

Keycon 42

Fandom Can Be Funny!



KEYCON.ORG

May 15-17, 2026

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REGISTRATION INFORMATION & HOURS

The Registration Desk is located on the ground floor in the Stevenson Foyer. After hours, please visit OPS on the 3rd Floor.

HOURS OF OPERATIONS:

Friday May 15, 2026	3:00 PM to 7:00 PM
Saturday May 16, 2026	8:00 AM to 7:00 PM
Sunday May 17, 2026	8:00 AM to 3:00 PM

After the convention officially ends with Closing Ceremonies, members are welcome to stay for the Dead Dog Party on the 3rd Floor and other Sunday evening events.

KEYCON 42 CONCOM

CONCHAIRS for Keycon 42 Sean Ennis & Tea Widish
 VICE-CHAIRS & Keycon 43 Linda Thorlakson & Katie Connelly

MARKETPLACE Carol Leblond

EXTRAVAGANZAS Doc Wilson

MASQUERADE Betty La

GAMING Game-itoba

HOPSITALITY Alex Stornel

HOTEL LIASISON Alex Stornel

MERCHANDISE/SOURCING Meaghen Ennis

OPERATIONS Nathan Thiessen

PUBLICATIONS Shalla Dorey

PROGRAMMING Michael Hofer

REGISTRATION Glen Hosea & Manya Cochinov

SOCIAL MEDIA Sean Ennis

TREASURER LeAmber Kensley

VOLUNTEER & GUEST LIAISON Nathan Thiessen

WEBSITE Nathan Beal

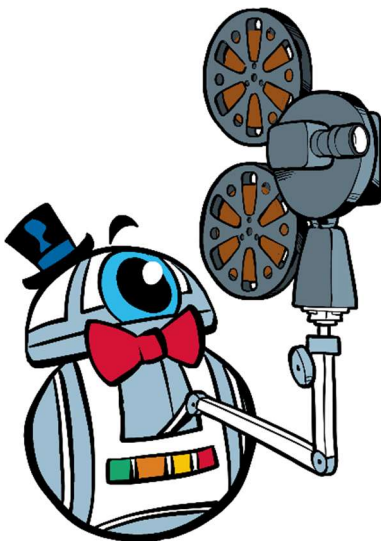
KEYCON 42 PROGRAM BOOK

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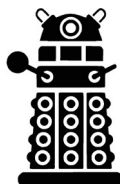
ALL RIGHTS RETURNED TO THE AUTHORS & ARTISTS

For more information visit: KEYCON.ORG



KEYCON ATTENDEE'S CREED:

1. Do Good
2. Avoid Doing Evil
3. Don't Destroy the Hotel



LETTER FROM THE KEYCON 42 CO-CHAIRS

Almost a year ago, we flipped the switch & engaged the Infinite Improbability Drive. The journey to Keycon 42 has taken us through a series of wildly unexpected outcomes: we've been surprised, amazed, and occasionally forced to adapt on the fly - but that's part of the adventure.



If this is your first time at Keycon, welcome. We're so glad you're here. You've found your people. You're one of us now.

One of us, one of us, one of us.

One of our goals this year was to explore the funny in fandom. We laugh about the things we love because we've all been that fan at some point; and that's something worth celebrating. This is the weekend to wear your fandom proudly on your sleeve, to be unapologetically yourself, to unmask (or mask if you are going in the masquerade) and to fully embrace the "Squeeeee."

We wanted to bring in guests who reflect that spirit: people who create, perform, and share their passions with joy. Guests who can make us laugh, spark our creativity, and can remind us why we fell in love with our fandom in the first place. We hope you'll take the chance to connect with them, learn from them, and maybe even be inspired to create something of your own.

Finally, we set out to create an active convention, one where there's always something happening. For the young and the young at heart. Whether you're here to watch, participate, or even jump in and lead something yourself, we hope you'll find no shortage of ways to engage and connect.

Keycon exists because of volunteers.

Every panel, every extravaganza, every small detail is brought to life by people who give their time and energy simply for the joy of creating something amazing and then doing it all again next year. So, thank you for being here.

Have a fantastic convention, make some memories, make some new friends, and above all... you've got to know where your towel is!

Your Keycon 42 Co-chairs

Sean Ennis & Tea Widish



KEYCON CODE OF CONDUCT

BEHAVIOUR AT KEYCON

Keycon makes the provision of safety for all of its members paramount. Membership in the Convention in no way supersedes the law. Any action which threatens the safety of anyone during the convention by a convention member or by an outsider to a member of Keycon will be dealt with promptly. This may include: revoking of memberships, banning from future conventions, and police action where appropriate.

Keycon welcomes members from diverse communities. Any action that negatively targets individuals based on their gender, sexuality, race, creed, religion, etc., will NOT be tolerated.

Keycon expects its members to behave in a civilized fashion and to treat each other respectfully.

Additionally, the hotel is not dedicated completely to our use for the weekend. Members of the general public stay in and visit the hotel to dine and socialize. Please be considerate of both attendees and non-attendees at all times.

HOW DO I REPORT AN INCIDENT?

All incidents and issues fall under the responsibility of Keycon Operations (OPS). OPS functions out of the Hospitality Floor and can be contacted 24 hours a day during the convention

A member of OPS and/or the Convention Committee (Concom) will be available throughout the convention. OPS' phone numbers are posted at Registration and the OPS room.

OPS members will wear a separate, distinguishing ID Badge.

If someone has become too boisterous or needs an escort to a room or taxi, these are the individuals to call.

OPS will also respond to any incidents where this code of conduct has been violated. If you cannot find a member of OPS, we encourage you to seek out a member of the Concom. They will ensure that you are put in touch with OPS promptly.

When you report, please discuss the incident with OPS. If appropriate, they will attempt to resolve the issue informally, on-site. If that is not appropriate, they will ensure that you are in a safe place and resolve how best to proceed. If, for any reason, you cannot or do not wish to speak to a member of OPS, please speak with the Hotel's Front Desk person to request Security or call 911 if it is an emergency.

For more serious or on-going matters, or for matters that do not need to be resolved at Keycon, we will either ask you to write out your own complaint or let us write it out for you, for you to approve and provide a copy for OPS to follow-up on.

HARASSMENT & OTHER INCIDENTS

Harassment is NOT tolerated. Harassment is generally any behaviour that alarms or annoys another person or group. This includes:

unwanted physical contact

- like non-consensual hugs

following a person or group

without a legitimate reason

threats to physically attack someone

using hate speech

Some of these things can occur unintentionally, but persistent unwanted behaviour will be considered harassment. If you are unsure if your presence or behaviour is wanted or appropriate, then ask, or stop and seek advice from someone else.

If you approach someone and they tell you "no" or "leave me alone", your business with them is done. If you do not leave them alone as they have requested, then your behaviour becomes grounds for a harassment complaint.

Please report any incidents in which a member of the convention is: abusive, insulting, intimidating, bothersome or acting in an unsafe or illegal manner. Keycon reserves the right to revoke, without refund, the membership of anyone for any reason, including harassment.

Persons violating the law will be turned over to the Police or Hotel Security. Assault is considered a criminal matter(s) and will be treated as such.

KEYCON CODE OF CONDUCT

INCIDENT REPORTING/FOLLOW-UP AFTER KEYCON ENDS

If you are reporting after the Convention, or following-up an earlier complaint, the same general structure applies. Report to OPS, or to a ConCom member and record the incident. If you are unsatisfied with the response from Operations, you can make a written complaint to the WinSFA Senate for reconsideration.

OPS will respond/intervene in the event of a sexual assault and to protect your rights. If this occurs, we encourage you to report the assault as soon as possible afterwards. A member of OPS or ConCom will ensure that you are safely escorted to the police or hospital of your choosing and without judgment.

Please note that Keycon and its volunteers have a responsibility to respond to incidents that occur in Keycon's Convention space only. This means in the areas hosting Convention held activity spaces. The Convention's areas do not include: private Guest Hotel Rooms, Hotel Staff Only/off-limit areas, Hotel run areas like the restaurant etc., or off-site area(s).

We cannot be responsible for private disputes between people that occur around the Convention; however, we are prepared to assist anyone in need. We also reserve the right to take any appropriate steps involving anyone whose attendance at Con may endanger the well-being of themselves, other members, and/or property which may result in removal from the Convention and/or contacting the appropriate authorities.

KEYCON POLICIES

BADGE POLICY

Badging will be in effect in all areas of the Convention and at all times. This means that you must wear your badge from Opening Ceremonies until the end of the Dead Dog. You will also be required to show a valid government issued Photo ID for adult-oriented panels and Hospitality suites. If you lose your badge you will need to purchase a replacement from the Registration Desk.

Replacement Badge Pricing:

1st Replacement: \$ 15.⁰⁰

2nd Replacement: Full Membership Price

Badges are non-transferable. Persons found trading or sharing badges will have their membership(s) revoked without refund. Anyone caught in the Convention activity spaces including the Hospitality Floor without a badge (a.k.a. Ghosting) will be asked to produce their badge or leave the Convention held areas.

WEAPONS & ACCESSORIES POLICY

Keycon has for a long time enjoyed a history of accessorized costumes with next-to-no safety accidents or incidents. Let's work together to keep it that way for everyone's enjoyment. You are responsible for your accessories. Watch where your bow or staff is pointing to keep the ankle bruising and noggin-knockin' to a bare minimum, and ensure that your replica weapon does not break any laws. It is required that you peace-bond your blades i.e.: sheathed, scabbarded, secured against accidental discharge, etc. If you need help peace-bonding your weapon, please see OPS and they will help you out.

ALCOHOL POLICY

Keycon's Hospitality suites are required to practice "*It's Good Business*" smart-serving and are well informed about the rules concerning mixing alcohol and minors. The rule is: alcohol mixes, minors don't. Equally heinous is the over-serving of a person who is already intoxicated. Hospitality suites will be carefully checking valid government issued Photo IDs. If a Hospitality suite has been found directly serving alcohol to a minor or is found over-serving a patron, that Hospitality suite will be shutdown immediately and for the duration of the Convention.

KEYCON POLICIES (CONTINUED)

SMOKING POLICY

Smoking under the City of Winnipeg Smoking Regulation By-law is allowed in designated outdoor areas and in specifically designated “smoking” private Guest Hotel Rooms. Please remember to time your smoke breaks accordingly to allow for travel time especially at peak periods on the elevators. Smoking is permitted outside the Hotel at ground level.

APPROPRIATE DRESS

The wearing of costumes and creative apparel is strongly encouraged and celebrated at Keycon each year. However, all costumes and apparel must cover a Member’s body – there can be no nudity (partial or otherwise) in the *common space* areas of the Hotel. Note, that all publicly accessible areas in the Hotel are considered common space. The only areas that are not included in the common space definition are: private Guest Hotel Rooms, Meeting Rooms and Hospitality suites on the Hospitality Floor. Any nudity in the Meeting rooms and in Hospitality suites will only be allowed during the 18+ programming. Membership in the Convention in no way supersedes the law. Badging and proof of age will be necessary for admittance to those areas during 18+ programming areas. The Hotel has said that anyone who does not follow this dress code will be asked to leave the Hotel immediately.

PHOTOGRAPHY

Photography, videotaping and/or image capturing via electronic means may be restricted in some areas. When in doubt, ask. To protect the safety of the Masquerade participants, we do not allow flash photography during the Masquerade. Ask permission before photographing/videotaping our Guests of Honour or anyone else at the Convention. Do not use tripods and other bulky equipment where they might impede access to seats, doors and aisles in the event a room must be evacuated.

CHILDREN AS FANS

Children under 12 years old may attend with a free “Babes-In-Arms” Membership with and under the supervision of their legal parent/guardian at all times. Keycon requires that there be at least one (1) person with an Adult Membership accompanying every “Babes-In-Arms” Member.

Parents of children aged 12-17 years old who believe their children are mature enough may choose to allow their children to freely roam the Convention on their own. The parent/guardian who signs for the free-roaming child(ren) does so with the understanding that any child who excessively misbehaves or engages in inappropriate, disruptive or dangerous behaviour is subject to having their free-roaming privileges or their entire membership revoked. Some program items dealing with adult-themed topics may be closed to individuals under the age of 18. When needed a valid government Photo ID will be required to access these events.

LIABILITY

Neither Keycon nor the Hotel shall be responsible for any items lost or damaged in the public areas of the Hotel, neither in the Hotel’s parking lot, nor in any other parking area during attendance at Keycon. All attendees will take responsibility for their own possessions. If another attendee damages your possessions, it is your responsibility to seek recompense from them directly. If an attendee damages Hotel property, they shall be held personally accountable for their actions and be responsible for repaying any debts so incurred.



LAND ACKNOWLEDGEMENT

Keycon acknowledges that we operate in the traditional territories of the Anishnaabe, Anishinni-Innew, Cree, Dakota, Dene, and the home of the Métis Nation. This convention is taking place in Winnipeg, Manitoba and is located on Treaty 1 territory and in the home of the Metis Nation. We acknowledge that the water we consume is sourced from Shoal Lake 40 First Nation on Treaty 3 territory. We acknowledge the costs to the land and the people that have allowed us to generate our hydro-electricity.

OUR CHAIRTY

Extra Life Winnipeg is our charity for Keycon 42, this organization supports the Children's Hospital Foundation of Manitoba, who since 1971 has raised more than \$265 million to help children get the best care experience possible by funding leading edge equipment, improved healthcare spaces, and child and family-focused programs in hospital at HSC Children's Hospital – Manitoba's only Children's Hospital.

Since 2012, hundreds of Extra Lifers in Manitoba have raised over \$780,000! There are many opportunities to get involved – fund-raise as an individual or form a team with your friends, family, and coworkers. Volunteer positions are also available for the Winnipeg Guild's community outreach and fundraising efforts.

Find out more at <https://extralifewpg.com>



VOLUNTEERS

KEYCON IS RUN BY VOLUNTEERS JUST LIKE YOU

Keycon runs on the energy, enthusiasm, and dedication of volunteers. Everyone involved (from Concom to Hospitality, from set-up to tear-down) contributes their time to make the convention happen. If there's an area you'd like to help with, we'd love to hear from you! Stop by OPS or speak with a department head to get involved. Interested in shaping future of Keycon? Join Concom! Visit the Keycon website, talk to the friendly folks in OPS, join our Substack mailing list, and follow Keycon on social media for announcements about meetings and opportunities to participate.

Convention Committee

The Convention Committee (Concom) is the team responsible for running Keycon. Members typically begin planning before the previous convention ends and continue their work after the current one concludes.

Concom welcomes a wide range of skills and experience levels. Not sure if you can help? Talk to the Conchairs, attend the AGM or an open meeting, or reach out via email or social media. You might be surprised how you can contribute, and we're always happy to help new volunteers learn the ropes.

Registration

The Registration Desk (Reg) is run each year by Volunteers. There is a need for volunteers in this department every year. Please talk to OPS to volunteer.

The Senate

The Senate (a.k.a. The Winnipeg Science Fiction Association, a.k.a. WinSFA) serves as Keycon's Board of Directors. It meets monthly and provides multi-year continuity for the convention.

The Senate is responsible for:

- Managing multi-year assets, equipment, and services
- Establishing and maintaining key policies (such as the Code of Conduct)
- Selecting key Concom roles (e.g., the Conchairs, Treasurer, and Hotel Liaison)
- Providing continuity and stability for the convention

Senate members are chosen from the fandom community. They have had a long term commitment to fandom in Winnipeg, are experienced in the running of Keycon or other fan-run conventions, and have a diverse set of skills.

The AGM and the Senate Elect Program

Each year the WINSFA Senate holds its Annual General Meeting (AMG) at Keycon. All registered members are welcome to attend.

At the AGM the Senate will report on its activities over the last year, and plans for the upcoming year. They also hold elections for the Senate Elect program.

During the Senate Elect elections:

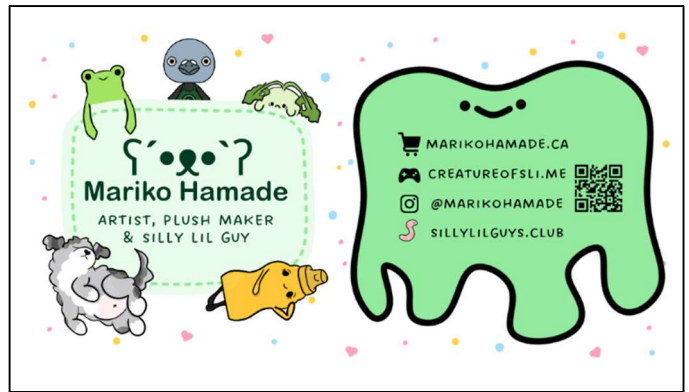
- Members nominate candidates from the floor
- A secret ballot is held
- Two (2) members are elected to serve a one-year term as Senate Elects

Senate Elects attend meetings, contribute ideas, and help shape the future of Keycon and local fandom. At the end of their term, Senate Elects report back to the membership and share their experiences.

All members are encouraged to attend and participate.

Do You Want to Know More?

To learn more about WinSFA: talk to any active Senator, visit: <https://www.winsfa.org> or scan the QR code above.



GUESTS OF HONOUR:



MIKEY MASON, ARTIST, COMEDIAN & MUSICAN

Creates art and music with geeky themes using his lifelong love for fantasy, science fiction, cats, and games to inspire his music and help him evolve as person and artist.

His performances are sharpened by long years of experience as a stand-up comedian.

He has performed at theaters, bars, comedy clubs, casinos, colleges, festivals, and convention as the U.S.

In addition to his busy schedule he has hosted podcasts, exhibited at art shows, created a colouring book and more.

Mikey Mason is continually expanding his horizons as to what his next project will be.

Learn more at MikeyMason.com

GMB CHOMICHUK, WRITER & ILLUSTRATOR

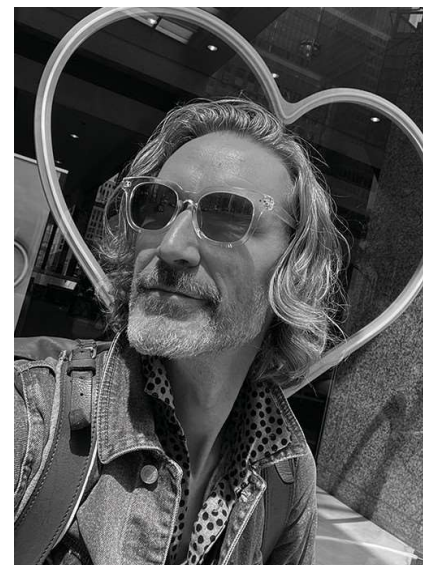
Award-Winnipeg writer and illustrator whose work has appeared in comics, graphic novels, books, role-playing games, theater, television and film. His work in words and pictures ranges from the heartwarming to the bloodcurdling.

He hosts SUPER PULP SIENCE - a weekly podcast about how genre gets made.

Works from GMB Chomichuk include the forthcoming Witch Police Cases from At Bay Press, Apocrypha: The Legend of Babymetal from Z2, Cassie and Tonk+ Rust and Water + Dragon Nanny from Chasing Artwork, Dead Work from The Dead Work Collective, Will I See? + This Place: 150 Years Retold from Portage and Main Press. The Automatic Age +

The Backbone of Night + Blood Letters from Great Plains, The Eye Collector from HEAVY METAL, Shared World: Sinister Tales of Sword and Sorcery + Once Lands + Moon Patrol from Stranger Fiction.

See GMB Chomichuk's works at www.gmbchomichuk.ca, Instagram & Facebook.



RYAN COSTELLO, RPG CREATOR & COMIC AUTHOR

Ryan Costello writes your childhood*.

As one of the co-designers of Renegade Game Studios' Essence20 RPG system, he worked on over a dozen G.I. JOE, Power Rangers, My Little Pony, and Transformers sourcebooks.

Additionally, he worked on satirical fantasy comic Looking For Group for 10 years, first managing the website and designing merchandise, including the LFG roleplaying game boxed set and multiple LFG tabletop games. This led to him writing the last year of the comic, including the series' last page.

Most recently, he ran the official Voltron Facebook and Instagram accounts from 2024-2025, creating content only fans can appreciate.

*only applicable for childhoods between 1980-1994.



LAR DESOUZA, CARTOONIST & COMIC ARTIST

Lar deSouza, beard advocate, noted hat enthusiast and Internet Uncle, is really good at sitting. He sits like a champ. And when he sits, he draws. Like, a LOT. For the past 20 years, Lar has the artist for the daily comic “Least I Could Do” (LICD.com). He also spent 17 years on the 2008 Shuster Award winning online comic “Looking For Group” (LFG.co). Lar also continues to freelance and has been fortunate to contribute to Steve Jackson Games, most notably Super Munchkin Artist Edition, Munchkin CCG and the Illuminati second edition in 2018, among many others.

Lar has been the recipient of the Prix Aurora Award for Artistic Achievement in Canadian Science Fiction (2008, 2006) and numerous other awards for caricature and cartooning.

He was born to humble surroundings on a Halloween night many years ago.

After an apparently normal childhood, he attended Sheridan College of Visual Arts where he obtained diplomas in Illustration and Computer Graphics. While other artists might have muses that look like Grecian oracles, Lar’s wears three fingered gloves and speaks in a shout. It was only a matter of time before professional cartooning called his name. He has been artistically active in fandom for many years, garnering a reputation as a passing fair cartoonist and a sick puppy. He has no idea what to write for program bios and suggestions are welcome. The Halloween bit is true. And yes, he does look like his caricature. You can see his online work at: Least I Could Do, Looking For Group, Bluesky, Instagram and Facebook.



THURSTON “THURSTY” HILLMAN, ASSOCIATE PUBLISHER & RPG CREATOR

Associate Publisher, Paizo Inc.

Starfinder Co-Creator

Actual Play GM – Narrative Declaration

Thurston “Thursty” Hillman is a Winnipeg-born TTRPG creator and Game Master known for his work on the Narrative Declaration YouTube channel, where he runs actual play campaigns enjoyed by fans around the world. He started his career working in gaming retail at several stores in Winnipeg, including Pendragon, Campaign Outfitters, and Comics America.

Professionally, he serves as Associate Publisher at Paizo and is a co-creator of Starfinder (1st & 2nd Editions). His extensive credits include Pathfinder RPG, Warhammer Wrath & Glory, and numerous other tabletop projects.

Follow his adventures at @OnCallGM

You Could Be a ConChair!

WinSFA is seeking teams of two (2) or more people interested in running a future Keycon. To apply, you must apply as a team (individual applications are not accepted), and submit a short letter including:

- Full names and contact information
- The year you wish to run

Applications can be given to any active Senator (including the current ConChairs) or emailed to: bids@winsfa.org

ALSO APPEARING

Jessica Redekop

Jessica Redekop is a Canadian writer, illustrator, and game designer, finding her way into the games industry through her love of the Planescape D&D setting. She is a frequent freelance contributor to Paizo's Pathfinder and Starfinder RPGs, including her recent adventure path volume, *Revenge of the Runelords: Into the Apocalypse Archive*.

Jess loves cats, movies, and creating collaborative storytelling experiences. To keep up with her work, follow her on BlueSky (<http://tectonomancer.bsky.com/>).

Jonathan Ball

Jonathan Ball is the poet laureate of Hell. He has won numerous awards for his many books of poetry, fiction, nonfiction, and comics, and holds a PhD with twin focuses in Creative Writing and Canadian Literature. He is the owner of Stranger Fiction, a publisher that develops its own stories and also provides creative services to other independent publishers and producers, and hosts a podcast called *Writing the Wrong Way*, which teaches serious writers what the MFA didn't. Connect with Jonathan through his newsletter and get a free story at www.strangeInk.ca.

Chadwick Ginther

Chadwick Ginther is the Prix Aurora Award winning author of *The Thunder Road Trilogy*, *Graveyard Mind*, and over forty short stories, some of which have been collected in *Khyber: Stories of Sword and Sorcery in a Shared World* and *When the Sky Comes Looking for You: Short Trips Down the Thunder Road*. His short fiction has also appeared recently in *On Spec*, *Hauntings and Hoarfrost*, and *The Year's Best Canadian Fantasy and Science Fiction Volume 2 and 3*. He lives in Winnipeg, Canada where he writes stories full of skeletons, giants, and dragons. Find him at www.chadwickginther.com

River City Sabers

For over 15 years, River City Sabers has explored the real-world application of LED Saber martial arts through their weekly classes & event appearances. Whether you're looking to take home a combat-grade saber of your own, or explore a combat sport with open accessibility, River City Sabers are your local saber experts. Classes are completely beginner friendly, with sabers provided for all students to practice with, and private and public event appearances adaptable for all ages and audiences.

Manitoba Game Designers

Manitoba Game Designers is a collection of Manitoba game designers that specialize in creating memorable experiences in both the analog and digital gaming worlds. Represented at Keycon 42 by Arcane Dominion, Bardic Inspirations RPGs, GambitRPG, and Trapped Chest.



Authors of Manitoba

- V H Balaban heliosphere.space
- R A Clarke rachaelclarkewrites.com
- S J Terra sjterra.terrabrick.ca
- Den Valdron denvaldron.com
- N A Walker nawalker.com

Sci-fi and fantasy for all ages



HUSKY3D
DICE TOWERS, 3D TERRAIN
CARD GAME ACCESSORIES
GAMING ACCESSORIES
STORAGE SOLUTIONS
LASER ENGRAVING
STICKERS, PROXY CARDS

[HTTP://WWW.HUSKY3D.COM](http://www.husky3d.com)

MARKETPLACE

WHO WILL BE THERE?

The Marketplace is our home for makers, artists, authors, readers, collectors, gamers and everything fannish that can be bought and sold. You might be able to pick up anything fannish, perhaps a handmade costume item, a book from a local author. new games or a work of art and so much more. Some of the best gear to wear at con was bought at con.

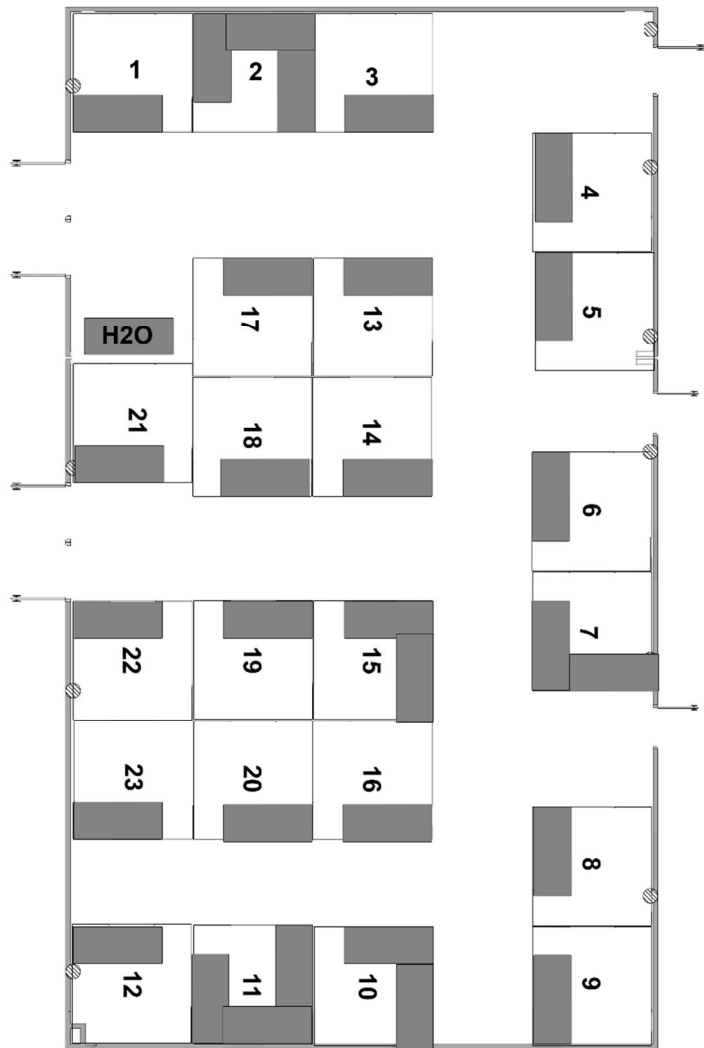
MARKETPLACE HOURS

FRIDAY 7:30 PM to 10:00 PM
 SATURDAY 10:30 AM to 8:00 PM
 SUNDAY 10:30 AM to 4:00 PM

VIP attendees get
 access thirty
 minutes early

DEALERS REGISTRY

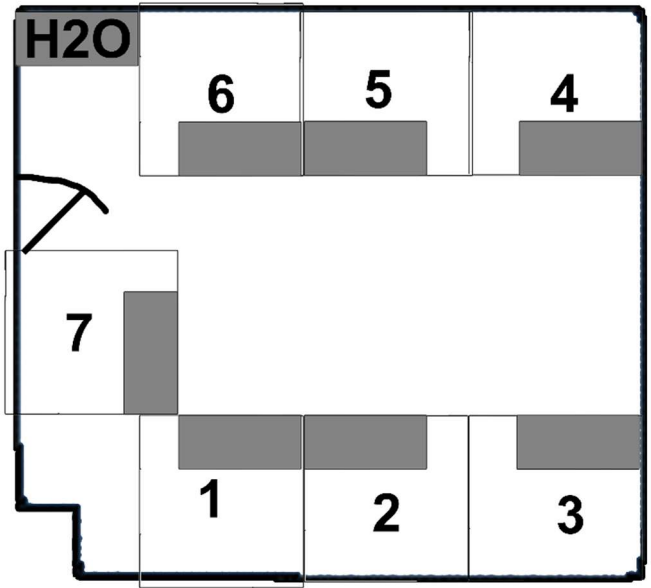
Booth	Dealer
1	[Open]
2	Transcona Crystal Lady
3	Black's Sideshow
4	GMB Chomichuk
5	GMB Chomichuk
6	River City Sabers
7	Authors of Manitoba
8	Simply Borealis
9	Puppycat Creative Productions
10	Spud Publishing Inc.
11	Ivy Cat
12	MiddleMerch
13	Machine Gal Milliner
14	JC Wood n Books
15	Haunted Rat Circus
16	Craig's Wood
17	North Lake Leather & Prints
18	Firby Creations
19	MagiWear Ind
20	Mariko Hamade
21	Your Siren's Call
22	Art By Vie
23	Husky 3D



AUTHOR'S ALLEY

Booth	Dealer
1	Trinity Cunningham
2	Lance Robinson
3	SMVL Trudeau
4	Real Dragon Press
5	Christine Frances
6	Bursting with Books
7	[Open]

The Author's Alley is a dedicated space where writers, editors, and storytellers can meet convention members, showcase their work, and share their passion for the written word. Author's Alley offers attendees the chance to discover new voices, chat with creators, purchase signed books, and learn more about the creative process directly from the people behind the stories.



HOSPITALITY SUITES

Think of the Hospitality Suites as the official room parties for the convention. Typically they will be themed, often along one or more genres of fandom. Keycon's Hospitality suites have been the source of many legends, some true and some apocryphal. Registration Badges are required to be worn at all times.

All rooms observe Manitoba Liquor Laws in regards to age, carding, serving of minors and over-serving.

Operations Room

Keycon's Ops Room.

Atom Cats

Come to The Atom Cats Winnipeg hospitality suite!! Immerse yourself in the Fallout 4 universe. The Atom Cats are a faction in the fallout universe.

We like everything 1950's style Please come and enjoy a drink with us, watch the fallout tv series, both seasons will be shown all weekend.

Season 1 on Saturday, and Season 2 on Sunday. Sing along to the music, or just sit and enjoy conversation with other fans. This is an 18+ room. Keycon membership is required. We will be having a raffle this year with some great prizes.

So, please, come check us out and see what the prizes are. Also, please check out our new website: atomcatswinnipeg.com

Book Cafe at the End of the Universe

"Sharing tea with a fascinating stranger is one of life's true delights." And there's no better place to meet fascinating strangers and share a cup of tea than The Book Cafe At the End of the Universe! You never know who you might meet there. Our customers have included Jedi and dragons, space pirates and faerie folk, along with Klingons and wizards. Have a cup of tea or coffee and a light snack, check out our selection of books for all ages, and enjoy the company. Come and fika at The Book Cafe At the End of the Universe!

The Loft

Join Rhiannon and her team as they offer a chill hang out room with cheap food & snacks and lots of video games.

Formerly known as the teen loft, this will be a dry room only.

The Mended Drum

A tavern of stylish disrepute on Filgree Street, Ankh-Morpork. On the former site of the Broken Drum, destroyed during the Great Fire of Ankh-Morpork¹. Visit to try out an instrument, solve a logic puzzle, play jackbox, watch a Terry Pratchett movie, try a one shot RPG or grab a board game while trying a Discworld inspired delicacy. Please mind The Splatter² as you enter.

¹ in no way related to the in-sewer-ans poly-sea sold to the proprietor earlier that same week

² Splatter, like a bouncer, but trolls use more force!

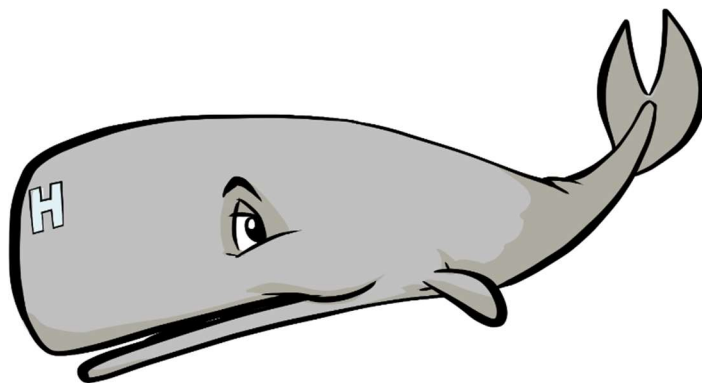
The Dandy Lion

Filk Music Hospitality Suite

Welcome to our inn, a comfy place for chatting and music making.

Drop in any time for tea or coffee, a gluten-free snack, or soup. We are open for fun and music.

And remember, anyone can make music!



EXTRAVAGANZAS

FANTASTIC EVENTS HELD ALL WEEKEND LONG

Extravaganzas are all of the “big programming” events that are massively attended and require additional planning and preparation compared to the Programming items.

Whether you are new to Keycon or a returning member, the Extravaganzas are something to behold.

OPENING CEREMONIES

Opening Ceremonies is the kick-off for the weekend. In years previous, the Guests of Honour have remarked that not only are the Opening Ceremonies one of the best attended events during the weekend, we also have one of the most unique, creative, and entertaining of all the conventions they’ve attended. Past Opening Ceremonies have included: music, Sing-A-Longs, and certain Hospitality suite organizers hurling chocolate missiles into the crowd!

Come and meet the Guests and find out what makes Keycon’s Opening Ceremonies so special.

FRIDAY NIGHT

THE ICE CREAM SOCIAL

Immediately following Opening Ceremonies the Ice Cream Social. This is Keycon’s informal mixer for attendees to meet the Guests of Honour as the Guests serve up a special treat! This is a no-cost event for all Keycon Members. This is your first chance to mix and mingle at this year’s Keycon.

FRIDAY NIGHT

THE MASQUERADE (COSTUME CONTEST)

The highlight of the weekend for costumers and their models! This is a sanctioned event that is held under the auspices of some group somewhere. Entries are judged by age categories, craftsperson-ship and execution.

Onsite Masquerade Registration will take place at Registration.

Detailed rules are available on the Keycon website.

SATURDAY EVENING

THE SOCIAL

If you’re from Manitoba, no further explanation is needed, but for our visitors from out of province, a Social is an evening dance party that often has a cash bar, snacks, and sometimes a prize raffle or silent auction. Often used as a fundraiser for charities and other worthy causes.

Keycon’s Social features music, dancing, Cash Bar (alcohol service) and a late-night snack. This is a great way to wrap up Saturday night.

Note: please be prepared to present your Keycon Membership Badge at the door and have a valid government issued Photo ID for the Cash Bar.

SATURDAY NIGHT

CLOSING CEREMONIES

It’s time to say goodbye. This is the last official programming item of Keycon. Closing Ceremonies usually features announcements of winners from various contests and prizes, swag is bestowed, and a sneak peek at what is in store for next year’s Keycon.

SUNDAY AFTERNOON

TABLETOP GAMING



GAMING HOURS

FRIDAY	6:00 PM	to	10:00 PM
SATURDAY	10:00 AM	to	10:00 PM
SUNDAY	10:00 AM	to	4:00 PM

The games room is closed outside of these hours but there are tables right outside available for gaming all night for you night owls.

Game-itoba

Game-itoba, Winnipeg's grassroots non-profit Tabletop Games Convention, is excited to be running Keycon's Gaming Room and will have a huge library of tabletop games for you to come play.

Find out more at: <https://game-itoba.ca/>



**Manitoba
Game
Designers**

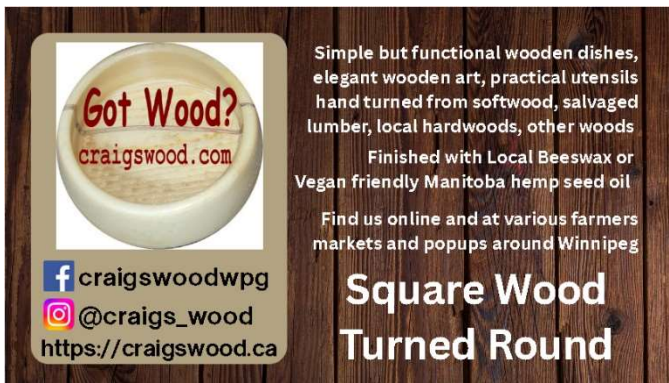
Manitoba Game Designers

Also check out the Manitoba Game Designers who will be in the games room all weekend, showing off their latest creations.

Manitoba Game Designers is a collection of Manitoba game designers that specialize in creating memorable experiences in both the analog and digital gaming worlds. Represented at Keycon 42 by Arcane Dominion, Bardic Inspirations RPGs, GambitRPG, and Trapped Chest.

Find out more at: <https://mbgamedesigners.ca/>

Keycon would like to thank both Game-itoba and Manitoba Game Designers for their support of the Gaming Room.



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Finished with Local Beeswax or Vegan friendly Manitoba hemp seed oil

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**NORTH LAKE
LEATHER & PRINTS**

PROGRAMMING

Event Spaces

Main Floor



Floor Map Key

-  Elevators
-  Meeting/Conference Rooms
-  Amenities/Service Areas
-  Public Corridors

Third Floor



Friday

6:00 PM to 6:30 PM

Opening Ceremonies

Stevenson A/B Con-Chairs and Guests

Let this year's co-chairs officially welcome you to Keycon 42 and introduce our guests of honor

6:30 PM to 7:30 PM

Meet and Greet/Ice Cream Social

Stevenson A/B Con-Chairs and Guests

Take a moment to sit, mingle, enjoy some ice cream and maybe exchange a word or two with our Guests of Honor

7:30 PM to 8:30 PM

Mikey Mason Concert

Stevenson A/B Mikey Mason

8:00 PM to 9:00 PM

Creature Design with Jessica Redekop

Event Room A Jessica Redekop

To Be Continued... Bad Fic Reading

Event Room B Linda Thorlakson

Taking the legacy created by Laurie Smith and carrying the torch to explore an 18+ participation reading of a Bad Fan Fic.

Sixty Years of Star Trek

Event Room C W Christopher Hlady

Possibly the most popular science fiction franchise ever, covering television, movies, books, games and more. What are people's favourite moments? Where can they boldly go next?

So You Want to be a GM?

Magellan Jed Doerksen

Advice on running tabletop RPGs from presenters who have been doing it for decades. An easy entry for those who want to take the GM's seat, but are not sure where to start.

9:00 PM to 10:00 PM

Origami with Lar DeSouza (Adults Only)

Event Room A Lar DeSouza

Writing your Childhood with Ryan Costello

Event Room C Ryan Costello

Between writing for Hasbro's licensed roleplaying games and managing Voltron's social media accounts, Ryan Costello has worked on the majority of the brands he grew up with. He shares his tips for capturing a nostalgic tone, staying true to the brand, and satisfying both license holders and fans.

9:00 PM to 10:00 PM

Game Design: From Basics to Breakthroughs

Magellan Christopher J.R.R. Penner

9:30 PM to 10:30 PM

The History of Science Fiction Literature

Event Room B W Christopher Hlady

From Mary Shelly's Frankenstein to Cixin Liu's Three Body Trilogy, Science Fiction Literature has amazed millions, if not billions, of people. What's not to love? Everything conceivable has been explored. Yet, people keep finding new ways to tell stories, and to tantalize the senses.

Will Artificial Intelligence change this? If so, how? With an eye to the future, let's explore this amazing subject's past. How much is too much? Do people want things simplified, or has Technology opened inconceivable doors to the imagination?

10:00 PM to Midnight **Plot Twist, The Adventure**
Event Room A Ryan Costello
You can't spell Improvising without GM!
Five members of the audience get to play in chaotic Essence20 combat run by Ryan Costello, one of the system's designers. Everyone else gets a prompt from The Story Engine Prompts, which they can play to influence the adventure and mess with the GM's most optimistic plans. During the game, Ryan gives the audience insight into the GMing and storytelling techniques he uses to keep his players engaged and the combat moving.

10:00 PM to 1:00 AM **DANGER IN THE DETAILS: THE INCIDENT AT GLOOM LAKE**
Stevenson A/B GMB Chomichuk
In these 2+ hour storytelling sessions GMB Chomichuk takes on the role of Narrator while Participants choose the Characters, Details and Plot Twists of a story that plays like a game. What characters Do, Think, Feel, Say and Remember are up to you Storytellers, but the Dangers and Dooms are up to GMB Chomichuk.

Agents Unknown have been sent to Gloom Lake to investigate an incident. The Incident has attracted Hungry UFOs, Reptilian Skinchangers, and Mind Control Agents who seem to have been attracted by the spontaneous development of psychic abilities in a group of small town kids. A game of cold war psychic espionage and conspiracy.

11:00 PM to Midnight **The Best of Douglas Adams**
Magellan W Christopher Hlady
No celebration of Keycon 42 would be complete without discussing the magnificent career of Douglas Adams. From Hitchhikers Guide to the Galaxy to Doctor Who to his views on religion, environmental activism, and technology and innovation. Bring a towel. There will be tears and laughter.

Saturday

All Day

MBGD Game Table

Hall Table 1 Manitoba Game Designers

Come join in on a weekend of scheduled tabletop gaming with local Manitoba designers in the game room! With a variety of different games to enjoy like Dungeons and Dragons 5e, Arcane Dominion, Reanimated, Nullam Project, Essence of the Arcane, Gambit RPG, and more, it's guaranteed to be a good time. All game times will be pre-posted, so that you can play your weekend of fun ahead of time. Want to drop in? No problem! Any game that requires created characters will have pre-made characters so you can just jump in and play!

7:00 AM to 10:00 AM

Saturday morning cartoons

Stevenson A/B Peter Decourcey

In the 1980s, the best part about Saturdays was the amazing morning cartoons. Every Saturday, kids would sit down with a bowl of cereal to watch classic cartoons like Teenage Mutant Ninja Turtles, G.I. Joe, Transformers, ThunderCats, Masters Of The Universe, Smurfs, Strawberry Shortcake, Jem and the Holograms, My Little Pony, Care Bears, and Rainbow Brite.

Yes, kids back then had to wait an entire week to enjoy a whole day of cartoons. There was no streaming, no pause button, no rewind to hear what you missed! Come on out and relive the nostalgia and rediscover some forgotten classic!

9:00 AM to 10:00 AM

Joey and Lillian's Trivia Extravaganza

Event Room A Joey

Are you good at pushing buttons? Can you tell the difference between the MCU and the DCEU? Come join Joey, Lillian and the Triviatron 3000 for some trivia fun.

- 9:00 AM to 10:00 AM **The Future Ain't What it Used to Be**
 Event Room B Casia Schreyer
 Join 4 Manitoban Sci-Fi authors as they discuss where they get their ideas and how they reinvent the here and now into a variety of fictional futures. From colonizing far off planets, to alternate histories, from space portals to post-apocalyptic cities - and so much more! Bring your questions, and your favourite pop culture examples of future-vision.
- 10:00 AM to 11:00 AM **Um Actually - Keycon edition**
 Event Room A Chris Wachal
Science Fiction in the 2020's:
 Event Room C W Christopher Hlady
 Science Fiction in the 2020's: In books: 3-Body trilogy vs Planet Imagine Trilogy. On TV: Starfleet Academy vs. Three Body Problem (Seasons One)
- Media is complicated. At its root, it's about stories, so let's discuss cynical versus optimistic ones. Three Body Problem is an example of cynical. Star Fleet Academy and Planet Imagine are examples of mostly optimistic. What's successful and what isn't? What's too gritty and what's too nice? Do each of these hold a place in Science Fiction today?
- As well, there may be tangential discussions of where these stories place in Science Fiction history, and what are we looking forward to discovering when we read?
- Looking for Group Year 15 - A New Beginning, A Grizzly End**
 Magellan Ryan Costello
 Join Lar DeSouza, artist on Looking For Group for all 15 years of its initial run, and Ryan Costello, writer of the comic's final year, as they discuss capturing what made the webcomic an early Internet phenomenon, creating new memories, and then finally wrapping up the plot in not a lot of time.
- 11:00 AM to Noon **SUPER PULP SCIENCE : HOW GENRE GETS MADE**
 Event Room A GMB Chomichuk
 GMB Chomichuk will host a discussion with panelists about the elementary particles of various genres and how to combine them into new effective stories.
- SciFi/Fandom Mad Libs**
 Event Room B Linda Thorlakson
 How do the madlibs look with our audience based contributions with a Fandom theme.
- Origami with Lar DeSouza**
 Magellan Lar DeSouza
- River City Sabers Combat Demonstration**
 Stevenson A/B River City Sabers
- Noon to 1:00 PM **Kids Crafts**
 Event Room A Kimberly Mazur Crafts designed for children under 12
- Game Masters are Thumbs**
 Event Room B Ryan Costello
 TTRPGs are unique games in that they require a human buffer between players and the game system. Game designer Ryan Costello talks about how the player-GM (or DM if WotC isn't feeling litigious) relationship is like the relationship between fingers and their thumb, both oppositional and needed to get a grip.

A Starter Guide for Self Publishing

Event Room C D.G. Valdron

Do you have a book inside you? There is a whole world of self publishing. Here's a crash course in how to do it.

Noon to 2:00 PM

Behind the Castle Doors: The Origin of The Hilarious House of Frightenstein

Magellan Squirrels of the Sky Productions Inc.

Since 2022, we have travelled across southern Ontario interviewing many people who fondly remember this great

Canadian television show, as well as seeking out original members of the crew!

In our film, you will hear stories of how the show began, backstage tales of production accompanied by never-before-seen photographs of the set and studio and even original music from dedicated fans!

This project has been a labour of love, and we are incredibly excited to share the story of this cult classic with all the fans.



1:00 PM to 2:00 PM

DIY Wooden Bookmarks

Event Room A Casia Schreyer

Come and paint or colour your own keepsake bookmark! You can even design more than one! Paints, brushes, trays, water, paint markers, sharpies, pencil crayons, and blank bookmarks will ALL be provided for your use (and of course, you keep the bookmark!) Cost is \$2 per bookmark to cover supplies. Cash and tap will be available at the panel, or pre-pay at the JC Wood n Books table in the Marketplace.

Sixty Years of Star Trek

Event Room B W Christopher Hlady

Possibly the most popular science fiction franchise ever, covering television, movies, books, games and more. What are people's favourite moments? Where can they boldly go next?

Writing Sword and Sorcery stories

Event Room C GMB Chomichuk

Blast a Stormtrooper with the 501st

Stevenson A/B 501st Squadron

2:00 PM to 3:00 PM

Craft Supplies Swap-meet

Event Room A Josée

Are you running out of space in your craft room? Bought supplies for a hobby you didn't get into? Looking for Something new, but want to try it first before committing? Come join the Keycon craft supplies swap meet!

More than Porkchop Sandwiches - G.I. JOE's Place in Popular Culture

Event Room B Ryan Costello

Ryan Costello loves G.I. JOE. Not only is he an author on more G.I.JOE Roleplaying Game supplements than anyone else, including being credited as a G.I. JOE Consultant, he helped run G.I. JOE conventions and moderate G.I. JOE message boards. Come chat if you like G.I. JOE or are curious how some Canadian could love A Real American Hero this much.

River City Sabers Workshop/Panel

Magellan River City Sabers

2:00 PM to 4:00 PM

Nerf Shooting Range

Stevenson A/B Nancy Fetterman

Join me for an hour (or two) in testing your skill shooting a wide variety of Nerf guns. There will be several different target types and much fun to be had. Suitable for all. Small toys and candy are available for all who participate.

3:00 PM to 4:30 PM

Life, the Universe, and Everything: A Hands-On World Building Workshop

Event Room A Casia Schreyer

Calling all writers, game designers, and RPG DMs of all ages! Whether you're experienced or aspiring or somewhere in between, join local author, Casia Schreyer for a hands on workshop and start building your world.

Participants are encouraged to bring notes/outlines for any worlds they're already working on. Paper, pens, and free world building resources will be provided (but participants are encouraged to bring a favorite notebook if they have).

The workshop will start with a brief discussion of world building basics and pitfalls. Then, participants will have the chance to share ideas, ask questions, and work on their worlds. We'll wrap up with a brief discussion on transitioning from world building to story telling.

3:00 PM to 4:00 PM

Using Adobe InDesign to Publish Your Ebook

Event Room C W Christopher Hlady

Recently, I helped package N A Walker's Protector of Planet imagine for publication as an eBook and soft cover book using Adobe InDesign. I can show the audience how the painted cover came together, a few drawings that were included inside, and how the book was formatted for eBook publication and soft cover printing.

Techniques will be shared, in the hopes that authors can better prepare their publications in a more DIY manner.

3:00 PM to 5:00 PM

Live Play! Zombies of the Corn

Magellan Manitoba Game Designers

Join in a live play of DM Lytha the Bard's latest hit indie RPG adventure Zombies of the Corn. Join in as DM Lytha herself inflicts/runs professional GMs and game designers through the corniest zombie adventure you've ever seen. Filled with terrible/amazing puns this adventure will make the players, and you, groan more than the zombies as you just can't help but laugh.

3:00 PM to 6:00 PM

The Nostalgia Trifecta

Event Room B Ryan Costello

Try Renegade Game Studios' Essence20 with one of the system's designers. Play an elite JOE, a heroic Autobot, or a magical Equestrian to stop some time traveling shenanigans. The way you see the adventure's setting depends on the pregen you play. No system or setting knowledge necessary, just bring a set of dice and a sense of adventure!

4:00 PM to 5:00 PM

Comedy and Sci Fi

Event Room C D.G. Valdron

The author of Drunk Slutty Elf and Zombies takes you on an interactive tour of the funny side of science fiction and fantasy, from Ron Goulart to Terry Pratchett on the page, to Spaceballs and Scary Movie on television and movie screens. The best, the worst, and everything in between.

River City Sabers Combat Demonstration

Stevenson A/B River City Sabers

5:00 PM to 6:00 PM

Mars

Event Room C Rob Dyck

Mars, real human space exploration, past plan, and what's going on

From Mind to Mini: Bringing Your RPGs from Playtesting to Published

Magellan Lytha Hawkes

Host by DM Lytha the Bard, join the professionals of the Manitoba Game Designers on a quest to bring your creative role-playing game idea to life. From classics like Dungeons and Dragons to Indie RPGS, find out how to get your games ready for the table. From what playtesting is required, to formatting, dive into the world of RPG publishing and learn how to get yours published too!

The Creative Process

Stevenson A/B GMB Chomichuk

6:00 PM to 7:00 PM

Masquerade

Stevenson A/B

A Survey of British Science Fiction

Event Room C James Wiens

A showcase of lesser known works of Science Fiction from the British Isles. Featuring books, games, comics, movies, television, toys, music, and beyond!

So I Have This Player...

Magellan Jessica Redekop

6:00 PM to 8:00 PM

Blood On The Clocktower

Event Room A Amanda Brant

"As you enter town square, you hear the *drip drip drip* coming from the clocktower. You look up to see the slaughtered body of The Storyteller! A demon and its minions have returned to town!"

Blood On The Clocktower is an in-person "liar-reveal" style game, similar to One-Night Werewolf, or Mafia. Unlike those games however, EVERYONE gets cool abilities to use, some very helpful, and some... well less so.

The script chosen should be fairly accessible to new players, and there will be a short introduction to the rules before play begins.

So come have fun lying to all your friends, and maybe stab them in the back with your sharp, demonic claws!

7:00 PM to 8:00 PM

Video Game Music Trivia!

Event Room B Dann Bjornson

VGM Trivia will be a pub quiz style event where attendees will complete either solo or in teams to answer a series of video game music related questions. I had originally styled this as a Jeopardy style quiz but this way everyone who attends can get involved instead of just a couple. Questions will range from "name that tune", VGM history, composers, and a few surprises! One team will win!

Finding the Path to Pathfinder Work - How Pathfinder Fans become Pathfinder Professionals

Magellan Ryan Costello, Thurston Hillman and Jessica Redekop

Winnipeg's own Thurston Hillman and Jessica Redekop, and fellow Canadian Ryan Costello, all started as TTRPG fans before working on Pathfinder and other TTRPGs. Find out how Paizo, Pathfinder's publisher, often hires from its fandom and how that improves the product.

7:00 PM to 9:00 PM

Sing It, Nerds! A Sci-Fi & Fantasy Musical Karaoke Sing-Along Pre-game Party!

Event Room C Mindy Mckenzie

Beam up your bravest vocals and unleash your inner fandom gremlin!

From cult classics like The Rocky Horror Picture Show to sing-along legends like Once More, With Feeling (Buffy), Dr. Horrible's Sing-Along Blog, anime bops, and even K-pop demon hunters, this karaoke panel celebrates the funniest, campiest, and most beloved musical moments in sci-fi and fantasy fandoms.

Whether you're a seasoned stage villain or a shy background minion, all voices are welcome.

Costumes encouraged, enthusiasm required, dignity optional—because fandom is funnier when we sing about it together.

8:00 PM to Midnight

A Special Paizo Horror Game

Magellan Thurston Hillman

8:00 PM to 1:00 AM

The Social

Stevenson A/B

9:00 PM to 11:00 PM

An Evening of DANGER IN THE DETAILS: KILL THE SORCERER

Event Room C GMB Chomichuk

In these 2+ hour storytelling sessions GMB Chomichuk takes on the role of Narrator while Participants choose the Characters, Details and Plot Twists of a story that plays like a game. What characters Do, Think, Feel, Say and Remember are up to you Storytellers, but the Dangers and Dooms are up to GMB Chomichuk.

The Sorcerer Azoth- once a great champion of the realm has gone mad. His mind was eaten by the spirit of the DREAM STONE OF CARCOSA. But your old friend and mentor has sent a message to you in a dream; "You must come to the city of Vox Libram and kill me". Can you find the terrible mercy to KILL THE SORCERER and destroy THE GEM or will you claim it for yourself?

Sunday

9:00 AM to 10:00 AM

Interstellar Towel-ercise

Stevenson A/B Casia Schreyer

Bring your towel and join us for some light fandom inspired exercises set to fun music. Activities will be silly, non-strenuous, and easily adaptable for participants of all ages and ability levels. Chairs and water will be provided. Extra towels will be available for those interstellar travellers who have misplaced theirs.

- 10:00 AM to 11:00 AM **Joey and Lillian's Trivia Extravaganza**
 Event Room A Joey
 Are you good at pushing buttons? Can you tell the difference between the MCU and the DCEU? Come join Joey, Lillian and the Triviatron 3000 for some trivia fun.
- Sixty Years of Star Trek**
 Event Room B W Christopher Hlady
 Possibly the most popular science fiction franchise ever, covering television, movies, books, games and more. What are people's favourite moments? Where can they boldly go next?
- Q&A with Lar DeSouza**
 Stevenson A/B Lar DeSouza
- 11:00 AM to Noon **Um Actually - Keycon edition**
 Event Room A Chris Wachal
 A trivia game of fandom minutiae one-upmanship, where nerds do what nerds do best: flaunt encyclopedic nerd knowledge at Millennium Falcon nerd-speed.
 Come be a contestant or watch in the audience.
- Inside the Mind of Taming of the Beast**
 Magellan Chris
 I have written a five-book paranormal romance series. For the panel, I would like to read excerpts from the first book of my series and do a Q&A. I would like to delve into the mind of the hero of my book. In past readings and Q&A sessions, people ask how my hero came to be and how I came up with the idea for my books.
- River City Sabers Kid's Workshop**
 Stevenson A/B River City Sabers
- 11:00 AM to 3:00 PM **GodHead**
 Event Room B Chadwick Ginther
 GodHead is a two-fisted, spell throwing, urban fantasy RPG with larger than life heroes and weird monsters inspired by eldritch gods and their exploits, currently in development by Old God Games.
- In GodHead the rules of the road are "take it or make it". This game is about looking for and getting into trouble, making ALLIES, taking OATHS and swearing vengeance.
 You're going to roll lots of dice (d8s) and help us playtest the mechanics of our game.
- Play With The Author - PFS 2-16 - Freedom for Wishes**
 Event Room C Jessica Redekop
- Noon to 1:00 PM **Authors of Manitoba Round Table**
 Event Room A D.G. Valdron
 I'm pitching us. I've got 25 books out, self published and from three different publishers, horror, fantasy, sci fi, short stories, novels. Rae Chell, Nancy Walker, R.J. Hore, we're all prolific local writers, hard core, doing it for years, we're all in the dealers room. We can do readings, round tables, discuss writing and publishing, how to, current trends and issues in the field, anything. There's a bunch of us. We're all willing to go up, all kinds of stuff. Sky is the limit (no live firearms though)
- Kids Crafts**
 Magellan Kimberly Mazur
 Crafts designed for children under 12
- 1:00 PM to 3:00 PM **WINSFA Senate Annual General Meeting**
 Magellan WINSFA Senate

- 2:00 PM to 3:00 PM **River City Sabers Kids Activities**
Stevenson A/B River City Sabers
- 3:00 PM to 4:00 PM **YOU'RE ALL GOING TO DIE!**
Magellan
A practical and thoughtful discussion about legacy planning, end-of-life preparation, and making things easier for the people you leave behind.
- 3:00 PM to 4:00 PM **Charity Auction Stevenson A/B**
Con Chairs
- 4:00 PM to 5:30 PM **Closing Ceremonies / Mikey Mason**
Stevenson A/B Con Chairs and Guests
- 5:30 PM to 6:30 PM **Beefs and Bouquets**
Magellan Con Chairs



Puppycat Creative Productions



Keycon 42
Marketplace

Marjorie D. L. Roden
mdlroden@gmail.com
Preflight Launch Series

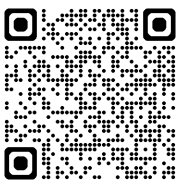
Cheryl Lloyd
ve5cap@gmail.com
Der Reizen series

SOCIAL MEDIA

Did you miss some of the events we were talking about this year. Make sure you follow us on our social media and mailing list. Be sure to Like/Comment/Share so we can build our community.

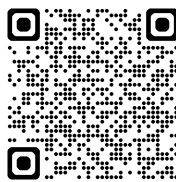
Facebook Page

<https://www.facebook.com/keyconofficial/>



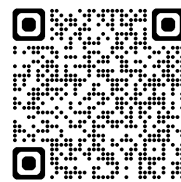
Instagram

https://www.instagram.com/keycon_manitoba/



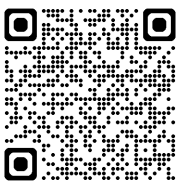
Substack (Mailing List)

<https://keycon.substack.com/>



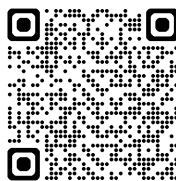
Facebook Group

<https://www.facebook.com/groups/Keycon/>



Link Tree (Everything)

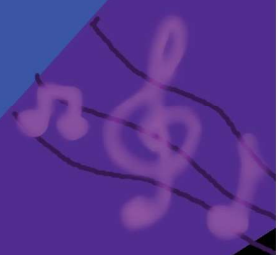
<https://linktr.ee/keycon/>



AUTOGRAPHS

AUTOGRAPHS

AUTOGRAPHS



MAY 21-23, 2027

SPECTRUMS OF FANDOM

Keycon 43

WHERE ALL FANDOM GATHERS



CAN'T WAIT?

COME TO OUR PICNIC AND CARNIVAL!

AUGUST 23 FROM 11AM-4PM

WINDSOR COMMUNITY CENTRE

99 SPRINGSIDE DR

[HTTP://WWW.KEYCON.ORG](http://www.keycon.org)