



STAR
MAY THE 4TH BE WITH YOU
FEST
2014



Autograph Sessions

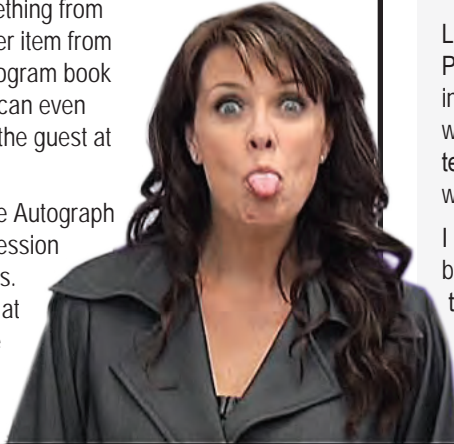
It's cool to see your favorite actors on stage during the Q&A sessions, but to meet them face to face and get a personally signed item from them takes your convention experience to a whole other level. While some guests are contractually prohibited from signing unlicensed photos, for the most part, what you have signed is up to you.

Please keep your items within the bounds of good taste. You can bring something from home, get a photo or some other item from the Dealer's Room, get your program book signed, or, in many cases, you can even purchase a special photo from the guest at the autograph table.

Tickets can be purchased at the Autograph Ticket Booth (near the Photo Session Booth or at the autograph tables.

Autograph times will be posted at the autograph tables during the convention. You are entitled to one autograph per autograph ticket, but there is no limit to the number of tickets you

can purchase. Each guest is scheduled to sign for a limited amount of time. Guest autograph tickets are fully refundable prior to their last scheduled autograph session of the show. Guests have two autograph lines – one for Platinum Members and the other for everyone else. The lines alternate to keep things moving.



Stardate 201405.02

Our very first convention STARCON was held on May 7-8, 1977. I remember getting a call before the convention from a company called Lucas...something or other. They wanted to know if we would be willing to hand out some stuff and show a 16mm trailer for a movie called STAR WARS. One of their reps had a layover and asked if we could meet him at the airport. I drove to the airport and picked up the stuff he had to give me.

Later at the convention we showed that trailer about 100 times. People just couldn't get enough of it. The fliers were scooped up in minutes (I still have one of them today in my scrap book), and we gave out the t-shirts he had handed me to the Costume Contest winners. The excitement that trailer generated only intensified when the movie opened a couple weeks later.

I like to say that our first convention helped make STAR WARS become the successful franchise that it is today, but the reality is that it was you - The fans who embraced science fiction at our first convention are the ones who still make it happen today.

All these years later, a fluke in the calendar (Easter in April! No Way!) pushed STARFEST to May and we just happen to be celebrating over the 'May the Fourth Be With You' weekend.

With the excitement of more STAR WARS movies on the horizon, it seems a little bit like deja vu. The difference today is that there are tons of science fiction Movies & TV Shows for fans to choose from. StarFest now has hundreds of panels and activities and it's even more exciting for us than the first time and we hope it is for you too!

Welcome you to our 37th convention and thank you for your continued support on behalf of your extended StarFest family,

KathE Walker

Federation Ball - THE Saturday Night Party

The Federation Ball starts at 9 pm Saturday Night in the Atrium! It's the party of the year you-don't-want-to-miss! Costume or not, you'll have fun and meet the occasional celebrity. There are door prizes, but you must be present to win! You can enter the dance contest and win some cool prizes - the audience gets to help with the judging! The cost is only \$3.00 per person and music is provided by professional DJ company ACES. The Ball is sponsored by the USS Pioneer and O.m.e.g.a.



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The 501st Mountain Garrison



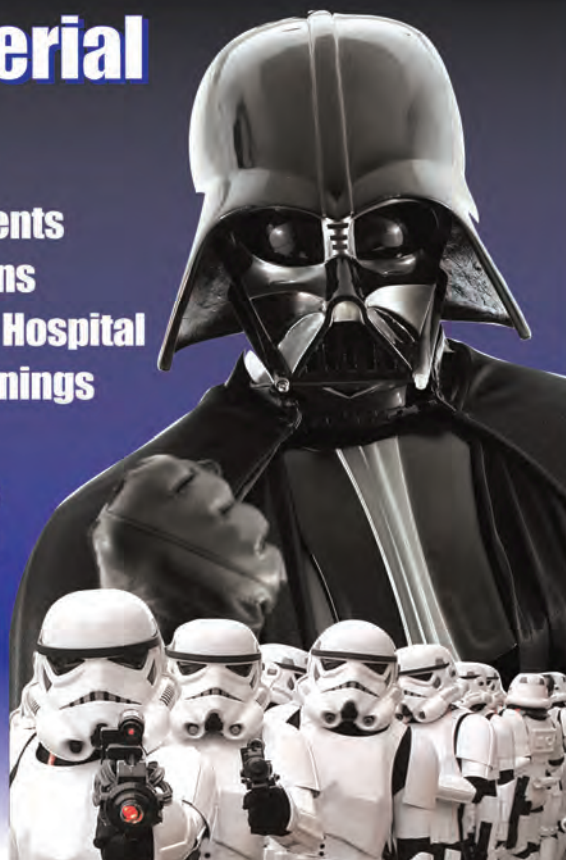
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For more information on how you can book the Rocky Mountain Region's Premiere Star Wars Costuming Club, visit our website at

www.MG501.com



The 501st Legion is a worldwide Star Wars costuming organization comprised of and operated by Star Wars fans. While it is not sponsored by Lucasfilm Ltd., it is Lucasfilm's preferred Imperial costuming group. Star Wars, its characters, costumes, and all associated items are the intellectual property of Lucasfilm. ©2007 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.



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501ST LEGION PHOTO BOOTH

Head towards the Atrium to take your photo with the Imperial Forces!



Provided by the Mountain Garrison for voluntary donations to Colorado children's charities.

Main Events Auction

A long time ago, in what seems a galaxy far, far away... Stephen Walker used to do convention auctions. For some crazy reason he's going to do it again this year. Why, you ask? Because he's got some stuff worth auctioning.

StarFest's font of information - the guy with the largest Star Trek collection I've ever seen in 30+ years of Star Trek collecting - is selling it off. Let's just call it what it is, the "Phil Watson almost completely everything ever made for Star Trek" collection. Make a trip over to the information tables in the Atrium of the Marriott to take a peek at some of the rare stuff that Phil is taking out of the vault to sell at StarFest.

Phil is going to bring down enough stuff for the auction that there are bound to be some great deals to be had. A portion of the proceeds will be donated to our convention charity - The Dumb Friends League of Denver.

The Main Events Auction will take place on Sunday at 2:15PM.

Program Book Credits:

StarFest Cover Art **Cory Gray**

GameFest Logo, **Brandon A. Miera**

ComicFest Cover Art, **Doli**

Indispensable help, **Susan Anderson**

All the mistakes, **Stephen Walker**



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Weapons Policy

• All weapons real or otherwise must be checked and tagged with an authorized Starfest/501st "Weapon Checked" tag at the Weapons Checkpoint in the atrium. The tag will be affixed to weapons to indicate that they have been inspected and must be visible to everybody. Real guns will not be allowed except for Law Enforcement personnel.

• The tag will indicate the weapon is not functional, is a movie prop, plastic or toy gun not capable of firing any projectile, or is an edged weapon that has been inspected and secured in a sheath.

• All edged weapons will be secured in their sheaths by a zip tie and tagged by an authorizing Starfest tag.

• All prop guns will be tagged by an authorized Starfest tag.

• Any person seen by any Starfest volunteer, Starfest Security person, Starland employee, or any 501st

Mountain Garrison member with an unsecured and/or an un-tagged prop weapon will be directed to the checkpoint located in the atrium.

• 501st Mountain Garrison members will escort convention attendees with non-tagged prop weapons to the checkpoint area for inspection and tagging. If a 501st Mountain Garrison member has a Starfest authorized tag, he can inspect the prop weapon on the spot.

Weapons Booth located at the east entrance of the atrium.

• Members of the 501st Mountain Garrison will NOT engage in any law enforcement activity while in costume. Any member not gaining compliance will not engage in an argument. The 501st Mountain Garrison member will either radio in to another member or find a convention security officer and point out the offender to him.



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PHOTO WITH THE STARS

Get a professional 8x10 photo of you with your favorite star at the convention!

All you have to do is stand next to the actor and smile.

The photo sessions are scheduled to give you an opportunity to have your picture signed after the photo session (separate ticket required) at the guest's next autograph session.

Groups are allowed to pose in photos, but each person in the group must purchase a photo ticket (each will receive a photo). Tickets for some guests may sell out and processing time varies, you are not guaranteed the opportunity for an autograph after your photo is shot. Photo session tickets are fully refundable prior to the guest's last scheduled photo session.



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STAR WARS

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Texas Hold-'Em

Looking for some action Friday night? Join the USS Pioneer for a free, no-limit Texas-Hold-'Em Tournament! The game starts at 9:00 pm, set-up's @ 8:30pm at the Model Show. Players must be at least 18 years of age to play. You'll have fun even if you haven't played much! Prizes for those who reach the final table and for the tournament champion. Door prizes throughout the game. Registration begins at 6:00 pm at the Grand Alliance check in next to Main Registration, Marriott Hotel until 8:30 pm. Buy a StarFest commemorative poker chips for the Dumb Friends League. Chips will be available at the Federation Ball Saturday night, and the Pioneer craft panels both Saturday and Sunday morning. Shuffle up and deal!!!





Amanda Tapping

Amanda is best known for her role of Captain/Major/Colonel Samantha Carter in the highly successful MGM television series "Stargate SG-1" and her screen credits encompass many well-known television series. Amanda is also a highly successful and respected director and executive producer from her work on the science fiction / fantasy series "Sanctuary," and directing episodes of "Primeval: New World" and "Arctic Air".

Amanda has British roots – she was born in Rochford, Essex, and then lived in South Benfleet, Essex for a year when her family relocated to Ontario in Canada. While obviously holding Canadian citizenship, she still retains her British one. Amanda had a talent for, and enjoyed, science, with her parents keen for her to take up a career in the subject. However, according to her mother she always wanted to be an actress. Very early on she excelled in maths, but at High School, she took a great interest in arts.

While attending North Toronto High, she won both the Dramatic Arts Award and Environmental Science Award. She says, "I always had this sort of inkling I'd like to be a doctor when I was younger....but acting was always in the forefront." It certainly remained in the forefront – because Amanda went on to study drama at the University of Windsor School of Dramatic Arts in Windsor, Ontario. Having graduated, she spent four more years studying theatre and appearing in several stage productions, including "Children of a Lesser God", "Lion in Winter" and "Steel Magnolias."

To this day she recalls how she vowed never to do television. However, a short time later she found an agent and did her first commercial (Tim Horton's Oat Bran Muffins). Several more commercials followed and the income from these helped with the finance of Random Acts, an improvisational comedy troupe that she formed in the early 90s in Toronto with two friends (Katherine Jackson and Anne Marie Kerr). The troupe performed sketch comedies at venues in Toronto and the surrounding area, including The New Ideas Festival and the Tarragon Spring Arts Fair and finally stopped making appearances when the women's lives took them in different directions.

In the early 90s Amanda's television work expanded to include movies such as "Golden Will: The Silken Laumann Story," "Remembrance" and "Rent-a-Kid" and series such as "Flash Forward," "Due South" and "The X-Files."

Her major breakthrough came in 1997 when she was offered the role of Captain Samantha Carter on the science fiction series "Stargate SG-1" which she played for 11 years, including the franchise series "Stargate Atlantis" and "Stargate Universe" and both "Stargate SG-1" movies.

Bio courtesy The Official Amanda Tapping Website (<http://www.amandatapping.com>).



Giancarlo Esposito

Giancarlo is currently starring as Tom Neville on the TV series "Revolution" playing a very complicated individual – to say the least. On "Breaking Bad" he played Gus Fring, the head of a New Mexico-based Meth drug ring and was the show's primary bad guy. He received critical acclaim for that role and won Best Supporting Actor in a Drama at the Critics' Choice Television Awards and was nominated for an

Outstanding Supporting Actor Emmy.

He appeared in the first season of "Once Upon a Time" in the role of Sidney, a reporter in Storybrooke who was actually the Magic Mirror. He has appeared in numerous TV series: "Community," "Criminal Minds," "Leverage," "CSI: Miami," "Las Vegas," "Bones," "Ghost Whisperer," "Law & Order," "The Practice," "Touched by an Angel," "NYPD Blue," "The Hunger," "Chicago Hope," "Fallen Angels," "Spenser: For Hire," "The Equalizer," "Miami Vice" and "Sesame Street" – to name a few.

He has a couple of films coming out this year: "Son of Batman" (voice) and "Requiem for the Big East" (Narrator). His intensity has played well for him in past films like: "Carlito's Way: Rise to Power," "I Will Avenge You, Iago!" (Director), "Chupacabra: Dark Seas," "Hate Crime," "A Killer Within," "Doing Hard Time," "Monkeybone," "Thirst," "Phoenix," "Creature," "Twilight," "Stardust," "The Usual Suspects," "Malcolm X," "Night on Earth," "Desperately Seeking Susan" and "The Cotton Club" – which are just a sampling of the many movies he has appeared in.



Nichelle Nichols

Nichelle Nichols is a rare American Icon. Playing the linguistically fluent communications officer on the "Star Trek" TV shows and movies, she blazed a trail for other black actors and actresses and broke stereotypes with her strong portrayal as a responsibly intelligent officer and integral member of the 60's TV series.

Nichelle started her performing career singing with the likes of Duke Ellington and Lionel Hampton.

She went on to inspire countless young women to pursue careers beyond servitude and stereotype and didn't leave TV acting to pursue Broadway on the advice of Dr. Martin Luther King, Jr.

She is directly credited with inspiring NASA astronauts (Mae Jemison) and actresses (Whoopi Goldberg) with her strong roles and influence. She is cited for participating in the first inter-racial kiss aired on TV.

Following "Star Trek," Ms. Nichols volunteered her time working with

NASA to recruit minority and female personnel to the space agency. Recruits credited directly to her work include Guion Bluford, Judith Resnik, Ronald McNair, Charles Bolden and Lori Garver. She has served since the mid-80's on the Board of Governors of the National Space Society.

Her post "Star Trek" roles have included appearing in the 2002 comedy "Snow Dogs" as Cuba Gooding Jr's mother and a recurring role on the NBC series "Heroes."



Tim Russ

Tim Russ of "Star Trek Voyager" fame will be appearing at StarFest to discuss "Star Trek: Renegades," which he is currently editing as a pilot presentation for CBS Entertainment. The project (which was launched as a successful Kickstarter) has completed shooting and Tim hopes it will soon be the first in a planned series that picks up the "Star Trek" torch and continues the incredibly successful franchise.

Mr. Russ will be available throughout the convention to discuss the current state of Hollywood production in the internet age. Aside from acting and directing, Tim is also an accomplished signer and guitar player. We hope, with a little coaxing, we'll have him do some jamming with one of our bands appearing at the festival.

Tim Russ has several productions currently in the pipeline. Pre-Production Projects include "The Reel Deal" (TV), "Monster School," and "The Crypto Historians;" currently filming "Unbelievable!!!!;" and post-production in "Star Trek: Renegades," "Vitals," "T-Minus" and "Six Gun Savior." Other projects that he's worked on that have been released this year include "Alongside Night," "Cavity" and "Greyscale."

Tim's post-Voyager projects have included appearances on "Castle," "Social Nightmare," "Lab Rats," "Arrested Development," "Bloomers," "Guys with Kids," "Regular Show, John Derek: Film Genius, Shmagreggie Saves the World, The Soul Man," "C.A.T.s," "1701 Pennsylvania Ave.," "iCarly" (Principal Franklin) and "Sym-Bionic Titan."



Billy Dee Williams

William December "Billy Dee" Williams, Jr. (born April 6, 1937) is an American actor, artist, singer, and writer known for his work as a leading man in 1970s African-American cinema, in movies including "Mahogany" and "Lady Sings the Blues," and for playing the character of Lando Calrissian in the movies "Star Wars Episode V: The Empire Strikes Back," "Star Wars Episode VI: Return of the Jedi" and "The Lego Movie."

Williams has appeared in numerous other films, most recently in "Constellation" (2005). His last major film role was in 1989's "Batman" as district attorney Harvey Dent. Williams originally took the role with the agreement that it would land him in a sequel playing the villain Two Face, but the studio did not use him when the time came for the third installment, "Batman Forever." In between, Williams has appeared in supporting roles in a number of films.

Williams is also well-known for his appearance in advertisements for Colt 45, a low-cost brand of malt liquor. Currently, Williams is part of the large star-studded cast assembled for the latest installment in EA Games' acclaimed "Command & Conquer" computer game series, and is quoted on the official site as saying "This is the most fun I've had since 'Star Wars'". He's also an accomplished painter and owns his own art gallery, where much of his artwork has sold for thousands of dollars. In 1961, he recorded a jazz LP — currently out of print — for Prestige Records entitled "Let's Misbehave," featuring Williams singing swing standards.



Sam Witwer

Sam Witwer headlines the Syfy series "Being Human," the U.S. adaptation of the popular British television series. The darkly humorous, provocative drama stars Sam as the heroic Aidan, a sensual and brooding vampire. His excellent work was noticed soon after the show's premiere, as Sam received a Gemini Award nomination for Best Performance by an Actor in a Continuing, Leading Dramatic Role in 2011. Sam has been a Syfy staple and has starred in "Battlestar:

Galactica," "Smallville," and voice work as Darth Maul in the "Clone Wars" as well as the video game "Star Wars: The Force Unleashed."

Feature film fans remember Sam as the sacrificed Wayne Jessup in "The Mist," Frank Darabont's adaptation of the Stephen King novella. Two independent features in which Sam stars await release: "The Return of Joe Rich," starring opposite Armand Assante and Talia Shire, and "No God, No Master" starring with David Strathairn and Edoardo Gero.

A favorite in the science-fiction world, Sam began his career in the memorable role of Lt. Crashdown in Syfy's "Battlestar Galactica" and played Davis Bloom/Doomsday, the character fated to kill Superman, on CW's "Smallville." "Star Wars" fans and the gaming community will

Main Events Seating Instructions

It is your responsibility to be seated 5 minutes before all Reserved Seating Events so that our stars don't have to talk to empty seats. Please be courteous and get to your assigned seat on time.

also recognize Sam as Darth Vader's vengeful apprentice StarKiller in the LucasArts' video game sensation "Star Wars: The Force Unleashed" (Parts One and Two). Through high-tech digital referencing and motion capture, Sam has become the voice and face of this LucasArts creation in which the first title grossed over 500 million dollars. Sam has also done extensive voice work for the fan-favorite "Clone Wars," the animated series airing on the Cartoon Network. Working opposite Jon Favreau and Clancy Brown as the voice of Darth Maul on "Clone Wars," Sam received recognition with an Annie Award nomination for Best Voice Acting in an Animated Television/Broadcast Production in 2012. Outside of sci-fi, audiences remember Sam in his recurring role of Neil Perry on the Emmy winning Showtime series "Dexter." Sam's edge was a perfect complement to the ground-breaking series in its first season.

A Chicago native and a Juilliard-trained actor, Sam is also an accomplished musician who performed in the LA music scene with his band, The Crashtones.



Suzie Plakson

Suzie Plakson (born June 3, 1958) is an American actress, singer, writer and artist. Born in Buffalo, New York, she grew up in Kingston, Pennsylvania, and went to college at Northwestern University. She began her career on the stage/theater and played four characters opposite Anthony Newley in a revival tour of "Stop the World, I Want to Get Off." She also played Marquise Theresa Du Parc in the Broadway incarnation of the play "La Bête."

Plakson has played a wide range of characters throughout her career. Her regular role in a television series was playing hard-bitten sportswriter Meg Tynan in the sitcom "Love & War" (1992); she did several voices on "Dinosaurs" (1991) and ultimately played four characters on various "Star Trek" series. There were other guest spots and recurring roles in sitcoms such as "Mad About You" (1992) and "Everybody Loves Raymond" (1996), while she was also acting in movies such as "Disclosure" (1994), "Red Eye" (2005) and "Wag the Dog" (1997). She wrote and performed an allegorical solo show, "An Evening with Eve."

As a singer/songwriter, Plakson just recently released the alternative country rock album "Didnwannadoit!" produced by Jay Ferguson. She also sculpts and writes — samples of both are viewable and readable on her website.

Suzie is the only actress to appear as four different aliens in three different "Star Trek" series -- Vulcan Lieutenant Selar and Klingon K'Ehleyr on "Star Trek: The Next Generation" (1987); the female Q on "Star Trek: Voyager" (1995); and Tarah, the first female Andorian, on "Star Trek: Enterprise" (2001).

Her big break came when Anthony Newley cast her opposite himself in the 1987 revival of "Stop the World, I Want to Get Off."



Rachel Grubb

Rachel Grubb is an actress and scream queen from Minneapolis, MN. She first appeared in Christopher R. Mihm's debut film "The Monster of Phantom Lake," and later played Hagra in "Cave Women on Mars." She looks forward to returning to the MIHMiverse very soon! She has also appeared in numerous independent films such as "13 Hours in a Warehouse," "Terror Overload," "Camp Kill," "Disciples," "Wonderland," "The Visible Man," and "The Bitch

That Cried Wolf." She has recently completed work on "Zombie Dollz" and "The Tiki War." In addition to acting, Rachel also wrote and directed the feature film "Why Am I in a Box"?



Shannon McDonough

Shannon McDonough has been performing for over a quarter of a century beginning with dance lessons as a young girl. She has graced the stage playing roles such as Corie Bratter in Neil Simon's Barefoot in the Park and Mollie Ralston in Agatha Christie's The Mousetrap, appeared in several commercials including Carsoup and Buffalo Wild Wings, television shows such as Only in America on the History Channel, and many

films including The Giant Spider, Potpourri, In Harm's Way and Factotum. McDonough also has appeared in several bands over the years, currently performing with Anthony Shore's Elvis Tribute Band (www.elvismn.com) and is a published vintage pinup model.



Chuck Williams

His films include the Sundance Channel's "Eddie Presley," the action/adventure "Double Blast" for HBO, "The Telling" for Showtime, "Up Against Amanda" for Roger Corman, William Shatner's "Groom Lake" for the Syfy Channel, and Jeff Burr's critically acclaimed World War II movie "Straight Into Darkness," released by Universal Studios.

Chuck also produced the first American Lucha Libre film "Mil

Mascaras vs The Aztec Mummy" and "Killer Pad" directed by Robert Englund.

Chuck co-directed/produced the critically acclaimed shocumentary "Halloween...The Happy Haunting Of America!" with friend Daniel Roebuck, who also co-hosted the Halloween favorite with Bob Burns. The DVD features Robert Englund, Alice Cooper, Tom Savini, Doug Bradley, and Angus Scrimm and "Dr. Shocker's Vault of Horror" with Rob Zombie, Jorge Garcia and Guillermo del Toro.

Most recently he appeared opposite of David Duchovny and Carla Gugino in Showtime's "Californication" Season 4 & 5 and "Pirates of the Caribbean: On Stranger Tides" with Johnny Depp and Penelope Cruz. He also co-starred with Bruce Campbell in Don Coscarelli's "Bubba Ho-Tep" and "John Dies at the End....The Carbon Copy" with Jonathan Breck. Also "Bryan Loves You" with Tony Todd and George Wendt and Sundance's 2012 selection "John Dies at the End" with Paul Giamatti.

Chuck has also performed lead roles in "Groom Lake" with Amy Acker, Syfi Channel's "Soulmaker," Bet's "Up Against the Eight Ball" and HBO's "Double Blast" with Linda Blair, as well as countless other films and television shows, including CBS's "The Young and the Restless."

Chuck appeared as the murderous title character in the cult horror film "Dark Walker," a role which gave him the honor of being immortalized as two Halloween masks, one which was also featured in the hit comedy "Knocked Up."

Chuck was on "The Girls Next Door" Season 5 with Hugh Hefner, Holly Madison, Bridget Marquardt and Kendra Wilkinson, which aired on E Channel and "The Rooneys" with Mickey Rooney and Ben Stiller.



COSTUME CONTEST Saturday Night 8:00PM

**Main Events Room Prizes and trophies,
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**Register at the Information Table, or
just come to see the show!**

AUTHORS • ILLUSTRATORS



Kevin J. Anderson

Kevin J. Anderson has written 50 national bestsellers and has over 23 million books in print worldwide in thirty languages. He has been nominated for the Nebula Award, the Bram Stoker Award, and the SFX Readers' Choice Award; in 2012 at San Diego Comic Con he received the Faust Grand Master Award for Lifetime Achievement. He has written numerous bestselling and critically acclaimed novels in the Dune universe with

Brian Herbert, as well as Star Wars and X-Files novels. In his original work, he is best known for his Saga of Seven Suns series, the Terra Incognita trilogy, the Dan Shamble Zombie PI series, and Clockwork Angels: The Novel with Neil Peart. Find out more about Kevin J. Anderson at www.wordfire.com.



David Boop

David Boop is a Denver-based speculative fiction author. In addition to his novels, short stories and children's books, he's also an award-winning essayist and screenwriter.

His novel, the sci-fi/noir "She Murdered Me with Science," debuted in 2008. Since then, David has had over thirty short stories published and two short films produced. He specializes in weird westerns, but has been published in

many genres including media tie-ins for Green Hornet and Honey West.

2013 saw the digital release of his first Steampunk children's book, "The Three Inventors Sneebury," with a print release due in 2014. David tours the country speaking on writing and publishing at schools, libraries and conventions.

He's a single dad, returning college student, part-time temp worker and believer. His hobbies include film noir, anime, the Blues and Mayan History. You can find out more on his fanpage, www.facebook.com/dboop.updates or Twitter @david.boop.



Norm Breyfogle

Norm Breyfogle was born on February 27, 1960, in Iowa City, Iowa. From a very early age, Norm liked to draw. When he was 12 years old, he began taking private lessons from commercial artist Andrew Benson.

Around this time, he also won his first award at a town and country art show. The Daily Mining Gazette, a newspaper in Houghton, Michigan, profiled Norm in 1976 as "Norm

Breyfogle: Near Master Cartoonist at 16." During his time in high school, he co-plotted, wrote and illustrated a comic book titled "Tech Team" for Michigan Technological University.

Mr. Breyfogle drew for "Tales of Terror," a horror anthology published by Eclipse Comics. Following that, and still breaking into the comic scene, Norm wrote, illustrated and lettered a Captain America story in Marvel Fanfare in 1986. He then drew Whisper for First Comics in 1986-1987 – his first monthly book – before landing a big series: Detective Comics (starring Batman, published by DC Comics).

When teamed with writer Alan Grant, Norm helped repopularize Batman and revive the sales of Detective Comics. He drew the Batman for six years (1987-93), penciling Detective Comics from 1987-1990, then moving to Batman to introduce the new Robin from 1990-1992, and finally starting a new Batman series for DC titled "Shadow of the Bat" from 1992-1993. During his six-year run on the character of the Batman, he also did a few Batman one-shots, two of them being "Batman: Holy Terror" (an Elseworlds story) and "Batman: Birth of the Demon," which he hand painted.

From 1994-1995, Norm wrote and illustrated his own comic titled "Metaphysique" for Malibu's creator-owned Bravura line. It was a six-issue mini-series that received acclaimed reviews ("Metaphysique" was also the title of a previous two issue anthology which collected work Norm had written, penciled, and inked in college; this two issue "Metaphysique" was published in 1992 by Eclipse Comics.)

In 1999, Norm began work co-plotting, penciling, and inking "Batman: Dreamland," (written by Alan Grant), a sequel to 1998's "Batman: The Abduction." He also penciled and inked an Elseworld's story (written by Pat McGreal) involving the Flash, titled "Flashpoint." During this time "Anarky," despite the great stories and wonderful artwork, was canceled.

In 2004 Norm began work on an illustrated children's book for the local Society of St. John Monastery, finished many commissions for fans, put together a couple printed sketchbooks showcasing his work and continued writing his novel, getting up to halfway done at page 100, finishing through chapter six. He also wrote over 40 poems and over 1300 haikus in a five month marathon.

Among his accomplishments, there are numerous awards he has received. Among those awards are two first place blue ribbons at the San Diego Con in 1984 for "Best Comic or Con Related Art" and "Most Popular Artist" as well as a second place in 1985 (behind the first place awarded to the internationally acclaimed artist Mobius) for "Comic Art."

Norm is one of the true artistic legends when it comes to Batman. He defined the title for the 1990s when he drew both Detective Comics and Batman, in collaboration with writer Alan Grant and occasional inker Steve Mitchell. Now Norm returns to draw the Dark Knight of the future with best-selling writer Adam Beechen.



Guy Anthony De Marco

Guy Anthony De Marco is a speculative fiction author; a Graphic Novel Bram Stoker Award® finalist; winner of the HWA Silver Hammer Award; a prolific short story and flash fiction crafter; a novelist; an invisible man with superhero powers; a game writer (Sojourner Tales modules, Interface Zero 2.0 core team, D&D modules); and a coffee addict. One of these is false.

A writer since 1977, Guy is a member of the following organizations: SFWA, HWA, SFPA, IAMTW, ASCAP, RMFW, NCW. He hopes to collect the rest of the letters of the alphabet one day. Additional information can be found at en.wikipedia.org/wiki/Guy_Anthony_De_Marco and his official author website.



Kevin Dilmore

Kevin Dilmore began his geek life pretty young but first got noticed for it in 1998 when he began an eight-year run as a contributing writer to "Star Trek Communicator," the publication of the Official Star Trek Fan Club. He first teamed with writing partner Dayton Ward for the novella "Interphase" in the "Star Trek: S.C.E." series in 2001. Since then, the pair has put more than 1 million words into print together, their most recent collaboration being the "Star Trek: Seekers" novel "Point of Divergence" (September 2014) for Pocket Books. His most recent solo writing includes a short story for the "ReDeus: Native Lands" anthology for Crazy 8 Press as well as comics-related essays in "Hey Kids, Comics! Tales from the Spinner Rack" for Crazy 8 Press and "New Life and New Civilizations: Exploring Star Trek Comics" (August 2014) for Sequart Books. By day, Kevin is a Senior Writer for Hallmark Cards in Kansas City, MO, working on about everything including greeting cards, children's books, screenplays and the development of Star Trek-themed Keepsake Ornaments. For several years, Kevin has represented Hallmark at annual pop-culture events including Comic-Con International in San Diego, CA, and New York Comic Con in New York City. Look for his Batman children's books published by Hallmark Gift Books this fall. He lives in Overland Park, Kan.



Christie Golden

Award-winning and seven-time New York Times bestselling-author Christie Golden has written forty-five novels and several short stories in the fields of science fiction, fantasy and horror. Among her many projects are over a dozen "Star Trek novels," a dozen for gaming giant Blizzard's World of Warcraft and StarCraft novels, and three books in the nine-books "Star Wars" series "Fate of the Jedi," which she co-wrote with Troy Denning and the late and greatly missed Aaron Allston.

This year sees the publication of the highly anticipated World of Warcraft novel, "War Crimes," and "Blackbeard: The Lost Journal," a companion book to "Assassin's Creed: Black Flag." Readers can look forward to "The Accidental Knight," a novel set in the world of Cryptozoic's online card game, HEX.

Golden launched the TSR Ravenloft line in 1991 with her first novel, the highly successful "Vampire of the Mists," which introduced elven vampire Jander Sunstar. To the best of her knowledge, she is the creator of the elven vampire archetype in fantasy fiction. Several original fantasy novels include "On Fire's Wings," "In Stone's Clasp" and "Under Sea's Shadow," the first three in her multi-book fantasy series "The Final Dance". She

is delighted to see her first original novels, "Instrument of Fate" and "In Stone's Clasp," available in an entirely new format as online books and audio books nearly fifteen years after their original publication.

Born in Atlanta, Georgia, with stints in Michigan, Virginia and Colorado, Golden has returned south for a spell and currently resides in Tennessee.

Christie and The Tattered Cover Book Store will present an EXCLUSIVE SPECIAL BOOK signing of "World of Warcraft: War Crimes" on Saturday, May 3rd, at 10:00AM at StarFest.



Bob Hall

Bob started his professional art career doing posters for the student union and the theatre department while getting his Bachelors and Masters degrees from the University of Nebraska-Lincoln. When Bob moved to NYC in the early 1970's, he continued his commercial art work and in 1974-75 was privileged to study comics illustration with comic book legend John Buscema at Buscema's School of Comic Art. Bob would continue to refine his work,

studying drawing and painting with Don Stacy at The New School. Bob's first professional comics job was with Charlton Comics in 1974, penciling and inking several of their horror comics.

Since that time, Bob has spent over 30 years in the industry, working for both major labels, Marvel and DC, as well as for Valiant/Acclaim and independent publishers. Check out his website at www.bobhall.com.



Travis Heermann

Freelance writer, novelist, award-winning screenwriter, poker player, poet, biker, roustabout -- Travis Heermann is a graduate of the Odyssey Writing Workshop and the author of the "Ronin Trilogy," "The Wild Boys" and "Rogues of the Black Fury," plus short fiction pieces in anthologies and magazines such as "Weird Tales," "Historical Lovecraft" and "Shivers VII." As a freelance writer, he has produced a metric ton of role-playing

game work both in print and online, including "Legend of Five Rings," "d20 System" and the MMORPG "EVE Online."

He enjoys cycling, martial arts, torturing young minds with otherworldly ideas and zombies. He has three long-cherished dreams: a produced screenplay, a NYT best-seller and a seat in the World Series of Poker.

Have a question during the convention?
tweet #StarFestDenver
WE WILL HELP



Zak Hennessey

Zak Hennessey grew up in Denver, Colorado, and attended Rocky Mountain College of Art and Design (Denver), Associates in Art (Los Angeles) and the Art Academy of Los Angeles, where he eventually became a teacher of comic book and character/production design classes. While in Los Angeles, he did work for clients such as Disney, Warner Brothers, Sony, Paramount, Showtime and many others. His

art has appeared in comic books, role playing games, movies, and video games. He has also owned a comic book publishing company and was the primary artist at a Denver-based movie production studio through two movies. He has returned to Denver in the hopes of bringing an LA quality art education to Colorado.

Heading up the Denver Entertainment Art and Design Academy, Zak is specifically suited to help contribute to our special panel titled Dreams to Dollars – Making it as an Artist in Denver. The panel is designed to assist artists struggling to find ways to cash in on their talents and get the skills that will make that happen.

At the D.E.A.D. Academy, Zak presents courses on Heroic Figure Invention, Character Design, Creature Design, Introduction to Comic Books, Action Anatomy and more.



Stephen Graham Jones

Stephen Graham Jones has twenty novels now. Most recently "The Gospel of Z" and "The Least of My Scars," both horror. Up soon will be "After the People Lights Have Gone Off" and "Once Upon a Time in Texas." Stephen has more than two hundred stories published in "Weird Tales," Cemetery Dance," "Clarkesworld," "Asimov's" and

coming up at Tor.com. His stories have been in many best-of-the-year annuals, anthologies and textbooks, and Stephen's been a Bram Stoker Award finalist and a Shirley Jackson Award finalist. More @SGJ72.

Stephen returns this year as part of the HorrorFest programming at the convention. He will be at the show most of the weekend on panels and on hand to help budding young writers and to discuss his upcoming projects.



John Jackson Miller

John Jackson Miller has spent a lifetime immersed in the worlds of fantasy and science fiction. He's known for his "Star Wars" work, including "Star Wars: Knight Errant," his national bestselling novel from Del Rey; "Star Wars: Lost Tribe of the Sith," his e-book series with more than a million downloads; and his long-running "Knights of the Old Republic" comics series. His

"Overdraft: The Orion Offensive" Kindle serial will be collected in July 2013, and his "Star Wars: Kenobi" hardcover releases in August.

He's written comics for Mass Effect, Iron Man, The Simpsons, and Indiana Jones. Production notes on all his works can be found at his fiction site. He is also a comics industry historian, specializing in studying comic-book circulation as presented on his website, Comichron.

John has also coauthored the Standard Catalog of Comic Books series.



Paul Regalado

Paul has over eight years of experience in the Graphic Design industry. He built a design department from the ground up at a large insurance firm before co-founding Nightmill. His experience in the insurance industry gave him invaluable insight into sales and marketing in business operations and also a realization of how important client relationships are. He is constantly coming up with new innovations

and pushing the creativity at Nightmill to the next level.

Paul will be on a special panel Deams to Dollars – Making it as an Artist in Denver. The panel is designed to assist artists struggling to find ways to cash in on their talents.

Paul's studies include: 2010 Bachelors of Fine Arts in 3D Graphics and Animation from the University of Colorado Denver.



Jeanne Stein

Jeanne Stein is the bestselling author of the Urban Fantasy series, "The Anna Strong Vampire Chronicles." Her award-winning series has been picked up in three foreign countries and her short stories published in collections here in the US and the UK.

Her latest Anna book, "Blood Bond," was released August 27. Jeanne's newest

endeavor is in collaboration with author Samantha Sommersby: The Fallen Siren Series. Published under the pseudonym S. J. Harper, the first book in that series, "Cursed," was released on October 1, 2013.



Mark Stone

Mark is the author of the award-winning BSI series which begins with "Things to do in Denver when you're Un-dead" which was nominated for ForWord magazine's Debut Fiction Novel of the Year. His second novel, "The Judas Line," earned a Starred Review from Publisher's Weekly, calling it 'a delightful Catholicism-infused quest fantasy'. He currently lives in Colorado in an

undisclosed location dreaming up conspiracy theories, eating Ben & Jerry's Phish Food ice cream and watching reruns of "Sherlock."

Due out in November is the fifth installment of the BSI series, "Omaha Stakes" and, shortly after that, the sequel to "The Judas Line," "The Judas Codex."



Carrie Vaughn

Carrie is the author of the New York Times bestselling series of novels about a werewolf named Kitty, the most recent installment of which is "Kitty Rocks the House." She also wrote the young adult novels "Voices of Dragons" and "Steel" (which was named to the ALA's 2012 Amelia Bloomer list of the best books for young readers with strong feminist content), and the novels "Discord's Apple" and "After the Golden Age."

She's a contributor to the Wild Cards series of shared world superhero books edited by George R. R. Martin, and her short stories have appeared in numerous magazines and anthologies. In 2011, she was nominated for a Hugo Award for best short story. An Air Force brat, she survived her nomadic childhood and managed to put down roots in Boulder, Colorado. Visit her at carrievaughn.com.

Ms. Vaughn is attending as a special guest of HorrorFest and will be at StarFest throughout the weekend and plans to attend the Friday Night Charity Auction.



Amber Vojensky

Amber is the Art Director at the Denver Entertainment Art and Design Academy. She has a passion for art and it shows in her work. She is intuitive with clients, having a keen ability to understand and clearly communicate ideas. Amber is always furthering her skill set by experimenting with new techniques and innovative ideas. She has a solid background in traditional

art, which has been a foundation for her ability to create stunning illustrations, designs, and 3D work.



Mythica von Griffyn

Mythica von Griffyn was listed as Westword's Best of Denver, Best Bodypainter in 2012. She has been doing horror since she was 14 doing haunted house work. About four years ago she got into the artistic side of bodypainting and has been getting better at it ever since!

Some of you may have seen the full Mystique bodypainting she did for one of the attendees two years ago. She usually comes as Darth Maul, and has been published in Denver's CRAVE magazine. She has bodypainted for music videos, fashion shows, cosplay, haunted houses, calendars and private photo shoots. She currently travels across the country bodypainting at conventions and music festivals for her sponsor, Exotic Lenses.



Dayton Ward

Dayton Ward is the New York Times bestselling author or co-author of nearly thirty novels and novellas, often working with his best friend, Kevin Dilmore. With Kevin and fellow author David Mack, he helped to develop Star Trek: Seekers, the forthcoming "literary spin-off" to the critically acclaimed Star Trek Vanguard novel series. His short fiction has appeared in more than twenty anthologies, and he's written for magazines

such as Kansas City Voices, Star Trek and Star Trek Communicator, as well as the websites Tor.com, StarTrek.com, and Syfy.com.

In 2013, Dayton created "The Adventures of Space Marshal Dylan McCade," an homage to old fashioned sci-fi serials. Earlier this year, the audio adaptation of the series' first story, "The Terror of Entropia's Ice Cannon!" won two Audio Verse Awards, and a second story is currently in development. Look for Dayton at his and Kevin's tables in Author's Alley throughout the weekend. He'll also be at Friday night's "Meet and Greet," and he'll once again be helping to judge the Saturday night costume contest as well as the Sunday morning talent show. Rumor has it he'll even be in a panel room or two. Yes, Dayton does his own stunts. Visit him on the web at www.daytonward.com.

Dayton will be attending the Meet & Greet on Friday Night, where you can come and see him first. Then throughout the weekend he'll be hosting panels to give back to everyone – he's really one of the nicest guys you'll ever meet.



Bryan Weathers

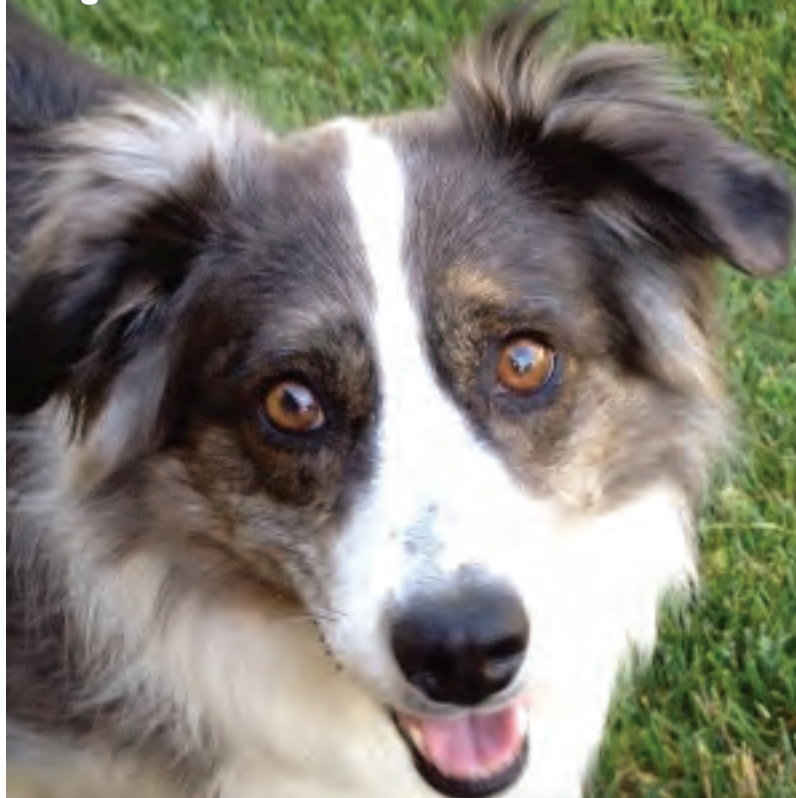
Technical Director at Nightmill. Bryan is an expert with Maya 3D animation software and all the nuts and bolts of computer animation.



LIFE SIZE ROBOTS AT ROBOFEST

Official StarFest Charity Auction

Visit the StarFest Information Desk to bid on items to benefit the Denver Dumb Friends League - for our friends like Dakota



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Kevin Atkins

Our beloved Master of Ceremonies, Kevin, has been with the convention for over 30 years, but he amazingly shows very little wear and tear. Kevin is famous for his corny internet jokes, which he unleashes whenever there is a pause in the action onstage. Because we have bugged him so much about it, Kevin's stand-up talents have really improved over the years.

Kevin has been working on the "technical" side of space science his whole life, building models for NASA, developing planetarium shows and animation. He's currently working with a national photography company, handling their computer installation issues.

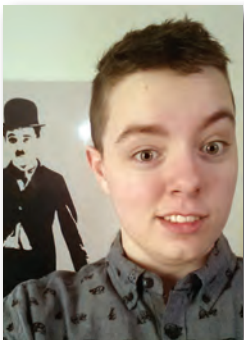
In addition to his MC duties, Kevin helps Phil Watson with the Trailer Park shows on Saturday and Sunday.



Bryan and Baxter

Bryan and Baxter host a weekly paranormal internet radio show broadcast from Warningradio.info. Together, they use solid scientific methods to investigate paranormal locations and reports in an effort to quantify claims and debunk the side-show promoters in the field that give credible investigators a bad name.

They are coming to HorrorFest for various paranormal panels and probably to get in some sort of nefarious trouble.



Tim Fox

After graduating high school and migrating out to the twin cities, Tim met Christopher Minh and his filmmaking crew. Since Tim was indecisive about school, Chris let Tim on to help out with selling merchandise at conventions for him. In the two years since Tim joined the crew, they've been all over the United States.

Tim is part of the All For George Productions – Saint Euphoria Pictures crew that is coming to StarFest to promote their studio's films.



Chérie "Rhuby" Gallinati

Chérie "Rhuby" Gallinati is a Lighting Designer based in the Twin Cities of Minneapolis/Saint Paul. She went to school in Denver (CEC and George, represent!!!) and is excited to return to "The Convention That All Others Shall be Judged By", this time as a presenter and dealer.

She has worked with many community theatres, semi-professional theatres, schools and various summer stocks across the nation, as well as the Edinburgh Fringe (Rocket Venues). Rhubarb received her training at Coe College, where she attained her BA, and at The Ohio State University, where she earned her MFA in Lighting Design.

After being a fan since movie number one, she has lit and/or built and/or provided hand acting or vocal talents on five of the latest Mihmiverse movies. She is proud to be the Boss of the PaddleGirls.

Along with her husband, she hosts the monthly Mihmiverse Bonfire Podcast. Rhuby currently works at Gopher Stage Lighting in the Rigging Department. Her hobbies include sleeping, pinstripping and drinking scotch.



Marc Gunn

Marc Gunn is a rhythm and folk musician inspired by Celtic culture, science fiction, fantasy and cats. He breathes new life into the autoharp, which continues to surprise musical veterans and fans alike for its unique sound and spirited energy. It's like a satirical jam session between The Clancy Brothers and Weird Al Yankovic. It's Celtic music, the traditional and the twisted.

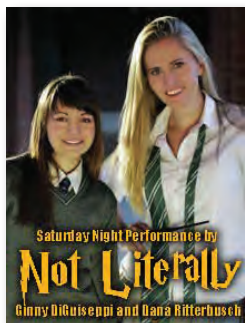
Gunn was there at the beginning of the '90s indie music revolution. While other bands fought to sign to a record label, Gunn started Mage Records to promote his music in the DIY fashion. Mage Records focuses on fun indie Celtic and folk music. He has released over fifty albums on his Mage Records label since its inception in 1997. He continues to release between two to four new albums each year.

Using the mantra "changing your world with Celtic music," Marc Gunn is a champion of indie Celtic music. His quest to guide the hearts and minds of Celtic music lovers earned him the nickname "The Celffather." His musical success led him to become a full-time musician in 2005. It's then that he started podcasting with the Irish & Celtic Music Podcast. It was voted the #1 Best Podsafe Music Podcast in the People's Choice Podcast Awards in 2009 and 2010 and is regularly featured on iTunes. His Celtic Music Magazine is published twice monthly and goes out to over 21,000 subscribers. He has given away over 10,000,000 MP3s since 1999. He allows fans to download and share his most-popular songs straight from his website for FREE!

Gunn began his Celtic journey in 1999 with Austin's three-time award-winning duo, the Brobdingnagian Bards. He performed at some of the largest Celtic festivals, highland games, Renaissance faires and science fiction conventions in the country, including South By Southwest, Stone Mountain Highland Games, DragonCon, Texas Renaissance Festival and even a "Lord of the Rings" Oscar Party.

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STARLAND.COM

Marc Gunn combines his love of travel with his love of music. Every year he hosts Celtic Invasion Vacations which are different from standard vacation tours. Gunn believes that it is the people around you who ultimately make a vacation great. He finds one location abroad and gathers like-minded vacationers to experience his travel motto, "Good food, good drink, good company".



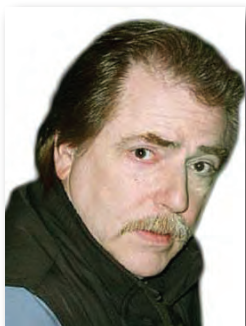
Not Literally Ginny DiGuseppi and Dana Ritterbusch

Not Literally Productions was founded when Ginny DiGuseppi and Dana Ritterbusch, already friends, met video producer and special effects artist Erik Tande. The three teamed up in 2011 to produce their first Harry Potter parody music video, "We R Slytherins."

It was so well-received that they decided to produce parody music videos for all four Hogwarts houses. They quickly expanded their production to include a vlog-style comedy advice series called "Ask Hogwarts," as well as a handful of smaller-scale music video productions and various comedy shorts.

Following the release of their Hufflepuff music video "Sorted This Way," Not Literally was invited to LeakyCon in Chicago to close their opening ceremonies with a surprise live performance. This was not only the group's first appearance as guests at a convention, but also their first live performance.

In late 2012, Not Literally branched out from the Harry Potter fandom and started to create works related to "The Hunger Games," "Doctor Who" and other fandoms. They have plans to create videos for "Game of Thrones," Disney, "The Avengers" and more. You can check out their website at www.not-literally.com.



John Paladin

John Paladin is a former radio disc jockey, has had two records on the country charts and has acting credentials in radio commercials, TV commercials and movies. He was a drummer in two country bands and has worked with Dave Dudley, Bobby Bare, Jack Scott and many others. He currently runs Paladin Productions, Inc., an audio production company.

His makeup expertise goes back over 13 years, including being J.G. Hertzler's personal makeup artist on "Star Trek: Of Gods and Men" and the head special sfx makeup artist on "Star Trek: Kitumba" (both from Star Trek: Phase II Productions). He is a featured Klingon in Kitumba. He is currently the official convention makeup artist for J.G. Hertzler, Robert O'Reilly, Suzie Plakson, Barbara March, and Gwynyth Walsh.

John is working his magic on Suzie Plakson at StarFest for her special "in makeup" Klingon photo op, which will take place immediately following Suzie's Q&A on Saturday at 1pm on our Main Events stage. Anyone interested in movie makeup effects application and techniques won't want to miss the session.



The Mark Putt Sci-Fi Explosion

Combining live music, video, art and comedy, the Mark Putt Sci-Fi Explosion is a multi-media blast you'll be talking about for days! Mark has been a fixture in Denver's live music scene for years and a diehard sci-fi geek for decades. This show hits all the bases – time travel, robots, mutation, aliens, cloning, Kaiju and some of your favorite characters. Mark will be joined on stage by Tim Russ, because (like cowbell) you just can't have enough Explosion! Visit markputtexplosion.com for more information.

PRODUCERS • DIRECTORS • SCREENWRITERS



Richard Elfman

Richard grew up in the Crenshaw district of Los Angeles (Boyz n the Hood (1991)), was a semi-professional boxer, food and wine critic and successful stage director. He is also a noted Afro-Latin percussionist and the founder of the original Mystic Knights of the Oingo-Boingo. Richard has directed six feature films and is currently working on a sequel to his popular cult hit "Forbidden Zone." Richard's first novel "The Schlemazl of Sebrim" will be published later this year.

Richard is the son of novelist Blossom Elfman (aka "Clare Elfman"), the older brother of film composer Danny Elfman, brother-in-law of Danny's wife, Bridget Fonda, father of actor/producer Bodhi Elfman and father-in-law to Bodhi's wife, Jenna Elfman (Dharma and Greg).

Richard currently resides in the Hollywood Hills, under that famous sign. Learn more at his website: RichardElfman.com.



DAVE FRANCO

The seeds of Dave's love of horror were planted when Dave was a mere nine years old. An avid reader, Dave's mom decided he was ready for Stephen King's "Christine," and the rest is history. Dave has carried this passion into visual storytelling in both the narrative and documentary format, and he has been a participant and competitor in multiple film fests. Dave is a graduate of the University of Colorado at Denver with a degree in Film/Video Production. P. M. is his first narrative feature.

**StarFest 2015 we are back to our regular weekend
April 17-19 • Denver Tech Center
Invited already: Noah Wyle • Scott Bakula • Elvira**



Mark Steven Grove

Mark Steven Grove is a Denver-based filmmaker who has worked in the entertainment industry for over 25 years. Aside from being an accomplished actor and stunt performer, it is his skills behind the camera that have established him as a true Renaissance Man. Gifted in all things action-related, Mr. Grove is a talented fight choreographer, stunt coordinator, firearms

handler, pyrotechnician and special effects supervisor who has utilized his skills in over 120 professional projects.

In the mid 90's Mr. Grove sold his first screenplay and in 1999 he directed his first feature film. Since then he has written 6 feature projects, produced 12 projects, and has directed 5 more feature films. Mr. Grove has also actively been involved in world-wide film distribution since 2003.

Mr. Grove has a distinct vision in the projects he creates. Heavily influenced by the '80s sci-fi and fantasy films like "Flash Gordon," "Beastmaster," "The Sword and the Sorcerer," "Krull" and "Battle Beyond the Stars," he likes to pay homage to exciting stories with classic hero and villain archetypes. No social commentary, no artsy statements, just escapist-style content that lets viewers leave the chaos of the real world behind for 90 minutes.

His most recent films, the fantasy/adventure "Gathering of Heroes: Legend of the Seven Swords," starring Martin Kove ("Karate Kid"), Christopher Atkins ("Blue Lagoon") and Debra Marshall ("WWE"), and the psychological thriller "Mind's Eye," starring Malcolm McDowell ("Star Trek: Generations"), Dean Cain ("Lois and Clark"), Natalie Distler ("Rescue Me") and Izzie Steele will be released in 2014.

His current projects in production are "Star Raiders: The Adventures of Saber Raine," a sci-fi/action film which will be shooting in June/July 2014, and "Knox Chase on the Case," a kids action/adventure that will be shooting September/October 2014.

Mr. Grove has also created an amazing resource for those interested in getting into the action industry. He has opened the RISK FACTOR: ACTION TRAINING CENTER in Arvada, Colorado. Matted floors, elevated platforms, obstacles, crash mats and large façade structures that simulate real-world environments in which dangerous situations occur. This facility is perfect for training in classical martial arts, modern self-protection, theatrical fight choreography, and motion picture stunts. The facility also has a well-equipped shop to work on mold-making, makeup effects, prop building, and other practical effects. If it's related to action, both real and imagined, RISK FACTOR: ACTION TRAINING CENTER is the place to learn it.



Ben Martinez

Ben Martinez didn't have many friends growing up. The cinema was his second home and closest companion. From an early age, Ben showed an interest in filmmaking by using his dad's VHS camera, his little brother and an army of Ninja Turtle action figures. After graduating from the University of Colorado, he

teamed up with fellow filmmakers Dave Franco and Kris Simms to collaborate and do what he loves most -- creating stories for the big screen.



Carolyn Collins Petersen

Ms. Collins Petersen is CEO of Loch Ness Productions, a unique multimedia production company, specializing in cosmically creative content about astronomy and space science for domed theaters, science centers and websites. She is the author of "The Spacewriter's Ramblings" (<http://www.thespacewriter.com>) and is part of the Parsec Award-winning Star Trek: Outpost cast, where

she plays the renegade Klingon pirate Jenneth (of the house of K'Den), and Captain Baker, master of the starship Gorgon. You can also see her do monthly star-talk videos at Astrocast.TV — an online astronomy and space news magazine.

Carolyn recently released her latest book, "Astronomy 101: From the Sun and Moon to Wormholes and Warp Drive, Key Theories, Discoveries, and Facts about the Universe." She regularly gives public talks about astronomy and space science and is an astronomy enrichment speaker for the Smithsonian Institution's Journeys program aboard selected cruise ships.

In graduate school, Carolyn worked on a Hubble Space Telescope instrument team and fondly remembers her first-ever StarFest convention talk in the early 1990s, when a dozen battle-dressed Klingons led the charge into the auditorium to hear about the latest Hubble discoveries. She eagerly awaits costumed invaders for her two talks at this year's StarFest. Be sure to wish Carolyn a Happy Birthday this weekend!



Kris Simms

As a screenwriter, Kris's genre is clearly the thriller and has been influenced by everyone from Alfred Hitchcock and Rod Sterling to Wes Craven and Oren Peli. Kris has a master's degree in Information Resources, with an emphasis in film research, from the University of Arizona. After finishing up his master's, Kris started writing screenplays and couldn't help but write about his mother's

eerie and isolated hometown in the San Luis Valley, a place he says, "You cannot escape because it will find you in your nightmares." P.M., set in the San Luis Valley, is Kris's first feature film.





Do you build models? If so, bring it by the Model Show and share your work with the world! Our show includes science fiction, science fact, fantasy, and horror subjects. Are you amazed by detailed artwork in miniature? Come on by and cast your vote for the People's Choice Award! Do you want to improve your skills? Our friendly staff of qualified volunteers will be happy to talk to you about your work.

Model Show Awards Presentation and Door Prize Drawing

Every year, the outstanding modelers in the show are presented certificates and prizes. This year, we are going to recognize those achievements in an award ceremony. Come and help us celebrate their accomplishments! We will also have the door prize drawing. Here's where your participation in the modeling events pays off. You must be present to win.

Paper Model Make-N-Take

Paper models have been gaining in popularity in recent years. IPMS/CoMMiES will help you take your first step into this fascinating hobby. We have compiled a wide selection of Cubeecraft models. This event is in Compari's and is free! Come check it out!

Model Make-N-Take

The Model Events Team is pleased to announce that the 2014 FREE Model Make-N-Take at StarFest. Once again, we will have some of their most popular kits for the Make-N-Take Participants! Iwata-Medea joins Artool, Model Master and Excel in making the FREE Model Make-N-Take possible. This event is for members from 8 to 16 years old.

Modeler University

The Starfest Model Show is proud to announce its first Modeler University. Regardless of your age, skill level or topic of interest, our professors will be hosting a range of classes that include all aspects of model building. Classes are free and we encourage you to attend all of them. Each class will be held once a day each day of the convention. Classes last approximately 50 minutes.

101 Getting Started

Students will learn how to identify their skill level when selecting a kit and will be introduced to the basic tools needed to build a model. We will also expand on doing research on the subject kit and what steps we may need to include in the construction if we decide to light the model or build it flying as opposed to sitting on the ground.

102 Construction Techniques

We will be teaching techniques that will improve the model's appearance that are not mentioned in the kit's instructions. Students will also be introduced to more advanced tools of the trade and how they work.

103 Painting

Nothing brings life to your model than a proper paint job. Students will learn the differences and advantages of the types of paint available to the modeler along with masking techniques as well as a discussion on paint booths and other tools.

104 Weathering and Detailing

This class will teach the fine art of weathering your model to make it look like it just came out of a movie.

105 Bases

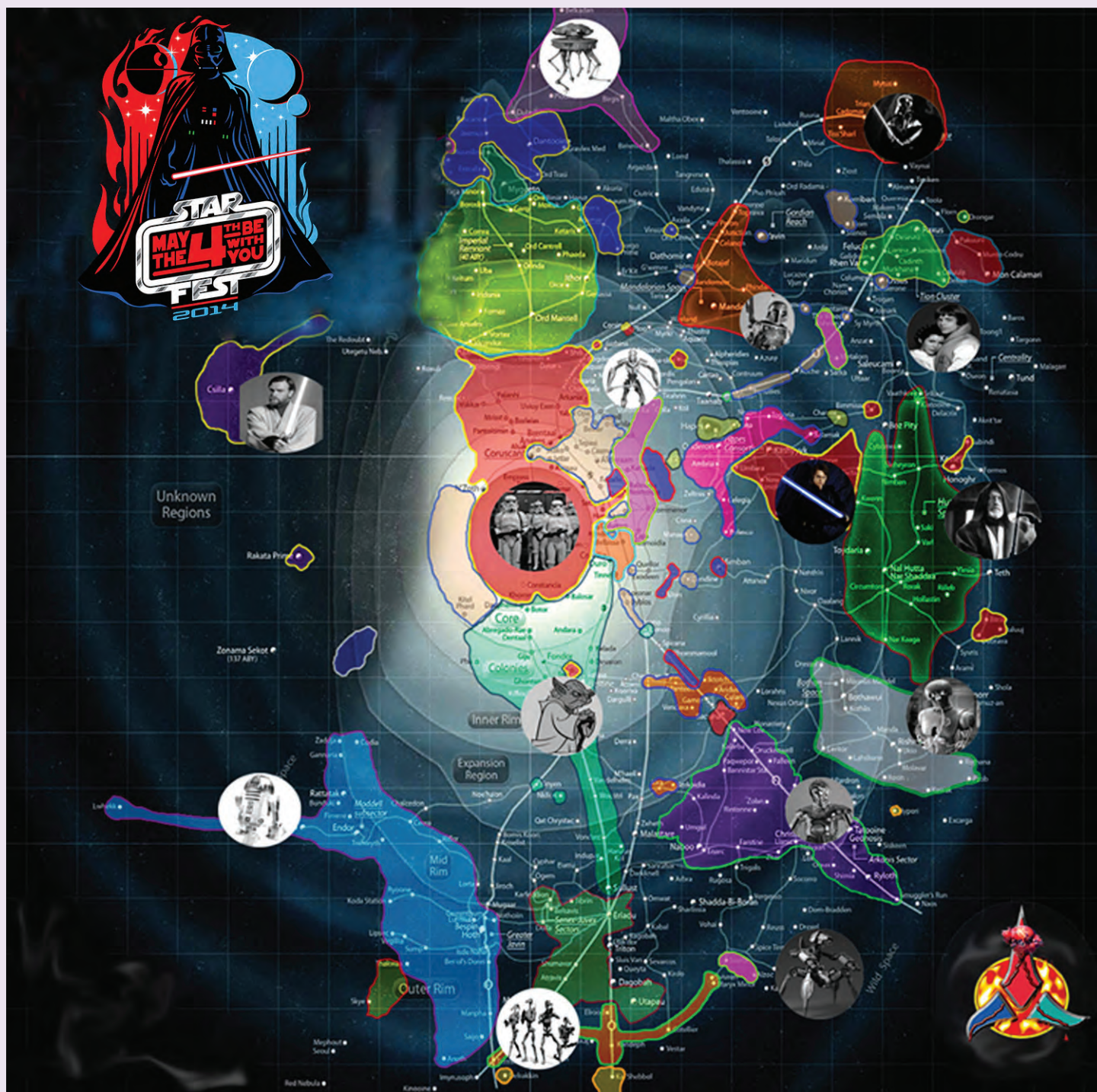
Whether using the kit's original base, a custom base or a diorama, students will learn how to make their model stand out from the rest.

After Hours Modeling with the CoMMiES

Do you have what it takes to hang with the CoMMiES? Bring a kit, bring your tools, and sniff glue with the most unique chapter of the International Plastic Modelers Society. Work on a kit. Ask about techniques. Share stories. And, above all, poke your friends verbally! Saturday at 8:00pm in the ModelFest room.

Special Thanks to all our ModelFest Sponsors!





FIND THE DROIDS YOU'RE LOOKING FOR

The StarFest Challenge is a free game where you solve clues provided on this page, delivered via social media, and posed at various locations around the convention. The first people to solve all the clues (by getting their map filled) will win great prizes. Help and questions will be provided via our Starfest Twitter Feed @StarFestDenver and on our facebook.com/Starfest.Convention page.

Here are some clues to get you started: At last count 501 troopers were spotted here • A model of this droid can be found here • The art for this Star Wars character can be found here • A comic of this droid can be found here • He was Luke's Father, a horror in his own right! • The Klingons have captured this General Droid for study • Star Trek books many He has written • You only get an Autograph if this OBI WON lets you!

Bring your completed map to the KlingonFest room for verification

GAME DEVELOPERS



Keith Avallone

Keith Avallone created Second Season Pro Football Game in the 1980s and began offering it in the mid '90s to football board game fans. Launched Plaay.com in 2000, with Second Season, along with Face To The Mat Pro Wrestling Game and First Contact: Your Town Sci-Fi Action Game. Added Roller Rumble Roller Derby Game in 2001; Bowl-O-Rama Bowling Game in 2002,

Crash and Scramble Pro Indoor Lacrosse Game in 2003. Suspended operations in September of 2004. Licensed Second Season to Replay Games. Re-launched Plaay.com in May, 2009 with his hit games and a new offering, Demo Derby Smash-Down Demolition Derby Game. Then he added Cold Snap Canadian Pro Football Game, Hockey Blast and the Red White & Blue Racing Stock Car Action Game.

Avallone launched a new, non-sports family board game entity, Next Best Games (NextBestGames.com) with First Contact: Your Town from the Plaay.com line-up and three new game creations: Your Own Pet Store, Christmas Music Party Cards, and Goal-to-Go Football. Next Best Games also offers a family dice game produced by Koplow Games, re-packaged.

For more information on PLAAY.com, visit plaay.com. Keith will be speaking at GameFest on Saturday about "Turning Your game Into a business."



Timothy B Brown

For the last twenty years, Timothy has been a designer at Game Designers' Workshop, an editor at Challenge magazine and the director of product development at TSR, Inc.

Marc Miller, Frank Chadwick, Lester Smith and Timothy Brown of GDW designed the new game "Traveller: 2300" (1986) as an expansion of the original "Traveller" role-playing game. Brown went to TSR in 1989,

where he eventually became Director of Game Development. Brown co-created the AD&D "Dark Sun Setting" with Troy Denning and Mary Kirchoff. Brown and Denning led the project, alongside fiction editor Kirchoff, and they were soon joined by artist Brom, who contributed the unique illustrations that helped set Dark Sun apart from the other TSR settings, making Dark Sun the first of TSR's world designs with a more artistic sensibility. Brown and Denning also put together the 1991 D&D "black box" set, which became a top-seller for TSR, selling half a million copies in the next six years.

Brown later went on to found Destination Games and work with Imperium Games. For Imperium's fourth edition of "Traveller" (also called "Marc Miller's Traveller" or "T4") published in 1996, the designers worked on distinct parts of the rules, with Brown writing about aliens. Sweetpea Entertainment bought out the stock of the many creators who had worked on "T4" and took over some of the day-to-day operations of the company; Brown took the helm of Imperium Games under Sweetpea's guidance and was now the only official staff for Imperium,

with others acting as freelancers. Brown, James Ward, Lester Smith, John Danovich, and Sean Everette founded the d20 company Fast Forward Entertainment.



James Ernest

James Ernest is best known as the owner and lead designer of Cheapass Games. Prior to founding Cheapass, he worked as a juggler at various venues, including Camlann Medieval Village, and as a freelancer with Wizards of the Coast. He also worked for Carbonated Games. In 2005, Paizo Publishing created Titanic Games with Ernest and Mike Selinker.

Ernest's games include Unexploded Cow, Kill Doctor Lucky, The Big Idea and the game originally known as Before I kill you, Mr. Bond (that game was eventually renamed after complaints from the owners of the Bond franchise). He has had recent success with Kickstarter, successfully crowdfunding games like Unexploded Cow and the upcoming Get Lucky (which takes the concept and core mechanics of Kill Doctor Lucky and adapts it to a pure card game).

Ernest wrote, produced, directed, edited and created music for the short film "The Man Between" (2003), and he wrote the book "Dealer's Choice: The Complete Handbook of Saturday Night Poker."

Check out his website: <http://www.cheapass.com>.



Brandon Morris

Brandon manages a team that creates 3D and 2D assets for use in video games. He has created characters, environments and effects for use in cell phones, Nintendo DS and iPhone games.

He currently works with Backflip Studios and will be contributing to some of the special art and video gaming panels at StarFest this year.



Thomas Olson

At Backflip Studios, Thom works on and develops and publishes absurdly fun mobile games for iOS and Android devices. Their games include Paper Toss, DragonVale, NinJump, Ragdoll Blaster and Army of Darkness Defense. Together, the games have been downloaded over 300 million times and are played by more than 30 million active users per month.

Prior to working at Backflip, Thomas was a character artist at Insomniac Games, the makers of the Ratchet & Clank series. Mr. Olson will be speaking at StarFest about how to break into the video game industry and lead a discussion on how YOU can land a dream job like his!

Alternate History in Fantasy and Science Fiction

A look at the special appeal of changing up history and the behind-the-scenes strategies authors use to make it work. Hosted by Tonya De Marco and featuring Travis Heermann, Vivian Caethe, Guy Anthony De Marco, Lou Berger, Mark Stone and Jacob Spriggs.

Are Radio Plays the Future of Science Fiction and Fantasy?

Video may have killed the radio star, but it's time for radio come crawling back out of the grave. Join Giant Gnome Productions with a discussion of how new technology is making radio plays like "Welcome to Nightvale" a very real future for science fiction and fantasy.



Art Show

We want to encourage all you budding artists to enter the StarFest 2014 Art Show. Past entrants have included Peri Charlifu, Jim Humble and Tim Kuznair, whose work is pictured here. The Art Show will be held in Pikes Peak, up on the Mezzanine. No pre-registration for the Art show is necessary; your artwork can be entered at any time during the convention. Enter

your science fiction, fantasy, portraits, 3-D, sculpture or any related artwork. For all the art show rules and information go to starlandartshow.com

Become a Mad Scientist in your Spare Time

Ever wanted to explore a galaxy far, far away? Visit Planets of Doom? Search out signals from ET? Help oceanographers explore the sea bottom? Want to track genetic mysteries? Then, Citizen Science is for you! Science video producer, astronomer and StarFest regular Carolyn Collins Petersen presents ways that just about anybody can "do" Big Science, including some tasty astronomy projects. It's called "Citizen Science," and it appeals to the Mad Scientist in all of us. Come hear and see what YOU can do with just a little training and instruction. Who knows? You might help a scientist make a momentous discovery. At the end of the talk, we'll have time for the popular "Stump the Astronomer" Q&A session! Bring your astronomy and space science questions! Come early to get a good seat.

The Brig

You think up the crime, they'll do the time! Arrest your friends, spouse, children or all of the above. Make faces at them as they sit in The Brig. Make them parade around the Con wearing obnoxious costumes (other tortures also available). And all the while you will be helping the Denver Zoo in its mission to make a better world for animals through human understanding.

Browncoat Trivia

How big is your brain-pan? Test your Firefly/Serenity knowledge against other Browncoats for fun and shiny prizes. Not playing? Everyone is welcome to watch, cheer and in true Browncoat spirit.... mock!

Business Principles for Geeks

Turning your hobby into a business (hopefully) without going bankrupt.

Capital Couture Fashion Show

In the Hunger Games series, the Capitol is in the heart of the Colorado and the Rocky Mountains. Join us for a look into the most imaginative creations of local fashion designers, makeup artists, and hair stylists in the region! The 2014 Capitol Couture Fashion Show will certainly keep you talking until the next Hunger Games tribute parade!

Captain Controversy

An in-depth discussion about the strengths and weaknesses of the captains that navigate through the science fiction/fantasy worlds. If time and interest allows, a debate to determine the best captain of all time will occur.

Closing Ceremonies: Battlestar Stormbringer

As we come to the close of another StarFest, the crew of Stormbringer will gather to present her annual Awards and Promotions. Come applaud your friends and share in the spirit of fan comraderie.

Combat in Science Fiction and Fantasy

A discussion of the good, the bad, and the ugly scenes of combat and action in Science Fiction and Fantasy. To include the differences between games, movies, and literature and examples of each. Also a discussion of the morality and emotional impact both upon the audience and the characters involved. Hosted by Kal Spriggs and featuring Josh Vogt and Amanda Montandon.

Come To The Dark Side, We Have Cookies

Wheel the force be with you? Come try your hand at the wheel and see how much you know about the Star Wars universe. Prizes will be awarded. And if you don't win at the wheel, you can always have a cookie or two. Check out our Star Wars food art.

Comparing Star Trek Religions to Earth Religions

The USS Silverthorne presents a discussion comparing the Star Trek universe's religions with actual Earth faiths. For example, the Klingon religion is very akin to Catholicism. These will be explored in detail.



Costume Contest

Our Costume Contest takes place on Saturday night in the Main Events room. Prizes are awarded in several categories. If you are interested in participating, sign up at Costume Contest Registration on Friday and Saturday. It's a lot of fun and exciting, too! Imagine appearing on the same stage as our Hollywood Stars!

Creating Inclusion

This panel will explore how we can use nerd culture to build inclusive communities. The hotbed of nerd power has the potential to reach a wide audience and connect people who are actively working in their communities. Sometimes, however, people do not always feel welcome and included and are instead met by gatekeepers who guard over their

domains, making it difficult to connect in ways that are inspiring and generate change. Presented by Hush Comics, this panel will touch on the community its members have created as well as show the audience how we all are one happy, nerdy community.

“Crossplay,” “Genderbending,” and the Art of Cross-Gender Costuming

What makes you want to make a costume of a particular character? What if your decisions lead you to a character of a different gender or sex? No matter what you identify as, your love of a character may drive you to either twist your own body to fit or change the character's look to fit yours. Come join our discussion on transforming yourself or the characters to make your dream cosplay!

The Dayton & Kevin Show

Join writer guys Dayton Ward and Kevin Dillmore for a relaxed and fun discussion—yes, audience participation is welcomed—about sci-fi and pop culture in general. Topics likely will include their latest projects, including their work on the brand-spankin' new Star Trek: Seekers novel series coming this summer from Pocket Books. Kevin might even spill the beans on various genre-related happenings from within the walls of Hallmark Cards. In and around all of that, you'll be able to pump them for information about the latest happenings in Star Trek publishing at Pocket. Don't miss what happens when Dayton and Kevin get an unsupervised panel room for an entire hour—and next year, when someone asks why they're not sitting in Authors' Alley anymore, you'll know WHY!

Dealer's Room

The StarFest dealer's room is one of the big draws at the convention. It is a marketplace full of games, costumes, photos, posters, collectibles, books and, occasionally, weapons. The StarFest dealer's room is open Friday from 3pm-10pm, Saturday from 10am-6pm and Sunday from 10am-6pm. Most vendors take multiple forms of payment, but cash is always gladly accepted.

Dr. Who IQ Test

Test your Doctor Who IQ to determine whether you are a Doctor Imbecile or a Doctor Genius! Doctor Who fans of all ages are welcome to take a written exam to determine their Doctor Who IQ. Can you score over 160 to be called a Doctor Who Genius? Even if you took our test last year, join us again as we have all new questions this year. The exam will test knowledge of episodes and specials since the 2005 renaissance of the Doctor. This is your chance to show your knowledge of the Doctor Who universe. Each participant takes the test individually - not yelling out the answer or being called on to answer a question. All participants will receive a ribbon showing their Doctor Who IQ level and score. A prize will be awarded to the top scorer. This is a family friendly activity, but the test is guaranteed to be challenging to any Doctor Who fan. This is not a come-and-go panel. Please be punctual since the timed test will begin 5 minutes after the panel starts.



The Evillettes!

Go-go dancing space girls!

Fan Clubs

All the local science fiction fan clubs will be at the convention. Various presentations will be made in the panel rooms during the convention. If you want to make your science fiction infatuation more of a social thing, be sure to check into the club activities at the convention. They will be more than happy to let you know what kinds of activities are available throughout the year.

Fan Film Festival

The StarFest Fan Film Festival is back again this year in the Aspen Theater. It is Friday night and starts at 6 pm. We are proud to feature amateur, student, and independent films from around the world. Past festivals have featured "The Call of Cthulu," "Starship Farragut," and "Triple Hit." Join us this year and see what is in store!

Fantastical Races

Fantasy has long been peopled by mostly Caucasian characters. What stories are we seeing lately that include other races (real or made-up) and how can we step outside stereotypes to our creative benefit? What are some mistakes panelists feel they've made in depicting (or not!) characters of other races, and where do they feel they've succeeded? This is intended to be an anger-free, no-judgment panel filled with thoughtful dialogue and ideas.

Faster Than Light Speed Dating

Are you lonely, looking for that special someone to enjoy the convention with? Look no further! Come join Faster than Light Speed Dating! Why flee from Cylon tyranny alone? There are no guarantees, but you might find a friend or just have good time. A Speed Dating panel with a Battlestar Galactica theme for all kinds of Geeks.



Firefly Drinking Songs with Marc Gunn

Are you a Browncoat? Do you love Joss Whedon's Firefly? Sing-along with Gunn as he presents songs from his popular CD Firefly Drinking Songs.

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The 501st Star Wars Experience

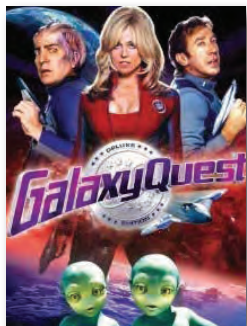
In celebration of over 30 years of Star Wars, the Clone Wars Animated series, and the upcoming Episode VII movie, the 501st Mountain Garrison will be presenting the Star Wars Experience at StarFest. Come and join us for this momentous occasion of one of the most influential science fiction sagas in our generation.

Throughout the weekend, meet your favorite Star Wars characters in the new replica set, and get an opportunity to take your picture with stormtroopers, bounty hunters, and even the menacing Darth Vader. If you are lucky, you can even meet a couple of our captured R2 units, maybe R2-D2 himself!

The Empire will be trying to capture you and prevent you from finding the droids, but you will have an opportunity to beat them for various prizes including many Star Wars props and replicas donated by the Mountain Garrison, the Rocky Mountain region's premiere imperial costuming group.

Foam Combat

Feeling Stressed? Need to get some exercise? Perhaps you need to get your geek on a bit more often or would like to engage with a solid community of like-minded folks? Such things can be had with Amtgard. Amtgard is a medieval fantasy recreation organization. Note that we said recreation, not Re-Creation. While we do fight with facsimiles of historic weapons and make custom costumes, there is nothing that says you can't decide the outcome or be the hero. Play a Goblin or a Monk or even the wicked witch of Denver -- the choice is entirely yours.



Galaxy Quest: The Quote-Along Adventure

By Grabthar's Hammer, what a movie! 2014 marks the 15th anniversary of the best Star Trek film ever made! Writer guys Dayton Ward and Kevin Dilmore present a special screening of this most epic of science fiction tales, and you're invited to yuk it up right

along with Commander Peter Quincy Taggart and the intrepid crew of the NSEA Protector as they match wits with the evil Sarris in a bid to save the hapless yet still rather adorable Thermians from total annihilation. That's right, Questarians! Shout out all of the movie's best lines right along with the characters. Join the quest! Never give up, never surrender!

Geek and Gamer Girls Part 2

With the great conversations we had last year, we would like to invite you back to tackle a new set of topics that face women in the geek and gamer world. This year some of the issues we will discuss include how your avatar in the game has more clothing on when undressed than in full high-level armor and the silly unrealistic poses of female super heroes.

Geekparady

A comprehensive geek themed jeopardy game. Is your knowledge of Star Trek as precise as a Vulcan's control of emotion? Perhaps -- but could you also ride with the Doctor, slide into a Viper and do battle with a light saber? Calling all geeks, how widespread is your knowledge?

Genderbending in Science Fiction and Fantasy

There's been a lot of talk about sexism in fandom and SFF fiction and film. Most of this talk centers around female fans and characters, but here we'll tackle both genders. What are some good examples of characters who step outside the gender box and how can we treat our characters to make them more inclusive and intriguing.

Gorram Browncoats!

Join fellow local Browncoats for a discussion centered on Joss Whedon's Firefly/Serenity 'Verse. Learn about our upcoming group activities, Shindigs and the July CSTS charity screening of Serenity. Share with us your love of this shiny tv series and film.

I Am A Super Nerd

The folks from I Am A Super Nerd Podcast bring you the latest Nerd News and Rumors from movies, TV, comics, games and more! Rumors from Avengers 2, Star Wars Episode VII, Batman vs Superman! Nerd News from "Doctor Who," "The Walking Dead," Batman TV "Gotham" and more! - IamASuperNerd.com

Industrial Light & Magic: Creating the Impossible

An original documentary celebrating that legacy of Industrial Light & Magic (ILM) directed by Academy Award and Emmy-nominated director Leslie Iwerks and narrated by Tom Cruise. The hour-long special has interviews with filmmakers George Lucas, Steven Spielberg, Ron Howard, J.J. Abrams and Jon Favreau, actors Samuel L. Jackson and Robin Williams, producer Jerry Bruckheimer and John Lasseter, the chief creative officer at Walt Disney and Pixar Animation Studios. Film and television shows featured in the special include "The Abyss," "Avatar," "Forrest Gump," "Jumanji," "Jurassic Park," "Pirates of the Caribbean," "Raiders of the Lost Ark," "Robot Chicken," "Star Trek (2009)," "Star Trek II: The Wrath of Khan," "Terminator 2: Judgment Day," "Transformers," "Twister," "Young Sherlock Holmes" and "The War of the Worlds (2005)," which starred narrator Cruise.

Leslie Iwerks' documentary takes audiences behind the scenes at ILM with in-depth interviews with some of the company's top talent and showcases never before seen footage highlighting many of their pioneering milestones. From creating the first ever computer generated character in a feature film to the latest advancements in visual effects for film franchises like "Transformers" and "Iron Man," ILM has created some of the most memorable movie moments in recent history.

Intergalactic Bellydance

Whether Doctorin' the Tardis or shakin' it Star Wars Cantina style, Les Femmes and friends are sure to entertain with Middle Eastern moves, unpredictable tunes and a cheeky sense of humor.

Irish Drinking Songs for Cat Lovers by Marc Gunn

Combine Cats and Celts and you have a CD for the wonderfully demented kitty cat fanatic. Listen to music you've heard on St. Patrick's Day or by The Dubliners, The Clancy Brothers, The Wolfe Tones, and The Irish Rovers. Then laugh as all your favorite Irish Drinking Songs are rewritten with lyrics about cats.

*Programming note: StarFest dress code will remain in effect despite any declarations of "No Pants Allowed" from panel members.



The Tales from Avistrum Show Series is an interactive entertainment experience set in the fictional world created by J.K. Rowling. Fun for the entire family, all ages are welcome. All children under the age of 12 must be accompanied by a parent

or guardian. All events and classes presented by Avistrum Academy are **free of charge** at StarFest. Produced by Mischief Managed Entertainment. Like us on facebook.

Friday Night Celebration

Come and spend a fun evening with Avistrum as they celebrate the reparation of the Lobostro portion of the Founders Fountain, and the new House Cup Champions, Lobostro House! *Sample and enjoy free wizarding candies in the Candy Bar, sponsored by the Foundation for Fixing the Founders Fountain. (It's a working title) *Free Face Painting, brought to you by Enigmus Prefect, Riffka Rose. **"Open Pitch" to play Quidditch on the PS2! Train for the 9th Annual StarFest Quidditch Tournament! *Arts and crafts in the Enigmus Common Room! *Registration opens for the Triwizard Tournament! Become the new Grand Champion! Ask anyone with Avistrum for details.*Reserve your place for any of the classes Avistrum is presenting over the weekend, free of cost! Classes tend to fill quickly, so claim your spot and don't miss out.

Is Short still Sweet?

Flash and Short Fiction as Gateways to Publication

Does selling short fiction mean someone will buy your novel? How has e-publishing changed the way authors get noticed? Are the markets changing too quickly to make a difference in your career? Authors David Boop, Betsy Dornbusch, Sam Knight, Dayton Ward and John Jackson Miller.

Junkyard Derby!

Take "Junkyard Wars" and a pinewood derby, mix'em together, and you get the Junkyard Derby! Kids will have two hours to build a junk car out of random junk supplied weighing no more than 8 oz. The challenge will be to build a junkyard car that rolls the furthest down a ramp and along a straight-away. The three cars that roll the farthest will win engineering prizes! Sponsored by the USS-Pioneer Engineering department

Saturday

9th Annual Quidditch Tournament

Become this year's StarFest Quidditch champion, and take home a Championship Medallion and Certificate! Played on the PS2 due to Statute of Secrecy. Sign up for a spot with Coach d'Medici.

History of Avistrum w/ Student Leaders

In this special presentation brought to you by your Head Girls and House Prefects, you will learn more about the history of Avistrum, its Founders and perhaps some theories on how to repair the remaining portions of the Founders Fountain.



Defense Against the Dark Arts w/ Headmaster Dowling

Learn some new methods in how to protect yourself and others from the menacing Dark Arts.

9th Annual Starfest Quidditch Finals and Championship Match

The finalists shall compete to see who takes home the Medallion and the title of StarFest

Quidditch Champion 2014! Not playing in the Tournament? Come and cheer on the players in this fun and lively event!

Sunday

Muggle Studies w/ Prof. Cubrick

Don't miss this fun and inventive class which is returning to Avistrum after many years! Muggle Studies is being taught by a new professor, Desmond Cubrick. He is a high ranking agent in the Auror Department and specializes in a new division called "Wizard Gadgets". Come see the marvelous things you can build when you apply magic to muggle objects!

Wizard Jeopardy!

Do not miss this exciting Third Task where the final three competitors will battle it out to see who will become this year's Triwizard Champion! Even if you're not competing, attend the event (in Panel Room 1) and get your raffle ticket in order to win one of our fantastic Door Prizes! The prizes are brought to you by Barnes & Noble Bookstores, Cave of the Winds, Century Theatres and the Wizarding World of Harry Potter. But in order to win, you have to be there! This event is always a cauldron of laughs!

Karaoke Test of Bravery

We sing, both genre-themed songs and regular karaoke songs. Are you brave enough to sing in front of a crowd of crazy supportive people?

Life is but a Dream... or is it?

Dream Narratives Explored

Dream narratives take two forms: active knowledge (they know they're in the dream like "Inception"), or hidden knowledge (they don't know like in "Vanilla Sky"). Is one way of playing with dreams more satisfying than the other? Does one leave your audience feeling betrayed? Join authors David Boop, Josh Vogt, Guy Anthony De Marco, John Jackson Miller and Sam Knight as they travel to the dreamscape.

Light Up Your Costumes

A Wearable Electronics Workshop

Get hands-on in this wearable electronics make-and-take! SparkFun Electronics will provide the materials for you to sew together a flexible, wire-free, solderless circuit. While we're at it, learn about the many ways you can use wearable electronics in your crafts and cosplay!

Make a Fantasy Leather Bracer

This will be a hands-on demonstration on how to make a leather bracer. There will be a \$15 fee to cover leather and materials, but you will walk away with a leather bracer. You will learn basic leather tooling! Tandy Leather of Sheridan is sponsoring and supplying materials for this panel. Limited to the first 25 participants in the room.



Make a Steampunk Leather Bracer

This will be a hands-on demonstration on making a steampunk leather bracer.

There will be a \$15 fee to cover leather and material used, but you will walk away with a steampunk leather bracer. You will learn basic leather tooling! Tandy Leather of Sheridan is sponsoring and supplying materials for this panel. Limited to the first 25 participants in the room.

Make-up By Mike

Need that final touch to complete your costume? Want to be a hideous zombie? Vile Visions presents Make-up By Mike, providing you with special fx make-up services, airbrush tattoos, glitter tattoos, and much more! Michael Garvin and Monique Ridgeway have you covered. Table located in the Atrium.

Making Low-Budget Independent Science Fiction Films

Since 1999, cinematographer Matt Jacobson has shot three award-winning science fiction feature films with his creative partner, filmmaker Kevin Willmott. These films include the Sundance-favorite, alternate-history mockumentary CSA: Confederate States of America; the post-apocalyptic Western The Battle for Bunker Hill; and the controversial sci-fi satire Destination: Planet Negro! Matt also teaches film and media production at KU's Oldfather Studios, where fifty years ago, director Herk Harvey made the classic independent horror film, Carnival of Souls. Using clips from all of these films, Matt will talk about how to create and shoot sci-fi on a budget- from coming up with ideas, to making your budget dollar count (especially if all you have is a dollar!)

Matt will be joined by Mark Steven Grove for this panel. Mark is a Denver-based filmmaker who has worked in the entertainment industry for over 25 years. Aside from being an accomplished actor and stunt performer, it is his skills behind the camera that have established him as a true Renaissance Man. Gifted in all things action-related, Mr. Grove is a talented fight choreographer, stunt coordinator, firearms handler, pyrotechnician, and special effects supervisor who has utilized his skills in over 120 professional projects.

Marc Gunn shares Sci Fi Drinking Songs

The Celfather will make you smile, breathe deep and laugh with fun Celtic music inspired by Doctor Who, Star Wars, Star Trek, Firefly, The Hobbit and a gaggle of cats. It's like a satirical jam session between The Clancy Brothers and Weird Al Yankovic.

The Mellow Hour

Come create tasty treats that you can eat! We will be using marshmallows to create and play games. Challenge your friends to a no-hands smores-eating race, or take part in our castle-building contest to win a prize. There will be games, candy and lots of fun. All ages are welcome to come play!

Mind's Eye

"Mind's Eye," a mind-bending sci-fi thriller directed by Denver Filmmaker Mark Steven Grove and produced by Boulder Filmmaker Meryem Ersoz. It will be showing at StarFest 2014. The film stars Dean Cain (Lois and Clark, the New Adventures of Superman), Malcolm McDowell (A Clockwork Orange, Star Trek Generations), Natalie Distler (Rescue Me), Aaron Perilo (True Blood), Monte Markham (Leverage, Fringe, Star Trek: Deep Space Nine), Migina Tsai, and introducing Izzie Steele and Andrew Trainor. The film features many other local Colorado actors and crew.

A young high-school musician, Mattie Carver, is on a strange and unpredictable journey through the looking-glass world of the mind's eye. Joined by her science teacher, the school psychologist, two mysterious men in black, and her closest friends, Mattie must find the truth in a constantly morphing reality before it slips away from her forever. "Mind's Eye" is a sci-fi psychological mind-bender similar to "Inception," "Source Code," and "Mulholland Drive" and deals with the paradoxes of time and memory, trauma and loss.

The Mounted Warrior

The Order of Epona, an equestrian performance group based in Ft Collins, CO, presents this panel on the mounted warrior. What was his role through the ages and his role in fantasy? We'll also discuss the resurgence of mounted skill at arms.



Name That Sci Fi Tune

SciFi tunes will be played and contestants chosen from the audience will press the buzzer. The contestant who presses the buzzer first and

answers the tune name first gets a point. The contestant with the most points wins. Brought to you by MileHiCon.

Overcoming Barriers in Science Fiction

Primarily about sexism but also ableism and racism, and how to be heard when your voice is a perceived minority. This is about writing/publishing/directing/etc for science fiction, not the characters thereof.

The Pros and Cons of Fanfiction

A look at the positive and negative effects that fanfiction has on gender, identity, and sexuality.

The Power of Podcasts

Geekstreetsociety radio is an online radio station, and we want to express the importance of podcasts on the geek culture.

The Quest for Mars

Did you sign up to go to Mars? Know somebody else who did? Know somebody you WISH had signed up to go? Can't wait to find out whether or not there's life there? Whatever your interest in Mars, come find out what's awaiting our first intrepid explorers to travel to the Red Planet. Mars is not just Barsoom any more! It may LOOK like a dry, dusty desert planet, but it's WAY more than that! StarFest regular, science video producer and astronomer Carolyn Collins Petersen takes us on a trip to Mars, using the latest and greatest info from the spacecraft exploring it. Come early for good seats -- and, bring your favorite Mars question to ask!



RoboFest

2014 marks the 8th anniversary that RoboFest has been at StarFest. Originally it was a small gathering of the dedicated builders of B9 Robot Builders Club (B9RBC.com) to come show the SciFi fans their Lost in Space Robot and talk about how they were built. Since that first

year it has grown to showcase all types of life-size Robots, from the Lost in Space Robot to R2-D2, C3PO, Mouse Droid and all the other Droids from the Star Wars Universe.

Dr. Horrible's Sing-Along Blog & Buffy's Once More With Feeling

If you walk through the fire or think that the world is a mess and you just need to rule it, come join the Rocky Mountain Whedon Shadowcasters Saturday after the costume contest for two of your favorite Sing Alongs. It may be late in the evening, but as there will still likely be kids about, please keep the catcalls clean! Brought to you by The Rocky Mountain Whedon Shadowcasters.

The Rocky Mountain Whedon Shadowcasters Rehearsal

If you're interested in joining the cast as an extra dancer, duck, homeless guy, or henchman for either of the sing-along shadowcast shows on Saturday, join us at our open rehearsal!

Sci Fi Drinking Songs with Marc Gunn

Star Wars, Firefly, Lord of the Rings, Star Trek. Join Marc Gunn for an hour of raucous fun drinking songs from long, long ago, in a convention near you!

Sci Fi Game Show

Please join us for an exciting game show where you spin the wheel and guess the puzzle on the board. All the puzzles are based on Sci Fi. We will be choosing players from our studio audience to play in each round. The winners of each round will be awarded fabulous prizes. We will be handing tickets at the door to randomly draw our contestants, so don't forget to pick up your ticket. Your ticket is good throughout the entire show so be sure and stick around -- you might get chosen to play! The games promise to be fun and challenging. SEE YA THERE!!!



Ray Harryhausen Presentation

This year, May 7th marks the one-year anniversary of the passing of Ray Harryhausen. For the majority of today's filmgoers, this isn't a significant event.

For many others, like myself who grew up in the era before science fiction and fantasy movies were multi-million dollar productions requiring entire armies of effects artists, it's a time for sadness and reflection.

Even if you don't know who Ray Harryhausen was, you've probably seen his work. The master animator is best known for breathing life into giant, writhing serpents, sword-wielding skeletons, and marauding dinosaurs in such fantasy adventure and monster movies as "The 7th Voyage of Sinbad(1958)," "Jason and the Argonauts (1963)," and "Clash of the Titans (1981)". Harryhausen was an innovator, and in many ways the father of the modern special effects craft and industry.

In his honor, I decided to assemble a Ray Harryhausen's greatest hits presentation. As I started, it became clear that I could fill an entire weekend. As this wouldn't be possible, or logical, I decided to narrow my focus.

On both Saturday and Sunday morning, in Main Events, we'll screen a very well-produced documentary, "The Harryhausen Chronicles," narrated by Leonard Nimoy. This gives anyone interested two chances to sit in.

Deciding which two films to present was also a challenge. The two winners are "Mighty Joe Young" and "Jason and the Argonauts." Both films will be shown in Main Events -- "Mighty Joe Young" on Saturday morning and Jason on Sunday morning.

In a departure from my normal presentations, I won't be "dissecting" the visual effects of the films. I felt it best to let you, the audience, enjoy the magic. Enjoy - Kevin Atkins

Sci Fi Influencing Reality

From cell phones to tablets to NASA working with warp drive and cold fusion. What does the future look like and is Star Trek a reality? Hosted by Tonya De Marco and featuring Travis Heermann, Vivian Caethe, Guy Anthony De Marco, Lou Berger and Mark Stone.

Science Fiction Role Models For Girls and Women

A discussion and comparison of various powerful women in science fiction and how girls can grow up to be more than just Disney princesses.

Sherlock: Observation and Deduction

Exactly how much of Arthur Conan Doyle's Sherlock Holmes can be seen in the BBC series Sherlock? This panel is a comparison of the original stories written by Doyle to the BBC's modern-day take on the world's most famous detective. It will show how much has come from the original stories to what has been tweaked in the series. Warning: there will be spoilers if you haven't seen the series. There will be a raffle for prizes, but you must be present at the end to win.

Songs of the Wasteland

Pitchforks and Hammer Handles is a folk-rock band that has ventured forth from their Vault to perform a selection of songs from the old world, as well as a few drawn from popular vids. Their style and selection is inspired by life in the wasteland.

StarFest Talent Show

Do you have a song you need to sing? A skit you need to perform? The Atrium Stage is the place to do it on Sunday morning. Sign up Friday and Saturday at Costume Contest registration (near Convention Information). Walk-ons will be accepted on Sunday if time permits. Please keep performances to under 5 minutes each. Categories are 18+ and under 18.

So warm up those pipes, practice that guitar, or put the finishing touches on your skit!! You could be StarFest's Most Talented!

Starfleet Region 17 Meet and Greet

Come find out what world's largest Star Trek Fan Club -- STARFLEET the International Star Trek Fan Association -- is all about. We'll tell you all about us and what the different chapters are doing, and we'll invite you to help us recognize some members for all their hard work.

Stargate Cheyenne Mountain Virtual Tour & Stargate Costuming

You've seen it on Stargate -- have you ever wondered what the real Cheyenne mountain complex is like? We'll be happy to show you! Our panel will contrast the real facility with what you see on the show, and we'll also be talking about Stargate costuming, props & weapons.

Stargazing & Telescope Viewing

Come see the stars and planets! Weather cooperating, Friday and Saturday evening from 8PM - 11PM the Denver Astronomical Society will be offering the chance to look through our telescopes. Here's your chance to see the cloud bands of Jupiter and its moons, the Orion Nebula, Mars, and other objects of interest in the night sky. Location for setup of the telescopes will likely be outside near the conference registration entrance. This is a free event. Stop by the Denver Astronomical Society table for more details.

Star Trek IQ Test

Test your Star Trek IQ to determine whether you are a Star Trek Imbecile or a Star Trek Genius! Star Trek fans of all ages are welcome to take a written exam to determine their Star Trek IQ. Can you score over 160 to be called a Star Trek Genius? The exam will test knowledge of original Star Trek and Next Generation episodes and all Star Trek movies. Even if you took our test last year, join us again as we will have new test questions. This is your chance to show your knowledge of the Star Trek uni-

verse. Each participant takes the test individually - not yelling out the answer or being called on to answer a question. All participants will receive a ribbon showing their Star Trek IQ level and score, and a special trophy (that any Star Trek fan would love) will be awarded for top score. This is a family-friendly activity, but the test is guaranteed to be challenging to any Star Trek fan. This is not a come-and-go panel. Please be punctual since the timed test will begin 5 minutes after the panel starts.

Star Trek Outpost: Live!

Beam in to this two-part experience and learn what it takes to create an audio drama from the crew that produces the Parsec Award-winning fan audio drama, Star Trek: Outpost. Learn the ins and outs (including how easy it is!) of audio production as we take volunteers from the audience to record a "minisode" of Star Trek: Outpost. After recording the session on the first day with audience participation, we will mix the "minisode" overnight and play it back for the audience and volunteer actors the following day. The final production will eventually air as part of the Star Trek: Outpost podcast which is posted monthly on www.startrekoutpost.com and www.giantgnome.com.

Star Trek Trivia I

Come test your knowledge of all Star Trek television series and Star Trek movies. Prizes will be given out to 1st, 2nd, and 3rd place winners. 100 new questions have been added. Will you be the one to walk away with 1st place and bragging rights as the Star Trek Trivia champion?

Star Trek Trivia II

In this contest open to 12 players, the questions will hit at warp speed! Each must decide if the statements are true or false. Prizes will be awarded to the top three scorers.

Star Trek vs Star Wars

This panel will discuss the greatest ongoing sci-fi debate: which one is better, Star Trek or Star Wars? The presentation will contrast and compare the two sci-fi adventures in various ways, including who had the better special effects, space gadgets, storyline, characters, and music. Which made the most money? Which affected us more socially and culturally? Which was more realistic? In the end, the audience's final vote about which is the best will speak for itself.

Star Wars Trivia I

Come show your strength in the Force with a Star Wars trivia showdown. Questions will cover the Star Wars movies & Expanded Universe of books, comics, games, and other sources. Are you a padawan or a master? Come and find out. Prizes will be provided.

Star Wars Trivia II

In this contest on May the Fourth Be with You open to only 12 players, the questions will launch at you faster than hyperspace! Each contestant will have to decide if the statements are true or false. Prizes will be awarded to the top three scorers.

Stormbringer Theater 3000

Returning for a third year, Stormbringer's nod to MST3K is back again! Two teams will compete for the honor of being the Most Funny Fans by shouting insults and one liners. All while enjoying a spectacularly bad example of Sci Fi.

The Stubby Shillelaghs

The Stubby Shillelaghs formed in 2010 when long-time friends Andrew Mit-hun, Ryan Knaub, and Shaughnessy McDaniel decided to start "The Stubby Shillelaghs" as a small side project. In October of 2010, "Patrick's Pub" was looking for an act to play their Halloween show and they took a chance on the as-yet unproven Stubbies. The result was a resounding success which led to the band's weekly three hour show, "Stubby Tuesdays".

The Stubbies acoustically perform both original compositions and traditional Celtic songs. Drawing inspiration from personal experiences and their love for science fiction and fantasy, the Stubbies write and perform songs about their personal family history, their favorite super heroes, movies, television shows, comic books, and alcohol.

Their high energy folk style has quickly become a sensation in the state of Colorado, leading to two Colorado Irish Festival appearances, performances at last year's StarFest, glowing band and album reviews and even several homages from fellow musicians and web artists.

Texas Hold-'Em

Looking for some action Friday night? Join the USS Pioneer for a free, no-limit Texas-Hold-'Em Tournament! The game starts at 9:00 pm, with set-up starting at 8:30 pm in Compari's. Players must be at least 18 years of age to play. Sheets listing the chip values and hand ranks will be available to keep it easy. You'll have fun even if you haven't played much! Prizes will be given for those who reach the final table and for the tournament champion. We'll also draw for door prizes throughout the game. Registration begins at 6:00 pm at the Grand Alliance check in table at Main Registration near the Dealer's Room and goes until 8:30 pm. We'll also be selling the infamous StarFest commemorative poker chips for charity to benefit the Dumb Friends League. Only \$2 each. These chips will be available at the Grand Alliance check-in table Friday night, the poker tournament, the Federation Ball Saturday night, and the Pioneer craft panels both Saturday morning and Sunday morning. Shuffle up and deal!!!

Thrice More into the Breach

Revision as an Ongoing Battle

You finished your novel/short story and/or screenplay. Think you're done? Think again! Now it's time to edit your own work. The whys, hows and what-to-look-fors can be as varied as the writing itself. Join this group of pros as they discuss their way of tackling the revision beast. Betsy Dornbusch, Christie Golden, Travis Heerman, Tonya DeMarco and Peter Wacks.

Trona Pinnacles Today

Secret "Lost in Space" Location Shooting Sites Revealed

William Hedges, noted expert on the "Lost in Space" television series, will give a fascinating presentation on the facts behind secret exterior shooting locations used on "Lost in Space." The original studio sets of the series were struck forty-six years ago, but the exterior filming sites still look just like they did back then, and you can visit them today. A trip to California's Trona Pinnacles and Red Rock Canyon will take you to the fictional planet Priplanus where giant Cyclops roamed, space-ships crash landed, rocketbelts flew and the chariot crossed the barren desert. Find out how these shots match up with what is there today and where to find the specific locations.

Welcome to the Battlestar Stormbringer

Battlestar Stormbringer is the local chapter of the Colonial Ministry of Defense, one of the premier Battlestar Galactica fan clubs. Whether you are a standing member of the crew, or you are interested in joining, stop by and hear the latest in the club's journey and where we are going in the future.

Welcome to Night Vale -- Character Q&A

The Night Vale Community Radio Station, in celebration of Citizen Day, are holding an open Question and Answer session with several notable Night Vale Citizens. Just do not speak or think about the Dog Park...

What Will Be The Next Genre Classic?

We just celebrated the 50th anniversary of "Doctor Who", we are close to the 50th of "Star Trek", and we still talk about films like "Forbidden Planet", "The Day the Earth Stood Still" and "Metropolis". We have also not forgotten the classic Universal Pictures monster movies! So what about the next 50 years? What film, TV or franchise will we be talking about at StarFest 2064? Hosted by the Time Shifters crew and anyone else we can wrangle into the room. Come by and share your thoughts!

Whedonverse

Buffy, Firefly, Avengers, Serenity, Agents of Shield, and so many more. Celebrate the many worlds of Joss Whedon with a lively audience interactive panel. We'll be debating our favorites and discussing the future. "Joss is Boss!"

Wild and Wonderful Facets of the Universe

It isn't all wobbly-wobbly and timey-wimey. Join the 4th Doctor for an exploration of the wild and wonderful facts and theories about the Universe and our ongoing quest for knowledge. Brought to you by the Denver Astronomical Society.

The Women of Westeros

Women of Westeros and Girls of Game of Thrones Sugar, spice and everything nice? That's certainly NOT what the little girls of George RR Martin's "Game of Thrones" series are made of! Clever, crafty and courageous, these witty and winsome women are raised in a culture to bear children as the men in their lives use them as pawns in the Game of Thrones. But these ladies seldom sit serenely and tend to tenaciously tackle the same conflicts and issues just as deftly as their male counterparts. Come join us and debate how the ladies in HBO's Game of Thrones series gain, wield and use power. (SPOILER ALERT: We will be discussing the current events happening in the "Game of Thrones")

Wonderflex and Worbla Made Easy

Ironman, Halo, Deadspace, Doctor Who and Mass Effect - can you do it? YES! Do you want to add dimension to your costume or make armor that has people trying to figure out if it's real metal? We'll talk about two favorite materials for creating futuristic and fantastical armor and share tips and techniques for getting started. Creating epic armor isn't as scary as it seems. This one you won't want to miss!

You Got Your Reality in My Fantasy!

Both science & fiction have been great places to explore contemporary issues under the guise of fiction, but when is it too much? Can your soapbox overwhelm your prose? Join authors Betsy Dornbusch, Guy Anthony De Marco, Kal Spriggs, David Boop and Peter Wacks as we try to find balance in the force.



The Denver Entertainment Art & Design Academy was created to offer those who wish to pursue an education in the entertainment industry the chance to get a Los Angeles quality art education while living in Colorado. From movies to video games to comic books and more, it's our

goal to bring in teachers who are professionals in their industries to show students exactly what employers in their fields are looking for. Whether attending for fun or to one day work in one of the major entertainment industries, our goal is to build your portfolio, because that is what Art Departments care about above all else - that you can get the job done and have an eye for design. Join us for the following panels at StarFest:

Getting a Job in Video Games

The Video Game industry is a fast-growing and exciting industry. But those games require people to help create them. Get the inside story on how to break into the video game industry from (insert name) of the Boulder-based Backflip Studios! Come for an informative discussion and learn what it takes to find that dream job, and hear about the upcoming classes soon to be available through the D.E.A.D. Academy!

Want To Be a Video Game Artist?

Join Backflip Studios artist(s) as they discuss what it takes to become an artist in the exciting world of video games! And find out about upcoming classes being offered through the D.E.A.D. Academy that can help you get there! Bring your questions.

Comic Book, Movie, Video Game and Creature FX Art Classes!

Have you always wanted to learn how to get into one of these great fields, but didn't think there was a way in Denver? Now there is! The Denver Entertainment Art and Design Academy (D.E.A.D. Academy) is a locally-based entertainment art school that provides a Los Angeles - style education in art for comic books, movies, video games and creature FX. Come on down and learn how we can help you reach your goals!

Dreams to Dollars

Making it as an Artist in Denver

So you have a desire to find work in the world of art, but your dreams and talents or expensive degrees aren't working out for you? Can't find a job doing what you do? Find out how three friends decided to take their future into their own hands and create the kind of work they wanted to do. Join Amber Vojensky, Paul Regalado and Brian Weathers of Nightmill, a local design and animation house, and learn how they made it all happen for themselves.



Jedi Academy is an opportunity to prepare yourselves to be Jedi Knights. You will learn a variety of useful insights into galaxies both near and far, far away - the types of species, cultures and creatures you will encounter; a better understanding of the history that has brought us to the present from a long, long time ago; and even tips and demonstrations of how to

fight with a lightsaber without losing an arm. Each class is a separate panel, involving a little bit of learning and plenty of fun. For those who attend all four classes, there will be a graduation ceremony, a diploma and a prize.

Diplomacy 101

Dealing with Alien Species and Cultures or Do You Really Need a Protocol Droid to Speak Bocce?

In this class we will look at the amazing range of sentient beings in the galaxy - from Jawas to Genosians, from Bothans to Rodians. We will examine what makes each species unique and we will experience such exciting cultural festivities as the Ewok Celebration Song and Wookiee Life Day.

Lightsaber Combat 101

How to Properly Use a Lightsaber or Training That Won't Cost You an Arm or a Leg - Witness a demonstration of saber-fighting skill by two talented Jedi. Learn techniques of swordplay and, for some, a chance to practice with the masters.

Galactic History 101

Tracing the History of Empire and Rebellion or How Long Ago is "a Long, Long Time Ago"? How did the Empire rise and fall? What were the important events in the development and success of the rebellion? Who were the important movers and shakers in the history of each? Most importantly, what would you have done if you were in their situation? Be prepared to demonstrate your own ability to decide the fate of the Empire!

Xenobiology 101

Strange and Bizarre Creatures I Have Known or Would You Rather Be Swallowed by a Sarlacc or a Space Slug? Not only will we look at a variety of creatures from across the known galaxy, but we will be also be creating our own creatures that might exist on a variety of worlds. This session will also include the graduation ceremony for those students who have completed the four-course Jedi Academy program.





Greetings! This year we are ecstatic to announce the TARDIS has landed at StarFest 2014! Join local fans and podcasters for a two-day celebration of our favorite time traveler, The Doctor, on Friday, May 2nd, and Saturday, May 3rd.

Missing Episodes

Come see these two lost episodes animated reconstruction from the first Doctor's adventures. "Mission to the Unknown" the Doctor fights a coalition of Dalek led space invaders. "Reign of Terror" closes out the first season with the Doctor escaping the blood of angry men and dark of ages past during the French Revolution.

Build Your Own Sonic Screwdriver

What would you do if you had your own Sonic Screwdriver? Now's the time for you and your child to find out. Bring your kids to reconstruct your own "non-lethal weapon of choice" bonding event with the next generation of Whovians. Unattended children will be deleted.

Cosplay Contest

How cool is your cosplay? Could you be the poster boy for the Boeshane Peninsula? Does your Tenth come first? Put your costume creation against others. Winners will receive prizes.

Doctor Who Trivia

How well do you know the universes greatest Time Traveler? Test your knowledge, and your companions, against other whovians for a Team vs. Team and let the scores decide. Prizes for the winning teams. No more than six per team, bring your friends or team up with new ones. Please no cell phones. Winning teams will receive prizes.

Fan-Script Write-Up

Is there a fan script rattling around in your head that needs writing down? Do you wish there were? Bring a notebook and a pen and work with other liter for that extra boost to get going.

Best of the Worst: Villains

Who's the best villain? Who makes the Doctor's skin curl more: Sontarians, Slytheens, Zygons, Verashta Nerada, Daleks or Weeping Angels? Find out who the best of the worst is and what truly gives The Doctor the heebie jeebies and see if your favorite villain makes the cut.

Timey Wimey: Oddities of Doctor Who

Wibbly. Wobbly, Timey, Wimey Stuff, Paradoxes, The Doctor's peculiarities and personality quirks seem endless. Looking throughout the years starting from The Doctor's beginnings on Gallifrey to his apparent end on Trenzalore, these topics will be explored. How has The Doctor changed throughout the years and what quandaries have erupted as a result of his presence.

The Man, The Myth, The Doctor

Looking over the past 50 years, The Doctor has changed vastly from shall we say the big old grump, to the flashy older man, to the awkward but suave, to the guardian. How has the man changed, what myths have arisen, what legends have become from the Doctor? Do you find yourself stumbling trying to answer what number Doctor we are on because the whole topic of regenerations has spun your head around more than twice? Come join the Who Crew as we take a gander at The Man, The Myth and The Doctor.

Companions: The Best, the Worst and Who Should Return?

Who's the Rose to your Tennant? The Romana to your Baker? What traits equate to being the best or the worst companion? Who should return? Delving into this topic, we'll explore these questions to know the kind of companion the man in the blue box will be looking for when he comes a-knocking at your door.



We know you have an inner Klingon. Join House VamPyr and friends and learn how to bring that Klingon out. We have lots of panels and activities to help. To find out more about House VamPyr, visit www.housevampyr.com/klingtonfeast.

Klingon Warrior Training Panels

Join us as we begin the Klingon Feast by Singing the Klingon Anthem. Come meet members of the Klingon Empire!

Klingon Naming.

A true Klingon Warrior must have a glorious Klingon name. We will be having a naming ceremony and you will receive a certificate with your new name.

Star Trek Picture Scavenger Hunt!

Use your digital camera or other electronic device to take pictures of the 25 required people, places, & things on the provided list. Bring the completed list and the photos on your device to the House VamPyr room on Sunday afternoon to win fabulous prizes! (Ferengi Rule of Acquisition #64: The riskier the road, the greater the profit.) Come and get your Scavenger hunt game sheet. A Klingon warrior must know how to HUNT!

Klingon costuming

Details ma'Ke the Kostume

Not your basic costume talk, but details of a believable costume to develop your character. Take it to the next level; learn makeup with Sec'ca'mete and detailing with DoQ.

Makeup All the Shades of Gray.

Bring old heads and new and learn the art of contouring, the prosthetic process, creating your own character, teeth, props, and weapons. There will be a special Q&A afterwards starring John Paladin, Kate DoQ & many other surprises!

Klingon Kostuming

veqa Hol has over 25 years of knowledge building master level costumes.

Echoes In Space Karaoke

Echoes in Space Karaoke is a professional grade Karaoke experience with a library of over 120,000 songs brought to you by the USS Tiburon.

Klingon Kulture

Admiral K'Var and friends are back to educate all on Klingon kulture -- among other things! Come see Admiral K'Var in his element and come asking questions that need answers.

Klingon Bop

Come watch your warriors battle it out with training (foam and duct tape) Batleth. Open to ages 3 to 13 yrs. Cheering sections requested! Qapla'

Klingon Language 101

Come learn the Klingon Language. General VamPyr will be teaching the language of the warriors. You will be learning phrases and words that will impress Martok! Learn to count to 10 in Klingon! Learn the Skill of Klingon Cursing. More information can be found on our website <http://www.housevampyr.com>.

Ship Battle Tactics

Top Gun Training

I am building models for this panel. I am sure We could use another person here.

Klingon Warriors' Tournament

Come test your physical and mental combat skills in the Klingon Warriors' Tournament. All skill levels invited to participate in one or all of the three events: Curse Warfare (if time permits), Mek'leth Combat, and Bat'leth Combat. Win or lose, everyone always has a good time. Brought to you by House VamPyr.

Dancing With Weapons

Integrating weapons and dance - basic oriental dance moves with weapons. Detailing a form of ancient art of Mok'bara.

House VamPyr Meeting

All House VamPyr Members

Be there to receive you awards.. If you want to join our house or find a ship to belong to this is your chance.

Glorious Klingon Ship Building

Kim Folkins - All young warriors will have fun building, gluing, and painting ships.

Tribble Hockey

Come relax with a Klingon Sunday tradition of Tribble hockey. All species are welcome to participate! Qapla'

Klingon Koloring and Silly Putty

Klingon Koloring is training for young warriors to display self-pride!

Closing Ceremonies

Come tell your stories of con. Come wish us farewell. ModelFest



Steampunk at StarFest!!

Get ready to step back into simpler times -- or were they? We have a room dedicated to Steampunk on Sunday, and you'll be able to find out just what life would have been like if Victorian times truly did resemble Jules Vernes' stories. The Steampunk-Fest is brought to you by the great minds of AnomalyCon,

An Introduction To Steampunk

What the heck is this thing that everyone is talking about, and why is Deadpool wearing goggles? It's more than just "Jules Verne" and "Wild Wild West."

Disney's Love Affair with Steampunk

Disney was Steampunk before Steampunk had a name! An examination of Walt's love of innovation and how that is carrying through to the now.

Steampunk THIS!

Just glue some gears on it... wait, what? How can you make THAT Steampunk? An audience-participation competition in which YOU draw random objects with a Steampunk twist!

Steampunk Music Roundtable

What IS Steampunk Music? How does a group get qualified as Steampunk? Is it their costumes, their lyrics? Join us for examples of some of our favorites.

Digging into Steampunk

Books, Music, Movies, Games, oh my!

So you want to be Steampunk but you don't know how to get started? Music, movies, games, and books you should check out to get you hooked.

Steampunk Basic Costuming

Quick! You have a Steampunk event and nothing to wear! Some tips, tricks and tutorials to get you going.



A Whole Bunch
of Star Wars Fun
For Everyone!

Jar Jar Dunk Tank

(All weekend long! - sponsored by the Denver County Fair!) Jar Jar Binks Dunk Tank! For those who hate Jar Jar – Don't miss this chance to publicly show your disdain! For those who love Jar Jar - help Jar Jar visit his watery homeworld of Naboo (at least for a minute)!

Miss Empire Pageant

(Sunday) Are you the most Evil and Glamorous female in the Empire? ...Not to mention the Official "StarFest Miss Empire" sash and tiara? Register for the pageant at Costume Contest registration, or, if time permits, at the contest.

Boba Fett Hunt

(All weekend long) Register at Convention Information and get your list of "Wanted Characters!" Find them at the con, and snap a pic of you with the character. The more costumed characters you capture, the closer you come to winning the Boba Fett Bounty Hunt Grand prize!

Star Wars Lightsaber Pinata Training

(Sunday) Lightsaber Pinata Training with Jedi Masters Gage and Daniel! For kids 10 and under to hone their Jedi Skills! You're blindfolded, with a light saber, trying to smash the floating piñata... (You remember that scene!) Be the Jedi you were meant to be!

These ARE the Droids You're Looking For!

(All Weekend long) It's Trivia Bowl meets Scavenger Hunt in this week-end-long quest to find the full set of Droid stickers hidden around the con!

Star Wars Hall Costume Contest

(Sunday) Here is your chance to show off your Star Wars costume and win some great prizes! Go to Convention Information and pick up your official number. Convention attendees will determine who has the Force with Them on this one!

Building My First Lightsaber

From Fanboy to Bestselling Author

Kevin J. Anderson, bestselling "Star Wars," "Dune," and "X-Files" author tells the inspiring story of growing up as a fan of science fiction and fantasy. Like so many, all he wanted was to be a writer -- and he did it. Join the journey of Kevin building his first lightsaber, and be inspired to build your own first lightsaber!

Yoda Sound Alike

(Sunday) Think like Yoda you can sound? Live on the Atrium Stage. Prize, you may win! Show up 10 minutes early to enter!

Additional Star Wars Events and Competitions!

- Star Wars Balcony Decoration (Decorate your Atrium balcony)
- Best Star Wars Costume -- Take home the honor in our Saturday night costume contest!
- Best Star Wars Art -- Prize category in the StarFest Art Show!
- Find the Star Wars reference in the video room -- All non-Star Trek videos will have some reference to Star Wars. Some are more obvious than others. How many can you spot?

Denver County Fair!
Geek Pavilion

August 1-2-3
National Western Complex
2-for-1 tix for cosplayers!
Robot Opera - Unicorn Rides - Blue Ribbon Contests - More!
Tickets: \$8 at www.DenverCountyFair.org





HorrorFest consists of five rooms presenting three days of horror programming with a little something for everyone. HorrorFest explores all aspects of the horror genre including, film, music, literature, art, haunted houses, and the paranormal. Our guests include musicians, actors, authors, producers, artists, directors, film companies, paranormal researchers, haunt industry professionals, FX artists and many more. The programming includes a film room, a room dedicated to independent horror where you can meet the people bringing new life to the horror industry, a panel room with diverse programming, a special events room and a horror extras room where all kinds of fun things happen.

Stop by the atrium Friday night for our annual charity raffle. Lots of fun and unique items to be won there! The HorrorFest official charity is My Quiet Cave, a resource and mentorship program for people with Bipolar Disorder. You can check out their website at www.myquietcave.org. Come spend some money for great prizes and a good cause!

Also on Friday, a **Haunted Denver Coach Tour** leaving at 10:30pm. Get your tickets before they sell out.

Creepy Kids Krafts

Peri Charlifu will be on hand to help the kids make fun scary spiders and creepy bats.

Shattered Hopes Documentary

An in-depth look at the infamous murders that started all the Amityville stories and myths. This documentary digs deep to find all the stories and facts about the Defeo family and the horrific crime that shocked a quiet town. Part 1: From Horror to Homicide. Part 2: Mob. Mayhem. Murder.

What's the Scariest Movie You've Ever Seen?

Join authors Stephen Graham Jones, Guy Anthony De Marco, Mark Stone, Travis Heerman, Carrie Vaughn and Jeanne Stein for an interactive discussion.

Indie Filmmakers' Panel

Our filmmakers, actors, producers, and writers talk all aspects of making indie horror. With Bizjack Flemco, Zachary Helm, The Mihm Crew, and others.

Richard Elfman – Forbidden Zone 2

Richard talks about the long awaited sequel to his cult classic film.

“Face Off” Style Make-Up Challenge – Anything Goes!

This year's challenge -- Scare Us! Anything Goes! Come face off against fellow make-up artists for a fabulous grand prize provided by

those awesome folks at Reinke Bros. You will have 2 hours to complete your vengeful spirit make-up. Models will be provided for each contestant. You will need to bring all your own supplies and something to drape your model with. No pre-made masks allowed although we will allow premade appliances to be used. Pre-made appliances may not cover more than half the face.

Models -- we need you as well! If you are available for two hours you can become a model for one of our artists. Sign up to participate in the make-up challenge or be a model in the Horror Extras room.

Writing on the Dark Side

What makes writing horror and dark fantasy different from other stories? Where does the inspiration come from? With Guy Anthony De Marco, Stephen Graham Jones, Jeanne Stein, Mark Stone, Peter J. Wacks, Sam Knight, Carrie Vaughn and Travis Heermann.

The Appeal of Horror – Why Do We Like to be Scared?

A discussion on why we like to be scared. Panelists: Guy Anthony De Marco, Mark Stone, Sam Knight, Quincy J Allen, and Stephen Graham Jones

What “They” Don’t Want You to Know

Rocky Mountain Paranormal Research Society Presents:

Have you ever wondered what it would be like to be a mystical healer? How about a famous psychic or someone communicating with the Dead with special tools? Bryan & Baxter will share their experiences to see how easy it is to make people believe you have these magical talents. They will also look into some of the more controversial claims that they have examined and discovered to be less than real.

Conjuring Hoaxes

Our annual coffee and donut panel with Rocky Mountain Paranormal Research Society. Bryan & Baxter will examine some famous paranormal hoaxes and see how they were created. They will also show you some hilarious hoaxes that they have created to shed the light on some of the bizarre paranormal claims of the media.

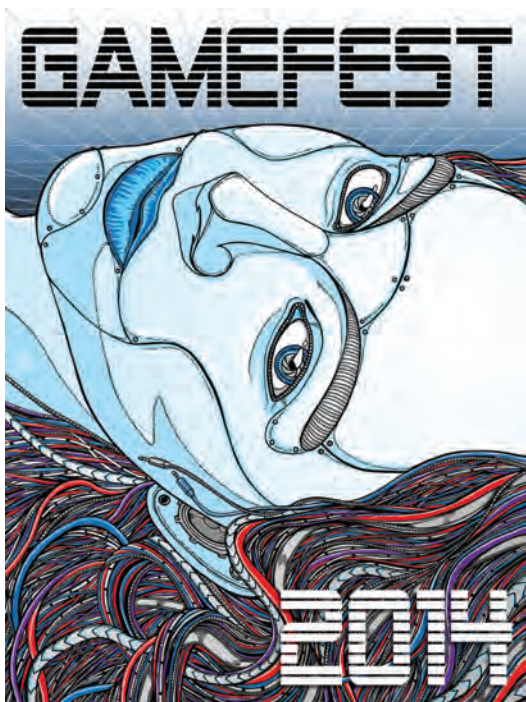
Horror Trivia

Once again our trivia host Peri Charlifu will help you embarrass yourself for fun and prizes! Sign up your team of two in the Horror Extras Room.

Dark Images: Horror in Graphic Novels

Combining the use of the written word and images to tell a truly horrifying tale. With panelists Guy Anthony De Marco, Peter J Wacks, Kathryn S. Renta, and Stan Yan.





Free panels, game library and games all week-end long. Sleep is definately optional. Also paid tournament events. GameFest is presented by:



Colorado's Best Gaming Store

With additional help from:

Boulder Board Games - <http://boulderboardgames.com/>
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GAMEFEST PANELS

Alliance LARP Interested in LARPing, learning about LARPing, or wondering just what those crazy costumed in-character people are doing swinging plumbing supplies at each other? Join us for a discussion.

Basics of Game Design The game is not the mechanics. James Ernest discusses the basic concepts related to designing a good game, defining "fun," and turning a good idea into a good game. Beginner level game design.

Cheapass on Kickstarter James Ernest discusses the four Cheapass Games projects from Kickstarter: what went right, what could have been better. Unexploded Cow; Deadwood Studios, USA; Get Lucky; Pairs.

Designing to a Theme Theme and mechanics should work together. James Ernest describes the basics, and gives examples, of starting with a story or theme and ending up with a game. Medium level game design.

Game Designers Feedback Hour This session is designed to help answer questions that new designers might have about game design, and how to submit their games to publishers. Sean Brown, President of Mr. B. Games, will talk about his experiences in self-publishing, his successes in the industry and then help you problem solve your own publishing hurdles.

Gaming Industry Round Table (James Ernest, Tim Brown, Keith Avallone, Justin Schaffer and Don Lloyd. Dave Koster emcee) Back by popular demand, this is an open session where gaming topics are posed to our designer and author guests concerning the game industry as a whole. Bring your pressing questions and see how a panel of experienced designers and authors respond during this laid back and always entertaining event.

Kickstarter 101: Jump Into Crowdfunding Don Lloyd of Knight Works has been seriously designing board games for the past 15 years. In early 2011 crowdfunding was fairly new. Out of 1,500+ successful projects in the tabletop game category Don had the 43rd successful project. Don will cover the top ten reasons why a Kickstarter project fails.

The Pros & Cons of Writing for RPGs What's it like to play in someone else's sandbox? How do you take a game world and derive everything from sourcebooks to adventure modules to tie-in fiction? And what are the challenges/strategies of breaking into this industry?

Probability for Game Designers What are the odds? James Ernest explains the basics of probability theory as it applies to game design, using examples from casino games and tabletop games. This is recommended primarily for game designers, but also of general interest.

Q&A and Autograph Session with James Ernest Meet the mind behind such hits as Kill Doctor Lucky, Unexploded Cow and Lords of Vegas. Ask your questions concerning game play, design or the state of the gaming hobby.

Turning Your Game Into a Business Keith Avallone of PLAAY Games has made the jump from hobby gamer to game business, and shares his "journey" with you straight from the "School of Hard Knocks." He'll outline how to get started, what one thing that will ensure your game business will fail, and reveal the marketing mistake almost everyone makes.

Using Randomness in Games If you don't understand randomness, you're probably using it wrong. James Ernest discusses the right and wrong ways (and reasons) to incorporate random elements in strategy game design. Medium to Expert level game design.

GAMEFEST GAMES

12 Realms Siegfried, Snow White, D'Artagnan, Red Riding Hood, and the other heroes of the twelve realms are being reunited for one last great adventure. The Dark Lords have joined forces to completely conquer and subjugate all the known Lands, and only the combined efforts of all the greatest heroes can halt their nefarious plan.

Android: Netrunner LCG An asymmetrical Living Card Game for two players. Set in the cyberpunk future of Android and Infiltration, the game pits a megacorporation and its massive resources against the subversive talents of lone runners.

BattleTech Miniatures game. A science-fiction tactical wargame in which players maneuver giant fighting robots ("BattleMechs," or "Mechs") against each other or against vehicles and/or infantry. This is a grand melee (free for all) for beginning to advanced players. We can change the scenario during the game, if requested, or if players want to try something new.

Betrayal at House on the Hill Betrayal at House on the Hill is a tile game that allows players to build their own haunted house room by room, tile by tile, creating a new thrilling game board every time. The game is designed for three to six people, each of whom plays one of six possible characters.

Secretly, one of the characters betrays the rest of the party, and the innocent members of the party must defeat the traitor in their midst before it's too late! Betrayal at House on the Hill will appeal to any game player who enjoys a fun, suspenseful, and strategic game.

Blood Bowl: Team Manager A bone-breaking, breathtaking standalone card game of violence and outright cheating for two to four players. Chaos, Dwarf, Wood Elf, Human, Orc, and Skaven teams compete against each other over the course of a brutal season. Customize your team by drafting Star Players, hiring staff, upgrading facilities, and cheating like mad. Lead your gang of misfits and miscreants to glory over your rivals all to become Spike! Magazine's Manager of the Year!

Bloodsuckers The once quiet small town of Blackwood has become a battleground. A coven of vampires has crept in under the cover of darkness to drain the very life from its helpless citizens. As powerful as these creatures of legend are, they do not prowl the streets unchallenged. A team of skilled vampire hunters with an arsenal of modern weapons has tracked these bloodsuckers down and the battle for the soul of Blackwood is about to begin.

Castle Panic The forest is filled with all sorts of Monsters. They watched and waited as you built your Castle and trained your soldiers, but now they've gathered their army and are marching out of the woods. Can you work with your friends to defend your Castle against the horde, or will the Monsters tear down your Walls and destroy the precious Castle Towers? In the end only one player will be declared the Master Slayer!

Cheap Shot Cheap Shot is a rummy-style game of insults.

Cinque Terre In Cinque Terre, a game of strategy, players compete to sell the most valuable produce in the five villages. Players act as farmers and operate a cart in which they will harvest produce and deliver them to the five villages to sell. Additionally, players will compete for Produce Order cards, which reward Lira points for selling desirable produce in specific villages. Players track sold produce in each village using their Fulfillment Cards. The winner is the player who gains the most Lire by selling valuable produce, gaining popularity in the villages, and fulfilling Produce Orders.

Citadels In Citadels, players take on new roles each round to represent characters they hire in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects her eighth building. Players then tally their points, and the player with the highest score wins.

Coney Island There's still much left to do in order to become the world's largest and most diverse amusement park! Your family (one of four) has a small, but steady income that should suffice to hire a few showmen to bring life to the oh-so-empty park site. As you earn more, you can afford a favor or two: the police officer is kinder to you, you can hire a migrant worker to do extra work, and you can even finagle the attention of a promoter or a journalist!

Copycat You are a politician who tries to gather enough money and influence to become the next president. Of course, you depend on the work of others to get the needed influence. The workers go to the different offices in the government building to buy new cards for you, get influence or to carry out other actions. Each round there is one more space in which you can choose to place your workers. The game ends when all of the Doctoral degrees are bought or when one player has 95 VPs or more.

Cosmic Encounter In Cosmic Encounter, players must use force, cunning and diplomacy to ensure their victory. Each player is the leader of an alien race. Players take turns trying to establish colonies in other players' planetary systems. The winner(s) are the first player(s) to have five colonies on any planets outside his or her home system. How hard is that? Well, each alien race has one or more super powers that interact in strange ways, and you have to consider your adversaries (and allegiances) very carefully!

DC Deck Building Game Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! The Justice League of America is ready for action – are you? Starting with only a small deck of punches, players take on the role of one of the members of the Justice League and must recruit the biggest names in the DC Universe in order to defeat the Supervillains and become the greatest legend.

Dead Panic Players work together to survive in a remote cabin at the center of the board against waves of the undead that close in from the edges of the board. If the players can hold out, survivors bring pieces of the radio needed to call for rescue. Once rescue arrives, it's up to each player to leave the safety of the cabin and make it out alive!

Descent During each game, the heroes embark on quests and venture into dangerous caves, ancient ruins, dark dungeons, and cursed forests to battle monsters, earn riches, and attempt to stop the overlord from carrying out his vile plot.

Dixit 2010 Spiel des Jahres Winner - One player is the storyteller for the turn and looks at the images on the six cards in her hand. From one of these, she makes up a sentence and says it out loud (without showing the card to the other players). Each other player selects the card in their hands which best matches the sentence and gives the selected card to the storyteller, without showing it to the others. The storyteller shuffles her card with all the received cards. All pictures are shown face up and every player has to bet upon which picture was the storyteller's.

The Doge Ship In this game players have to manage their five actions per round competing with other players on these available. Players can work on a part of the Doge Ship to gain VP, on Gondolas to make money, or on Barriers to protect Venice from High Water effects and save their shipyard. Manage money is fundamental as all materials costs something. The game ends when the Doge Ship is complete.

Dominion: Guilds Jobs, everyone's worried about jobs. Whatever happened to tilling the fields in obscurity? The economy is just a trick, like stealing someone's nose, but lately people seem to have seen through it, like when you realize someone hasn't really stolen your nose. So now everyone's joining a guild, learning a craft, and working on a masterpiece – a painting so beautiful it blinds you, or a cheese grater so amazing that you never eat cheese again. The only people left tilling the fields are the ones doing it ironically. The guilds cover everything – ironic tilling, butchering, baking, candlestick making, shoemaking, cheese-making, cheese destruction. Your advisor is convinced that somehow, control of the stonecutters is key to world domination. Very well. You will have stone handled so expertly that the world trembles before you.

Dragon Kings RPG “The New Dune Marauders” Part 1

The once-powerful city of Rhojess clings desperately to existence, reduced to meager ruination as the sea has gradually retreated from its once-busy ports. Marauders beset the crumbling walls, bent upon plundering whatever is left of value. As a final measure, the city has conscripted everyone who can still wield a sword to man the walls, and more dangerously, defend the few remaining wells that lie beyond them, surrounded by weak stockades on the windswept wastelands.

Dragon Kings RPG “The New Dune Marauders” Part 2

Caravans of enormous trisaur-drawn wagons collect the marauders' plunder and ferry it out of the southern wastelands toward the northern cities. Each one is a traveling city in and of itself, followed by traders and profiteers and the ragged refuse of sacked villages. They are the focal point of wealth and power, where one must either align with those who raid and pillage or side against them in the name of the last lingering hopes of the undefeated.

Eclipse The galaxy has been a peaceful place for many years. Much effort has been employed by all major spacefaring species to prevent the terrifying events from repeating themselves. The Galactic Council was formed to enforce precious peace, and it has taken many courageous efforts to prevent the escalation of malicious acts. Nevertheless, tension and discord are growing among the seven major species and in the Council itself. Old alliances are shattering, and hasty diplomatic treaties are made in secrecy. A confrontation of the superpowers seems inevitable – only the outcome of the galactic conflict remains to be seen. Which faction will emerge victorious and lead the galaxy under its rule? A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals.

Euphoria In Euphoria: Build a Better Dystopia, you lead a team of workers (dice) and recruits (cards) to claim ownership of the dystopian world. You will generate commodities, dig tunnels to infiltrate opposing areas, construct markets, collect artifacts, strengthen allegiances, and fulfill secret agendas.

Fantasy Flight LCG Demos Come learn a few of the great Living Card Game titles from Fantasy Flight Games

Fiasco A game about powerful ambition and poor impulse control. A game of Fiasco begins with The Setup -- a group activity where you and your friends create a potent and unstable set of circumstances. You choose a Playset, which fixes the game in a particular time and place -- a contemporary southern town, maybe, or the old west. Using a pile of dice, you create an interconnected circle of Relationships and Details pulled from the Playset. Once you've created a situation poised on the brink of juicy disaster, you define characters based on your choices.

Fiasco: Star Wars Edition A game about powerful ambition and poor impulse control. A game of Fiasco begins with The Setup -- a group activity where you and your friends create a potent and unstable set of circumstances. You choose a Playset, which fixes the game in a particular time and place -- a contemporary southern town, maybe, or the old west. Using a pile of dice, you create an interconnected circle of Relationships and Details pulled from the Playset. Once you've created a situation poised on the brink of juicy disaster, you define characters based on your choices.

Firefly the Boardgame Players captain their own Firefly-class transport ship, traveling the 'Verse with a handpicked crew of fighters, mechanics and other travelers. As a captain desperate for work, players are compelled to take on any job — so long as it pays. Double-dealing employers, heavy-handed Alliance patrols, and marauding Reavers are all in a day's work for a ship's captain at the edge of the 'Verse.

Firefly RPG 2nd Edition Do a job, get paid, and keep flying. Take part in the adventures of Serenity as you fly across the stars looking for work while dodging the alliance and reavers.

Firefly RPG 2nd Edition Do a job, get paid, and keep flying. Take part in the adventures of Serenity as you fly across the stars looking for work while dodging the alliance and reavers.

Fishing for Terrorists In this twisted take on Go Fish, you fight against terrorism as the heroic head of a government agency. You must utilize cunning, connections, wire taps and covert ops to hunt down and capture the likes of the Cultists of Invincible Anarchy, the Gun Toting Maniacs and the Militant Satanic Gamers. Don't worry though, you're not alone. Your "friends" are heads of their own agencies, and they're also trying to capture terrorists. Of course, whoever captures the most terrorists will get a Presidential commendation, a significant budget increase and win the game!

Forbidden Island Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss!

Galaxy Trucker In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers -- the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first? Of course you can. Become a Galaxy Trucker. It's loads of fun.

Girl Genius: The Works A strategic card game in which two or more players try to fix a "machine" and pop out pieces until one player wins.

Goblins, Inc. Goblins, Inc. is a corporation dedicated to building unstoppable giant doomsday robots, and it's looking for a new Boss. Do you have what it takes?

Heroclix Based on the popular Mage Knights system, but utilizing super hero characters from the Marvel and DC Comics Universe.

High Noon Saloon In the action-packed game High Noon Saloon, you are a combatant in an all-out brawl fought in an Old West Saloon.

Shoot it out from a distance or get in close and beat on your opponents directly. Move between different parts of the saloon to get the upper hand. Whatever you do, make sure to keep your guard up – if you're not careful, you'll get beaten to a bloody pulp, shot full of holes, or both! The last one standin' wins, and there ain't no prize for second.

King of Tokyo In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens – all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. Exclusive this year to GameFest is the King of Tokyo National Championship 2014 Qualifier for Colorado. That means the winner of the three day tournament will win a place in the King of Tokyo 2014 National Championship to be held at GenCon, August 14-17 in Indianapolis. There are prizes for all participants, including some very hard to find exclusives from Iello. Play mutant monsters, gigantic robots and other monstrous creatures, and joyfully whack your opponents, rampage the city and become the one and only King of Tokyo! Do you have what it takes? Come play and we'll find out!

Last Will: Getting Sacked In Last Will: Getting Sacked, the lawyers have found a hidden clause in your uncle's last will. Spending money faster than all your relatives will not be enough. To inherit your uncle's fortune, you must also lose your job! After all, your uncle's heritage can't go to someone who's employed!

Lords of Vegas If Las Vegas did not exist, you would have to invent it. It's 1950 and you're a real estate developer in a struggling desert town in undeveloped southern Nevada. Millions of wealthy tourists from nearby Los Angeles might be willing to drive here on their vacations, spending billions of their hard-earned dollars, if only you produced something. But your town has nothing to offer but sand, hot weather, and the world's most unsophisticated gambling laws. Your brilliant plan? Erect a forest of casinos and sell the tourists absolutely nothing.

Marvel Superhero RPG Take control of your favorite Marvel Superhero like Ironman, Captain America, Daredevil, Wolverine, and many more in an action packed adventure against the forces of evil. Characters provided.

Numenera RPG “The Nightmare Switch” You have journeyed to the village of Redstone to deliver much needed medical supplies. However, once there, they discover the malady that plagues this village is not physical. Can you aid this small village before the villagers are driven mad? 4-6 players, characters provided.

Numenera RPG “The Vortex” Part 1 Strangers linked to a dark temple have been plaguing the area surrounding the village of Jutte. Can you delve into the temple, and free the Beyond from the Vortex Cultists? 4-6 players, characters provided.

Numenera RPG “The Vortex” Part 2 The heart of the Vortex temple held a secret that none could have imagined. Propelled beyond all you have ever known, can you find a way to survive the heart of the Vortex and find your way back home? 4-6 players, characters provided.

Oh Gnome You Don't! In Oh Gnome You Don't! players are the gnomes promised in the title, trying to get their hands on as many gems as possible, whether through sales at various businesses or brawls with their fellow gnomes.

The One Ring RPG Journey to Middle Earth. Make new friends - Dwarves, Hobbits, Elves, Wizards. Saunter through Mirkwood or lift a pint in Bree. What could possibly go wrong?

Pandemic Cooperative board game - Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for these diseases before mankind is wiped out.

Pathfinder RPG Description forthcoming

Power Grid (with new maps!) The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities. However, as plants are purchased, newer, more efficient plants become available, so by merely purchasing, you're potentially allowing others access to superior equipment.

Quarriors! The frenetic excitement of a dice battle game, with an added 'deckbuilding' twist: players customize their dice pools during the game using resources generated by their rolls. Players take on the roles of Quarriors - mighty mystical warriors who have the power to capture dangerous quarry from the untamed Wilds!

Race for the Galaxy: Alien Artifacts In the card game Race for the Galaxy, players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments. Some worlds allow players to produce goods, which can be consumed later to gain either card draws or victory points when the appropriate technologies are available to them. These are mainly provided by the developments and worlds that are not able to produce, but the fancier production worlds also give these bonuses.

Red Dragon Inn In Red Dragon Inn, you and your friends are a party of heroic, fantasy adventurers. You've raided the dungeon, killed the monsters, and taken their treasure. Now you're back, and what better way to celebrate your most recent victory than to spend an evening at the Red Dragon Inn. You and your adventuring companions will spend the night drinking, gambling, and roughhousing. The last person who is both sober enough to remain conscious and shrewd enough to hold onto his Gold Coins wins the game.

Redneck Life Do you say Redneck like it's a bad thing? Journey through Blue Collar Americana by going into debt to purchase a vehicle, get married, divorced, re-married, purchase a home, and raise a passel of young'ens. Through accidents and brawls, players lose teeth during the game. Buy some back if you can... as the player with the most teeth remaining at the end of the game wins!

Renaissance Man In Renaissance Man, each player is an example of the title character – skilled as a scholar, a merchant, a knight, and a baker – and throughout the game will hire, recruit and train others with the goal of producing a Master of one of these four areas of study. Each round consists of players creating actions by combining a worker in play with a card from hand

RuneWars An epic board game of conquest, adventure, and fantasy empires for two to four players. Runewars pits players against each other in a strategic game of battles and area control, where they must gather resources, raise armies, and lay siege to heavily fortified cities.

Settlers of Catan Can you be the first to settle the Island of Catan? Trade and build your way to victory. Base Game.

Settlers of Catan: Cities and Knights Can you be the first to settle the Island of Catan? Trade and build your way to victory. Basic game with Cities and Knights expansion.

Star Trek: Attack Wing A tactical space combat miniatures game, featuring pre-painted ships from the Star Trek Universe.

Star Trek: Catan Star Trek: Catan takes two well-known media properties and merges them into, well, into something that is 95% The Settlers of Catan glossed with Trek tropes and spiced with a Trek-themed version of a mini-expansion previously only available in German.

Star Trek Deck Building Game: The Original Series Players take on the role of Captain of a salvaged Starship. They will search for new allies such as Kirk, Spock, and other famous Characters, and Explore space to complete Missions and overcome Events.

Star Trek RPG Join Starfleet! Now's your chance to "boldly go where no one has gone before". Action and excitement guaranteed. Red shirts optional.

Star Wars Minis "Attack on Echo Base" AT-ATs, Snow Speeders and lots of action. Join in on replicating one of the greatest fictional battles ever put to screen. You don't need to play during the entire time; just stop in when you can. The results of the battle will determine how the Star Wars Role Playing Game "Escape from Hoth" begins. Armies provided.

Star Wars RPG "Escape From Echo Base" The battle has been decided. Now it's time to survive.

Star Wars RPG Shhh! Don't tell anyone, but rumor has it that not everyone is happy with the empire. Change is coming. Looking for a few brave souls!

Star Wars RPG: Edge of the Empire Description forthcoming

Stonehenge Stonehenge is an anthology board game, a new concept where five award-winning game designers, all using the same gaming components, create five very different games in one box.

Ticket to Ride With elegantly simple gameplay, Ticket to Ride can be learned in under 15 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn.

Trailer Park Wars You have finally landed the job of your dreams: Trailer Park Manager! To be the Best Darn Trailer Park Manager in town, you must place quality Tenants in your trailers, create a fun and friendly atmosphere by adding some sweet Amenities, and go about destroying the other trailer parks ...no matter what it takes. Surface to Trailer Missile? Molotov Beer Can? A Tornado? You Bet.

Tzolk'in: Tribes & Prophecies In Tzolk'in: The Mayan Calendar - Tribes & Prophecies, each player is a Mayan leader of a particular tribe, each of which has a special ability that only that player can use. The game includes 13 tribes to provide plenty of variety. There are also prophecies that are revealed ahead of time and fulfilled when the time is right. These prophecies give players other opportunities to score points, but they can also lose points if they don't prepare themselves for the prophecy effects.

Unexploded Cow Europe. Summer 1997. You and your most creative friends have discovered two problems with a common solution: mad cows in England and unexploded bombs in France. You've decided to bring these two powder kegs together just to see what happens – and you wouldn't say "no" to a little money on the side, so round up your herd, march them through France, and set them loose behind the Cordon Rouge. If you're lucky, you'll come home rich before Greenpeace gets hold of you. Either way, there's something magical about blowing up cows.

US Patent Number 1 U.S. Patent Number 1 is a racing game. Every player is a scientist who has invented time travel, and now everyone is racing to the Patent Office to prove who invented it first. Because you have a time machine, it's not enough to get to the Patent Office fast. You actually have to go back in time, to the day the Patent Office opened!

Werewolves of Miller's Hollow A game that takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role - Werewolf, Ordinary Townsfolk, or special character. A Moderator controls the flow of the game. The game alternates between night (when the werewolves vote on a villager to kill) and day (where the villagers vote to lynch someone they think is a werewolf) phases. Werewolf can accommodate almost any large group of players.

X-Wing Fighter Miniatures Game X-Wing is game in which players take control of powerful X-Wings and nimble Tie Fighters in fast-paced space combat. Quick-start rules will be taught.

GAMEFEST LIBRARY

Our large collection of games plus games donated for use in the library, will be on hand for you to check out (Driver's License needed to check out games). Play popular board and card game titles all weekend long!

This is just a sample of some of the titles that may be there:

12 Realms plus expansions (Mage Co.) * * * • Bears (Fireside Games) * * * • Bloodsuckers (Fireside Games) * * * • Castle Panic & Wizards Tower Expansion (Fireside Games) * * • Cheap Shot plus Expansion (Gut Bustin) * • Dead Panic (Fireside Games) * * * • Euphoria (Stonemaid Games) * • Fishing for Terrorists (SlugFest Games) * * * • Firefly RPG 2nd Edition (Margaret Weis) • Guile (Terra Nova Games) * * * • High Noon Saloon (SlugFest Games) • Kill Doctor Lucky (Cheapass) • Lords of Vegas (MayFair) • Oh Gnome You Don't (Gut Bustin) • Red Dragon Inn: Gambling I'm In! (SlugFest Games) * * * • Redneck Life (Gut Bustin) * • Save Doctor Lucky (Cheapass) • Stonehenge (Titanic Games) • Trailer Park Wars (Gut Bustin) • Unexploded Cow (Cheapass) • Wrong Chemistry with expansions (Mage Co.) * * * • You've Been Sentenced plus expansions (McNeill Designs) * * * •

* This title is either a featured "Play to Win" title, where you can potentially win a copy simply for playing the game!

** This title is featured in our raffle and contest drawings.

SPECIAL EVENTS

Dragon Kings Guest of Honor, Timothy Brown, acts as Game Master to his own universe and story all weekend long with multiple chances to participate.

Rio Grande Games Rio Grande Games representatives James and Sheila Davis will be in the main game room to show you the latest and the classics from RGG

King of Tokyo Tournament exclusive this year to GameFest is the King of Tokyo National Championship 2014 Qualifier for Colorado. That means the winner of the three day tournament will win a place in the King of Tokyo 2014 National Championship to be held at GenCon, August 14-17 in Indianapolis. There are prizes for all participants, including some very hard to find exclusives from Iello including the highly coveted Space Penguin! Play mutant monsters, gigantic robots and other monstrous creatures, and joyfully whack your opponents, rampage the city and become the one and only King of Tokyo!

COMICFEST 2014

**MAY
2ND-4TH**





COMICFEST HAS COME HOME!

After a couple of years over at the Hyatt, we decided that it made sense to bring ComicFest back home to where it started at the Hilton Gardens Inn. Now it's just across the street from the Marriott and a lot more convenient to get to. We've also moved the Artists into the ballroom with the Dealers and opened more walls to make it larger and more interesting.

**In case you weren't sure,
ComicFest is included with your
StarFest membership**

Your regular StarFest membership allows you to visit all the events at the Marriott and the Hilton. You can sample all of the programming on any days that your membership is valid.

If you have or want to purchase a General Admission StarFest membership, you can also do that at the ComicFest registration desk. If all you want to do is visit ComicFest, we still have ComicFest-Only memberships for one day or the weekend at the Hilton.

ComicFest guests are listed with our StarFest guests on the flip side of this book. Additional programming notes and information about ComicFest is also available on online schedule app at <http://starfest2014.sched.org/mobile> in both phone and iPad editions.

You will notice that there are lots of new vendors at ComicFest this year, please stop by and shop their wares to let them know StarFestians love to buy stuff. Make sure you support the starving artists and have them draw something for you - you'll be glad you did.

It's About Fun!

ComicFest is Denver's annual celebration of both the local and national comics, cartooning and art industry! ComicFest is the longest running Rocky Mountain Region Comics convention. It has always been our goal to increase the public's awareness of the comic book medium and showcase talented local talent and publishers to the general public. What we have been surprised to learn is just how many creators there are that live right here in the region. We promise to continue to work at creating a unique convention experience that allows talented comics professionals to network with each other and meet their fans.

It's Educational!

ComicFest features lots of hands on comic book creation panels and demonstrations. If you are looking to break into Comics, this is a great weekend to learn from the pros.

It's About Collecting!

Don't worry if drawing stick figures is the extent of your artistic talent, because ComicFest will provide an outlet for what you enjoy about Comics as well. If you are looking for that special back issue or paper-back, you'll have the chance to search it out at one of our dealer tables. There will also be collection supplies available as well, so don't miss out on any of these items from all of our fine retailers.

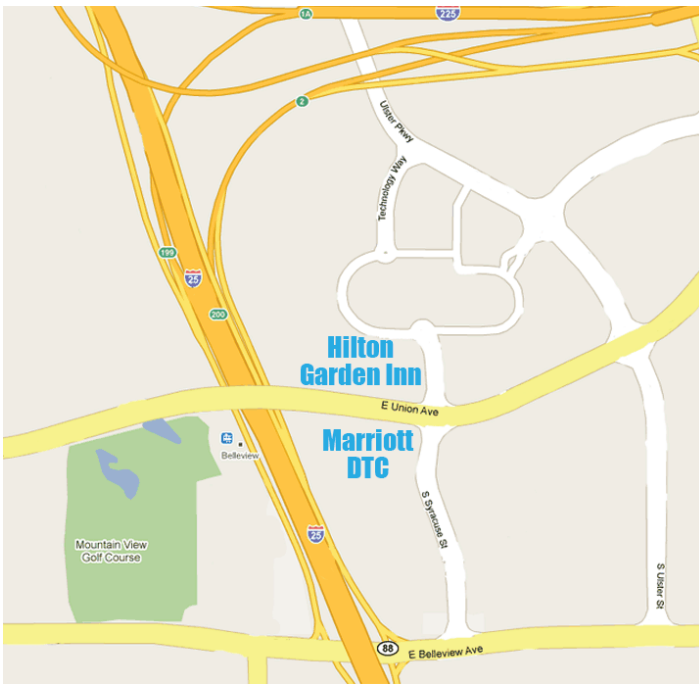
It's About Art!

Come get custom sketches of your favorite Comic book characters from the area's most talented comic book artists. The artists have a wide variety of styles and as a whole have worked for virtually every major publisher so you're sure to find someone that can create that image that you've been waiting to display. Schedules will vary so you'll have to check with the artists throughout the weekend so you won't miss out on any of the talented people that will be coming by. We have even more artists to check out in 2014, so take your time and spend some time meeting them.

It's About the Future!

There are other exciting features that will make this a convention that fans from the Rocky Mountain Region and beyond are sure to enjoy!





COMICFEST PANELS



Portfolio Reviews with Norman Breyfogle

Get useful advice from Norm Breyfogle, who drew Batman during a six-year run and has also written and illustrated numerous comics, including his own critically acclaimed Metaphysique series.

Throughout his long and illustrious career, Norman has received numerous awards for his art and is considered by many as an artistic legend. He has repeatedly proved himself an invaluable source of experience and advice to young budding artists. If you have any thoughts of pursuing your artistic talent, run your stuff past Mr. Breyfogle and let him give you some valuable advice.



The Marvel Madness Panel

This panel will cover Bob Hall's years working for Marvel Comics and the many amazing characters he worked on and the many industry professionals he had the opportunity to work with.



My Time Under the (Batman) Cape

This panel will cover Norm Breyfogle's time on the Batman titles during his over 6 year adventure working for DC Comics.

My Life in Comics Over Five Decades of Experience

This panel will be about discovering what all three guests went through during their time as comic book industry professionals. Together they have all worked for the TOP 5 publishers and several independent companies.

Portfolio Reviews with Bob Hall

Bob has spent over 30 years in the industry, working for both major labels, Marvel and DC as well as for Valiant/Acclaim and independent publishers. Bring in your art and let him help you focus on what you need to work on to take your art to the next level.