amazing Amazon and all the world is waiting for her big screen debut this summer! With a recent fresh start in the comics and starring role in the DC Superhero Girl franchise, Diana of Themyscira is set to conquer Man's World like never before! *Donna Martinez (m), Ed Fuqua, Cate Hirschbiel, Mercy E Van Vlack*
- 511 **Teen Unconference** *Hale (3W)*
See #161 for description.
- 512 **Doom, Gloom, and Despondency** *Burroughs (3E)*
🎧 A serious, formal, thematic, judged song contest. Attendees are expected to maintain a solemn aspect (e.g., dark clothes, long face, and soft, respectful speech). In the event of a breach of decorum (e.g., laughter), the offender will be evicted for the duration of the current song—and the singer will receive bonus points! All attendees welcome; contestants should sign up in advance at Program Nexus. *Jeremy Kessler (m), Susan Fox, Jeff Keller, Angela Kessler, David Kessler, Lynn Noel, Gene Turnbow, Kat Weiler*
- 513 **Comic Book and Graphic Novel Scripting** *Independence (3E)*
What's the difference between a screenplay and a comic book or graphic novel? What's the difference between an establishing shot and a long shot? How much information does the artist need, and how to do you get the best work out of an artist? How do you know how many panels to put on a page—and how many word balloons will fit? Learn the answers to these and other questions as you work on translating your story idea into comic book script form. Limited to 30. Bring a completed story concept. *Alisa Kwitney Sheckley (m)*
- 514 **Red Dragon Inn (4hr 30min)** *Harbor I (3E)*
🎮 You and your adventuring companions have spent all day slogging through the Dungeon. Now you're back in town ready to party at the Red Dragon Inn. Drink, gamble, and roughhouse with your friends. But don't forget to keep an eye on your Gold. If you run out, you'll have to spend the night in the stables. Oh... and try not to get too beaten up or too drunk. If you black out, your friends will continue the party without you! The last conscious adventurer with Gold wins the game! *Kfir Wexelblat*
- 515 **Drawing the Costumed Figure** *Paine (2W)*
Most students start with drawing nudes because clothes are hard! Costumes are even harder, with lots of fringe, drapery, and different textures. Our costumed volunteers will do several poses for short time periods (up to 15 minutes) to help you get it right. Minimal instruction given; paper and pencils provided, or bring your sketchbook and own materials. *Sarah "Tashari" Morrison (m), Lisa Hertel*
- 516 **Papercraft Workshop** *Hancock (2W)*
★ A piece of paper and some instruction are all you need to create creatures interesting to our younger fans. Origami swans and such are still a lot of fun to make, but there have been a lot of additions to the art of crafting creatures and characters out of paper. For instance, Minecraft aficionados can get into creating their favorite Minecraft characters using Papercraft from <http://>



minecraftpapercraft.com/. Are there any other paper crafts that would appeal to the younger audience?

517 **Mammoth Hunt** Hancock (2W)

✱ Learn how to build boffer atl atl throwing boards and darts and test them at a target range in Fast Track. The atl atl is the oldest weapon system in the human fossil record. Cave men used to hunt mammoths with it. The Aztecs were using it when Cortez arrived. *Scott Wilhelm (m)*

518 **Intro to Spells for Young Witches and Wizards** Webster (2W)

✱ Our magic instructors will teach introductory lessons in spells to prepare students before they get their magic school letters or to help improve their marks at their chosen Academy of Witchcraft and Wizardry. This is a guided imaginative play session that will engage young fans in the magic of the Harry Potter books. No previous experience reading the books or seeing the films is necessary. Brought to you by The Group That Shall Not Be Named, Inc. *Jonathon Rosenthal (m)*

519 **Eastern European, Balkan, and Klezmer Tunes** Lobby (2W)

🎵 An informal performance by one or more of our Minstrels. *Colin Ferguson, Heather Lee, Max Rothman, Yaron Shragai*

520 **Portal Fantasy: Are We Still Going Through?** Marina 1 (2E)

From *Alice in Wonderland*, Narnia, and Oz to *The Talisman* and *The Magicians*, what is the ongoing appeal of sending denizens of our world into others? How do we avoid turning these narratives into white savior/outsider tropes, which are problematic and abundant? Why, given the magic of the other world, would any protagonist choose to go back to mundanity? *Merav Hoffman (m), Emma Caywood, Genevieve Iseult Eldredge, Gordon Linzner, Ursula Vernon*

521 **Star Trek 2017: Beyond and Discovery** Marina 2 (2E)

With 2016's big screen *ST:Beyond*, and 2017's small screen *ST:Discovery*, we have the potential to be living in a golden age of Trek, with creators with actual vision and some inspired casting. We'll discuss the state of Star Trek properties today, and whether they're living up to this potential. *Cassandra Lease (m), Santiago Rivas, Hannah Simpson, Frank Wu*

522 **The World is Our Playground: Geo Games** Marina 3 (2E)

Don't feel like standing still? Are you a Geocacher? Is Munzee your thing? Do you play Pokemon Go? Ingress, Wallaby, Flagstack, Traveller's Quest? Come learn about these and other geolocation games from our panel of GeoHunters! (Compass not included) *Eric Zuckerman (m), Ryan Alexander, Michael A. Burstein, Greykell (werewolf) Dutton, Alan Wexelblat*

523 **Mythology in Anime and Manga** Marina 4 (2E)

Anime and manga series draw inspiration and ideas from everywhere, includes mythology from all over the world. From series like *Saint Seiya* to *Ah! My Goddess* to *The Twelve Kingdoms*, our panelists will discuss the different ways mythology has been used in anime and manga to create amazing stories and characters. *James Hailer (m), Mario Di Giacomo, Richard Ralston*

524 **The Cutting Truth of the Sword (1hr)** Grand A (1W)

✂ Athena School of Arms presents: A demonstration of cutting with real swords, and other elements of advanced training. Followed immediately by hands-on lessons with the Longsword or Broadsword. Learn the basics of attack and defense in the German Longsword tradition. All equipment provided, no experience necessary. *Steven Hirsch*

4:40pm

525 **How to Train Your Dragon (1hr 38min)** ArisiaTV

📺 A hapless young Viking who aspires to hunt dragons becomes the unlikely friend of a young dragon himself, and learns there may be more to the creatures than he assumed. 2010, PG.

5:00pm

526 **Street Fighter V Tournament (2hr)** Carlton (3E)

🎮 World Warriors Unite! Come battle in a double elimination tournament on PS4!

527 **Enclave—LAVA (3hr)** Otis (2W)

🎮 A mercenary organization called the Enclave, contracted world-

wide for aid, sends player-characters on missions in every setting imaginable in this challenging and poignant LAVA game. *Robby Howell (m)*

528 **Flash Gordon (2hr)** Revere (2W)

🎬 Flash Gordon must save the Earth from the ravages of the evil Ming the Merciless. A colorful cast of characters and a memorable theme song by Queen make this big-budget version of the Flash Gordon story a winner. 1980, PG.

529 **Mindful Yoga: An Intro to Terrestrial Gravity (1hr)**

Commonwealth (1W)

In this playful, restorative class, we will relax and explore our relationship with the ground beneath us and the air in our lungs, working toward balance as we prepare to set foot on the earth's surface. Bring a yoga mat or large towel. All ages; ability to keep a straight face is required. *Cara-Beth*

5:30pm

530 **Live from Arisia: Bigger on the Inside** Alcott (3W)

Sometimes the stewardship of a beloved property falls to those best, and least, equipped to handle it—the fans. For 16 years, Doctor Who found itself in this fascinating position. Host Dan Toland welcomes guest Andy Hicks to this live podcast as they discuss their experiences watching weak PBS signals at weird times, hitting comic shops to search for Doctor Who Magazine, and watching a fandom evolve to become instrumental to the return of the series in the 21st century. *Dan Toland*

531 **The Future of Transportation** Adams (3W)

From hyperloops to driverless buses, many formerly science fictional technologies are beginning to creep into existence. What other fantastical modes are in our future? We'll discuss the merits of low Earth orbit vs long distance bedrock tunneling, and maybe brainstorm some ideas for improving what we've got today! *Jaime Garmendia (m), Christopher K. Davis, Marc Ebuña, Hannah Simpson, William C. Walker III*

532 **Yankee Swap: Tea & Sympathy** Bulfinch (3W)

Tea lovers unite! Bring 2 oz of your favorite loose leaf tea accompanied by a fun card for the friend who will receive your gift. "All is fair in love and Yankee Swap": everyone will bring and leave with something—but players have the opportunity to "steal" prizes from each other during the exchange. The rules of the game will be explained before it begins. *Shelley Marsh (m), Sarah Smith*

533 **Writing High Fantasy: Perception vs. Reality** Douglas (3W)

Much of what modern media considers 'medieval' is inaccurate. While life (especially for women) was never a picnic, things were rarely as romantic, or brutish, as they're often depicted. Our panelists will discuss what life was really like for a commoner vs. a noble. What hazards (besides dragons and swordfights) struck down people before their time? Explore how to maintain a suspension of disbelief if your story requires a character to be something other than historically accurate. *Rebecca Slitt (m), Julia Gilstein, Elaine Isaak, Mark J. Millman, Walt Williams*

534 **Art Schooled: Style in Comics** Faneuil (3W)

Ever wondered what it means when something is "Kirby-esque"? What's everyone's deal with Rob Liefeld? Why did Multiversity Batman go hard on leg day? Traditions in art style has driven comics and the way they're read for decades—let's talk favorites, influences, pouches, and how the various ways in which people are drawn influence readership and representation. *Victoria Janssen (m), Kevin Eldridge, Ken Gale, Mercy E Van Vlack*

535 **Raffle Drawing** Hale (3W)

Arisia 2017's Charity Raffle will be raising funds to donate to the Alzheimer's Association, in memory of Sir Terry Pratchett. Buy your tickets over the weekend, then come to the drawing to find out whether you're one of the lucky winners. Bring your ticket stubs and be prepared to take home your prizes!

536 **Preacher: Gone to Texas (and TV)** Burroughs (3E)

Preacher is a marvelously twisted TV show that's not only a hit, but which seems to be toeing the line between faithfulness to the source material and an awareness of the need to shift content when working in a different medium like TV. We'll talk about



the wonderful (and thankfully slightly more diverse than in the comics) cast, the wicked sense of humor, our favorite scenes (the motel fight, anyone?), and where we hope the show goes (and doesn't go) in season 2. *Hildy Silverman (m), Morgan Crooks, Randee Dawn, Dr. James Prego, Antonia Pugliese*

537 Games w/Designers: Battleground Fantasy Warfare (2hr 45m) Independence (3E)

Join game designers Kevin Block-Schwenk and Jaime Garmendia in exploring *Battleground*, the affordable miniatures wargame using card-based armies. Their expansion army, *Wuxing*, was released in 2015. New, rival historical factions Alexander the Great and Persia are also available for play. *Kevin Block-Schwenk, Jaime Garmendia*

538 Call of Cathulu (Pathfinder) (4hr 30min) Harbor I (3E)

An irreverent blend of RPG tropes where the players are cats! *Melanie Radkiewicz*

539 My Little Pony TOON (2hr 30min) Harbor I (3E)

The very first Daring Do convention is coming to Baltimore! Everypony is excited to attend and are eagerly awaiting to rub hoofs with their favorite explorer. Join co-organizers Twilight Sparkle and Rainbow Dash and ensure that this convention goes off without a hitch. *Rob Castiello*

540 New World Magischola House Rivalry (1hr 30min) Harbor I (3E)

See #39 for description.

541 Practical Self Defense Paine (2W)

Second-degree black belt Keith R.A. DeCandido demonstrates some simple but effective self-defense maneuvers in case you are physically assaulted. No special training necessary (that's kinda the point), but please wear comfy clothes. *Keith R. A. DeCandido (m)*

542 Our Apparent Lack of Progress on SFF Diversity Marina 1 (2E)

This summer, Fireside Fiction found that of 2,039 short stories published in the US in 2015, 38 were written by black authors. As we talk about diversity in SFF, what happens when good intentions on the part of major outlets fail so spectacularly? How does a POC author get their stories to the audience? Our panelists will be looking at strategies to get stories by diverse and representational authors to market, and what still needs to be done to address this ongoing problem in SFF. *Victor Raymond (m), Jacqui B., Meredith Schwartz*

543 Mad Max & Melissa McCarthy—Genre Film Feminism Marina 2 (2E)

From big action blockbusters to slapstick comedy to more Oscar-worthy fare, there are some amazing things happening with women in film. Are we now in a golden age of feminism in genre films? Does *Hunger Games* promote this agenda? What about *Black Widow*? Where are things looking great, and where are they grim? *Suzanne Reynolds-Alpert (m), Deirdre Crimmins, Ellie Hillis, Genevieve Leonard, Julia Rios*

544 Writing a Great LARP Marina 3 (2E)

Beyond the nuts and bolts of creating and running a game, what makes one truly excellent? The panelists will explore character writing, plot design, and game structure, and discuss what makes a game into something that people will talk about and recommend to others. *Stephen R Balzac (m), Heather Albano, Nat Budin, David Olsen, Susan Weiner*

545 Magical Girl: Beyond Sailor Moon Marina 4 (2E)

Sailor Moon is arguably the most popular magical girl anime series, but there are dozens and dozens of other magical girl series out there. Our panel will discuss the big names like Card Captor Sakura, titles you might have missed like Full Moon o Sagashite, and the ones that turned the genre on its head like Madoka Magica. And does the magical girl genre influence characters and series outside of Japan? Could shows like Buffy the Vampire Slayer be considered "Magical Girl"? *Dr. Lisa Padol (m), Hanna Lee Rubin Abramowitz, Mildred Louis, Mike Toole, Brianna Wu*

546 Ursula Vernon Book Signing Other

Come get your book or other (reasonable) Ursula Vernon or T. Kingfisher related paraphernalia signed by our Author Guest of

Honor! This signing takes place down on the Concourse level, near Registration. *Ursula Vernon*

6:00pm

547 Quest for Perfection, Part 3 (Pathfinder) (4hr 30m) Harbor I (3E)

Scenario #3–13. In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroran monastery in search of a powerful relic to help ensure victory in the upcoming Ruby Phoenix Tournament. Though the monastery has long lain unused by the faithful of the Master of Masters, it is not completely devoid of danger, and the PCs soon discover that merely retrieving the ancient artifact is but the beginning. *Lisa Neilson*

548 NERF WAR: Colonial Marines vs. Xenos Part 2 (4hr) Webster (2W)

An original rules set, utilizing NERF and NERF style weaponry playing out a series of Scenarios, during which the players attempt to rescue the remnants of the lost Colony, Players also face the horror of becoming the very monsters they fight against. The Xenos can 'infect' their enemies and turn them into creatures like themselves. *James Henderson (m)*

6:20pm

549 Alice in Wonderland (1hr 12min)

ArisiaTV

Alice stumbles into the world of Wonderland. Will she get home? Not if the Queen of Hearts has her way. In Technicolor. 1951, G.

6:30pm

550 You Have What You Hold (Pathfinder) (4hr 30min) Harbor I (3E)

Scenario #5–06. As an act of retribution, an enemy of the society begins hiring river pirates to waylay Pathfinder boats bound for the crusader nation of Mendev. Unless the Pathfinders can track down the party responsible and put an end to their piracy, the raids may spell the doom of the society's ambitions to the north. *Eric Robinson*

551 Jules Verne in America Historical Dance (1hr 30min)

Commonwealth (1W)

150 years ago, Jules Verne visited the U.S.A. Dance the dances he likely did! Costumes encouraged but *not* required. All experience levels welcome; no partner necessary. All dances will be taught. *Barbara M Pugliese (m)*

7:00pm

552 Maker Collaboration: Is It Really Your Idea? Alcott (3W)

For some ideas, the time is ripe: they seem to spring up simultaneously in a dozen places. Patent law has changed over the years to account for this, but how do we deal with it when it's art rather than business? Come for some discussion of the ethics of making something that wasn't your idea, or dealing with the awkwardness of finding out someone else is working on your idea already. And how do you join someone's project or recruit them for yours? *Frederic Jennings (m), William Frank, David Friedman, Nightwing Whitehead*

553 Sexuality and the Superheroine Adams (3W)

A lot of the debate around female characters in comics centers around their sexuality—case in point, Harley Quinn in Suicide Squad. It's a contentious issue: can these characters truly have agency? What does it mean for a female character created and written by men to "own" her sexuality? Is there a difference between "empowered" fishnets and "degrading" ones, in the context of superhero comics? Can a fictional character be slut-shamed? Let's tackle these questions and more! *Juliet Kahn (m), Gillian Daniels, Ed Fuqua, Alisa Kwitney Sheckley, Maddy Myers*

554 The Centered Breath Bulfinch (3W)

A workshop for actors, singers, storytellers and anyone who speaks. Good breathing technique is essential to being easily heard, to speaking or singing for long periods, and to singing in tune. So come and learn to master your breath and be at your best for every performance or presentation. Limited to 25. *Anabel Graetz (m)*

555 Grounding Your Audience in a Sensory World Douglas (3W)

The five senses are appallingly underrepresented in modern

fiction. Without sensory information, it's difficult to grab your audience and drag them into your protagonist's body. How do you portray senses other than sight? Can you use it to portray emotion? Where can you scrounge up alternatives for the words see, hear, feel, taste and smell, or 'sixth sense' (psychic intuition)? Come learn how to describe your world in all of its glorious, sensory detail. *Ken Schneyer (m), Ruthanna Emrys, Greer Gilman, Keffy R.M. Kehril, Sonya Taaffe*

- 556 **Fermentation: It's Not Just For Alcohol** *Faneuil (3W)*
Some of our oldest and most nutritious prepared foods are not cooked, but fermented: kimchi, kombucha, pickles, yogurt, crema and more. Hobbyists are also exploring fermentation for other uses (biohacking, fuel, etc.) We will discuss our experiments and successes (and possibly some failures) in fermenting for food, fuel, and science! Helpful tips, minimum equipment, will all be discussed, so you may want to take notes. *Shelley Marsh (m), David G. Shaw, Susan Weiner*

- 557 **Broad Universe Rapid-Fire Reading** *Hale (3W)*
Broad Universe is an international organization of women and men dedicated to celebrating and promoting the work of women writers of science fiction, fantasy, and horror. Come listen to readings by as many authors as we can get in one place at one time. *Terri Bruce, Randee Dawn, Larissa Glasser, Justine Graykin, Elaine Isaak, Suzanne Reynolds-Alpert, Dianna Sanchez, Trisha Wooldridge*

- 558 **Beyond Physics: Many Sciences of Science Fiction** *Burroughs (3E)*
While a lot of speculative fiction is still very focused on physics, speculation can come from any field of study including anthropology, computer science, psychology, and history. A discussion of some of the more unusual ways that science fiction has chosen to examine the human condition. *Andrea Hairston (m), Dash, Dr. Pamela Gay, Heather Urbanski, Walt Williams*

- 559 **WWE 2K17 Extreme Rules Tournament XBOX One (2hr)** *Carlton (3E)*
Battle other players in a Extreme Rules WWE 2K15 double elimination tournament! Who will rule the ring and become Arisia 2017 WWE Champion!

- 560 **Orders from the Gate (Pathfinder) (4hr 30min)** *Harbor I (3E)*
Scenario #7-25. Ongoing unrest in Cheliax has strained the nation's military resources, so when the Order of the Gate sensed an imminent disaster brewing in the Menador Mountains, it had to seek outside assistance. The Pathfinder Society has answered the call. After all, the same site the Hellknights identified is one of the ancient ruins the Society has long wanted to study. Can the PCs salvage the site's historic wonders while also honoring their commitment to the Order of the Gate? *Daniel Hennessey*

- 561 **Treasure of the Broken Hoard (D&D 5E) (4hr 30min)** *Harbor I (3E)*
See #41 for description.

- 562 **New Angeles (4hr 30min)** *Harbor I (3E)*
New Angeles is a game of corporate greed in the age of the space elevator that debuted at Gencon 2016. You and your friends each take the reins of a powerful megacorporation. You cut deals and temporary alliances to gain leverage and superiority over your corporate rivals. Balance the desire for profit and power with labor strikes, power outages, organized crime, and more. Can your corporate peers keep the city going without the US Government sending in troops to clean up the mess? *Taylor Heffernan*

- 563 **SCA Bardic Circle** *Paine (2W)*
Come sing the songs that are sung at bardic circles of The Society for Creative Anachronism: Songs from the middle ages, songs about the middle ages, songs about the "current middle ages", and other songs that don't really fit any of the above but are still sung by SCAdians. *Lee C. Hillman (Gwendolyn Grace) (m), Daniel Marsh*

- 564 **Captain America: Civil War (2hr 30min)** *Revere (2W)*
Political backlash to the Avengers' activities causes a rift between former allies Captain America and Iron Man, tearing apart the Avengers and leaving a new villain space to emerge. 2016, PG-13.

- 565 **Reading the Hugos** *Marina 1 (2E)*
The Fifth Season by N.K. Jemisin, *Binti* by Nnedi Okorafor, *Folding Beijing* by Hao Jingfang, trans. Ken Liu, and *Cat Pictures*

Please by Naomi Kritzer. Let's read the Hugos! Our panelists will react to the award-winning stories of 2016, look at themes, commonalities, and differences, as well as speculate what this year means to the awards as a whole. *Kate Nepveu (m), Reuben Baron, Julia Gilstein, Mark W. Richards, Julia Rios*

- 566 **Stranger Things and '80s Flashbacks** *Marina 2 (2E)*
Stranger Things was a huge Netflix hit, and it thrives as a tribute to '80s media, particularly the works of Spielberg, Carpenter, and King. We'll discuss what worked about the show, including the handling of the three major (and often discrete) story arcs, the portrayal of '80s teens and tweens (and the amazing acting behind it), and more. We'll also look at the occasional hiccups, and talk about our hopes for season 2. *Hildy Silverman (m), Deirdre Crimmins, Andy Hicks, Walter H. Hunt, Troy Minkowsky*

- 567 **Supporting Non-Binary Community** *Marina 3 (2E)*
How can we support those we care about who are non-binary? Panel of non-binary folks and their allies will discuss proper use of pronouns, the dreaded "real name" argument, and how to be supportive of our friends and loved ones in a (fairly) binary world in concrete ways. *Ben "Books" Schwartz (m), Inanna Arthen, Sharon Horowitz-Hendler, Brian Liberge, Andy Rosequist*

- 568 **Introduction to Puppetry** *Marina 4 (2E)*
The panel will go over the rules of puppetry (gravity, breath and focus). Go over a brief history of puppets (besides the much beloved Muppets). Discussion and questions. *Mitty Magoo (m)*

8:00pm

- 569 **Masquerade (1hr 30min)** *Grand AB (1W)*
The 28th annual Arisia Masquerade. Come watch the entrants perform short vignettes to show off their costumes, and see if your pick matches that of the judges.

- 570 **Masquerade (4hr)** *ArisiaTV*
Watch the Masquerade from the comfort of your room.

8:30pm

- 571 **Stuff For Free: Dumpster Diving & Freecycle** *Alcott (3W)*
Dumpster diving has a long and glorious history, and Freecycle can yield some interesting goodies if you are patient enough. We'll discuss how to turn one person's trash into your treasure without getting into trouble, and maybe tell a few tales of epic loot drops. *Steve E Popkes (m), Lisa Hertel, Heidi Hooper, Mercy E Van Vlack, Nightwing Whitehead*

- 572 **The Wicked + The Divine** *Adams (3W)*
Gods as Pop Stars. Pop Stars as Gods. A hit comic with a diverse cast that's been embraced by a new generation of comics fans. It's happening now and it's like nothing else on the stands. Join the fandomium that is Gillen and McKelvie's *The Wicked + The Divine*. Warning, we'll be discussing the book with spoilers included. It was never going to be okay, but it will always be awesome! *Donna Martinez (m), Maya Garcia, Cassandra Lease, Adam Lipkin, Jared Walske*

- 573 **Hands-on (or Hands-off) Theremin Workshop** *Bulfinch (3W)*
The theremin is played by proximity sensing, the player never touches the instrument. You've heard its spooky noises in horror and SF movies, but there's so much more that it can do! In this hands-on workshop, participants will learn the basics of theremin technique and will be able to experiment with this unusual instrument. Previous musical training is helpful but not required. If you have your own theremin, please bring it! Limit: 5. Sign up in Program Nexus. *Marnen Laibow-Koser (m)*

- 574 **Writing a Worthy Adversary** *Douglas (3W)*
Nothing brings a story to life like a worthy antagonist, but how do you figure out the yang for your protagonist's yin? What is your villain's backstory? What are some of the ways they can twist, torment, and temper your main character? And how can a good antagonist act as your protagonist's mirror? Boof! Hiss! Come learn how to write bad guys your audience will love to hate. *Michael A. Ventrella (m), Michael Bailey, D. L. Carter, Alexander C Danner, Leigh Perry*

- 575 Going Viral: How Pathogens Spread** *Faneuil (3W)*
Zombies don't really work, but viruses do. This is a look at fast versus slow pathogens and how they can spread. Maybe it's time to buy that house in Madagascar? *David Larochelle (m), Amy Chused, James Macdonald, Richard Moore, Dr. James Prego*
- 576 Reading: Arthen, Chipman, Odasso** *Hale (3W)*
 Inanna Arthen, Bob Chipman, A.J. Odasso
- 577 The Shapeshifter's Pronouns** *Burroughs (3E)*
Shapeshifters and stories of characters changing shape are popular in SFF, and ones that raise a lot of questions about identity. How do we approach a character who can control how others identify them? How do we approach one who cannot, but that apparent identity is mutable? How do shapeshifters interact with issues of gender identity, dysmorphia, racism, cultural identification, passing, and what does a shapeshifter mean to people who have to deal with those issues? *Andrea Hairston (m), Erik Amundsen, Asher Kory, Brian Liberge*
- 578 Immortal Politics (3hr)** *Independence (3E)*
 In a world where people no longer believe in the things that go bump in the night, those things must come together to decide their future. What happens when one brings together a group of ancient and powerful beings? When gods, demons, and other far more frightening things come together one never knows what will happen. Nordic Style LARP. Players take on the roles of famous immortal beings. High drama and political intrigue. *Dori Schendell (m)*
- 579 World of Darkness (Storyteller System) (4hr 30min)** *Harbor I (3E)*
 You are down on your luck—until now, when you have just won a big contest. So you are invited to a big party in your honor. In a small town that you never heard of and it's just a quick train ride there. So now you have your tickets and map time to get the prize and have some fun. What could go wrong in this strange spooky small town? *Justin T Kelley*
- 580 New World Magischola House Rivalry (1hr 30min)** *Harbor I (3E)*
 See #39 for description.
- 581 Teen Unconference** *Otis (2W)*
See #161 for description.
- 582 Songs of Science** *Paine (2W)*
 Songs about scientific concepts, research, and discoveries. Songs of mad science also welcome. *Susan Weiner (m), Paul Estin, Glen Raphael*
- 583 Folk/Blues/Rock Tunes** *Lobby (2W)*
 An informal performance by one or more of our Minstrels. *Alec Heller*
- 584 Remembering Carrie Fisher** *Marina 1 (2E)*
The world is mourning the death of Carrie Fisher, an iconic actress and writer who helped make *Star Wars* the huge hit it was, and went on to work as a touch-up artist on numerous screenplays and write successful novels and memoirs. We'll discuss our memories of Fisher and how important she was to us and to SF and movie fandom as a whole. *Randee Dawn (m), Daniel M Kimmel, Maddy Myers*
- 585 Star Wars, 2017 Edition: Rogue One and More** *Marina 2 (2E)*
Our annual discussion of all things Star Wars will focus on December's *Rogue One*, but we'll also spend some time looking at *The Force Awakens* now that the hype has settled down, and talk about future releases in the franchise. *Heather Urbanski (m), Kevin Cafferty, Mario Di Giacomo, Mink Rose, Frank Wu*
- 586 How to be Inclusive** *Marina 3 (2E)*
Outreach and diversity is awesome! People from different communities have shown up. Now what? We'll discuss strategies to create an inclusive community, how to create connections, and how to support each other to help facilitate an true sense of community. *Constance Burris (m), Buzz Harris, Cody Lazri, Gabriel Valdez, Pablo Miguel Alberto Vazquez*
- 587 Scotch Whiskey** *Marina 4 (2E)*
For novices and aficionados of distilled spirits, specifically single-malt scotch, alike! What makes this whiskey special? What is the

appeal? What distinguishes American whiskeys from Scotch or Irish? Why seek out single-malts over blends? Why is there such a concentration of malt fans in sci-fi fandom? Consider this a tribute to Iain Banks and his compendium of scotch whiskey, *Raw Spirits*. All glasses raised will be metaphorical; alas we can serve no samples at this panel. *Cate Hirschbiel (m), Diana Hsu, Dennis McCunney, Andy Rosequist*

- 588 Contra Dance with Chimney Swift (2hr)** *Commonwealth (1W)*
Fun and energetic traditional New England folkdancing with live music by an up-and-coming Boston local dance band and two callers: Kristin Seibert from the East Coast and Alan Winston from the West. No experience or partner needed; all dances are called. Dancers are encouraged to change partners from one dance to the next. Circle left, swing your partner, say hello to your new neighbor, and don't forget to smile! *Cecile Leroy, Daniel Ley, Zoe Madonna, Kristin Seibert, Yaron Shragai, Alan Winston*

8:35pm

- 589 Days (9hr 36min)** *Griffin (3E)*
 Tsukushi is a boy with no special talent or traits, while Jin is considered a soccer genius. One stormy night, Jin meets Tsukushi, and they get dragged into the world of soccer. 2016, 24 episodes.

9:00pm

- 590 Video Gaming Room Open Free Play (1hr)** *Carlton (3E)*
 Open Gaming includes Wii, Xbox, PlayStation, RockBand, Super Mario Bros., and much much more! Tournaments every few hours!

9:30pm

- 591 What We Do In Shadows (1hr 30min)** *Revere (2W)*
 A documentary filmmaking team films a group of vampires sharing a house in New Zealand deal with the problems of their day-to-day unlife like paying rent, keeping up with the chore wheel, trying to get into nightclubs, and overcoming roommate issues. 2014, R.

- 592 Puppetry Slam (45min)** *Grand AB (1W)*
A showcase of richly diverse performances by a terrific lineup of professional puppeteers. *Mitty Magoo (m)*

10:00pm

- 593 Linguistics & SF: The Good, the Bad, & the Ugly** *Alcott (3W)*
When the science in SF is linguistics, a lot of what writers know ain't necessarily so. In this talk, we'll talk about SF books and stories that handled linguistic issues well, and about others which didn't do quite as well. Also, we'll look at five things some languages do that will shock you, and make some suggestions for when you're asked by Hollywood to construct a language for next summer's blockbuster. *John O'Neil*

- 594 "Hi, I'm Jane Doe and I Write Fanfiction..."** *Douglas (3W)*
Fanfiction is more than just a social experience. Whether you're a budding writer or professional author, you can use your fanfiction addiction to make your writing better. Come learn how to invite feedback about annoying writing habits so you can fix them...while avoiding trolls. Use your readership stats to tell when you're losing your audience (pacing). Try on a new genre or voice. And build a readership to follow you into your original writing (branding). *Anna Erishkigal (m), Lee C. Hillman (Gwendolyn Grace), Catt Kingsgrave-Ernstein, A.J. Odasso*

- 595 Let's (Actually) Talk About Sex** *Faneuil (3W)*
Most of us learn that our childhood peers were totally misinformed about sex. But a lot of adults don't have things figured out either! Join sexuality educator Goddess Cecilia, as well as Mark "Does Stuff" Oshiro, who brings his own life experience, including suffering through analyzing both *Twilight* and the 50 Shades series, and Summer Plum, sex and relationship geek, as we deconstruct common misunderstandings about human sexuality. Mink Rose will moderate and rant as needed. *Mink Rose (m), Mark Oshiro, Summer Plum, Cecilia Villero*

- 596 Sing-along: Hamilton Songs (2hr 30min)** *Burroughs (3E)*
 Come sing along on some of your favorite songs from the musical! Songs may be led by panelists, with lyrics projected on a screen. Note that there will be no assigning or claiming of parts—every-

one will be free to sing along on everything! *Jules Pilowsky (m), Andy Hicks, Lee C. Hillman (Gwendolyn Grace), Rachel Kenley, Jude Shabry*

597 Jackbox Vol 1–3 Freeplay (3hr) Carlton (3E)

🎮 Compete with other players on your Smartphone and the projector screen! Games available to play include Drawful 2, Quiplash 2 and more!

598 Open Jam with Diabolis and Friends Harbor Prefunction (3E)

🎸 An eclectic, experimental open tune&song jam with members of Diabolis in Musica and friends. The starting point will be medieval European and Arabic music, with a discrete level of percussion and perhaps some dancing. Bring an instrument! Bring your voice! (This session may run long if there's interest.) *Tamsyn Bindal, Angela Bowen, Brianna Eden-Rutland, Sioux Gerow, Dave Irish, Ali Levi, Penny Messier, Richard Parker*

599 Arkham Horror Night of Mayhem (10hr) Harbor I (3E)

🎮 It is the roaring 20s, and while there's electricity in the air, unnatural storms are brewing as well. Strange things are happening in the small Massachusetts town of Arkham: people have gone missing, sightings of indescribable creatures grow more and more frequent. Join us for an overnight marathon of eerie happenings until all investigator's succumb to the darkness or the morning sun banishes the Ancient One. Games will be drop-in/drop-out and new players are welcome. *Rob Castiello*

600 Teen Unconference Otis (2W)

See #161 for description.

601 Open Singing Paine (2W)

🎸 Come listen and/or make music in this unthemed song circle. All types of music are welcome. Time permitting, everyone who wishes to lead a song will have at least one opportunity to do so. *Paul Estin (m), Glen Raphael*

602 Goth Turns 40! Marina 4 (2E)

The Goth Subculture is in it's 40th year and continues to thrive through the dark nights. In the last decade we've witnessed this macabre subculture emerge from the shadows to stalk the mainstream! Goth characters can now be found in almost all forms of media, but will it survive the harsh glare of the spotlight? Or with the Children of the Night remain forever UNDEAD! *Jaime Garmendia (m), Maya Garcia, Donna Martinez, Cecilia Tan*

10:30pm

603 Nerf Gun War: Young at Heart (3hr) Webster (2W)

🎮 Who says NERF guns are just for kids? This year we're running a full-out, no holds barred NERF war for those whose biological age is 13 earth years or more. Bring your arsenal and plenty of ammo. This is BYOG, although if you have extras, they will undoubtedly be very welcome. Please note that protective eyewear is mandatory for those under 16—bring goggles if you have them. *James Henderson (m)*

11:00pm

604 Dirty Movie: Flesh Gordon (1hr 30min) Revere (2W)

🎬 Emperor Wang (the Perverted) is leader of the planet Porno and sends his mighty "Sex Ray" towards Earth, turning everyone into sex-mad fiends. Only one man can save the Earth, football player Flesh Gordon! An X-rated parody of the vintage Flash Gordon serials with surprisingly good stop-motion special effects and a punny script. 1974, X. 18+ only.

605 Masquerade Awards (1hr) Grand AB (1W)

Masquerade awards will be presented after the Half Time show.

606 Fusion Dance Lesson (30min) Commonwealth (1W)

Like to dance? Come learn some basics of fusion dancing with Clayton, and dance the night away. All experience levels welcome, no partner necessary. With movement rooted in the blues tradition but borrowing from many other styles, and music ranging wherever our DJs can convince us to go, the appeal is broad and the mood adventurous. *Clayton Jennings*

11:30pm

607 Singing into the Night (3hr 30min) Paine (2W)

🎸 Open Singing descends into chaos. Music will continue as long as people are interested. *Ellen Kranzer (m), Benjamin Newman*

608 Fusion Dance (4hr 30min) Commonwealth (1W)

With movement rooted in the blues tradition but borrowing from many other styles, and music ranging wherever our DJs can convince us to go, the appeal of fusion is broad and the mood adventurous. All experience levels welcome, no partner necessary. *Danner*

12:00am MONDAY

609 The Middleman: Sanction (43min) ArisiaTV

📺 The pilot episode. "You know how it is in comic books, how there's always lots of mad scientists, androids and robots, all trying to either destroy the world or take it over? Well, it really does happen like that." So says Wendy's new boss. 2008, NR.

12:30am

610 Wizards (1hr 30min) Revere (2W)

🎬 In a post-apocalyptic future, humankind is destroyed and the fantastic races of ancient legend emerge to repopulate the earth. In fulfillment of an ancient prophesy twin sons—wizards—are born to a queen of the faeries: one good, the other aggressively evil. They are destined to collide in a war that will destroy the new earth. 1977, PG.

1:00am

611 Masquerade Rerun (2hr) ArisiaTV

📺 Rebroadcast of the Masquerade costume presentations.

2:00am

612 Spaceballs (1hr 45min) Revere (2W)

🎬 This Mel Brooks parody of Star Wars stars Rick Moranis, John Candy, and a host of other young actors who later made it big. George Lucas said he was "afraid I would bust something from laughing." You'll feel the same way, and at this hour you need all the humor you can get. 1987, PG.

3:00am

613 The Middleman: Accidental Occidental Conception (43m) ArisiaTV

📺 A Terra Cotta Warrior is brought back to life, sending The Middleman and Wendy on a mission into the underworld to stop him before he can kidnap the last living heir of the Qin dynasty. 2008.

3:45am

614 Tron (1hr 45min) Revere (2W)

🎬 A computer hacker is abducted into the digital world and forced to participate in gladiatorial games where his only chance of escape is with the help of a heroic security program. One of the first major uses of computer animation and a genuine classic. 1982, PG.

4:00am

615 Serenity (1hr 59min) ArisiaTV

📺 The crew of the ship Serenity try to evade an assassin sent to recapture one of their number. The movie, not the pilot episode. 2005, PG-13.

5:30am

616 The Year of Pluto (1hr) Revere (2W)

🎬 A look at the planning and launch of NASA's New Horizon's mission. 2015, NR.

6:10am

617 Cheer Danshi!! (Cheer Boys!!) (5hr 15min) Griffin (3E)

🎬 Disheartened with Judo, college student Haruki "Haru" Bando is invited by his childhood friend Kazuma Hashimoto to create an unprecedented, all-boys cheerleading squad. 2016, 12 episodes + 2 OVAs.

618 The Middleman: The Sino-Mexican Revelation (45min) ArisiaTV

📺 Wendy is tasked with picking up martial arts master Sensei Ping from the airport, but inadvertently causes both him and The Middleman to be captured, the fate of the world put in danger,

All panels are 75 minutes unless marked otherwise.

and her would-be boyfriend beaten up by masked Mexican wrestlers. Oops. 2008.

6:30am

- 619 **The Right Stuff (3hr 15min)** *Revere (2W)*
 This film adaptation of Tom Wolfe's 1979 novel depicts the early days of the space program and chronicles not just the Mercury program but the people involved in it. In every way it is a biography of the people involved, astronauts, engineers, reporters, and families, and one of the best up-close looks at the American space program ever made. 1983, PG.

7:00am

- 620 **Classic Cartoons (2hr)** *ArisiaTV*
 Classic Warner Bros. cartoons to start the day!

8:00am

- 621 **Monsters in the Elevator (5hr)** *Harbor I (3E)*
 Come play our cooperative card game filled with cute monsters! Winner of the Best Family Game award at the 2016 Boston Festival of Indie Games, and currently a finalist for the national Hasbro Game Labs competition. www.YayaPlay.com/MITE. *Jason Wiser*

8:30am

- 622 **Pathfinder Society (4hr 30min)** *Harbor I (3E)*
 RPG gaming using Pathfinder Society rules.
- 623 **Geeky Play Date** *Webster (2W)*
 Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your children. Kids can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue: plan on tending to your children. If you need to leave a Red-Ribbon Fast Track child for a 10am panel, you may do so after 9:45 and checking in with Fast Track staff. *Damarie Underhill*

- 624 **Strength & Alignment Vinyasa Yoga (1hr)** *Grand CD (1W)*
 After spending the weekend geeking out on your favorite sci-fi stuff, come geek out over your body & mind! This vinyasa class will work out the kinks of the Con, undoing the hours of walking & sitting with a heathy alignment-focused & challenging flow and will include corrective & Thai-massage inspired hands-on assists; please inform the teacher if you have an injury or do not wish to be touched. Come with comfortable stretchy clothes, a yoga mat, water, & ready to put your hands on the ground.

9:00am

- 625 **Magic the Gathering: Booster Draft (5hr)** *Harbor I (3E)*
 Probably something that's not Kaladesh. Presented by Foam Brain Games. Materials will be available for purchase in Harbor I. *Alex Mullins (m)*
- 626 **Serpents Rise (Pathfinder) (4hr 30min)** *Harbor I (3E)*
 Scenario #06–98. Years of political maneuvering, espionage, smuggling, and diplomacy have set the stage for the Aspis Consortium's most ambitious attack on their rivals: the Pathfinder Society. All that remains are several key preparations that only an elite team of Aspis agents can arrange, and once the fireworks begin, these same agents must strike quickly and mercilessly to secure objectives—some shared, some connected to deeper plots—and escape without the Society being any the wiser. *David Neilson*
- 627 **Star Wars (Episode IV—A New Hope) (2hr 5min)** *ArisiaTV*
 Luke Skywalker joins forces with a Jedi Knight, a cocky pilot, a wookiee, two droids, and a princess to save the galaxy from the Empire's world-destroying battle-station. 1977, PG.

9:30am

- 628 **Ungrounded But Unbroken (Pathfinder) (4hr 30m)** *Harbor I (3E)*
 Scenario #8–05. One of the Society's few friends on the Plane of Earth has recommended at least a handful of Pathfinders join the Ungrounded, knowing that even a few months' service could dramatically enhance the Society's reputation in this distant realm.

The PCs travel to the magnificent Opaline Vault as the Society's first envoys, but in doing so they must survive the otherworldly threats that lurk in both this strange environment and within their own ranks. *Eric Robinson*

9:45am

- 629 **For The Love of Spock (2hr)** *Revere (2W)*
 An examination of the enduring appeal of Leonard Nimoy and his portrayal of Spock in Star Trek. 2016, NR.

10:00am

- 630 **Routing Around Cognitive Biases** *Alcott (3W)*
 Most of us have a friend who always plays the same lottery numbers, refuses to travel by airplane "because they're not safe," and thinks music was better when they were a kid. Your friend—indeed, most people—suffers from multiple cognitive biases. How do you make people aware of the flaws in their thinking so that they have the critical tools to avoid such biases in the future? What about the more difficult task of identifying your own biases? *Heather Urbanski (m), Stephen R Balzac, Ruthanna Emrys, Andrea Hairston, David G. Shaw*

- 631 **Online Privacy for Kids** *Adams (3W)*
 Parenting in the digital age can be hard. We'll discuss the responsibilities parents and other adults have to guide and protect kids and teens in today's highly connected world. There are definite benefits and advantages to internet-connected lifestyles, how do we manage them for our children. *Keffy R.M. Kehril (m), Amy Chused, David Friedman, Forest Handford, David Larochelle*

- 632 **Bleed: Emotion in Roleplay and Larp** *Bulfinch (3W)*
 Bleed is when emotions bleed over between player or character, in either direction. Creating such emotional connection to a character is very important in some games, and certain forms of larp try to construct situations conducive to bleed. Panelists will discuss the basics of character bleed and how to use it responsibly. *Henry M. White (m), Nat Budin, Sharone Horowitz-Hendler, David Olsen, Mark "Justin" Waks*

- 633 **Remembering Gene Wilder** *Faneuil (3W)*
 From the only good on-screen depiction of Willy Wonka to the reluctant mad scientist and descendant of Dr. Frankenstein (pronounced *Steen*), to early turns in classics like *Rhinoceros* and *The Little Prince*, the late and beloved Gene Wilder brought charm, zaniness, and pathos to characters across a wide range of movies, many of them genre-related. We'll discuss his most memorable roles, and what he's meant to multiple generations of fans. *Garen Daly (m), Deirdre Crimmins, Susan Fox, Daniel M Kimmel, Peter Maranci*

- 634 **The Uncomfortable Genre** *Burroughs (3E)*
 The power of SFF to comfort is well explored. Let's take a look at the other side. SFF has an equal power to discomfit and bedevil readers. It can be what the story speculates, such as A. Igoni Barrett's *Blackass*, how it speculates, such as Mark Danielewski's work, or the characters and situations, such as Helen Oyoyemi or Yoko Ogawa's stories. What speculations keep you up at night? What might we gain from reading the uncomfortable genre? *Sarah Smith (m), Morgan Crooks, Dennis McCunney, Meredith Schwartz*

- 635 **Block Printing** *Independence (3E)*
 Relief block printmaking is a magical, sci fi art form: it's like carving with light into darkness, and then cloning the result. It's also easy to get started, fun to experiment with, and you can print note cards, gifts, or limited edition artwork to frame and hang proudly. Come learn how to wield the magic, by designing, carving, and printing your own original rubber block. Limit: 15. *Anne Nydam (m)*

- 636 **Video Gaming Open Free Play (6hr)** *Carlton (3E)*
 Wii, Xbox, PlayStation, Jackbox, 3DS, Rock Band, Minecraft, Super Smash Bros., Pokémon, Rocket League, Tetris, WWE, Mario, Nidhogg, Street Fighter, and many more!

- 637 **MoonQuake Escape (1hr 30min)** *Harbor I (3E)*
 See #37 for description.

- 638 **New World Magischola House Rivalry (1hr 30min)** Harbor I (3E)
 See #39 for description.
- 639 **Pathfinder Society (4hr 30min)** Harbor I (3E)
 RPG gaming using Pathfinder Society rules.
- 640 **Treasure of the Broken Hoard (D&D 5E) (4hr 30min)** Harbor I (3E)
 See #41 for description.
- 641 **CardFight!! Vanguard (4hr 30min)** Harbor I (3E)
 Looking for an opportunity to play Cardfight Vanguard at a higher level than your local events and tired of only getting two chances a year to play your deck in a competitive format? Tired of your favorite clan missing its time to shine because they get support after every regional event that comes your way? This is your chance to play Cardfight Vanguard at a higher level and play more frequently than the Spring Fest and World Championship events hosted by Bushiroad! *Andrew Cheah*
- 642 **Nexus Elements Session 2 (4hr)** Otis (2W)
 Those inhabit the small town of Yestin on the island of Ashling have been through more than their share of trails over the past few years. Confronted with everything from zombie hordes to the birth of a new Goddess somehow they have passed it all mostly survived the experience. Is it finally time for them to get some much deserved rest? Or is there yet another disaster around the corner? At least it is ever boring on this island of heroes! *Dori Schendell (m)*
- 643 **Arisia's Home for Misfit Games: Board Game Swap** Paine (2W)
 Multiple copies of Monopoly? Tired of receiving and gifting Exploding Kittens? Maybe you have an incomplete set of Battle Star Galactica you can donate for "spare parts"? Perhaps Cards Against Humanity has just lost it fun? Whatever the case, give your old games a new home or replace a classic lost at a game night. Rules: Drop off items in exchange for a ticket. Ticket holders will enter in the first 30 minutes, and then the swap will be open entry. *Games by Play Date, Walter H. Hunt*
- 644 **Learn to Crochet** Hancock (2W)
 Learn to crochet—we provide everything!
- 645 **What Do You Mean, 10 and Up? (3hr)** Hancock (2W)
 Have you been playing board games that say "10 and up" since you were 6? Wish you had? Come play with us. We will teach and play some board games intended for adults but accessible to children with a knack for board gaming. Feel free to bring your own (reasonably short) games. *Dianna Sanchez (m), Nicole Robinson*
- 646 **Swords of Chivalry 3** Webster (2W)
 Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! *Mr. Ferguson (m)*
- 647 **Fanfiction: Where to Find It and What It Means** Marina 1 (2E)
 You've gotten into a really great book/movie/TV show/game, and there's just not enough of it in the world. How do you find the stories, written by fans, that expand your favorite universe? Why do some fandoms get thousands of stories and others don't? What the heck is slash? Come learn about places to find stories (Archive of Our Own, fanfiction.net, LiveJournal communities, etc.), talk about types of stories that can be found, and discuss fandom and fanfic mores. *Nomi S. Burstein (m), Hilary L. Hertzoiff, Cassandra Lease, Kate Nepveu, A.J. Odasso*
- 648 **Revisiting the Underground** Marina 2 (2E)
 In the late sixties, beneath the glare of the garishly colorful comics mainstream, a movement formed that would have a lasting effect on the medium at large. These "comix" were not bound by any editorial restraints or the constrictions of Comics Code Authority. Talents like Art Spiegelman, R. Crumb, Lynda Barry and Trina Robbins were free to create an underground revolution that still thrives to this day. *Alexa Dickman (m), E. J. Barnes, Dan Mazur, Joey Peters, Mercy E Van Vlack*
- 649 **Imaginary Friends: Crafting Memorable Characters** Marina 3 (2E)
 Even the most gripping plot will fail if you don't have memorable characters. How do you create a sympathetic protagonist? How much backstory should you give them? How do you develop interesting supporting characters to accompany them on their jour-

- ney? There are many 'tricks' you can use to flesh out characters, as well as ways to juggle multiple character viewpoints. Come learn how to write characters so realistic your audience will be talking about them long after they finish your story. *Ken Schneyer (m), Michael Bailey, Justine Graykin, Elaine Isaak, Felicitas Ivey*
- 650 **How Fabric Works** Marina 4 (2E)
 Learn why fabric slithers and creeps, and how you can control it; or what makes some fabric flow while others are stiff. Discuss the 'wrong' side of fabric, the difference between warp and weft. Learn how to pick the best fabric for your costume and how to best use it. *Barbara M Pugliese (m), Aurora Celeste, Kristina Finan, Bethany S. Padron*
- 651 **Splendid Teapots (3hr)** Grand CD (1W)
 Splendid Teapot Racing involves radio-controlled teapots negotiating an obstacle course within a set time. The vehicle is simply a teapot of the entrants' choice attached to an RC car or truck, embellished to taste. Keeping the size of vehicles within the limits of the rules helps ensure a fairer, more entertaining contest. The teapot doesn't have to function as a teapot! Bring your own RC enhanced car. <https://splendidteapotracing.files.wordpress.com/2016/04/teapot-racing-rules-2-1.pdf>. *Kimberly Mawson*
- 11:10am**
- 652 **The Producers (1hr 29min)** ArisiaTV
 Producers Max Bialystock and Leo Bloom try to make money by producing a sure-fire flop. Hijinks ensue. 1967, PG.
- 11:25am**
- 653 **Flip Flappers (5hr)** Griffin (3E)
 Cocona, a middle school girl, encounters an eccentric and headstrong girl named Pipika. Together, they end up travelling to strange worlds known as Pure Illusions, where they must retrieve mysterious, amorphous fragments said to grant wishes. 2016, 13 episodes.
- 11:30am**
- 654 **How To Become A Cyborg** Alcott (3W)
 Technology is becoming more ubiquitous and (depending upon who you ask) both more and less obtrusive. The Hololens is the latest player in this game, but integrating technology into our everyday experience to make us better, more knowledgeable, and less forgetful has long been one of the goals of technology. Voice recognition, 4G, VR, and many other technologies can help you or hurt you. Come find out what you can do to become a modern-day cyborg. *Sarah Lynn Weintraub (m), Sarah Smith, Ellie Younger*
- 655 **Genderqueer and Genderfluid Fen** Adams (3W)
 What does it mean to be genderqueer, genderfluid, or non-binary gender? Many SF/F works discuss gender fluidity, but most rely on magic, advanced technology or alien genetics to make it possible. Given the scarcity of genderqueer protagonists outside of speculative fiction, does SF/F offer genderqueer fen more positive role models, or reflect the same social biases as non-SF/F? And what genderqueer SF/F authors should we be reading? *Lee C. Hillman (Gwendolyn Grace) (m), etana, Victoria Queeno, Ben "Books" Schwartz*
- 656 **Dangerous Games: The Moral Panic Over D&D** Bulfinch (3W)
 In 1982, crusader Patricia Pulling founded Bothered About Dungeons & Dragons (BADD), alleging that D&D led to Satanism, murder, and suicide. Although BADD ceased to exist, the moral panic over D&D has never gone away for good, despite decades of study contradicting these allegations. Why does D&D attract such complaints? How did this panic affect reactions to later games? Is it likely to get any better now that D&D is more mainstream? And how do we combat similar moral panics in the future? *Danny Miller (m), W. "Ian" Blanton, Ed Fuqua, Cassandra Lease, Victor Raymond*
- 657 **From Laserdiscs to Online Streaming** Douglas (3W)
 Long before Netflix, Hulu, and Crunchyroll started streaming hundreds of titles, anime fans had to scour dark corners of rental stores, shell out big bucks for laserdiscs, or trade expensive VHS sets. Now there are countless titles to watch on-demand online,

even simulcasts of the newest titles from Japan. Panelists will discuss and share stories from laserdisc and VHS to the amazing access of today. *Richard Ralston (m), Felicitas Ivey, PJ Letersky, David G. Shaw*

- 658 **Vertigo on TV: iZombie and Lucifer** *Faneuil (3W)*
While neither show really stays close to their comic-book origins, both *iZombie* and *Lucifer* are successful shows that have been adapted from Vertigo books, and both have dedicated fan audiences. We'll discuss both shows, talking about our favorite and least favorite elements of each, as well as how the process of changing from the comics has made things better or worse. *Barbara M Pugliese (m), Nomi S. Burstein, Jennifer Pelland, Lauren M. Roy, Mark "Justin" Waks*
- 659 **Just the Facts: Abundance!** *Hale (3W)*
The present is nowhere near as bad as most people believe: violence is declining, starvation is retreating, standards of living are going up worldwide. What are the next steps to bring "the bottom billion" people up out of poverty? What does a future of abundance portend? *Mark L Amidon (m), Amy Chused, James Meickle, Richard Moore, Ian Randal Strock*
- 660 **Another World, Another Time: Untapped Fantasy** *Burroughs (3E)*
We love our Medieval, Victorian, and Weird West fantasy, but there are a lot more times and places for magic and other worlds. Our panelists will talk about their favorite authors who went someplace different and what settings require more stories. How can we explore new settings and times while maintaining respect for the people and the cultures that reside there? *Cate Hirschbiel (m), Greer Gilman, James Hailer, Leigh Perry, Sonya Taaffe*
- 661 **Using Story Forge & Tarot for Story Plotting** *Independence (3E)*
You have a great "What if" idea. Now what? How do you go from idea to plot outline considering all the various possibilities for the story arch? Who is your villain, really? What is his great secret? Discover how to use StoryForge cards and classic Tarot layouts to build a bridge between idea and finished story. Limit: 18. *D. L. Carter (m)*
- 662 **New World Magischola House Rivalry (1hr 30min)** *Harbor I (3E)*
See #39 for description.
- 663 **Roll The Dice (1hr 30min)** *Harbor I (3E)*
Back by popular demand, Roll The Dice is back! The easiest role playing game ever created, the most open world, and the easiest to learn. Come join us for a crazy fun game and be prepared to be creative! *Madi Garland*
- 664 **Pokemon Go Meet Up** *Paine (2W)*
Come geek out about Pokemon Go with other Pokemon trainers! *TheoNerd (m), Aurora Celeste, Mark Oshiro*
- 665 **Kids Crafts with Maker Parents** *Hancock (2W)*
Let's make stuff! Come with your ideas and get ready to be creative!
- 666 **Pokemon TCG** *Hancock (2W)*
Come learn how to play the Pokemon Card Game and battle with your friends!
- 667 **Angry Birds** *Webster (2W)*
Come Join us for a Live Action Angry Birds Game!
- 668 **Trad Tunes on Accordion** *Lobby (2W)*
An informal performance by one or more of our Minstrels. *Alex Cumming*
- 669 **The Future of Transportation in Sci-Fi** *Marina 1 (2E)*
Stargate has its portals, while there are as many different Faster Than Light technologies as there are sci-fi franchises. What are the most innovative and intriguing examples of future transportation technology out there? How important is interstellar transport when there's still things to explore here on Earth? *Frank Wu (m), Marc Ebuña, Diana Hsu, Ken Kingsgrave-Ernstein, William C. Walker III*
- 670 **Strange Tales From Artist Alley** *Marina 2 (2E)*
Each year more conventions sprout up, attracting audiences with another weekend of comics and entertainment guests, packed panels, expensive fried foods, and artistic bounty. Is the conven-

tion bubble going to burst? As things grow, how is the audience changing and how does that affect the people who use conventions to make a living? *Abigail Keenan (m), E. J. Barnes, Griffin Ess, Dan Mazur, Mercy E Van Vlack*

- 671 **Build a Home Podcast/Audiobook Recording Studio** *Marina 3 (2E)*
Come learn how to set up a budget home audio recording studio. How long does it take to record a book or create a podcast? What makes a book read-out-loud-able? What annoying audio narrator habits should you avoid? Once you've recorded them, where can you upload it for monetization or for sale? Our panel of experts will discuss the basics and what equipment will give you the biggest bang for your buck. *Alexander C Danner (m), Justine Graykin, Mike Luoma, Kevin Sonney, Gene Turnbow*
- 672 **Masquerade Show and Tell** *Marina 4 (2E)*
Masquerade staff and judges share their observations on this year's masquerade. Masquerade participants are invited to bring in their costumes to show them off in a more intimate setting. Audience members may get to see the winners up close and review their documentation as available. *James Hinsey (m)*

11:45am

- 673 **The Prisoner: Fall Out (1hr)** *Revere (2W)*
The final episode of the iconic British TV series. After witnessing the trials of Number 2 and Number 48 and meeting the President of the Assembly, Number 6 escapes during the chaos that follows. 1968, NR.

12:45pm

- 674 **Audience Choice (2hr 15min)** *Revere (2W)*
Did we show something you wanted to see while you were asleep? Is there something that you just HAVE to see again? We will run any of the movies listed for this weekend. You must arrive at 12:45 PM in order to cast your vote. Movie will begin promptly at 1 PM after setup and preparation.

1:00pm

- 675 **International Comics!** *Alcott (3W)*
Sure, you've seen comics published in North America and likely even comics from Japan or parts of Europe but what about from Brazil? Or Egypt? Or Singapore? It's a big world out there so let's celebrate comics from around the world! *Ken Gale (m), Kelly J. Cooper, Maya Garcia, Heide Solbrig*
- 676 **What Are Other Cons Like?** *Adams (3W)*
Arisia caters to a wide range of topics and fan groups—which makes it pretty special in our eyes. How does this differ from other conventions in the Northeast? What things are ubiquitous across most conventions, and what things are particular to Arisia, or are present at other events and not here? Our panelists will inform about other events in the region to check out if you're interested in upping your convention engagement levels. *Trisha Wooldridge (m), William Frank, James Hinsey, Victoria Queeno, Sharon Sbarsky*
- 677 **Teen Unconference** *Bulfinch (3W)*
See #161 for description.
- 678 **Telepathic Comfort Horses and Stranger Things** *Douglas (3W)*
Stranger Things made a lot of headway on nostalgia, going beyond simple reference and into the filmic and thematic styles of the 80s. Is there room for that in literary SF? Is there a place for the romantic fantasy of the late 80s, the psychedelia or the Mil SF of the 70s? Pulp and Lovecraft get their love, certainly, but what genre styles do you miss? Who, if anyone, works with these? What can we learn or gain by revisiting the styles of yesteryear? *Gordon Linzner (m), Ellen Cheeseman-Meyer, A.J. Odasso, Sonya Taaffe*
- 679 **Race and Identity Issues in SF** *Faneuil (3W)*
Race and identity are aspects of humanity that are not always addressed in science fiction. From the whitewashing of many SF settings, to the "black dude dies first" trope, to the underrepresentation of minority authors in the genre, there's a long way to go before SF/F is more equitable. What recent (or classic!) SF/F works have handled issues of race and identity well? How can we,

as individuals and a community, encourage further progress?
Pablo Miguel Alberto Vazquez (m), Diana Hsu, Victor Raymond, Sarah Lynn Weintraub

680 **Short Sharp Shocks** *Hale (3W)*

Simply put, you can do things in short fiction that you can't do anywhere else. Experiments that only hold up for a few thousand words, twists that would fall flat at greater length, intense playfulness with form and function, unrelenting emotional intensity, and more. Let's talk about the best short fiction of today and what makes it great. *Gillian Daniels (m), Andrea Corbin, Morgan Crooks, MJ Cunniff, Keffy R.M. Kehril*

681 **Through the Lens of Arisia: An Arisia Recap** *Burroughs (3E)*

So what went on at Arisia this year? See the con from the point of view of our guests. Highlights and maybe some hilarity. *Greykell (werewolf) Dutton, Susan Fox, Stephanie Law, Gene Turnbow, Ursula Vernon*

682 **Monster Maker** *Independence (3E)*

Have you ever wanted to snuggle up with a ducktopus (duck-octopus) or a zebephant (zebra-elephant)? Well here is your chance! Come join us to create your own mystical stuffed animal by chopping up some old, boring ones, and sewing them back together to make some weird, crazy creatures. All ages are welcome. Limit: 18. *Todd Cooper (m)*

683 **Istanbul (with Mocha & Baksheesh expansion) (3hr)** *Harbor I (3E)*

Travel to Istanbul, the trading capital of the East! Rush through the marketplace, instructing your assistants to do your bidding. With new added challenges presented by buying & selling coffee, along with guild hall cards, this promises to be an exciting, competitive game. This will include the Mocha & Baksheesh expansion set, so come prepared to learn if you haven't played it yet. *Michael Sharrow*

684 **504 (that's the name of the game) (1hr 30min)** *Harbor I (3E)*

See #43 for description.

685 **Good Story Songs** *Paine (2W)*

Great songs (folk, folk, etc.) that tell really neat stories—that is, they have coherent, compelling narratives as well as good lyrics and good tunes. *Angela Kessler (m), April Grant, Merav Hoffman, Benjamin Newman, Dr. Lisa Padol*

686 **Balloon Cars** *Hancock (2W)*

Come make a balloon car! *Dr. James Prego*

687 **Fun with Legos** *Hancock (2W)*

Everything is Awesome! Let's break away from the instructions and all be master builders. What can you come up with?

688 **Classic Playground Games** *Webster (2W)*

Play some classic playground games with us! Red Light/Green Light, Mama May I, and Tag!

689 **European & American Tunes** *Lobby (2W)*

An informal performance by one or more of our Minstrels. *Marnen Laibow-Koser*

690 **Gaming with Disabilities** *Marina 1 (2E)*

While gaming belongs to everyone, very often the formats and mechanics of games exclude those with disabilities. The power to fix this problem rests with everyone. Inclusion needs to meet physical, mental, and emotional needs, not just the games themselves but also the communities we play with. Panelists will discuss accessible game design and the challenges of gaming with disabilities. *Forest Handford (m), etana, Mr. Ferguson, Summer Plum, Tikva (raycho)*

691 **Scare the Crap Out of 'Em: Horror Writing 101** *Marina 3 (2E)*

Monsters lurk everywhere: in nature, in our homes, and within our minds. What scares people? How can you use setting to increase the tension? What motivates your villain? How do you set up a monstrous encounter? Should you use gore? Or is your horror purely psychological? Our horror-able panelists will discuss how to get yourself psyched up to write a brutal scene, how much horror is appropriate for your genre, and how to torment your characters (and your audience) with their worst fears. *Hildy Silverman (m), Steve Berman, Anna Erishkigal*

692 **Costume Rendering**

Marina 4 (2E)

A skill often used in theatrical costume design, learn how to put your costume ideas to paper. This workshop will give you a hands on view of techniques for costume rendering without the need for advanced drawing skills. BYO drawing supplies. *Bethany S. Padron (m), Kristina Finan*

2:30pm

693 **Fan Etiquette: How Not to Be That Fan** *Bulfinch (3W)*

Have you ever been embarrassed by your fellow fans when meeting actors, musicians, and other people of note? How can you control your emotions and come across as a fan, not a stalker? Even at movies, some fans are yelling at the screen distracting other viewers from enjoying the film. This panel would give some insight as to what is the best way to present yourself and your fandom in a favorable light. *Heather Urbanski (m), William Frank, Justine Graykin, Mark Oshiro, Eric Zuckerman*

694 **Sex is Misunderstood: The Gender Binary** *Douglas (3W)*

Why does sex exist? What are males for? Is the gender binary real? And why does a microbe have the swingingest sex life of all? Biologist Abby Hafer will explain the answers to these and other crucial questions in this presentation. *Abby Hafer*

695 **S#its and Giggles: How to Add Comedy to a Story** *Faneuil (3W)*

Storytellers can learn much from professional comedians and comedy writers. What are the comedic archetypes? How can you use irony, shock, hyperbole and wordplay to add levity to a scene? What subjects are so taboo not even comedy writers dare touch them? Our experts will discuss how to use comedy to torment, impede, and misdirect your characters with a comedy of errors. Oh... and maybe make you pee your pants? *D. L. Carter (m), Timothy Goyette, Elliott Kay, Leigh Perry*

696 **The Future of Work** *Hale (3W)*

What will jobs and careers look like in five years? Ten? Fifty? Is the "gig economy" the new norm, or a passing trend that children born this year will later study as a failed economic model? Will manual labor make a come back as it's hard to outsource plumbing installation to China or India? Has the time for Universal Basic Income arrived? *William C. Walker III (m), Inanna Arthen, Meredith Schwartz, T.X. Watson, Ellie Younger*

697 **Convention Feedback** *Burroughs (3E)*

Tell us how to improve Arisia for next year! *Anna R Bradley, Daniel Eareckson, Jaime Garmendia, James Meickle, Kris Pelletier, Kris "Nchanter" Snyder, Tanya Washburn*

698 **Draw Heroes & Fatal Flaws in a Marvel Universe** *Independence (3E)*

We'll use a series of drawings to explain how the Marvel Universe has spread from the mainstream to the independents while building a cross-platform universe. We will make a series of drawings including traditional superheroes, maps of our fan universe and finally re-imagining ourselves in our own multi-platform universe based around our strengths and fatal flaws. You will learn how mainstream comics have grown so quickly while reshaping alternative representations of difference. Limit: 18. *Heide Solbrig (m)*

699 **Dead Dog Open Filk (5hr 45min)** *Paine (2W)*

One last chance to sing, play, or listen. While nominally a filk session, all sorts of music are welcome. *Benjamin Newman (m), Nat Budin*

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