Quick Guide

Everything you need to know about WonderCon Anaheim 2019

Anaheim Convention Center & Hilton
Anaheim Maps

Exhibit Hall Map and Exhibitor Lists
Artists’ Alley
Exhibitors
Fan Groups
Small Press

Future Tech Live!

Complete Program
Schedule Grids

FRIDAY
SATURDAY
SUNDAY
In November 2018, Comic-Con’s long-time president, COO, and CFO of Comic-Con were marked by incredible growth for both the organization and the increasing social acceptance of popular arts fandom and culture. This year, to honor his memory, we will discuss his contributions to the organization and this field throughout the years. Room 211

YOUR WONDERCON ANAHEIM 2019 BADGE

About Your Badge

Your WonderCon Anaheim 2019 badge is made up of three pieces: a plastic badge holder, daily or 3-Day paper name badge(s), and an RFID card. You must wear your complete badge at all times while onsite at the Anaheim Convention Center. Your badge is invalid if it is missing any of the three pieces mentioned above. We may perform random ID checks at the RFID gates. Please make sure the name on your badge matches your photo ID.

Your RFID Card

To help prevent scalping and counterfeit badges, WonderCon Anaheim 2019 badges are enabled with RFID (Radio Frequency Identification) tags. At various access points in and around the Anaheim Convention Center, you will encounter gates with a large “TAG Badge Here” indicator. All you need to do is tap your badge “as” by briefly touching it to the indicator. When you do, you’ll get a green light that indicates you’ve been validated and are okay to enter. When you leave, you must also tap your badge “out” so you may re-enter when you return. It is extremely important you remember to tap your badge when you leave, or you could be denied re-entry and sent to a satellite RFID Help Desk or Attendee Solutions in Hall E.

Lost Badges

If you lose or forget your badge, visit Attendee Badge Solutions in Hall E or the RFID Help Desk located in the ACC North Lobby. Your lost badge will be turned “off” and will no longer allow entry. Lost or forgotten badges will be replaced for a nominal fee.

Badge Privacy Notice

Your event badge is encoded with a number that allows exhibitors to obtain your full name, company name, address, phone/fax, and email address. If you allow an exhibitor to scan your badge using RFID or the barcode, they can obtain this information. If you do not want exhibitors to have your contact information, do not allow your badge to be scanned and do not give your badge to anyone else. Only allow your badge to be scanned by exhibitors who you want to have your contact information. If an exhibitor scans your badge and obtains your contact information, they may contact you, send you information, or share your information with others. Comic-Con does not rent, sell, lend or give its mailing list to anyone other than parties that need the information to assist in producing our events (e.g., the registration and housing companies).

Questions and Help

Visit www.comicon.org/badge-purchase-faq for more information. If you need help when you arrive onsite, visit the Badge Solutions Desk in Hall E of the Anaheim Convention Center. Note: Do not place other cards (hotel keys) in with your badge. It might render your credential unreadable.

WHAT, WHERE, AND WHEN

The Anaheim Convention Center has 3 levels, across 2 buildings:

LEVEL 1 (Ground Floor): Arena - Programming • Halls A, B, C • Exhibit Hall
LEVEL 2: Programming Rooms 208BCD, 208AB, 209AB, 210ABC, 211AB, 213AB, 213CD
LEVEL 3: Programming Rooms (308B, 300D)
EXHIBIT HALL: Halls A, B, C (Level 1, Ground Floor)

Friday: 10:30–7:00 Saturday: 10:00–5:00
Sunday: 10:00–1:00

Anaheim Convention Center North:

LEVEL 1 NORTH: Programming Room (154), Future Tech Live! (154)
LEVEL 2 NORTH: Programming Rooms (North 200B, North 200C)

PROGRAMMING

Anaheim Convention Center:

Arena (Level 1, Anaheim Convention Center)
Rooms 208BCD, 208AB, 210ABC, 211AB, 213AB, 213CD (Level 2), Rooms 308B, 300D (Level 3)

Anaheim Convention Center North:

Rooms North 101 (Level 1), North 208, North 209 (Level 2)
Friday: 12:30–9:00 Saturday: 10:00–11:00 Sunday: 10:00–5:00

ANIME (DAYTIME): Room 205A and 205B (Level 2)
Friday: 12:30–7:00 Saturday: 10:30–1:30 Sunday: 10:30–1:30

ANIME (NIGHTTIME): Hilton Anaheim, California Ballroom A (Level 2)
Friday & Saturday: 7:00–Midnight

AUTHOR SIGNING AREA: Exhibit Hall (Near Hall A)

WONDERCON SIGNING AREA: Exhibit Hall (Between Halls B & C)

See the schedule on page 53 for signing info.

BAG-ON-UP/LANYARD/BAG PROGRAM BOOKS: HALL E
Thurs: 12:00–7:00 • Friday: 10:00–7:00 • Sat: 8:30–7:00 • Sun: 8:30–5:00

BAG CHECK: Lobby B (Level 1, Near the ATM)
Friday: 12:00–7:00 • Saturday: 10:00–7:00 • Sunday: 10:30–5:00

BLOOD DRIVE DESK: Lobby B/C, Level 1
Friday: 11:00–6:00 • Saturday & Sunday: 10:00–4:00

CHILDREN’S FILM FESTIVAL: Room 303AB (Level 3)
Friday: 12:30–7:00 Saturday: 10:30–7:00 Sunday: 10:30–7:00

COSTUME PROPS CHECK DESK: Grand Plaza, Lobby B/C, Hall E
Friday: 10:30–7:00 Saturday: 8:00–7:00 Sunday: 8:30–5:00

DEAF AND DISABLED DESK: Lobby B/C
Friday: 10:00–7:00 Saturday: 10:00–7:00 Sunday: 9:30–5:00

INTERPRETER DESK: Lobby B/C
Friday: 12:00–7:00 Saturday: 10:00–7:00 Sunday: 10:00–5:00

FOOD TRUCKS: Grand Plaza & Arena Plaza (Outside)
Friday: 12:00–7:00 Saturday: 10:00–7:00 Sunday: 10:00–5:00

FUTURE TECH LIVE!: North 154 (Level 3)
Friday: 11:30–7:00 Saturday: 10:00–7:00 Sunday: 10:00–5:00

GAMES (DAYTIME): Back of Exhibit Hall C
Friday: 12:00–6:00 • Saturday: 10:00–6:00 • Sunday: 10:30–5:00

*No new games to start one hour before closing

GAMES (NIGHTTIME): Hilton Anaheim, California Ballroom CD (Level 2) 
Friday & Saturday: 7:00–Midnight

HOSPITALITY SUITE: Hilton Anaheim, California Ballroom B (Level 2)
Friday & Saturday: 7:00–Midnight

MASQUERADE: Arena, Anaheim Convention Center (Level 1)
Saturday: 8:00 Doors open at 8:00

MASQUERADE DESK: Lobby B/C (Family Fun Center)
Friday: 12:00–6:00 • Saturday: 10:00–6:00

PORTFOLIO REVIEW: Room 208B (Level 2) 
See article on page 44 for specifics

VOLUNTEER REGISTRATION: North Room 100 (Level 1)
Friday: 9:00–7:00 • Saturday: 9:00–7:00 • Sunday: 10:00–5:00

WONDERCON INFORMATION DESK: Lobby B/C (Level 1)
Thurs: 12:00–7:00 Fri: 10:00–10:00 • Sat: 10:30–12:00 • Sun: 10:00–5:30

GET THE FREE APP FOR IPHONE & ANDROID — CLICK FOR INSTRUCTIONS

www.wondercon.org
WONDERCON ANAHEIM SMALL PRESS

A

A Tiny Teddy Named Cudi SP-86
AbciAbaci Studios SP-91
ACMink/M. Manuel Martinez SP-42
Acmic World Art SP-27
Raben Rusas SP-64
Acorn Publishing SP-54
Chris Ayers - The Daily Zoo SP-88

B

A Bret Biele SP-38
Bennett Blacklight SP-29
Big & A Tall Tails, Inc. SP-32
Bob Q! SP-85
Booting Comic Publishing SP-40
Bouton Metaphysical Society Comic SP-53
Brainfart SP-51
Pujo Day SP-18
Built from Sketch SP-33
Eben Burgony SP-05

C

C Carter Comics SP-73
Carolton for Goons SP-24
Catherine Cruzan SP-63
Chen in Color SP-50
Christian Comic Arts Society SP-27
CXCOMICS SP-22
Culidose SP-57
Connected Comics SP-59
The Creeping Moon SP-48
Crimson Fable Studios SP-08
Cruel Productions SP-78

D

David Doodles LLC SP-107
Diablo Productions SP-101

E

Eben Burgony SP-05
Emoric SP-102
ErikArrra.com SP-95

F

Fanbase Press SP-99

G

FanboyGrim - ImaginTopia SP-81
Terrance Grace SP-36
Grenadefight Ink SP-55

H

Helen Unlimited SP-58
HexComic SP-44

I

INREDORDERS SP-04
Inblue Comics SP-70

J

Lab Reject Studios SP-98
Lazy Bones Studios SP-41
Legends Universe LLC SP-06
Little Vampires SP-68

M

Maradi Studios SP-45
McSteed Inc. SP-92
Melvin the sad...( i) Bob SP-66
The Mercedes Group SP-46
Meraik SP-07
Lonee Millip SP-87
Monkey Misjon Press SP-100
Monster SP-93
Monster Men SP-65
Monster Enterprises SP-80
Gary Montalbano/ Sara Hawen Design SP-103
More Lies Puh! SP-21
Travis Nichols SP-21
Mount Olympus Comics SP-28
Mr. Taast SP-94
Ms. Mai. Illustrations SP-97
MVVariations SP-20
Myopia SP-08
Mythical Legends Publishing, LLC SP-14

N

Neo Edmund Press SP-12
Never Static Pictures SP-75
Ngo Brainer Entertainment SP-52
Nostrums Effects SP-60

O

Oasis SP-30
Off Shoot Comics SP-03
Ollin Press SP-74
Oniverse Comics SP-82

P

Phantom Monster SP-69
Platitude Comics SP-72
Pop Office SP-25

Q

Puna Press LLC SP-26
United Front Robots SP-91
Urban Glyphs SP-39

R

Rainbow Bari LLC SP-47
Red Cat Tales LLC SP-34
Tom Richmond SP-35
M. Victoria Robado SP-51

S

Scary Tales Publishing SP-67
Sea and Monsters SP-23
Stephen Silver SP-104
Sketchy Bug Group SP-11
Soup or Salad Comics SP-64
Angela Song Art SP-61
StoryForge Productions SP-02

T

3:05 AM Collaborations SP-17
Tiki Machine, LLC SP-84
Toshworks SP-76
Truboo Ridge SP-15
Ron Tucker SP-16

U

United Front Robots SP-91
Urban Glyphs SP-39

V

Vartch Creative SP-13
Veracord SP-89
Jeff Victor SP-90
Cody Vush & Binary Winter Press SP-96

W

Warefare Press SP-10
War Paint Studio SP-71
Wearhead KEK SP-43
Weatherly Studio SP-105
White Ash Comics SP-37
Weds-Heads.com SP-106

Y

Yaoi Revolution SP-09
Zombie Outlaw SP-19

WONDERCON ANAHEIM EXCLUSIVE SIGNINGS

In 2019, WonderCon Anaheim held alternative signings for creators who did not have space in their respective panels. These were hosted at the Exclusives Portal, which hosted wondercon.org/wca/exclusives.

FAN CLUB TABLES

1-2-3

1701st Fleet - USS Navras FC-23
A

Anaheim Public Library FC-16
Animal For Humanity FC-15
Animex Los Angeles FC-14
Amid Station Halo FC-04
Costuming Group FC-28

B

Battle for the Ring FC-12

C

The Planetary Society FC-22

D

CAASG/Glodit Gathering FC-01
Com Station Z FC-24
ConCor Conventions FC-02

E

Extra Life-Orange County FC-18

F

The Federation FC-07

G

Geeky Guys/Gals 4 God FC-13

H

Kid Can Collect FC-19

I

Loccon FC-11

J

O

OC Public Libraries FC-17
Order of Galtifery FC-06

K

L

M

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

AUTHOR SIGNING AREA – REAR OF HALL A

Author Signings take place at the Author Signing Area, at the back of Hall A. See the Exhibit Hall Map pages 60-61 for exact location.

SATURDAY 11:45-12:30 | WonderCon special guest Dana Simpson (Phoebe and her Unicorn series), Leah Thomas (When Light Left Us), Jim Pascoe (Cottons: The Secret of the Wind), Mallory O’Meara (Dragonsinder Legacy), and Ceci Castelluci (Shade: The Changing Girl) Signing ASA

SUNDAY 11:15-12:00 | Ian Doescher (William Shakespeare’s Get Your Guts Back to the Future), Mallory O’Meara (Dragonsinder Legacy), and Ceci Castelluci (Shade: The Changing Girl) Signing ASA

OTHER SIGNINGS AT WONDERCON ANAHEIM

These additional signings will take in the WCA Signing Area between Halls B and C in the Exhibit Hall. See the map pages 60-61.

FRIDAY 2:45-3:30 | WonderCon special guest Peter S. Beagle (The Last Unicorn), Barbara Bottoni (Priscilla Gorgul), Scott Campbell (Sleepy, the Goodnight Buddy), Molly Idle (Flora and the Flamingo), Lee Wardlaw (Worn Pon and Chapstick), Jo Whittome (Supergerg), and Henry Herz (Good Egg and Bad Apple) Signing ASA

SUNDAY 12:00-12:45 | Phil LaMarr (Adaptation) 1:00-1:45 | Damian Duffy (Octavia E. Butler’s Kindred) 4:00–4:45 | Liam Sharpie (Wonder Woman)

Get the FREE App for iPhone & Android — Click for instructions

This content was extracted from the original WonderCon Anaheim 2019 program, which is available as a PDF download on the WonderCon website.
# Games Schedule

## Friday

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>12:00</td>
<td>Batman Armored Dice, Cat Lady, Dice City, En Garde Reforged, Lanterns: The Festival Harvest, Mars Attacks Dice, Munchkin, Villains &amp; Henchment, Web Spinners</td>
</tr>
<tr>
<td>1:00</td>
<td>King of Tokyo, Shadow of the Century, Villains &amp; Henchment, Winds of Fortune</td>
</tr>
<tr>
<td>2:00</td>
<td>Clash!, King of Tokyo, Mountauns, Munchkin, Mystic Vale, Prove It!, Red Dragon Inn, Smash Up, Space Base</td>
</tr>
<tr>
<td>2:30</td>
<td>Villains &amp; Henchment!</td>
</tr>
<tr>
<td>3:00</td>
<td>Munchkin, Web Spaceman!</td>
</tr>
<tr>
<td>4:00</td>
<td>Aquarius, En Garde Reforged, Fluxx, Gravwell, IGA Open Demo, Munchkin, Port Royal, Villains &amp; Henchment, Winds of Fortune</td>
</tr>
<tr>
<td>4:30</td>
<td>Cat Lady, Dice City, Prove It!, Seven Dragons</td>
</tr>
<tr>
<td>5:00</td>
<td>Prove It!, Seven Dragons</td>
</tr>
<tr>
<td>5:30</td>
<td>Villains &amp; Henchment!</td>
</tr>
<tr>
<td>6:00</td>
<td>Leisure!</td>
</tr>
<tr>
<td>7:00</td>
<td>Web Spinners</td>
</tr>
<tr>
<td>7:30</td>
<td>En Garde Reforged, Fase, Munchkin, Munchkin Tournament, SPANC: Space Pirate Amazon Ninja Catgirl</td>
</tr>
<tr>
<td>8:00</td>
<td>Kids on Bikes RPG, Fluxx, Seven Dragons, Winds of Fortune</td>
</tr>
<tr>
<td>8:30</td>
<td>Death of Liberty</td>
</tr>
<tr>
<td>9:00</td>
<td>Board Game Extravaganza!, Leisure, Prove It!</td>
</tr>
<tr>
<td>9:30</td>
<td>Cthulhu Dice, Munchkin, Scott Pilgrim's Precious Little Card Game, Red Dragon Inn, Zombie Dice</td>
</tr>
<tr>
<td>10:00</td>
<td>Battle of Souls, Web Spinners</td>
</tr>
<tr>
<td>11:00</td>
<td>Winds of Fortune</td>
</tr>
</tbody>
</table>

## Saturday

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>10:00</td>
<td>Boss Monster, Cat Lady, Dice City, Lanterns: The Festival Harvest, Munchkin, Relic Worlds Showdown, Villains &amp; Henchment, Winds of Fortune</td>
</tr>
<tr>
<td>10:30</td>
<td>Secret Unknown Staff: Escape from Dalve</td>
</tr>
<tr>
<td>11:00</td>
<td>Secret Unknown Staff: Escape from Dalve</td>
</tr>
<tr>
<td>11:30</td>
<td>Villains &amp; Henchment!</td>
</tr>
<tr>
<td>12:00</td>
<td>Aquarius, Batman Armored Dice, Fluxx, Gravwell, Mars Attacks Dice, Munchkin, Secret Unknown Staff: Escape from Dalve, Web Spinners</td>
</tr>
<tr>
<td>1:00</td>
<td>Relic Worlds Showdown, Shadow of the Century, Villains &amp; Henchment, Winds of Fortune</td>
</tr>
<tr>
<td>1:30</td>
<td>Secret Unknown Staff: Escape from Dalve</td>
</tr>
<tr>
<td>2:00</td>
<td>Cat Lady, Dice City, Fase, Mach Kone, Munchkin, Mystic Vale, Port Royal, Prove It!, Seven Dragons, Smash Up, Space Base</td>
</tr>
<tr>
<td>2:30</td>
<td>Villains &amp; Henchment!</td>
</tr>
<tr>
<td>3:00</td>
<td>Leisure, Web Spinners</td>
</tr>
<tr>
<td>4:00</td>
<td>Clash!, Fluxx, IGA Open Demos, Mountauns, Munchkin, Mystic Vale, Relic Worlds Showdown, Seven Dragons, Smash Up, Space Base, Villains &amp; Henchment, Winds of Fortune</td>
</tr>
<tr>
<td>4:30</td>
<td>Secret Unknown Staff: Escape from Dalve</td>
</tr>
<tr>
<td>5:00</td>
<td>Prove It!</td>
</tr>
<tr>
<td>5:30</td>
<td>Villains &amp; Henchment!</td>
</tr>
<tr>
<td>6:00</td>
<td>Secret Unknown Staff: Escape from Dalve</td>
</tr>
</tbody>
</table>

## Sunday

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>10:30</td>
<td>Death of Liberty, En Garde Reforged, Gravwell, King of Tokyo, Mars Attacks Dice, Secret Unknown Staff: Escape from Dalve, Villains &amp; Henchment!</td>
</tr>
<tr>
<td>11:00</td>
<td>Prove It!</td>
</tr>
<tr>
<td>11:30</td>
<td>Villains &amp; Henchment!</td>
</tr>
<tr>
<td>12:30</td>
<td>Cluchacabra Dice, Clash!, Fluxx, Leisure, Mach Kone, Munchkin, Red Dragon Inn, Secret Unknown Staff: Escape from Dalve, Web Spinners</td>
</tr>
<tr>
<td>1:00</td>
<td>Boss Monster, Seven Dragons, Villains &amp; Henchment!, Winds of Fortune</td>
</tr>
<tr>
<td>1:30</td>
<td>Secret Unknown Staff: Escape from Dalve</td>
</tr>
<tr>
<td>2:00</td>
<td>Aquarius, Death of Liberty Tournament, En Garde Reforged, Fluxx, King of Tokyo, Munchkin, Prove It!, Scott Pilgrim's Precious Little Card Game, SPANC: Space Pirate Amazon Ninja Catgirl</td>
</tr>
<tr>
<td>2:30</td>
<td>Villains &amp; Henchment!</td>
</tr>
<tr>
<td>3:00</td>
<td>Fluxx, IGA Open Demos, Leisure, Secret Unknown Staff: Escape from Dalve, Web Spinners</td>
</tr>
<tr>
<td>3:30</td>
<td>Villains &amp; Henchment, Winds of Fortune</td>
</tr>
</tbody>
</table>