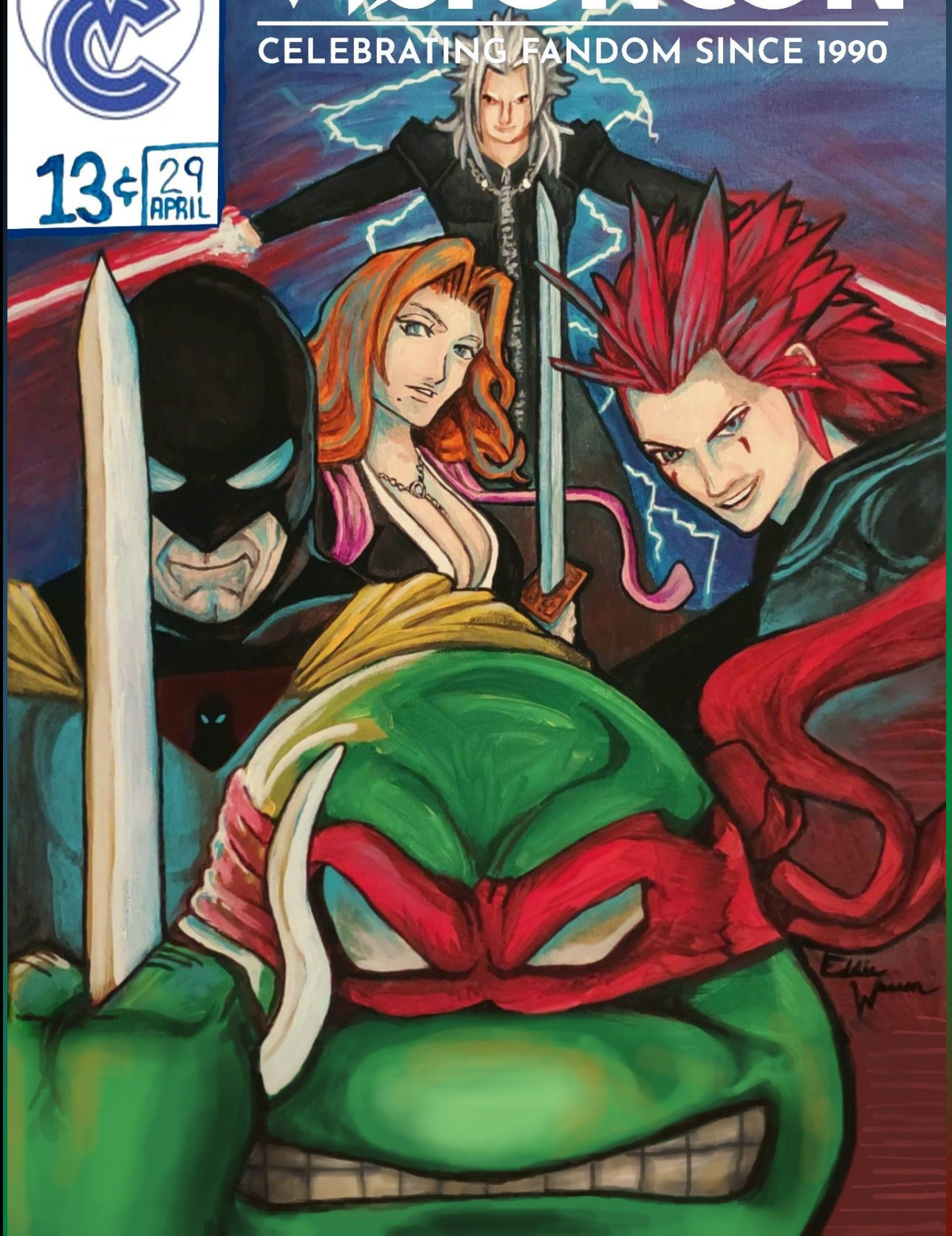




VISIONCON

CELEBRATING FANDOM SINCE 1990

13¢ 29 APRIL



Eddie Wason

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VISIONCON'S

2022

ADVENTURE

CHALLENGE

This year, to raise money for the charity K9s for Camo, we are holding an adventure challenge. On Saturday at Visioncon, up to ten teams of two will compete in 4 categories: physical challenge, food challenge, cultural challenge and last, but not least, the charity challenge. The team with the best overall score wins! There will be an awesome prize for the winning team, along with a prize for the team that wins over the hearts of the spectators. Are you over 18? Do you think you have what it takes to win Visioncon's 2022 Adventure Challenge? Space is limited so sign up now by filling out the registration on the Visioncon website under Events. \$50 per team of two is due at registration. Remember, this is for charity! (Note: participation in this event will result in a significant time commitment on Saturday, April 30th. Specific information about the times of events will be provided closer to that date.)

PRESIDENT'S FORWARD



These Ozarks are steeped in folklore. Our ancestors wove an intricate tapestry of stories and myths. They invented myths of creatures, specters, and cryptids to beware of. There are sunken villages under our lakes, abandoned homesteads plagued by wraiths, and an unfathomable history laid down by our indigenous forebears. This is a land of giants. Of ghosts. Of great stories.

And we are storytellers. We tell the stories of when we met the Ozark Howler face to face- and listen to those that caught a glimpse of shaggy old Momo, or the folks intrepid enough to stare down the Hornet Spook light on a clear autumn night. Whether it is fantasy or fact, we LOVE a good legend.

One such legend involves a farmer named Crain who, in 1934, uncovered an apparent grave of seven skeletons. Six of the remains were considered average. The 7th measured over 8 feet 4 inches tall. This "Ozark Goliath", as it came to be known, was likely an Osage Indian buried centuries before, by his/her people. In the decades since, these bones were reburied and lost to the world- but the legacy of the giant remains.

One doesn't have to look too far to find how our love for legends has seeped into the collective consciousness and how it feeds pop culture. Heroes, villains, magic, and even science fiction all stem directly from the imagination and experience of our oral traditions. They are rooted in our minds like some second sense of identity. They give us greatness to strive for and pitfalls to avoid.

The campfires that our ancestors once sat around to share epic stories and sing songs of great deeds have certainly changed. Now we bask in the glow of monitors, instead of flames. We share our songs through streaming or prove ourselves heroes in a digital realm of pixel-proven creatures and boss battles that would have the heroes-of-old quivering in their iron greaves. We gather in the name of pageantry to show off our creations and sell our wares without fear of arcane beasts snatching us in the night or of bandit raids. We have lost our fear of the dark places, but we still have giants.

I'm not talking about the kind of giants that live in the mountains, or the ones that dwell in high places accessible only by exceptional beanstalks. I am referring to giants among mankind, influential people who courageously lead us to the next level. Not the "LEROY JENKINS!!" types who charge in without a thought, but the planners, the builders, the leaders. Those who inspire with their greatness in a way that makes them larger than life. They make us better.

The last couple of years have been filled with loss. With the onset of the pandemic, we all experienced it. Whether it was the closing of a favorite business, the rescheduling of a favorite event or gathering, quarantine instead of fellowship, or the tremendous loss of a loved one. I am writing this because our VisionCon family lost our personal giant. With the passing of Brandon Shane, I was voted in as his successor. While I am honored to fill the vacancy, I mourn the loss and struggle with the circumstances by which I came to be here. Our staff of volunteers were all dealt a powerful blow. We miss our friend, our leader, our brother, our Brandon.

Because he was such a force for the community and a positive influence on the hearts and minds around him, his legacy will be that of perseverance. We, the staff of VisionCon, pledge to carry on and honor those that came before us. Let's make VisionCon 2022 the best one yet. The future is bright. We will overcome the challenges, come out of the darkness, enjoy the fellowship, and celebrate Fandom, all while standing on the shoulders of giants.

Have a great con!

REMEMBERING BRANDON SHANE



"How lucky we were to have something that makes saying goodbye so hard."

- A.A. Milne

From birth, Brandon Edward Shane was a big personality and a force to be reckoned with. Always passionate and driven, he found his love for pop culture, gaming, and all things nerdy at a young age with the Power Rangers, Teenage Mutant Ninja Turtles, and superheroes. As he got older, he was always unapologetically original. His passion for movies stretched from the Star Wars trilogy, Aladdin, and cult classics like Starship Troopers. When he found VisionCon in his teens, he found a community that would support him through the rest of his life.

Brandon found out about VisionCon while he was still in high school. In the mid-2000s he found a community and people just like him right here in Springfield! He realized he could spend the whole weekend hanging out for free if he volunteered- so what is a high schooler strapped for cash going to do? He began volunteering as a gopher and began to integrate himself into the VisionCon community by doing anything staff needed and meeting more of the people involved. He was ecstatic to meet guests in everything from anime, movies, local creators, and sci fi writers. He stocked his bookshelves, networked, and began seeking out any convention he could go to year after year.

After getting to know more of the staff, he got the reputation of being an asset as a gopher and was offered the gopher coordinator staff position. His passion and love for VisionCon grew as he worked his way up to become the President in 2016. He oversaw the convention successfully grow each year while in Branson, Missouri and come back home to Springfield in 2019. When the pandemic reared its ugly head, he helped set up Virtual VisionCon with the fantastic staff members in 2020 and 2021.

He was so proud of this community and this convention. Almost every day he would wear a VisionCon shirt. He would glow and smile when he talked about anything VisionCon to people on the street, people at the bar next to him, businesses looking to sponsor local charities, or just asking businesses if they wanted to be a part of our community. He loved the vendors and the unique works they would display and the guests he had dreamed about meeting since he was young- from Casper Van Dien to Space Ghost's voice actor George Lowe. You could find him in the game room kicking everyone's butt at pretty much anything. He would be in front of you having a conversation one minute, then halfway across the convention floor the next. The game "Find Brandon" was so popular the staff would send each other texts of Brandon sightings to keep everyone updated.

Brandon left us way too soon on June 2, 2021, surrounded by his parents Valerie and Phillip, sister Erica, girlfriend April, and lifelong friends. While VisionCon will never be the same without his jovial spirit, we will try to honor his heart and love by surrounding this community and convention with joy, fun, and creativity. Spend time with old friends and make new ones. Broaden your gaming horizons from PC and console gaming to tabletop or card gaming. Watch a movie you haven't seen in the movie room. Add a new book, piece of art, or local creation to your collection. Celebrate everything this community has to offer, and everything Brandon loved.

"If you're alive, kick into drive. Chase whimsies. See if you can turn dreams into a way to make a living, if not an entire way of life."

-Kevin Smith



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ABOUT VISIONCON

For more than three decades, VisionCon has been the annual comic book, science fiction, fantasy, live action, role playing and gaming convention and is expecting 5,000 people to attend in 2022 at the Springfield Expo Center.

Since it started, VisionCon has had two main goals: offer a fun convention for all ages and to raise money for local charities. Over 30 years later, VisionCon has given tens of thousands to area nonprofits.

Scores of volunteers map out the action-packed weekend months in advance to bring the best convention experience possible. In the midst of cosplayers, vendors, on-going gaming, panels, guest speakers and more, there's a feeling of community in every corner.

MISSION STATEMENT

VisionCon, INC is a 501(3)c nonprofit organization with a passionate belief that we all have a responsibility to contribute charitable activities to help improve the local community.



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- Singles and Doubles Tournament
- Prize pool for the Singles starting at \$50
- Admission to Visioncon convention required
- \$5 Entry Fee with \$4 going towards the Prize Pool
- \$1 from each ticket is donated to K9's for Camo
- Starts @10:00 AM Saturday April 30, 2022

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GENERAL RULES

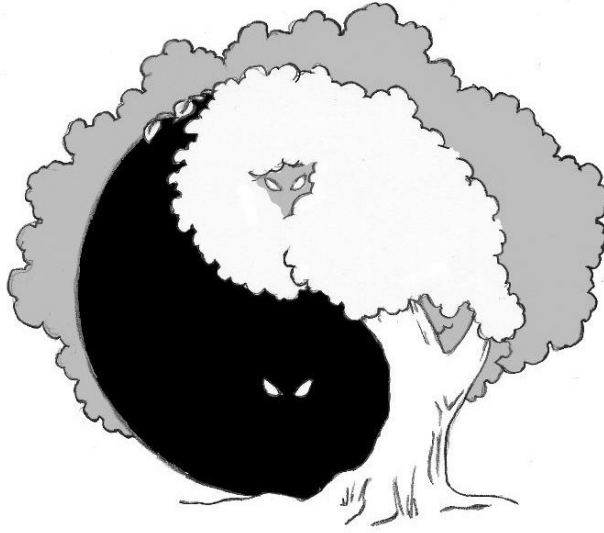
Wear your badge or wrist band visibly and in an appropriate area.

- If you are unable to present your badge or wristband when asked for it, by security or convention staff, you may be required to purchase a replacement or leave VisionCon.
- While costuming and gaming are a big part of the convention and highly encouraged, VisionCon is not responsible for lost, stolen or damaged property, or for injuries sustained during the course of the convention.
- No cameras or video recording devices of any sort are allowed in the Art Show.

Upon a second warning, the offending person and parents/guardian (if applicable) forfeit convention membership and will be removed from VisionCon for the current year.

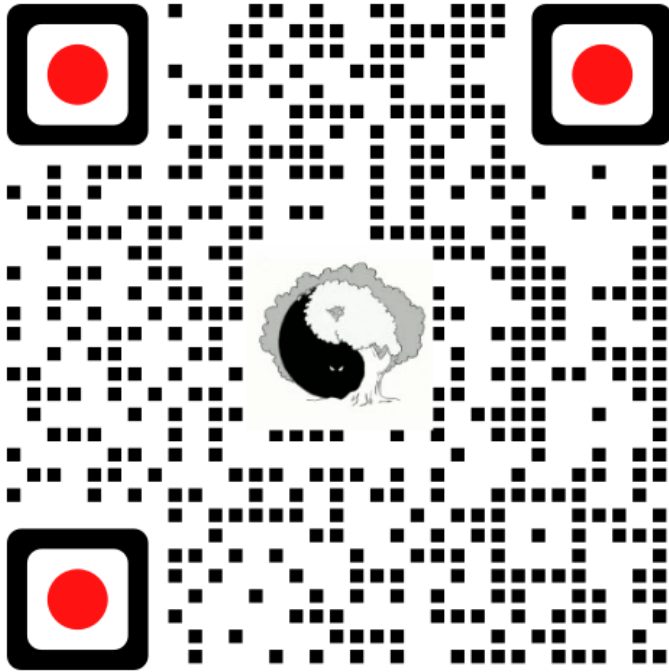
ALCOHOL/SMOKING/DRUG POLICIES

- State Law prohibits persons under the age of 21 to drink alcohol. If you are caught drinking, you forfeit convention membership and will be removed from VisionCon until your 21st birthday.
- State Law prohibits serving alcohol to minors (under the age of 21). If caught serving alcohol to minors you forfeit convention membership and will be removed from VisionCon.
- State Law prohibits possession and/or distribution of illegal drugs. If caught with illegal drugs you forfeit convention membership and will be removed from VisionCon.
- Keep alcoholic beverages in the designated Party areas or your room. If you have an alcoholic beverage, please make sure that it is in a container that is not easily identifiable as alcohol. For example, no open beer bottles. Bring a cup or purchase one from one of the party rooms.
- Smoke and vape ONLY in designated areas OUTSIDE of the hotel and convention center. We have a zero tolerance policy.
- Rules and regulations can change without notice.



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HARASSMENT POLICY

We value your safety and take pride in VisionCon being a safe place where everybody is welcome and anybody can be whomever they desire. As such, certain kinds of offensive or harassing behavior will not be tolerated. To the best of our ability, we intend to eliminate inappropriate conduct from the convention.

HARASSMENT CAN INCLUDE:

- Physically or verbally threatening
- Annoying others
- Unwelcome attention
- Stalking
- Pushing or shoving
- Use of physical force which in any way create a disturbance that is disruptive or dangerous
- Any boisterous, lewd, or generally offensive behavior or language
- Using sexually explicit or offensive language or conduct
- Profanity or obscene gestures
- Racial, religious, or ethnic slurs

If people tell you NO, your business with them is done. If you continue to attempt to have contact with such people, you will be removed from the premises and your membership revoked without refund.

REMEMBER: "NO" MEANS NO. "STOP" MEANS STOP. "GO AWAY" MEANS GO AWAY. COSTUMING IS NOT CONSENT.

We have also taken steps to make it easier to report instances of harassing behavior. It is very important that if you are being harassed or are in any way endangered, you report it immediately. We cannot address anything that we are not made aware of, and we need whatever details can be provided, such as names, badge numbers, or other descriptive information.

- If you feel you have been harassed, please find the nearest VisionCon staff member (Staff Badge). They will direct you to security.
- If, at any time, you feel that your personal safety or the safety of others is in jeopardy, please contact the Police Department in an emergency via 9-1-1.

CODE OF CONDUCT

If something you have done or said has inadvertently offended somebody, the best practice is to genuinely apologize for the offense and then walk away from the situation. Prolonged explanations frequently lead to worsening conditions. "I'm sorry I offended you" sums it up nicely and gives you a graceful line to leave on. Best of all, everybody's dignity is left intact.

Likewise, if somebody offers you a heartfelt apology and walks away, don't shout after or pursue them, or else you may inadvertently become the harasser after their indiscretion. Accept their apology and continue on with what you were doing.

*Apologizing does not excuse a person from the policy on harassment. It is just an important step to help to prevent the need for Convention / Security intervention in cases of genuine accidental offenses.

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PROP WEAPON POLICY

Cosplay/costuming is highly encouraged at VisionCon. We feel that this fun form of creative personal expression is both an amazing display of our con-goers' passion for fandom and a crucial part of the convention experience. We know how much blood sweat and real tears go into creating the amazing costumes and props and we look forward to seeing them year after year. It is our goal to create an atmosphere of free expression while still making sure everyone is safe.

Please read this entire policy to help insure a positive experience when attending VisionCon. Failure to comply with this policy may result in your removal from the convention without refund. Convention attendees who fail to comply after an initial warning from our security staff will be removed from the convention without refund.

PROP AND WEAPONS CHECK IN PROCEDURE

The Props and Weapons Check-in takes place at the security desk located on the main causeway just across from registration. All prop and costume weapons must be inspected at the Security Desk before entering ANY AREA of the convention.

PROHIBITED ITEMS

- **ABSOLUTELY NO functional firearms.** *Including but not limited to: BB, Pellet, airsoft, and paintball guns. ***See below in section Item Exceptions for approved nonfunctional airsoft guns.*
- Use of Laser sights or Laser pointers on props or integration of lasers in costumes without prior approval by convention staff during special performances or exhibitions during the convention.
- Functional projectile weapons. *Including but not limited to: blow guns, crossbows, longbows, silly string, slingshots, water balloons, and water guns) ***See below for approved bows and arrows.*
- Sharpened metal-bladed weapons. *Including but not limited to: axes, daggers, hatchets, knives, kunai, shuriken, swords, and sword canes.*
- Explosives. *Including but not limited to: firecrackers and fireworks.*
- Chemical weapons. *Including but not limited to: mace and pepper spray.*
- Any explosive device that derives its destructive force from nuclear reactions, either fission or a combination of fission and fusion. *Including but not limited to: fission bomb, thermonuclear weapon.*

EXCEPTIONS

As Costume and prop enthusiasts ourselves, we have a sensitive spot for the plight of the cosplayer that works hard to make a convincing kit and then falls victim to the needs of security at a large scale event such as ours. We have added the following to our policy that allows certain exceptions regarding props whilst they are in front of the lens in our photo booth or onstage at our Costume Contest.

For the Complete Weapon's Policy and Exceptions please visit
<https://visioncon.net/content/regulations/weaponpolicy.php>

COVID-19 POLICY

The health and safety of all VisionCon participants is absolutely paramount to us. With the assistance of the Springfield EXPO Center staff, we will be employing measures to provide a clean, hygienic environment for our event. Understand that any public location where people are present provides an inherent risk of exposure to COVID-19. All persons present at VisionCon, including but not limited to, attendees, guests, exhibitors, volunteers, contractors and staff voluntarily assume all risks related to exposure to COVID-19.

That said, in accordance with recent CDC guidelines regarding community levels, we strongly encourage attendees to follow the prevention steps listed below:

- If you are at high risk for severe illness, talk to your healthcare provider about whether you need to wear a mask and take other precautions.
- Stay up to date with COVID-19 vaccines.
- Get tested if you have symptoms.
- DO NOT attend VisionCon if you are unwell. We want to see you next year!
- Respect the bubble. Do not crowd each other. Be mindful of your proximity to others.
- Wash your hands frequently with soap and water.
- Make use of hand sanitizer before and after engaging with our exhibitors, other con-goers, and guests.
- These guidelines are subject to change, should our county level change, or in the event updated CDC or Greene County Health Department guidance/regulations are published.

These guidelines are subject to change, should our county level change, or in the event updated CDC or Greene County Health Department guidance/regulations are published.

We appreciate our con family considering the welfare of those around them and know that, while we find ourselves in an ever changing situation, we can get through this together.

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MEDIA GUESTS

MEGAN HOLLINGSHEAD



Born in the wilds of LA's San Fernando Valley and honed in the 99-seat theatres of New York City, Megan is best known in the voiceover world as the original Nurse Joy in Pokémon, a role she carries on in Pokémon Journeys, and Yu-Gi-Oh!'s original Mai Valentine.

Other memorable characters include Nemu in Bleach, Adiane in Gurren Lagann, Hilda in Eureka 7, Sala in Mars Daybreak, Gloria in Daphne in the Brilliant Blue, Dr. Abigail Finn in Teenage Mutant Ninja Turtles, reporter Scarlet Garcia in Sonic the Hedgehog, Rose Marinade in Fighting Foodons, Kano in His and Hers Circumstances (don't skip the previews!), Maharu and Ebi in Girls Bravo, Neneko in DearS, Captain Iruma in Ultraman Tiga, Trixie in Ultimate Muscle, and in Pokémon: Cassidy, Whitney, Duplica, Gloom, Mary of the Pokémon Mystery Club, the Ghost of Maiden's Peak, May's mother, and James' mother, as well as Annie in Pokémon 5: Heroes and Diane in Pokémon 6: Jirachi Wish Maker.

Are you a gamer? Then you already know Megan as Lenneth in Valkyrie Profile, Roxanne Ritchi (voicematch for Tina Fey) in Megamind, Ada Wong in Resident Evil: Umbrella Chronicles, Shion Kasugai in Akiba's Space Trip: Undead and Undressed, Viola in Eternal Sonata, Edy Nelson in Valkyria Chronicles, Autarch Kayleth in Warhammer 40,000, The Third Kiki DeWynter in Saints Row, Five in Drakengard 3, and Battle Nun in Jack Black and Ozzy Osbourne's Brutal Legend.

MEDIA GUESTS (CONT.)

LAURIE FASO



Laurie Faso is very proud to be invited to Visioncon and is delighted to help with their good works. He provided the voices of Divebomb, Orion Pax, Rampage and Skydive in Transformers Generation 1. He was the voice of Raphael in "Teenage Mutant Ninja Turtles II: The Secret of the Ooze" and Tunnel Rat in "G.I. Joe: The Movie".

Laurie was in the original Broadway cast of "Godspell". He appeared in numerous other theatrical productions in the New York theatre community, including "The Comedy of Errors" in Joe Papp's Shakespeare In The Park. He was the star of the award winning CBS children's television show "Marlo and the Magic Movie Machine" and, was the star and host of NBC's first children's game show "I'm Telling".

Laurie has voiced over a hundred radio and television commercials and provided a long list of voices for cartoons such as: Darkwing Duck, The Little Troll Prince, Jem, The Monchichis, The New Yogi Bear Show, Paw Paws, Ritchie Rich, Rubik, the Amazing Cube, The Sectaurs, Shirt Tales, The Snorks, The Jetsons, Vampire Princess Miyu (anime) Laurie's on camera credits include: Family Law, Getting By, Home Improvement, Night Court, Jesse, Martin, Soap, Benson, Throb, Webster, Benson, He Knows You're Alone.

Wanting to stay busy, Laurie is a certificated, Special Education Teacher.

MEDIA GUESTS (CONT.)

QUINTON FLYNN



Quinton Flynn is beloved globally as Axel/Lea from the Kingdom Hearts series along with Raiden from Metal Gear Solid 2, 4 and Rising Revengeance (which earned him a Best Lead Actor Award).

Fans Love Flynn as: Kon in Bleach, Iruka-Sensai in Naruto, Reno in Final Fantasy, Jhin The Virtuoso in League of Legends, Timon in Around The World With Timon & Pumbaa, and many, many more! Quinton's Classic Legacy Characters: Mickey Mouse, Spider-Man, Venom, Human Torch, Jonny Quest and Gollum are of great interest to Flynn-fanatics! Just like his lovably nerdy Sheldon Lee from My Life As A Teenage Robot now on Hulu! The resurgence of that Nickelodeon gem also features Flynn as the heroic Sliver Shell, the despicable Don Prima plus more than 50 other various characters! Flynn has been famously featured on: Jimmy Kimmel Live! as Paul McCartney, Mindhunter as Frank Sinatra, Robot Chicken as: Elmer Fudd, Draco Malfoy, Swiper The Fox and Sir Topham Hatt, among many.

As Christopher Walken he brings more cowbell to The Grim Adventures of Billy & Mandy and more brooding as James Dean in The Mystery Of Natalie Wood for the late, great Peter Bogdanovich. As Dr. Krankcase in Skylanders: Trap Team, the manipulative, power hungry, mad-scientist, threatens to overtake and embody Flynn himself but "It's no use!" as the actor seamlessly shape shifts his way back into sanity as the polite and powerfully earnest Silver The Hedgehog to save the Sonic series! His killer Irish hitman Sir Henry-Cool-down provided the cleverly cruel and darkly dashing flair needed for the action-adventure hack and slash series, No More Heroes. Flynn also lent his vocal gymnastics to: Star Wars The Old Republic, Avatar The Last Airbender, World Of Warcraft, Mass Effect, Batman Arkham City Origins, Crash Bandicoot, Lord Of the Rings, Pirates of the Caribbean and Seal Team, to name a few. So reminisce about his stints on the Angry Beavers, Animaniacs, Johnny Bravo, Hey Arnold and Aladdin or simply sit back and get In Like Flynn!

MEDIA GUESTS (CONT.)

PAUL ST. PETER

Paul St. Peter, twice nominated for BTVA Awards, is a voice actor from Los Angeles, whose many anime and video game credits include KINGDOM HEARTS (Xemnas), NARUTO (Nine Tail Fox), ONE PUNCH MAN (Beast King), DIGIMON (Wormmon, Leomon), ROBOTTECH (Zor Prime), MIRACULOUS LADYBUG (Master Fu), BLEACH (Yammy Riyalgo), EDEN'S ZERO (Captain Connor)...



WORLD OF WARCRAFT (Boden The Imposing), DYNASTY WARRIORS HV (Yuan Shao), DIGIMON: THE MOVIE (Kokomon), ZETMAN (Sugito), MAJIN (Majin), TESTIMONY OF THE NEW SHE DEVIL (Valga), BERSERK (Grunbeld), GODZILLA III (Takeshi), LUPIN Pt. 5 (Mamo), and RESIDENT EVIL 5 (Swahili Zombie). Paul does comical voices too, from WORMMON (Digimon Warriors) to PUNCH (Cowboy Bebop). Among his other game, anime, and feature anime credits are UNDAWN (Yevgeny/Narrator), GURREN LAGAAN (Jorgun), THE COUNT OF MONTE CRISTO, (Mondego), MONSTER (Dr. Reichwein), PAPRIKA (Konakawa), LUPIN III: THE SECRET OF MAMO (Mamo), DURARARA (Higa), X-COM (Dr. Heinrich), BATTLE B-DAMON (Armada), DIABLO III (Demented Spirit), and DEFIANCE (Burgess). Paul's voice can also be heard on such titles as MONSTER STRIKE (Death Panda), DRAKENGARD III (Michael The Dragon), JOJO'S BIZARRE ADVENTURES (Wamuu, Dire, Jack The Ripper), NARUTO 7: ULTIMATE NINJA STORM (Kurama), THE SEVEN DEADLY SINS (Armor Giant), AJIN (Hirasawa), HEARTHSTONE (Igneous Giant), KILLER (Colonel Derick) YS VIII: LACRIMOSA OF DANA (Sahad), ACE COMBAT 7 (various roles), GUNDAM: IRON BLOODED ORPHANS (McMurdo), DRAGON BALL SUPER (Sorbet), HUNTER HUNTER (Razor), LITTLE TIARAS (Oak), IRON 17 (Ionias IX), MEGALO BOX (Burroughs), SAINT SEIYA (Hakurei), and YASHAHIME (Totetsu).

A versatile performer, Paul also sang for four seasons with the San Diego Opera Company, three years with the Civic Light Opera, and appeared in several productions at the Old Globe Theatre. In Los Angeles, Paul has acted at the Globe Playhouse, Richard Basehart Theatre, Palos Verde Shakespeare on The Meadow, performed with the Rogue Artists, and has "gone on the road" for eleven seasons with the Nevada Shakespeare Festival. As an instructor, Paul has taught speech, accents, dialects, phonetics, vocal production, and Shakespeare at The American Academy of Dramatic Arts, California State University Los Angeles, San Diego State University, Los Angeles Broadcasting School, the Windward School, and is a speech and acting coach for Native Voices at the Autry, a Native American Theatre company, and for the Rogue Artists.

MEDIA GUESTS (CONT.)

GEORGE LOWE

George Edward Lowe, born November 10, 1957, is an American voice actor and comedian whose voice roles include Space Ghost on the animated series "Space Ghost Coast to Coast" and its spin-off, Cartoon Planet.



He continued to voice Space Ghost in several cameos in other programs for several years following the conclusion of the series. Lowe has made recurring voice appearances on "Aqua Teen Hunger Force" and "Robot Chicken".

SPOTLIGHT GUEST

D.A. FRIZELL

DA Frizell has degrees in both graphics and fine art. He is internationally known as a rock artist for his work with producer TwentyFourCore (Avenged Sevenfold, Sevendust, and Disturbed) and Nuclear Blast Entertainment (Wednesday 13).



David has worked in professional photography, on comic and magazine publications, created stage props for live entertainment, illustrated music CD and DVD cover and interiors, animated music video backgrounds, and designed apparel and a wide range of souvenirs. He is also co-creator of Bender: The Graphic Novel.

COSPLAYER GUESTS

ST. LOUIS SUPERMAN

Charlee Soffer is a cosplayer, impersonator, and actor based in St Louis. His journey began at Six Flags as a JLA character, and discovered costuming after finding the Superman Celebration in 2006. He quickly gained fame amongst cosplayers and Superman fans with practice and skill.



After guidance and training in LA, Charlee became a Street Character nicknamed St Louis Superman, making his debut on Opening Day in 2010. Charlee is also known for his expertise in all things Superboy, Superboy Prime, and Dick Grayson. He has competed in costume contests from LA, Chicago, Metropolis and Wizard World. Chasing a life's dream, Charlee acted in the Film, *Supermen: World War* by Donny Callahan of DJC Filmz. He also designed actor Kevin Caliber's supersuit. He plays Private Donald Callahan, an Army Photographer that helps Lois and Clark overseas in WW2. Charlee continues to work with DJC and is now Co-Creator, Writer, and Associate Producer of their sequel series to *Supermen, Memoirs From Under The Yellow Sun*.

DONNY CALLAHAN

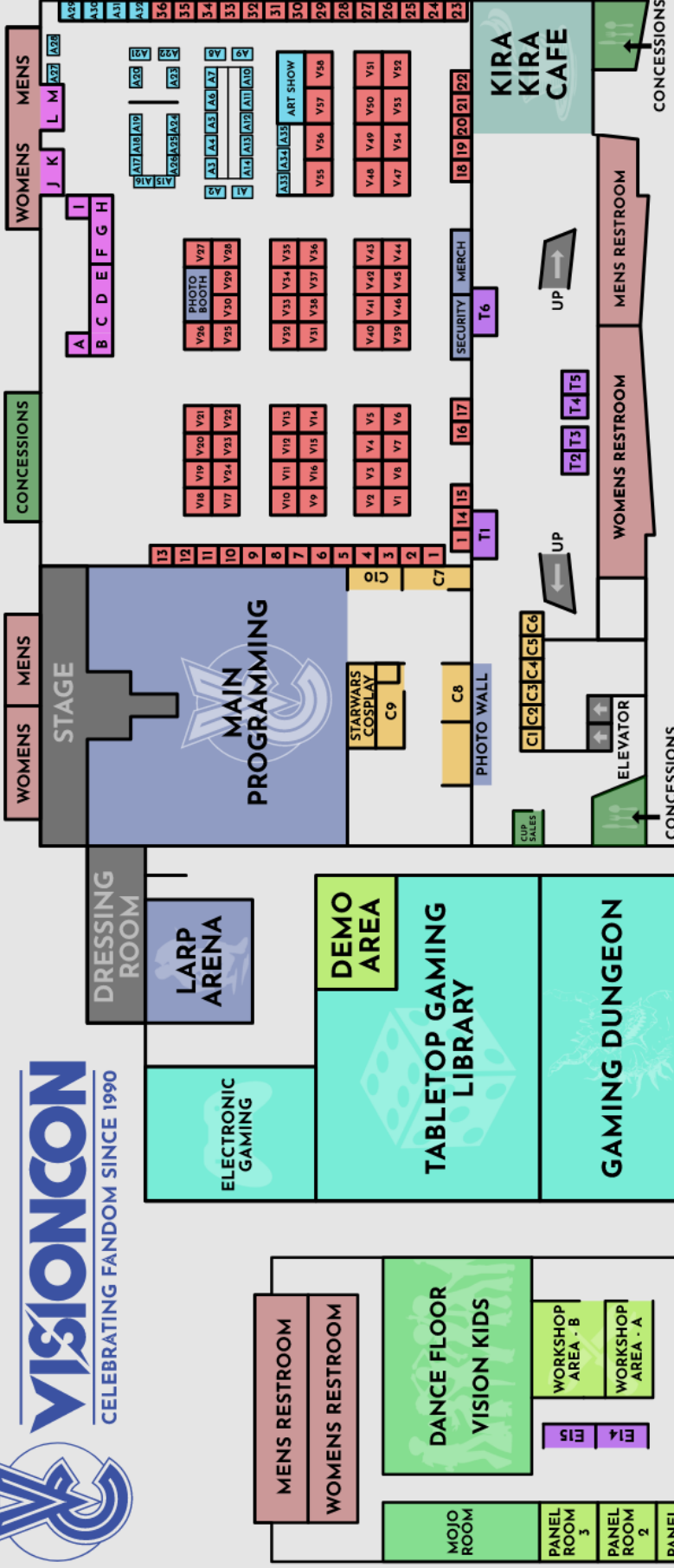
Donny is an uprising independent filmmaker in the Metro East St. Louis area, studied at Southern Western Illinois college for film production. Donny shortly then transitioned after college into the St. Louis independent film circuit, working on nearly 30 titles from in front and behind the camera for over a decade.



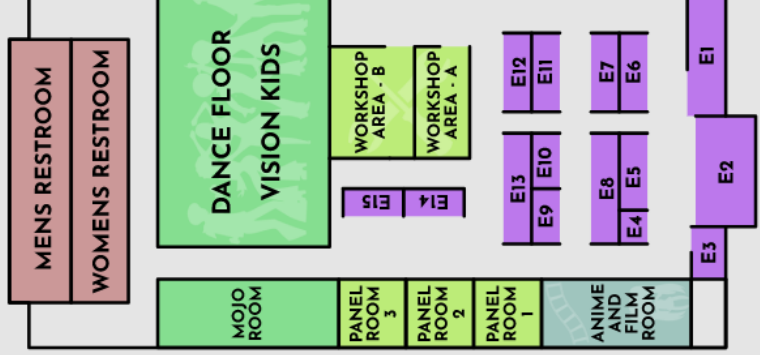
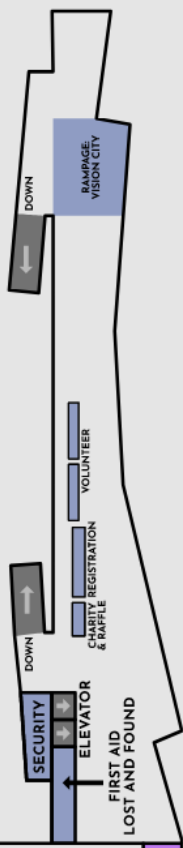
"*Supermen: World War*, fan film" became his first directorial feature, winning 3 awards, 1 nomination. Donny continues to excel in the industry to this day doing still photography for other indie film sets in the area, meanwhile working on more short and feature films of his own.



VISIONCON
CELEBRATING FANDOM SINCE 1990



VENDORS
ARTISTS
EXHIBITOR
CLUB
SPECIAL GUESTS





VISIONCON
CELEBRATING FANDOM SINCE 1990

13 12 11 10 9 8 7 6 5 4 3 2 1

V18	V19	V20	V21
V17	V24	V23	V22

PHOTO BOOTH		V27	
V26	V30	V29	V28

V10	V11	V12	V13
V9	V16	V15	V14

V32	V33	V34	V35
V31	V38	V37	V36

V2	V3	V4	V5
V1	V8	V7	V6

V40	V41	V42	V43
V39	V46	V45	V44

1 14 15

16 17

SECURITY MERCH

A27 A28

A17	A18	A19		
A16	A26	A25	A24	
A15	A10			
A14	A13	A12	A11	A10

A3	A4	A5	A6	A7		
A2	A1	A14	A13	A12	A11	A10

A33	A34	A35	
ART SHOW			
V55	V56	V57	V58

V48	V49	V50	V51
V47	V54	V53	V52

18 19 20 21 22

VENDORS 1 - 36

- 1 - PLANT MOM STUDIO
- 3 - SONIA ROGERS
- 4 - MID SOUTH WRITERS
- 6 - HONEYSUCKLE ROSE CREATIONS
- 7 - TRIPPY SKULL CREATIONS
- 8 - KNOCK OUT KRAFTS
- 10 - THE HOARDING DRAGON
- 11 - HANNAH COLLINS
- 12 - JASON LOWERY
- 13 - ERICA MARTIN
- 15 - SEA MONKEY COVE
- 16 - CARL'S CREATIONS
- 17 - WORDS OF IASOS
- 18-19 - SILVER TWILIGHT GAMES
- 20 - INFINITY COMICS
- 21 - IRRATIONAL WORLDS
- 22 - ART BY MG
- 23 - RIP DRIP PAINT
- 26 - FILAMENT FILIBUSTER
- 27 - ZOMBIE BABY
- 29 - FORETOLD
- 30 - SHP ENGRAVING
- 31 - JOHN E KAUFMANN ARTS
- 32 - TIMOTHY CHIASSON
- 33 - ROBOTTECH X
- 34 - GIL-T GAMES
- 35 - CRITICAL SPRITZ
- 36 - COMIC BOOK HUNTERS

ARTISTS

- A1-A2 - JOSH CULLEN
- A2 - MATT DECKER
- A3-A6 - TARYN WESTPHALE
- A7 - NATE LINDSEY
- A8 - ELIJAH LOVING
- A9 - BLAKE WOODY WOODWARD
- A10 - SAMANTHA PHILIPA
- A11 - SARAH SMUTNEY
- A12 - KAITLYNN ROBINSON
- A13 - EMMA BIRCH
- A14 - JADEN VICTORIA
- A15 - NATE HOWARD
- A16 - GARY BEDELL
- A17 - ISAAC CRAWFORD
- A19 - HALL CODING/CAITLIN BLAINE
- A20 - JASON JACKSON
- A21 - AUSTIN ASCHBRENNER
- A22 - CHRISTINA MOORE
- A23 - MATT CONOVER
- A24 - ADAM MCLAUGHLIN
- A25 - JAVIER SALTARES/SARAH SALTARES
- A26 - ERIC "DANGER" WRIGHT
- A27 - ANDY SCOTT

VENDORS V1 - V58

- V1-V2 - WEAPONS DIRECT*
- V4-V5 - CHARRO WICKE
- V6 - B&B THEATERS
- V7-V8 - MOJO BROTHERS
- V9 - NEW ESSEX PRESS
- V10 - STL OCARINA
- V11-V12 - WHITE LIGHTNING PRODUCTIONS
- V13-V14 - TORTURED EARTH
- V15 - BANKS, BOWS, AND DRAGONS
- V16 - DENNIS YOUNG
- V17 - HATTRICK ENTERPRISES
- V18 - THE ZOCALO CONNECTION
- V19 - INFINITE DIVERSITY
- V20 - DOUBLE D'S PHOTOGRAPHY
- V23 - GREAT STONE PLAYERS
- V24 - MOOSE AND MALLARD TRADING CO
- V25 - FANDOM CORNER
- V26 - DRAGONFLY STUDIOS
- V27 - BRENDIA K'S CUSTOM DESIGNS
- V28 - POP HEART STUDIOS
- V29 - JESSE TELLER
- V30 - FUNKIN SHOPPE
- V31 - CRANE'S POST
- V32 - PATRONUM DELICIOSA
- V34 - 3 FATES
- V35-V36 - STARSHIP CAT
- V37 - SJ POTTERY
- V38-V39 MATT RYBARCZYK
- V41 - AMANDALYNN CHAINMAIL
- V43 - A WRENCH IN THE GEAR
- V44 - TATOOS BY LEXY MCCLAIN
- V45 - SELF MADE NERDS
- V46 - JUDY FULLER
- V47-V48 - THE JAY COMPANY
- V51 - HIGH BAR
- V52 - BURCH GLASS DESIGN
- V53-V54 - PHANTASY REALMS ART STUDIO
- V56 - ARCHANGEL GAMES
- V57 - TWISTED GEM STUDIO
- V58 - GAMER'S HEAVEN

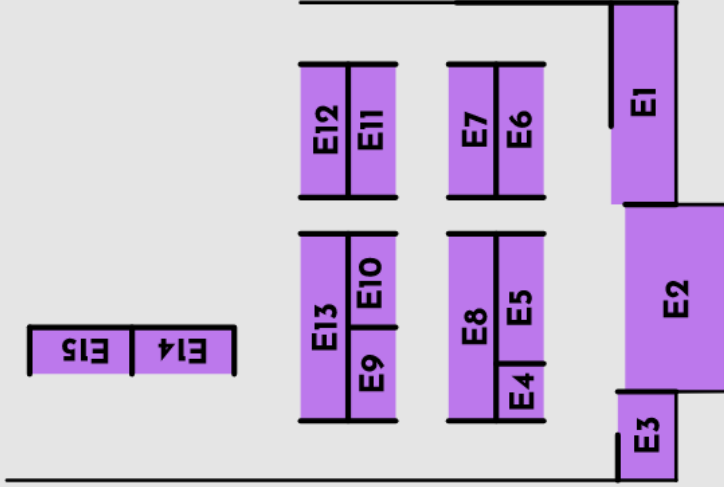
ARTISTS CONT.

- A28 - CHLOE FRAZIER
- A29 - ASHTON DICKSON
- A30 - TIMOTHY GROSHONG
- A31 - BRITT BETHUREM
- A32 - NATHANIEL JOINES
- A33 - CRACK KITTENS
- A34 - ANTHONY HUNTER
- A35 - APPLE KOUHA!



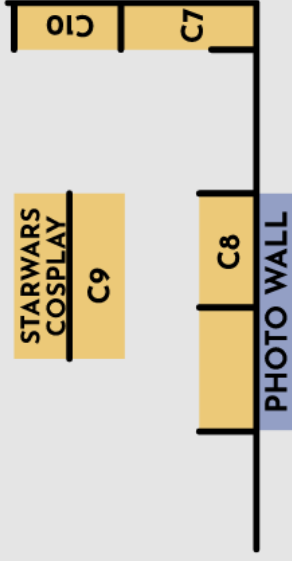
VISIONCON

CELEBRATING FANDOM SINCE 1990



EXHIBITORS

- E1 & E2 - SPRINGFIELD LEGO USERS GROUP
- E4 & E5 - GHOSTBUSTERS OF THE OZARKS
- E11 - CAPTAIN AMERICA TRIBUTE MOTORCYCLE



CLUBS

- C1 - USS UMIAK
- C3 - FU HOK STUDIOS=
- C6- FANATICS AND THE FAN
- C9 - 501ST AND REBEL LEGION
- C10 - SPRINGFIELD WHOLIGANS

STARWARS
COSPLAY
C9

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ARTISTS



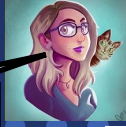
Anthony -Antwon- Hunter



Apple Kouhai



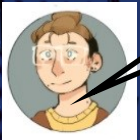
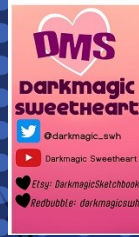
Britt B Creative LLC



Caitlin Blaine



Concept 24 - By Design
(Jason Jackson)



Emma Burch



Gary Bedell



Jaden Victoria



Isaac Crawford

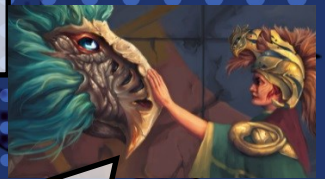


Javier Saltares



Mammoth Press LLC

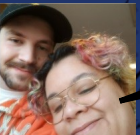
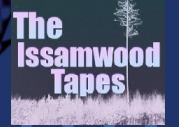
PeachBoiDraws



Spirit In Question



Stone Pi Media



SwiftKat Co



TikVah Inc



VicTobious Art



TOINES Art



VENDORS

Amanda Lynn Chainmaille Creations

Carl's Creations

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Foretold

Funkin' Shopper

Gill-T Games

Hattrick Enterprises

Infinity Comics, Games & Toys

Jesse Teller

Knockout Kraft

Magical Stitchery & Odd Little Mysteries

Mandoarms

Mid-South Writers - Matt Eschbach

Mid-South Writers - Prix Gautney

Mid-South Writers - Susan Eschbach

Mid-South Writers - Rose Sartin

Mid-South Writers - Barbara Warren

Mojo Brothers

Moose & Mallard Trading Co.

Octopus Oddities

Patronum DeliciOsa

Plant Mom Studio

Pop Heart Studios

RipDripPaint

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Robotech X

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SJ Pottery, LLC

Sonia Rogers - Author

St. Louis Ocarina

Starship Cat

Tattoos by Lexy McClain

The Hoarding Dragon

The Jay Company

Tortured Earth

Ye Olde Lasersmith

Zombie Baby

MORE ON ARTISTS



MORE ON VENDORS



CLUBS



Also:
Adventurer's Vault



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COSTUME CONTEST



Registration and sign-up for the Costume Contest will be available starting Saturday morning at the registration desk. We have a limited number of slots available, so be sure and secure your spot early. Registration for the Costume Contest will close prior to prejudging, or until all slots are filled. If you do not arrive for prejudging during your assigned timeslot, you run the risk of being disqualified, so please make note of your time slot with our judges.

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FLASH



FICTION

In 2020, Visioncon held its first Flash Fiction Contest. The prompt was:

"You don't know what you do for a living. You get in the car on Monday, then black out until you're in your driveway on Friday with \$10,000."

Contestants were asked to submit short stories of less than 1000 words that worked with this idea. The winner, "Odd Jobs" by Katie M. Bennet appears below.

ODD JOBS **BY KATIE M. BENNETT**

"You aren't really going to answer that are you?" Travis warned, raising his eyebrows at his dad.

"Sorry, son, it's a client," he replied, phone aloft.

Typical.

His dad tucked himself into the bathroom with his phone while Travis slumped in an armchair. He nursed his cup of coffee, scowling when he noticed a black spot of mold on the rim. He spit the liquid back in and dumped the mug in the already-full sink.

When his father emerged from the bathroom, he had a guilty look.

Travis rose, indignant. "No. Not today!"

"It's the last job I'll ever have to do. I can't say no."

Travis scowled. "Why?"

"I've been saving for something specific. This will get me to the goal. It's all I need."

"Can't this wait until I'm gone? I came all this way to visit you. You know I'm leaving for California next week, right? I'm not going to have money to travel back here all the time." Travis clenched his jaw to stop the tears that wanted to spring to his eyes.

His father looked at his feet, right where his big toes poked through the holes in the faux leather. "That's exactly why I *must* do this."

"What do you *do*, anyway, dad? And none of this 'odd job' stuff. I want to know." Travis puffed up his chest, steeling himself. "It's time you told me what work was so important that you drove mom away and tore our family apart over it."

A vein in his father's temple pulsed. "I never meant to hurt you, Trav. Or your mother. It is odd jobs. I don't know how else to explain it to you other than that."

"Just try!" Travis yelled.

He looked at his son with an exhausted frown. "It's an AI agency. One of the new ones. It's called *Artificial Escapes*. Ever heard of 'em?"

Travis nodded. Finally, some answers.

"Well, these bots they can do pretty much anything a human can do, but some of 'em just want to know what it's like for a while to be like us. To have a *real* body. So they pay for the privilege."

"And what do they do once they have your body? Doesn't it bother you, not knowing?"

"There's a contract limiting what they can do. Besides, you don't think about it that way," He said, eyes scanning the water-stained ceiling. "It may seem strange. You don't know what you do for a living. You get in the car on Monday, then black out until you're in your driveway, on Friday, with \$10,000. But the 10k makes it easy not to care what happened."

"I couldn't stand not knowing what someone was doing in my own skin."

"I've got to go, Trav. Thanks for coming to see me before your move."

"Oh, no," Travis said, determination making his voice stronger, "Today is take-your-son-to-work day. I've been dying to know what you've been up to all these years, and tonight—I'm going to find out."

"So, why do you pay to be my dad?"

The bot wearing my father's body regarded me with a sardonic grin as he sipped his martini at the bar. A shiver went down my spine as I watched the expression play out on the familiar face. The features were my father's, but the expression that played on his lips was completely foreign. The bot parted his hair on the left, unlike my father, who parted it on the right.

"Because *my* body is perfect."

"And that's a problem?"

"Well, yeah. Perfect aesthetics, perfectly symmetrical. There's no mystery, no variety, no surprises. Take your father's raspy voice, for instance. Have you ever seen a *bot* headline a band?"

Travis frowned. He hadn't, but he'd always assumed that it was because none of the bots had been interested.

"Our voices are perfect. And because they're perfect, they're boring. It's your imperfections that make you interesting. And the funny thing is," he said, slurring his words, "you all *hate* that about yourselves." He shook his head and took another big gulp of his martini. Then, he put his lips around the green olive and chewed, eyes closed. He smiled. "Did you know your father is a supertaster?"



"No, I didn't," he said, looking down. The bot drained the dregs of his martini. "One more?" Travis offered.

"Better not. Wouldn't want to return your father too worse-for-wear."

"One more thing. You're in there, right?" He tapped his forehead. "Can you tell me why my father does this? What's he need the money for? He won't say."

The bot tapped his lips with a napkin. "Can't. It's against the contract. Besides, I try not to access his thoughts if I can. It's a bit of a downer."

Travis sighed. "Figures."

"But I can tell you," he said, pushing off the bar, "what has come to this body's mind spontaneously while I'm in it. Dreaming, for example. This body dreams a lot. Of you." He slid a business card under Travis' glass.

That Friday, his dad handed him an envelope, smiling as if he hadn't just disappeared for a week. The difference was, this time Travis knew where he'd been.

"What's this?" Travis asked.

"Check the memo."

Paper brushed against paper as Travis lifted the envelope flap. A check with many zeros. *Forgiveness*, written in the memo. His hands shook as he squinted at it through tears.

"Student-loan forgiveness for you," his dad explained. "Maybe overall forgiveness for me. Someday."

"I never asked for this."

"I know," he shrugged.

"Will you keep taking agency jobs?"

"I guess there's no reason anymore."

"I know at least one person who might be disappointed. But maybe you could work something out," Travis said, pulling out the bot's business card.

His father looked at the card, which bore his own smiling face as the headliner of an indie rock band, and he roared with laughter. "Well, wouldn't you know. I'm a *cool* dad after all."

You Suggest it...We Draw it.

THE PEN CLIQUE

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FRIDAY'S SCHEDULE

General	Workshops	Guest Panel/	Kid Events	After Hours
TIME	EVENT		ROOM	
12:00 pm	Pokemon hunt sign-up		Vision-Kids	
12:30 pm	Canted Angle Media Presents		Panel Room 1	
12:30 pm	Ghibli's Untold Stories		Panel Room 3	
12:30 pm	Intro to Stunts		Workshop 1	
1:15 pm	Salt Dough Creations		Vision-Kids	
1:45 pm	Behind the Eye Productions		Panel Room 1	
2:00 pm	Lightsaber Combat Training		Demo Space	
2:30 pm	Fantasy and monster masks		Vision-Kids	
3:00 pm	The Knight of Elysium Cast Q&A		Panel Room 3	
3:30 pm	Radio Active Theatre		Demo Space	
3:45 pm	Japanese Fairy Tales		Vision-Kids	
4:15 pm	Opening Ceremonies		Main Programming	
5:00 pm	Writing Stories for Beginners		Vision-Kids	
5:30 pm	Laurie Faso Q&A		Main Programming	
5:30 pm	Esports: A Perfect Pandemic Pursuit		Panel Room 1	
5:30 pm	Wig Styling and Special Effects Makeup		Panel Room 3	
5:30 pm	Improv basics for roleplay, cosplay, adventure, and fun.		Workshop 1	
5:30 pm	Painting on a Budget		Workshop 2	
6:15 pm	Quiet Crafts and prize collection		Vision-Kids	
6:30 pm	Critical Role Fan Meetup		Demo Space	
6:45 pm	Pop Goes the Culture Presents: Heroes and Villains Fantasy Draft		Panel Room 1	
6:45 pm	The Monsters of Supernatural and how to Hunt Them		Panel Room 3	
6:45 pm	Be a Better Bard		Workshop 1	

6:45 pm	Build-a-Master Sword	Workshop 2
7:30 pm	Mojo Tasting Party	Mojo Room
8:00 pm	Laugh Laugh Laugh Improv	Demo Space
8:00 pm	Cosplay Dating Game 18+	Main Programming
8:00 pm	Pop Goes the Culture Presents: How to Survive a Horror Movie	Panel Room 1
8:00 pm	Clever Kaiju Presents: Conceptual art from start to finish	Panel Room 3

SATURDAY'S SCHEDULE

TIME	EVENT	ROOM
10:00 am	Pokemon hunt sign-up	Vision-Kids
11:00 am	Anime Fan Meetup	Demo Space
11:15 am	Clever Kaiju Presents: Make Indie Comics	Panel Room 1
11:15 am	Esports: A Perfect Pandemic Pursuit	Panel Room 3
11:15 am	Salt Dough Creations	Vision-Kids
12:30 pm	Fu Hok	Demo Space
12:30 pm	Canted Angle Media Presents	Panel Room 1
12:30 pm	Ghibli's Untold Stories	Panel Room 3
12:30 pm	Pound it out	Vision-Kids
12:30 pm	Painting on a Budget	Workshop 2
1:45 pm	MoonMagic Dance Live Performance	Main Programming
1:45 pm	Behind the Eye Productions	Panel Room 1
1:45 pm	The Knight of Elysium Cast Q&A	Panel Room 3
1:45 pm	Pokemon- Gym Leader Challenge	Vision-Kids
1:45 pm	Marvel VS DC Trivia	Workshop 1
1:45 pm	Build-a-Master Sword	Workshop 2
2:00 pm	Lightsaber Combat Training	Demo Space
3:00 pm	Quinton Flynn Q&A	Main Programming
3:00 pm	Turn Your Passion Into A Podcast	Panel Room 1

General

Workshops

Guest Panel /
Photo Ops

Kid Events

After Hours

SATURDAY (CONT.)

TIME	EVENT	ROOM
3:00 pm	Wig Styling and Special Effects Makeup	Panel Room 3
3:00 pm	Fantasy and monster masks	Vision-Kids
3:00 pm	The Pen Clique	Workshop 1
3:00 pm	The Pen Clique	Workshop 2
3:30 pm	Summer Magic Sgf Kpop Random Dance Game.	Demo Space
4:15 pm	Megan Hollingshead Q&A	Main Programming
4:15 pm	Chainmail making 101	Panel Room 1
4:15 pm	The Monsters of Supernatural and how to Hunt Them	Panel Room 3
4:15 pm	Quiet Crafts and prize collection	Vision-Kids
5:00 pm	Dont Lose Sight	Demo Space
5:30 pm	Slice Girls	Main Programming
5:30 pm	Live Action Role Play 101	Panel Room 1
5:30 pm	Diversity in Nerdom	Panel Room 3
5:30 pm	Improv basics for roleplay, cosplay, adventure, and fun.	Workshop 1
5:30 pm	Painting on a Budget	Workshop 2
6:30 pm	The Goats of Breastion	Demo Space
6:45 pm	Paul St. Peter Q&A	Main Programming
6:45 pm	Pop Goes the Culture Presents: Cage Match!	Panel Room 1
6:45 pm	An evening with the spirits	Panel Room 3
6:45 pm	Be a Better Bard	Workshop 1
6:45 pm	Star Wars Trivia	Workshop 2
8:00 pm	Costume Contest	Main Programming
8:00 pm	Esports: A Perfect Pandemic Pursuit	Panel Room 1
8:00 pm	Serial Killers- A Slice of History	Panel Room 3
9:00 pm	Mojo Party	Mojo Room

General

Workshops

Guest Panel/
Photo Ops

Kid Events

After Hours
Events

SUNDAY'S SCHEDULE

TIME	EVENT	ROOM
10:00 am	MoonMagic Dance Live Performance	Main Programming
10:00 am	Chainmail making 101	Panel Room 1
10:00 am	Fear Factory 2022	Panel Room 3
10:00 am	Improv basics for roleplay, cosplay, adventure, and fun.	Workshop 1
10:00 am	Harry Potter Trivia	Workshop 2
11:00 am	Lightsaber Combat Training	Demo Space
11:15 am	Summer Magic Sgf Performance	Main Programming
11:15 am	Pop Goes the Culture Presents: Trailer Park	Panel Room 1
11:15 am	The Knight of Elysium Cast Q&A	Panel Room 3
11:15 am	Intro to Stunts	Workshop 1
11:15 am	Painting on a Budget	Workshop 2
12:30 pm	Marvel / DC Fan Meetup	Demo Space
12:30 pm	George Lowe Q&A	Main Programming
12:30 pm	Canted Angle Media Presents	Panel Room 1
12:30 pm	Behind the Eye Productions	Panel Room 3
12:30 pm	Be a Better Bard	Workshop 1
12:30 pm	Disney Trivia	Workshop 2
1:45 pm	Fanatics and the Fan Live	Main Programming
1:45 pm	Pop Goes the Culture Presents: Mad Libs Art Class	Panel Room 1
1:45 pm	The Monsters of Supernatural and how to Hunt Them	Panel Room 3
2:00 pm	Rampage: Vision City	Causeway
2:00 pm	Radio Active Theatre	Demo Space
3:00 pm	Closing Ceremonies	Main Programming

MOVIE SCHEDULE

FRIDAY

TIME	MOVIE	GENRE	RATING
12:00 pm	Devil is a Par-Timer	movie	TV-14
2:30 pm	Freaks (1932) "One of us!"	movie	NR
4:30 pm	Zurpriz Movie Block	movie	NR
6:00 pm	Devils' Line	movie	TV-MA
8:00 pm	Dune (2021)	movie	PG-13
10:30 pm	Rocky Horror Picture Show	movie	R

SATURDAY

TIME	MOVIE	GENRE	RATING
10:00 am	Transformers (Animated)	movie	G
12:00 pm	The Flying Greek Documentary	movie	NR
1:30 pm	El-Hazard The Magnificent World	movie	PG-13
4:30 pm	"Superman: World War" Screening and Q&A with Writer/Director: Donny Callahan	movie	NR
6:00 pm	Is This a Zombie?	movie	TV-MA
8:00 pm	Ghostbusters: Afterlife	movie	TV-PG
10:30 pm	Buffy Once More with Feeling and Dr.Horrible's Sing-a-long Blog	movie	TV-PG

SUNDAY

TIME	MOVIE	GENRE	RATING
10:30 am	Mando	movie	NR
12:00 pm	Dealers Choice	movie	TV-MA

This Newsletter now in a startling three dimensions!

THE SECRET CABAL OF DESPAIR

Be you not afraid!



This is totally you rn.

If you're like most completely sane people, you're probably used to seeing our amazing, **life changing** newsletter in digital form.

What you never expected was that our mysterious cult would infiltrate Visioncon!*

That's right!

Come find our table and you can expect:

- World Domination Schemes
- Free, weekend-long games
- Personalized madness
- Weird rants
- Dishonorable pacts
- Actual vampires

- Brain parasites
- Necromancy lessons
- Sketchy indoctrination
- Diatribes
- Bog Witch IOI
- Free books!

Hurry on over! Preferably before the authorities try to stop us! And remember...

It's already far too late for you.

**By reading this, you are hereby obliged to join our cult of chaos. Visioncon is not responsible for anything we or THEY do, because of our nefarious mind control. This entire convention scheme is known, by the state of California, to be a bid, by us, for ultimate power and eventual Godhood.*

Innocents were harmed in the making of this piece of propaganda.

GAMING SCHEDULE

FRIDAY

TIME	GAME	PLAYERS
10:00 am	Wizard Kittens	2-4
12:00 pm	Taverns of Tiefenthal	2-4
1:00 pm	Battletech Basic Training, Trials of Position	2-8
1:00 pm	Pathfinder 2nd edition	3-5
1:00 pm	D&D 5th ed 101	2-5
2:00 pm	Strife DEMO	2-4
2:00 pm	Race through Castle Ravenloft	5
2:30 pm	Wildsea	2-5
3:00 pm	The Adventure Zone: Bureau of Balance	2-5
3:00 pm	Munchkin	3-5
5:00 pm	Fractured Destiny	2-6
5:00 pm	Board Games Extravaganza!!	2-6
6:00 pm	Dungeons and Dragons 5e	3-6
6:00 pm	Pathfinder 2nd Edition	3-5
7:00 pm	Battletech: The Lost Ship	2-6
7:00 pm	Strife DEMO	2-4
7:00 pm	Festival of Champions,1	5

SATURDAY

TIME	GAME	PLAYERS
10:00 am	Battletech General Combat and Trials of Position	2-8
10:00 am	Pathfinder 2nd Edition	1-6
12:00 pm	Pathfinder 2nd edition	3-5
12:00 pm	Festival of Champions, 2	3-5
1:00 pm	Strife DEMO	2-4
1:00 pm	Urban Shadows	2-4
1:30 pm	Dynamic Action! Space Opera	2-5

2:00 pm	Mutants and Masterminds	2-6
2:00 pm	For Crit and King	5
3:00 pm	Dungeons and Dragons 5e	3-6
4:00 pm	Strife DEMO	2-4
5:00 pm	Pathfinder 2nd edition	3-5
6:00 pm	D&D 5th ed: Lightning Bees & Honey Mead	2-5
6:00 pm	The Beast in the Shadows	4-6
7:00 pm	Freedom City: The Green	3-6

SUNDAY

TIME	GAME	PLAYERS
10:00 am	End of Con Mech Bash	2-8
10:00 am	Pathfinder 2nd edition	3-5
3:00 pm	Munchkin	3-5

Do you like...

...building civilizations...



...surviving dinosaurs...



...drinking Hero Tea?



Playco Games



www.PlaycoGames.com

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SEE MORE



Visioncon Volunteer Form

By filling out this request you are not guaranteed a spot at this years convention. We will be getting in contact with you about your submission. In order to receive a free pass for the convention, you must volunteer for at least 6 hours during the event. These hours do not have to be sequential. If you have any questions about this form please reach out to us at gophers@visioncon.org.

Name:

Phone:

Email:

Preferred method of contact?

Email []

Phone []

Text []

For volunteering at events, what days and times work best for you?

	Morning	Lunch	Afternoon	Evening
Fridays	[]	[]	[]	[]
Saturdays	[]	[]	[]	[]
Sundays	[]	[]	[]	[]

What types of events you are interested in volunteering for?

- Short Events**
(Movie Premiers, Trivia, Special Events, Etc...)
- Single Day Events**
(Fan Meetups, Table at other events, Etc...)
- Weekend Events**
(Our Annual Convention)
- Year long Planning**
(Joining our staff that plans all of our events.)
- Other...**

Please return to the Volunteer Station at Registration.



THANKS TO OUR SPONSORS

THEY HELP MAKE VISIONCON POSSIBLE

