



2020



CONVENTION GUIDEBOOK



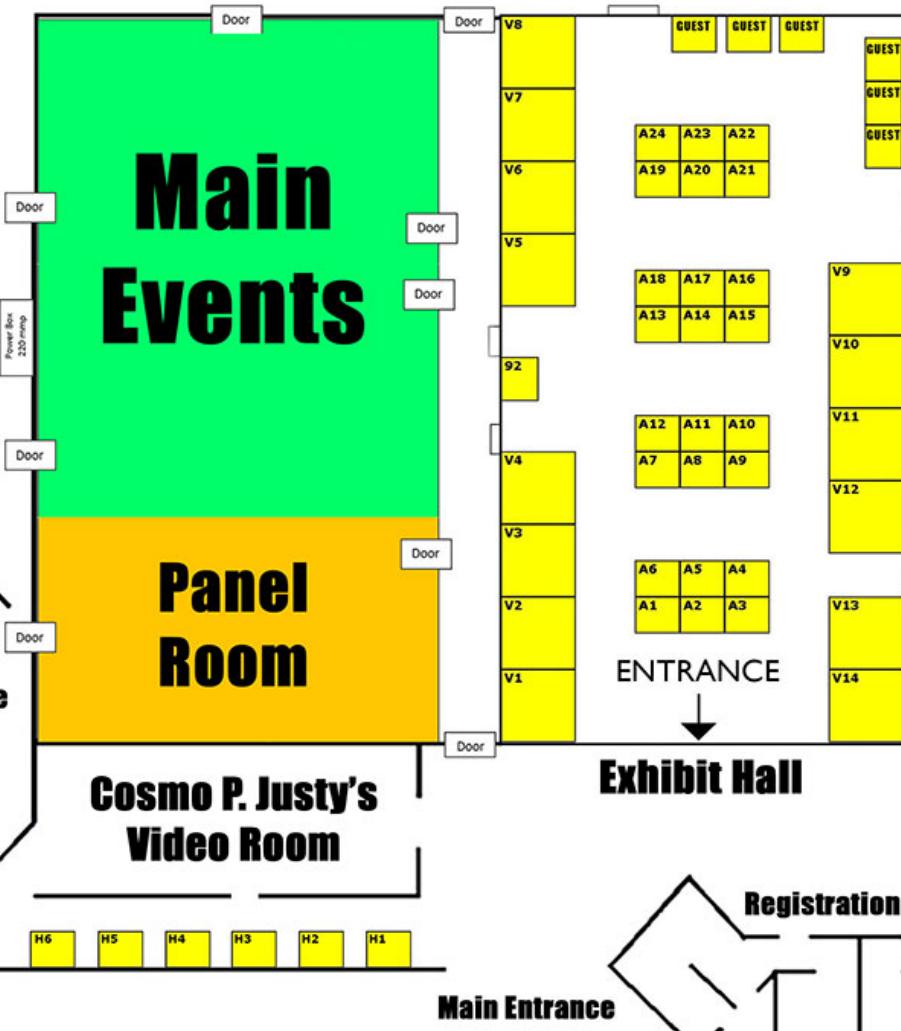
March 20 - 22, 2020
Days Hotel by Wyndham Celebration
3011 Maingate Lane Kissimmee, FL

Main Events

Panel Room

Cosmo P. Justy's Video Room

Tabletop Gaming /
Video Game Room /
Cafè au Lait - Maid Cafe



Main Entrance

Exhibit Hall

Registration

There are no guests listed at this time.

MAIN EVENTS

FRIDAY - MARCH 20, 2020

6:00 pm Nerdguments w/ Neil Kaplan

Length: 1 hr

Guests: Neil Kaplan

Join Celebrity Guest Neil Kaplan for a fun panel where fans offer up their theories on their favorite franchises to be discussed and ruled upon by all in attendance! Please keep all discussions at PG-13 levels.

8:00 pm Q&A with Paul St Peter

Length: 1 hr

Guests: Paul St. Peter

Veteran stage and voice actor Paul St. Peter answers YOUR questions about the voice-over industry, characters he's played, and more!

10:00 pm Theoretical Rejects Presents: Netflix and Chill - 18+ ONLY

Length: 1 hr

Guests: Theoretical Rejects

Sit back, relax, and get ready to binge your favorite Netflix originals in this rated R burlesque parody spectacular! 18+ ONLY! Must have valid State ID or Drivers License present. No photos or videos during performance allowed. Tips encouraged! Online tipping available! Find us at:

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

<https://ko-fi.com/theoreticalrejects>

11:30 pm Pajama Party!

Length: 0.5 hr

Enjoy some down time with friends and music to help unwind on a Friday night! Pajamas and kigus encouraged - bring your own pillows to relax!

SATURDAY - MARCH 21, 2020

12:00 am Pajama Party!

Length: 1.5 hrs

Enjoy some down time with friends and music to help unwind on a Friday night! Pajamas and kigus encouraged - bring your own pillows to relax!

12:00 pm SHINOBI SCHOOL PRESENTS: MIYAZAKI MADNESS An Aerials and Movement Show

Length: 1 hr

Guests: Shinobi School

The magical worlds of Miyazaki come to life in the Miyazaki Madness Movement Show!

See your favorite characters perform aerials, parkour, acro, dance and other amazing feats in this Movement Show inspired by your favorite Miyazaki films!

2:00 pm Q&A with Grey DeLisle-Griffin

Length: 1 hr

Guests: Grey DeLisle Griffin

Ever wanted to ask Daphne a question? Curious about Ventress' training with Count Dooku? How about Fire Princess Azula's feelings on her brother? Well now you can!

4:00 pm Masquerade Costume Contest (Cosplay/Costume)

Length: 1 hr

Guests: Moira Yume, Taylor Lost One

The **Masquerade Costume Contest** is a must see event at **OMNI FANDOM EXPO!** Costumers from all over will take the stage and show off not only their incredibly crafted costumes but performances as well. On the runway, contestants will face off against each other for the "**Best in Show**" prize of one thousand dollars! If you have the desire, drive, and creativity to be the best, sign up and show everyone what you can do!

Come see what the contestants have in store for you at the **OMNI FANDOM EXPO** Masquerade Costume Contest!

What's Required to Enter:

All contestants / creators / models **MUST** have a current **OMNI FANDOM EXPO** Badge (VIP Pass, Weekend Pass, Saturday Day Pass, etc.), and a costume that has been at least **80% hand-made**.

Note: If you are a Sponsored Cosplay Guest, you cannot enter the Masquerade Costume Contest in order to keep things fair for everyone.

How to Enter:

Sign up (location TBD) at **OMNI FANDOM EXPO**. If you are under 18, you will need a parent or legal guardian with you (they must be with you through all stages of the contest). If you are a model, the costume's creator must be present at sign-up to participate in pre-judging for craftsmanship awards. You will be given your pre-judging time when you sign-up.

What's Needed at Sign-Up:

- Download the entry form and fill it out or fill out an entry form at the convention sign-up location. It will require your name, the name and description of your costume, the name of the costume's creator (if you're modeling it for someone else), what skill level you qualify for, and any awards you have won.
- Do not bring any reference materials when you sign up. Please hold onto them until your designated pre-judging time.
- We suggest not wearing your contest costume at sign-up in order to keep your outfit as much of a surprise as possible for the convention's audience.
- If you are doing a cosplay skit/performance and have any audio that you want played, you must bring the audio in **MP3** format **ONLY** on a **USB Flash Drive** and present it at signup. If accepted, it will then be copied for **OMNI FANDOM EXPO**'s use in the competition. **Note:** entrant takes all legal responsibility resulting in any damage or legal fees associated with any media presented/copied for use at **OMNI FANDOM EXPO**.

Filename Criteria (Only for Performances/Skits):

- File must be **MP3** format.
- File must be on a **USB Flash Drive**. (**OMNI FANDOM EXPO** will only copy your file and will not keep your Flash Drive).
- File must be easily accessible in the root directory of the Flash Drive. Please do not bury your file in multiple directories.
- Filename must be the name of the contestant (first and last) followed by a dash (-) and then the name of the skit.
- Filename must contain underscores (_) instead of spaces (). Again, do not put spaces between words, use the underscore.
- No special characters allowed (*&%!'", etc...).

Entering As Walk-On Only:

Yes, you may enter the contest as a walk-on! Walk-on Only (meaning no pre-judging) costumes will **ONLY** be considered for all non-craftsmanship awards.

IMPORTANT: If you enter as a Walk-On only and do not participate in pre-judging, you will not qualify for Best in Show or any craftsmanship award!

CONTEST GENERAL RULES AND GUIDELINES:

- **ENTRIES:** One entry per person. **Cap of 100 entries taken.** Limited Late Registration will be available if space permits. We reserve the right to refuse additional entries.
- **PERFORMANCES/SKITS:** Due to time constraints, a limit **20** of the 100 entries may be Performances/Skits. First come, first serve.
- All Masquerade content must stay within the **OMNI FANDOM EXPO** General Guidelines, Code of Conduct, Prop / Weapon Policy, City of Kissimmee ordinances, and the **Day's Hotel by Wyndham Celebration**'s guidelines, and not exceed a **PG-13** rating. In addition to these basic guidelines, swearing and depiction of sexual acts is forbidden. Bleeps or other forms of censoring are acceptable.
- All skits / performances may not exceed **1 minute 30 seconds**. The MC (Master of Ceremonies) or Contest Host narration/introduction will not count towards the performance time.

- “Cosplay” aspect to show that you can not only look the part of the character, but also act the character as well. The judges should believe that you are your character - "suspended reality". This aspect is to demonstrate that you know your character inside and out.
- Any presentations with stunts, extreme, or shocking performances must be approved by the Cosplay Coordinator before the event. Failure to do so may result in disqualification.
- Any eligible costume that wishes to compete for craftsmanship awards must participate in a preliminary costume judging. Any costume not taking part in preliminary judging will not qualify for Best in Show or any craftsmanship awards. No make-up times will be allowed.
- Technical contest for Best in Show and craftsmanship awards. All costumes being considered for those awards must be at least **80% hand-made**.
- Youth is 12 and under. Parents **MUST** accompany contestants.
- Handlers are allowed; however, oversized costumes **REQUIRE** a minimum of one (1) handler to go on stage with them. Oversized costumes **MUST** provide their own handler (minimum of one (1)) in accordance with **OMNI FANDOM EXPO General Guidelines**.
- Models are allowed, but the costume/prop fabricator must be present for the costume to qualify for awards.
- Again, Sponsored Cosplay Guests are disqualified from entering the Masquerade Costume Contest for the fairness of all contestants.
- Finally: Please remember that the purpose of this show is for fun and entertainment. It's to celebrate everyone's creative inspiration, ability, and passion for this beautiful art form. Please do not get so caught up in the idea of winning an award that you forget that there's an audience watching you, or the other contestants waiting for their moment on stage, or the staff who is producing the contest itself. This is for everyone's enjoyment. Also, many of the **OMNI FANDOM EXPO** Staff have been in masquerade contests themselves, so we know how it feels! Thank you for being part of this awesome fan event, and enjoy!

PREVIOUSLY CREATED COSTUMES (IMPORTANT):

- Costumes that have previously won any award above a judge's award or honorable mention are not allowed to enter.
- Cosplayers that have received a Best in Show award at a previous event will automatically be placed in Masters Division.

ON STAGE RULES:

- Because this requires repeating: All content **MUST** comply with the **OMNI FANDOM EXPO General Guidelines**, Code of Conduct, Prop / Weapon Policy and Kissimmee City ordinances, and **the Day's Hotel by Wyndham Celebration**'s guidelines. Nothing should exceed the PG-13 rating. This means no swearing, no depiction of sexual acts. Bleeps or other forms of censoring are acceptable.
- All skits / performances may not exceed **1 minute 30 seconds**. The MC (Master of Ceremonies) or Contest Host narration/introduction will not count towards the performance time.
- Microphones will not be provided on stage for contestants to use. Any dialogue audio must be pre-recorded.
- Audio is highly encouraged.
- The use of **GLITTER**, flash powder, fake blood, fireworks, lasers, electrical flashes, smoke machines or any other effect that may cause potential damage, by the entrant are **PROHIBITED** due to Fire Marshal and **the Day's Hotel by Wyndham Celebration** regulations. The use of any of them will / may cause immediate disqualification or removal from the convention. Please ask before you attempt to use any of these effects.
- Do not throw any items into the audience (flyers, candy, silly string, etc..).
- Do not leave debris on stage that cannot be quickly cleaned by stage hands in fewer than 10 seconds.
- Interaction with the MC, Contest Host, Judges, or the audience is prohibited while on stage.
- Take your time to show off your costume to the audience for photos! It is always suggested to stop for two (2) poses, holding each for a count of three (3) to five (5) seconds a piece. Do not move too quickly through your poses, or the audience won't be able to get good pictures!

5:30 pm CosDance Fest

Length: 1 hr

Guests: Re:Star

CosDance Fest brings the anime performers to YOU!

Cosplayers and dancers alike head to the stage to bring their characters to life in a concert lineup live at **OMNI FANDOM EXPO!** [Click Here For More Information!](#)

7:00 pm Everything Digimon - Voice Actor Q&A

Length: 1 hr

Guests: Paul St. Peter, Neil Kaplan

Attendees, celebrate 20 years of Digimon Adventure 02 in this Q&A, as well as ask questions about any other Digimon series our Digital World alum have voiced in! Neil Kaplan (Hawkmon) and Paul St. Peter (Wormmon/Leomon) discuss their characters and more!

9:00 pm Speakeasy Sirens Presents: JoJo's Burlesque Adventure! (18+ ONLY)

Length: 1 hr

Guests: Speakeeasy Sirens

Amidst Jotaros journey to defeat DIO, he encounters a powerful new stand user. With a mysterious ability capable of affecting all of space and time, how will the Joestar family bloodline fare against this new enemies abilities?!

Help join Jotaro or DIO in a bidding war for the stand user that YOU the audience will decide who wins!!

So grab those IDs, pose your heart out and prepare those bills! Join the Speakeeasy Sirens as they take the stage in this bizarre burlesque adventure! 18+ ONLY - IDs REQUIRED FOR ENTRY

11:30 pm CRH Presents LORE OLYMPUS: A BURLESQUE OF MYTHICAL PROPORTIONS (18+ ONLY)

Length: 0.5 hr

Once every 400 years an event of mythic proportions graces the mortal world. The Gods have come down from Olympus to compete in various trails for prestige and bragging rights. This year a new category has been added much to the mortals pleasure. That category...is Burlesque. Come see the epic feats that myths and legends are written from.

Make sure to bring plenty of ones, YOU will be voting with your dollars!

Note: Apollo is not invited. 18+ ONLY - IDs REQUIRED FOR ENTRY

SUNDAY - MARCH 22, 2020

12:00 am CRH Presents LORE OLYMPUS: A BURLESQUE OF MYTHICAL PROPORTIONS (18+ ONLY)

Length: 0.5 hr

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Make sure to bring plenty of ones, YOU will be voting with your dollars!

Note: Apollo is not invited. 18+ ONLY - IDs REQUIRED FOR ENTRY

12:00 pm The Villains of Paul St Peter

Length: 1 hr

Guests: Paul St. Peter

Paul St. Peter talks about the vocal adjustments and character choices he has used to create some very frightening voices! His portrayals of XEMNAS (Kingdom Hearts), and NINE TAIL FOX (Naruto), have chilled many a spine, and the terrifying YAMMY RIYALGO (Bleach) is a study in pure menace. Paul will demonstrate his techniques in a clear, simple manner that will allow the fans to feel they are part of the creative process. Then he will ask for volunteers from the audience to rise and frighten everyone with their own vocal creations. Let's all have some scary thrills!

2:00 pm Voice Actor Script Reading

Length: 1 hr

Guests: Paul St. Peter, Neil Kaplan

Join us for this exclusive panel as a select group of victi-uh, we mean voice actors read from select script scenes. Their characters will be chosen at random and the scenes will be selected from a hat! Who will join in? Who will play who? Don't miss this if you want to find out! Seating is limited and VIP Passes receive early entry.

Note!: VIP Passholders that are present at the panel may be randomly selected to join in a scene!

Guests: Paul St. Peter, Neil Kaplan, CRH

Come join us as we say goodbye to our Special Guests and bring the weekend to a close!

PANEL ROOM

FRIDAY - MARCH 20, 2020

12:00 pm How to Become A Professional Cosplayer

Length: 1 hr

Cosplaying is a fantastic way to express yourself and meet new people who have similar interests. Just as any other form of fashion design, it's possible to do it full-time as a professional. But how does someone attain that? Without any insight, it might seem very intimidating, but it's very possible! If you have any interest in being a professional cosplayer, come stop by this panel! A cosplay business owner (Tinker's Caravan) will be presenting along with many sponsored cosplayers (@StarrCosplay)! Not only will you gain insight into the cosplay world, but you will have a chance to make connections with businesses right then and there! Also, every panel, we will be giving away a FREE Deku Mask from *My Hero Academia* to show our thanks for attending! Come say hi!

1:00 pm Writing Workshop: Creating Characters

Length: 1 hr

There's a character that everyone loves. There's a character that everyone hates. There's a character we love but want to punch in the face. Well, what makes them what they are? Are you a writer? Or are you just interested in how people write? Join us to discuss the process of creating a character in comics, anime, fiction, etc. From the beginning stages of making your character's personality and appearance to how they evolve through a story, characters change a lot, and it can be a difficult process for a writer. Share tips, ideas, methods, and more!

2:00 pm Grand Prix Afterparty: A Yuri on Ice Meetup

Length: 1 hr

Welcome to the Grand Prix Afterparty! Come hang out with your favourite *Yuri on Ice* characters, play party games, and get some cool pictures! They don't bite! (Okay maybe *Yuri* does)

4:00 pm So You Want To Be A Hero?

Length: 2 hrs

This panel is an interactive trivia panel hosted by U.A.'s favorite teachers! Is Trivia not your thing? Not to worry!! We'll have plenty more games lined up for your enjoyment!

6:00 pm Hitch Hiker's Guide to 3D Printing

Length: 1 hr

We will be discussing and explaining the different types of printers, filament, files, software, and more. Find out how to get started with 3D printing and being able to incorporate it into cosplay for a lightweight, durable outcome.

7:00 pm Kpop Dance Contest

Length: 2 hrs

Come show off your Kpop dancing skills and win some cool prizes! Dance to a variety of Kpop and Cpop songs and win a prize from a number of categories (most energetic, most known dances, etc.). Dance along side our host and see if you can impress them! *To request songs, message @fte_off on Instagram or Follow the Enemy on Facebook*

9:00 pm So You Wish You Had a Monster Girl Waifu - 18+ ONLY

Length: 1 hr

A real life look at monster girls and how hard it really would be to have one in your life. Does the girl of your wildest fantasies live up to the hype? Would you want her to be around you all the time? Will you give up some things or gain some new experiences? Find out and more at this panel. We love them, but can we live with them? 18+ ONLY

10:00 pm The (Anime) Dating Game!

Length: 1 hr

Four lucky contestants will be chosen from the crowd to vie for a date in this edition of the 1970's hit show, the dating game! This game will feature three eligible anime husbands and wives, and one eligible weeb! Who will they choose? Who will be the lucky winner? All fandoms are welcomed with open arms. Audience participation is heavily encouraged, your hosts look forward to entertaining you! As listed, this game show will be rated R and will not be suitable for children.

11:00 pm Titans Against Humanity! (CAH meets AOT)

Length: 1 hr

Are you a terrible person? Are you a titan? Do you make terrible jokes? Do you eat people for fun? If you answered yes to any of these questions, join whatever scouts haven't died yet to play Cards Against Humanity! \$1 entrance fee for each player (all proceeds will go towards the host's education fund, thank you). 2 winners will be chosen to receive prizes.

SATURDAY - MARCH 21, 2020

12:00 am Titans Against Humanity! (CAH meets AOT)

Length: 1 hr

Are you a terrible person? Are you a titan? Do you make terrible jokes? Do you eat people for fun? If you answered yes to any of these questions, join whatever scouts haven't died yet to play Cards Against Humanity! \$1 entrance fee for each player (all proceeds will go towards the host's education fund, thank you). 2 winners will be chosen to receive prizes.

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10:00 am Masquerade Costume Contest Pre-Judging

Length: 4 hrs

Guests: Moira Yume, Taylor Lost One

What's Needed at Pre-Judging:

- Reference materials **REQUIRED** are to participate for awards.
- Reference materials can be presented in any media that can be easily viewed by the judges. Color photos are encouraged. In-progress photos detailing the costume/prop/elaborate wig construction are **REQUIRED** to be judged for craftsmanship awards and Best in Show.
- At least one photo must show the person entering is making/working on the costume/prop/etc.

Any eligible costume that wishes to compete for craftsmanship awards must participate in a preliminary costume judging. Any costume not taking part in preliminary judging will not qualify for Best in Show or any craftsmanship awards. **No make-up times will be allowed.**

Models are allowed, but the costume/prop fabricator must be present for the costume to qualify for awards.

PREVIOUSLY CREATED COSTUMES (IMPORTANT):

- Costumes that have previously won any award above a judge's award or honorable mention are not allowed to enter.
- Cosplayers that have received a Best in Show award at a previous event will automatically be placed in Masters Division.

For more information, please see the [**Masquerade Costume Contest Rules Page**](#).

2:00 pm Whose Line Is It Anyway?

Length: 2 hrs

Come join Improv Games from Whose Line Is It Anyway are performed by you. We'll be featuring games like Unlikely Superheroes, Scenes from a hat, Party Quirks, and more so audience participation is a must. Come join us for all the laughs and fun!

4:00 pm Love Live! School Idol Trivia Project!

Length: 1 hr

Join Eclipse Idols for an interactive trivia panel all about idol groups Muse, Aqours, and the Nijigasaki School Idol Club! Hosted by Aqours members Hanamaru Kunikida and You Watanabe, there laughs and fun for everyone, as well as a special prize for the winner of the trivia contest! In addition to trivia, there will be fun idol themed games, with scouting tickets for a free gacha pull as prizes! You wouldn't want to miss this live show, zura!

5:00 pm Real Life Social Difficulties Reflected in Anime

Length: 1 hr

An intriguing look at how Anime deals with social difficulties and explores if Anime can help in real life.

Brought to you by Social Debugging:

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

6:00 pm Dance Workshop: Kpop Edition

Length: 1 hr

Like dancing? Like kpop? Come learn choreography to a Kpop song! All levels welcome!

7:00 pm Dance Workshop: Cpop Edition

Length: 1 hr

Like to dance? Like kpop and cpop? Well come learn a cpop dance with us! All levels welcome!

8:00 pm Improvaganza

Length: 1 hr

From the panelists who bring you Whose Line is it anyway comes a new improv comedy show with a twist. It's an all new show with more challenging new games like Question This, Forward Reverse, Interrogation, and more. These new games will test your improv skills. Are you up for the challenge?

9:00 pm Cards Against Humanity

Length: 1 hr

Guests: Paul St. Peter, Neil Kaplan

A normal game of Cards Against Humanity is always entertaining - but who wants to see some of our Celebrity Guests play? Come watch and listen as our guests play a round with our Staff! VIP Pass holders can be entered in a drawing to join in on the fun - though you have to be present in the room to both enter and win! (Caution: 18+ Only for Mature Language. ID's will be checked at the door! Video and audio recordings are strictly prohibited during this panel.)

10:00 pm BNHA Real Problematic Hours

Length: 1 hr

Everyone loves that Boku no Hero, so here's a minor-free panel to let loose your top "problematic" headcanons, fanfictions, cosplay, and art. (lenny face) Join us for good adult fun! No photos or video recording of any type is allowed for the comfort of the hosts and guests

11:00 pm Real Life Social Difficulties Reflected in Anime After Dark - 18+ ONLY

Length: 1 hr

An intriguing look at how Anime deals with social difficulties and explores if Anime can help in real life. This is our over 18+ ONLY variant of our main panel. We will be discussing more adult topics when it comes to social difficulties.

SUNDAY - MARCH 22, 2020

12:00 am Jackbox games

Length: 2 hrs

Enjoy the games from the Jackbox library? Come join the Darkone as we provide you various games like Quiplash, Fibbage, Push the Button, and more. So much fun and hilarity will ensue here. Come play with us.

9:00 am Danganronpa - Komeada Has Ligma 2: Electric Boogaloo

Length: 1 hr

Back from last year without a demand, youtube famous Nuc04's Danganronpa panel is brought back to Omni Fandom Expo, this time run by instagram not-famous Cosbean.meme!

Come to the panel prepared to participate in a class trial, ask and dare the panel members, and play some games for prizes! This panel is a must for Danganronpa fans if you want to see a bunch of cosplayers who don't know what they are doing try to be coordinated.

!!!WARNINGS FOR SENSITIVE TOPICS!!!

- This panel will discuss topics of murder and suicide
- This panel may discuss topics such as abuse and trauma
- This panel will discuss topics of gore

10:00 am How to Become A Professional Cosplayer

Length: 1 hr

Cosplaying is a fantastic way to express yourself and meet new people who have similar interests. Just as any other form of fashion design, it's

possible to do it full-time as a professional. But how does someone attain that? Without any insight, it might seem very intimidating, but it's very possible! If you have any interest in being a professional cosplayer, come stop by this panel! A cosplay business owner (Tinker's Caravan) will be presenting along with many sponsored cosplayers (@StarrCosplay)! Not only will you gain insight into the cosplay world, but you will have a chance to make connections with businesses right then and there! Also, every panel, we will be giving away a FREE Deku Mask from *My Hero Academia* to show our thanks for attending! Come say hi!

11:00 am Colouring Time! (Chinese Edition)

Length: 1 hr

Are you 5 years old? Do you like to colour? Well come take a break from your hectic con schedule and colour some Chinese-style colouring pages with us! If you're interested, you can even learn a couple of basic Chinese phrases! \$1 per person for materials (all profits will go towards the host's education fund, thank you)

12:00 pm Tai Chi with Todoroki

Length: 1 hr

Join Todoroki Shouto to learn basic moves of Tai Chi. Tai chi is an ancient Chinese martial art used for meditation and defense training. It is relaxing and provides health benefits for all ages.

1:00 pm Vocaloid Cosplay and Fan Meet up

Length: 1 hr

~ **Calling all Vocaloid Cosplayers and Vocaloid Fans!** ~ Join Miku Hatsune and Len Kagamine for some fun interactive games, Vocaloid music, and maybe even some dancing! Whether you are another Vocaloid or a Vocaloid fan, all cosplayers and guests are more than welcome to come hang out and have some fun!

2:00 pm Kpop/Cpop Dance Party!

Length: 2 hrs

Do you like to dashi run or dance the night away? Join us for two hours packed full of some of your favourite kpop and cpop songs! Come hang out with other kpop fans, dance along with us, and maybe talk about your bias(es)! *To request songs, message @fte_off on Instagram or Follow the Enemy on Facebook*

4:00 pm How to Become A Professional Cosplayer

Length: 1 hr

Cosplaying is a fantastic way to express yourself and meet new people who have similar interests. Just as any other form of fashion design, it's possible to do it full-time as a professional. But how does someone attain that? Without any insight, it might seem very intimidating, but it's very possible! If you have any interest in being a professional cosplayer, come stop by this panel! A cosplay business owner (Tinker's Caravan) will be presenting along with many sponsored cosplayers (@StarrCosplay)! Not only will you gain insight into the cosplay world, but you will have a chance to make connections with businesses right then and there! Also, every panel, we will be giving away a FREE Deku Mask from *My Hero Academia* to show our thanks for attending! Come say hi!

TABLE TOP GAMING ROOM - TABLE 01

FRIDAY - MARCH 20, 2020

12:00 pm Dwarf King

Length: 1 hr

"Dwarf King is played over seven rounds. At the start of a round, the dealer randomly draws one special card, reads it to all the players, shuffles it into the deck, then deals the deck out evenly to all players. (The dealer for the first round is the game's owner; for subsequent rounds, the dealer is the one who took the 5 of Dwarves in the previous round.) The player who receives the 5 of Knights draws a contract tile, reads it, then chooses one of the two scoring rules on it to apply for that round." The person with the most points at the end of seven rounds is victorious.

[Dwarf King page](#)

2:00 pm Tsuro of the Seas

Length: 1 hr

"The basic game play of Tsuro of the Seas resembles that of Tom McMurchie's Tsuro: Players each have a ship that they want to sail — that is, keep on the game board — as long as possible. Whoever stays on the board the longest wins the game.

Each turn players add "wake" tiles to the 7x7 game board; each tile has two "wake connections" on each edge, and as the tiles are placed on the board, they create a connected network of paths. If a wake is placed in front of a ship, that ship then sails to the end of the wake. If the ship goes off the board, that player is out of the game.

What's new in Tsuro of the Seas are daikaiju tiles, representing sea monsters and other creatures of the deep. Notably, daikaiju can move: each tile has five arrows, four for moving in each of the cardinal directions and another one for rotation. On the active player's turn, he rolls two six-sided dice; on a sum of 6, 7, or 8, the daikaiju will move, while on any other sum they'll stay in place. To determine which direction the daikaiju tiles move, the player then makes a second roll, this time with a single die. On 1-5 in the second roll, each daikaiju moves according to its matching arrow. On a 6 in the second roll, a new daikaiju tile is added to the board."

[Tsuro of the Seas page](#)

4:00 pm Thanos Rising!

Length: 2 hrs

"In Thanos Rising, players recruit heroes and assemble a team to face off against Thanos and his villainous forces in an effort to thwart him from accomplishing his master plan: Collecting all six Infinity Stones to power the Infinity Gauntlet and wreak havoc on the very fabric of reality. Building upon the strengths of the characters on their team, as well as other players, winning requires critical thinking and communication to reach a common goal."

[Thanos Rising page](#)

7:00 pm Plague Inc.

Length: 2 hrs

"Plague Inc: The Board Game is a strategic game of infection, evolution and extinction for 1-5* people - based on the smash-hit digital game with over 85 million players. Can you infect the world?

Each player is a deadly disease and they must battle against each other to spread their plagues, develop new symptoms and ultimately wipe out humanity.

Starting with Patient Zero, you spread your infection across the world by placing tokens in cities - earning DNA points and preventing other players from becoming dominant. Players choose which countries are placed on the board but you must be both climate resistant and connected to a country before you can infect it. Eventually, as countries become fully infected - you try to kill them using the Death Dice."

[Plague page](#)

SATURDAY - MARCH 21, 2020

10:00 am The Shipwreck Arcana

Length: 1 hr

"The Shipwreck Arcana is a compact, co-operative game of deduction, evaluation, and logic. Each player's doom constantly changes as they draw numbered fate tiles from the bag. By choosing which fate to give up and which card to play it on, you can give your allies enough information to identify the fate you're holding...which is important, as the active player cannot communicate with their allies during their turn! Each card has strict rules governing what fates can be played on it. As doom builds up, the cards themselves fade, becoming one-time powers to help the players while new cards cycle in from the deck."

Skilled play requires carefully rationing powers, hints, and cycling, while paying attention to not only where each fate was played -- but more importantly, where it wasn't."

Shipwreck [page](#)

2:00 pm Death Eaters Rising

Length: 2 hrs

"In Harry Potter: Death Eaters Rising, each player must assemble teams of witches and wizards from the Order of the Phoenix, Dumbledore's Army, and Hogwarts to fight against the growing threat of the Dark Lord. Starting with either Harry Potter or Hermione Granger representing Dumbledore's Army, Minerva McGonagall or Albus Dumbledore from Hogwarts, or Nymphadora Tonks or Sirius Black from the Order of the Phoenix, players will be able to rally a variety of year-5 characters to their cause, such as Ginny Weasley, Luna Lovegood, Alastor Moody, Mrs. Norris, Severus Snape, and Rubeus Hagrid. The collective armies and players must then work together to stop the spread of dark influence throughout the wizarding world.

Players have to battle Dark Wizards Peter Pettigrew, Bellatrix Lestrange, Lucius Malfoy, and others who bear the dark mark for control of key wizarding world locations, including the Ministry of Magic, Diagon Alley, and Hogsmeade Village. To be successful, players must vanquish Voldemort's Death Eaters and eventually defeat You-Know-Who before they corrupt and take control the wizarding world."

[Death Eaters Rising page](#)

5:00 pm 7th Guest

Length: 2 hrs

"In the world of The 7th Guest: The Board Game, you re-enter the mysterious and magical Stauf mansion, filled with diabolical puzzles, riddles and other mind games to test your wits and knowledge against your friends and family. But as with all haunted houses, know that you enter at your own risk. The goal is to emerge with your sanity - and your soul – intact.

The board game remains true to the original award winning computer game, although now you play the role of one of the six guests in direct competition with the other guests. Starting from the Foyer, you are randomly assigned destination rooms to which you must go, by roll of the Magic Die, and there, solve the mysteries and challenges within. Be the first to finish your tour of the mansion, arrive at the final destination, the Little Room at the Top, solve the final puzzle there, and you best your fellow guests and achieve your heart's most secret desire. Which, for one thing, is to best your fellow guests."

7th Guest [page](#)

8:00 pm On Her Majesty's Service

Length: 2 hrs

"Set in the fantastic steampunk The World of Smog created by Panache Animation, On Her Majesty's Service is a stylish board game for two to four competing players. You'll need to navigate the rotating tiles that make up the game board, trading Ethers and Artefacts in order to fulfill the quest set by Queen Victoria, all the while dealing with the Agents of the Shadow Master."

On her Majestys Service [page](#)

11:00 pm Jumanji Fluxx

Length: 1 hr

"Fluxx is a card game in which the cards themselves determine the current rules of the game. By playing cards, you change numerous aspects of the game: how to draw cards, how to play cards, and even how to win."

This game of fluxx is more than the traditional as it adds things from the original jumanji as well as the newest iterations of the clasic movie.

Fluxx [page](#)

SUNDAY - MARCH 22, 2020

10:00 am Deja Vu

Length: 2 hrs

"As the nameless girl returned to consciousness, she found herself lying in an egg-like space pod, holding a bowl of luminous blue flowers, and her forearm was tattooed with some kind of alien symbols. "What is this place? Who am I?" She did not remember anything. In the space pod's computer was a black box with records of all the planets it had visited. Bewildered but resolute, she set out to revisit all the planets in reverse order in the hope of retrieving all her lost memories.

Deja Vu: Fragments of Memory is about memory, but it is NOT a memory game; instead the game focuses on tableau-building and set-collecting, and to win the game, you must perform well both tactically and strategically. In the tactical part, players collect wooden tokens on the map with various combinations of color and shape, and both the color and shape are essential to success! The process of collecting is a pleasantly perplexing mind puzzle."

4:00 pm Alpha Quadrant's Gaming Raffle

Length: 1 hr

Come and join Alpha Quadrant Games in the gaming room for our first ever game giveaway. This Event will be in the gaming room at 4:00 pm on Sunday. How do you get a ticket for this raffle? Easy! You just need to come in and joining us for one of our scheduled games! (1 ticket will be given per game)

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TABLE TOP GAMING ROOM - TABLE 02

FRIDAY - MARCH 20, 2020

8:00 pm Space Base

Length: 2 hrs

"Space Base is a quick-to-learn, quick-to-play dice game using the core "I roll, everyone gets stuff" mechanism seen in other games. It's also a strategic engine builder using a player board (your space base) and tableaus of ship cards you can buy and add to your board. The cards you buy and the order you buy them in have interesting implications on your engine beyond just the ability on the card you buy, making for a different type of engine construction than seen in similar games. Players can take their engine in a number of directions: long odds and explosive gains, low luck and steady income, big end-game combos to launch from last to first, or a mix-and-match approach. Ultimately, Space Base is a game you can just start playing and teach everyone how to play in the first round or two and has a satisfying blend of dice-chucking luck and challenging strategic choices."

[Space Base](#)

10:00 pm Splendor

Length: 1 hr

"Splendor is a game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige.

On your turn, you may (1) collect chips (gems), or (2) buy and build a card, or (3) reserve one card. If you collect chips, you take either three different kinds of chips or two chips of the same kind. If you buy a card, you pay its price in chips and add it to your playing area. To reserve a card—in order to make sure you get it, or, why not, your opponents don't get it—you place it in front of you face down for later building; this costs you a round, but you also get gold in the form of a joker chip, which you can use as any gem.

Splendor [Page](#)

11:00 pm Are you a Werewolf?

Length: 1 hr

"Werewolf takes place over a series of game days and nights. Each day, the players discuss who among them is a Werewolf and vote out a player. Each night, the Werewolves choose a player to eliminate, while the Seer learns whether one player is a Werewolf or not. The game is over when either all the Villagers or all the Werewolves are eliminated."

Werewolf [page](#)

SATURDAY - MARCH 21, 2020

12:00 am Are you a Werewolf?

Length: 2 hrs

"Werewolf takes place over a series of game days and nights. Each day, the players discuss who among them is a Werewolf and vote out a player. Each night, the Werewolves choose a player to eliminate, while the Seer learns whether one player is a Werewolf or not. The game is over when either all the Villagers or all the Werewolves are eliminated."

Werewolf [page](#)

10:00 am Azul: Stained Glass of Sintra

Length: 2 hrs

"Azul: Stained Glass of Sintra challenges players to carefully select glass panes to complete their windows while being careful not to damage or waste supplies in the process. The window panels are double-sided, providing players with a dynamic player board that affords nearly infinite variability!"

Azul [page](#)

1:00 pm Vindication

Length: 2 hrs

"Thrown overboard for a life of wretchedness, you wash ashore a hostile island ruins — completely alone with nothing except the breath in your lungs and an undaunted spirit.

Through your advanced resource management, area control tactics, and freeform action selection, you'll add companions to your party,

acquire bizarre relics, attain potent character traits, and defeat a host of unusual monsters in the ultimate goal of mastering heroic attributes — and regaining honor."

Vindication [Page](#)

4:00 pm Gizmos

Length: 2 hrs

"The smartest minds of our generation are gathering together at the Great Science Fair. Everyone's been working hard on their creations, but only one will be crowned champion. Contestants have to think on the fly to build their machines quickly and efficiently. Whose project will be the best?"

In Gizmos, you want to build engines — engines within the game to get things done faster. Using the four types of energy marbles, plucked from the 3D marble dispenser, you purchase and construct new additions to your works. As you build, new attachments can trigger chain reactions, letting you do even more on your turn. Whoever builds the greatest machine and collects the most victory points wins!"

[Gizmos page](#)

7:00 pm Plague Inc with Armageddon Expansion

Length: 2 hrs

"Plague Inc: The Board Game is a strategic game of infection, evolution and extinction for 1-5* people - based on the smash-hit digital game with over 85 million players. Can you infect the world?

Each player is a deadly disease and they must battle against each other to spread their plagues, develop new symptoms and ultimately wipe out humanity.

Starting with Patient Zero, you spread your infection across the world by placing tokens in cities - earning DNA points and preventing other players from becoming dominant. Players choose which countries are placed on the board but you must be both climate resistant and connected to a country before you can infect it. Eventually, as countries become fully infected - you try to kill them using the Death Dice."

[Plague page](#)

10:00 pm Shadowhunters

Length: 1 hr

"Shadow Hunters is a survival board game set in a devil-filled forest in which three groups of characters—the Shadows, creatures of the night; the Hunters, humans who try to destroy supernatural creatures; and the Neutrals, civilians caught in the middle of this ancient battle—struggle against each other to survive.

You belong to one of these groups and must conceal your identity from others since you don't know whom you can trust—at least not initially. Over time, though, someone might decipher who you are through your actions or through Hermit cards, or you might even reveal yourself to use your special ability.

The key to victory is to identify your allies and enemies early because once your identity is revealed, your enemies will attack with impunity using their special abilities like Demolish, Teleport, and Suck Blood or their equipment cards such as the Rusty Broad Ax or Fortune Brooch. This ancient battle comes to a head and only one group will stand victorious—or a civilian, in the right circumstances, might claim victory."

[Shadow Hunters page](#)

11:00 pm Are you a Werewolf?

Length: 1 hr

"Werewolf takes place over a series of game days and nights. Each day, the players discuss who among them is a Werewolf and vote out a player. Each night, the Werewolves choose a player to eliminate, while the Seer learns whether one player is a Werewolf or not. The game is over when either all the Villagers or all the Werewolves are eliminated."

[Werewolf page](#)

SUNDAY - MARCH 22, 2020

12:00 am Are you a Werewolf?

Length: 2 hrs

"Werewolf takes place over a series of game days and nights. Each day, the players discuss who among them is a Werewolf and vote out a player. Each night, the Werewolves choose a player to eliminate, while the Seer learns whether one player is a Werewolf or not. The game is over when either all the Villagers or all the Werewolves are eliminated."

[Werewolf page](#)

10:00 am Splendor with Cities Expansion

Length: 2 hrs

"Splendor is a game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige.

On your turn, you may (1) collect chips (gems), or (2) buy and build a card, or (3) reserve one card. If you collect chips, you take either three different kinds of chips or two chips of the same kind. If you buy a card, you pay its price in chips and add it to your playing area. To reserve a card—in order to make sure you get it, or, why not, your opponents don't get it—you place it in front of you face down for later building; this costs you a round, but you also get gold in the form of a joker chip, which you can use as any gem."

Splendor [page](#)

1:00 pm Ticket to Ride

Length: 2 hrs

"The rules are simple enough to write on a train ticket – each turn you either draw more cards, claim a route, or get additional Destination Tickets," says Ticket to Ride author, Alan R. Moon. "The tension comes from being forced to balance greed – adding more cards to your hand, and fear – losing a critical route to a competitor."

Ticket to Ride [page](#)

4:00 pm Alpha Quadrant's Gaming Raffle

Length: 1 hr

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TABLE TOP GAMING ROOM - TABLE 03

FRIDAY - MARCH 20, 2020

9:00 pm It: Evil Below

Length: 2 hrs

"IT: Evil Below is a co-operative dice and card game that challenges all members of The Losers' Club to work together to drive Pennywise back into hibernation. Based on the horror film classic It, take on the roles of The Losers' Club to stop this looming threat from terrorizing the town of Derry. Defeat him or die trying – it's up to you."

IT [page](#)

SATURDAY - MARCH 21, 2020

9:00 pm Dominion

Length: 2 hrs

"You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! In all directions lie fiefs, freeholds, and feodums. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.

But wait! It must be something in the air; several other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury. Your parents wouldn't be proud, but your grandparents, on your mother's side, would be delighted."

Dominion [page](#)

SUNDAY - MARCH 22, 2020

4:00 pm Alpha Quadrant's Gaming Raffle

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TABLE TOP GAMING ROOM - TABLE 04

FRIDAY - MARCH 20, 2020

1:00 pm Azul: Stained Glass of Sintra

Length: 2 hrs

"Azul: Stained Glass of Sintra challenges players to carefully select glass panes to complete their windows while being careful not to damage or waste supplies in the process. The window panels are double-sided, providing players with a dynamic player board that affords nearly infinite variability!"

Azul [page](#)

6:00 pm Shadowhunters

Length: 2 hrs

"Shadow Hunters is a survival board game set in a devil-filled forest in which three groups of characters—the Shadows, creatures of the night; the Hunters, humans who try to destroy supernatural creatures; and the Neutrals, civilians caught in the middle of this ancient battle—struggle against each other to survive.

You belong to one of these groups and must conceal your identity from others since you don't know whom you can trust—at least not initially. Over time, though, someone might decipher who you are through your actions or through Hermit cards, or you might even reveal yourself to use your special ability.

The key to victory is to identify your allies and enemies early because once your identity is revealed, your enemies will attack with impunity using their special abilities like Demolish, Teleport, and Suck Blood or their equipment cards such as the Rusty Broad Ax or Fortune Brooch. This ancient battle comes to a head and only one group will stand victorious—or a civilian, in the right circumstances, might claim victory."

Shadow Hunters [page](#)

9:00 pm Mysterium

Length: 2 hrs

"In the 1920s, Mr. MacDowell, a gifted astrologer, immediately detected a supernatural being upon entering his new house in Scotland. He gathered eminent mediums of his time for an extraordinary séance, and they have seven hours to make contact with the ghost and investigate any clues that it can provide to unlock an old mystery.

Unable to talk, the amnesiac ghost communicates with the mediums through visions, which are represented in the game by illustrated cards. The mediums must decipher the images to help the ghost remember how he was murdered: Who did the crime? Where did it take place? Which weapon caused the death? The more the mediums cooperate and guess well, the easier it is to catch the right culprit."

Mysterium [page](#)

SATURDAY - MARCH 21, 2020

11:00 am Star Trek: 5 Year Mission

Length: 1 hr

"Star Trek: Five-Year Mission is a cooperative dice placement game for 3-7 players who take the roles of crew members of either the USS Enterprise (from the original Star Trek series) or the USS Enterprise-D (from Star Trek: The Next Generation). Each crew member has a different ability and the crew's abilities differ for each crew.

In these roles, players try to cooperatively solve a series of blue (easy), yellow (medium) and red (difficult) alerts to score points, attempting one of 6 different difficulty levels to win before failing five such alerts, or the Enterprise being destroyed. Players must deal with injuries which lock dice out of play, ship damage that can force players to attempt harder alerts, urgent events that must be completed in 3 minutes, the prime directive, as well as yellow and red alerts that force additional alerts cards to come into play pushing you closer to failing."

Star Trek [page](#)

4:00 pm Splendor

Length: 2 hrs

"Splendor is a game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige.

On your turn, you may (1) collect chips (gems), or (2) buy and build a card, or (3) reserve one card. If you collect chips, you take either three different kinds of chips or two chips of the same kind. If you buy a card, you pay its price in chips and add it to your playing area. To reserve a card—in order to make sure you get it, or, why not, your opponents don't get it—you place it in front of you face down for later building; this

costs you a round, but you also get gold in the form of a joker chip, which you can use as any gem.

Splendor [Page](#)

7:00 pm Celestia

Length: 2 hrs

"In Celestia, a revamped version of Cloud 9, you board an aircraft with a team of adventurers to perform many trips through the cities of Celestia and recover their wonderful treasures. Your journey will not be safe, but you will attempt to be the richest adventurer by collecting the most precious treasures!"

Celestia [page](#)

SUNDAY - MARCH 22, 2020

11:00 am Harry Potter: Hogwarts Battle

Length: 2 hrs

"The forces of evil are threatening to overrun Hogwarts castle in Harry Potter: Hogwarts Battle, a cooperative deck-building game, and it's up to four students to ensure the safety of the school by defeating villains and consolidating their defenses. In the game, players take on the role of a Hogwarts student: Harry, Ron, Hermione or Neville, each with their own personal deck of cards that's used to acquire resources.

By gaining influence, players add more cards to their deck in the form of iconic characters, spells, and magical items. Other cards allow them to regain health or fight against villains, keeping them from gaining power. The villains set back players with their attacks and Dark Arts. Only by working together will players be able to defeat all of the villains, securing the castle from the forces of evil." Harry Potter [page](#)

2:00 pm Forbidden Desert

Length: 2 hrs

"Gear up for a thrilling adventure to recover a legendary flying machine buried deep in the ruins of an ancient desert city. You'll need to coordinate with your teammates and use every available resource if you hope to survive the scorching heat and relentless sandstorm. Find the flying machine and escape before you all become permanent artifacts of the forbidden desert!"

Forbidden Desert [page](#)

4:00 pm Alpha Quadrant's Gaming Raffle

Length: 1 hr

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TABLE TOP GAMING ROOM - TABLE 05

SUNDAY - MARCH 22, 2020

10:00 am Wingspan

Length: 2 hrs

"Wingspan is a competitive, medium-weight, card-driven, engine-building board game from Stonemaier Games. You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions). These habitats focus on several key aspects of growth:

Gain food tokens via custom dice in a birdfeeder dice tower

Lay eggs using egg miniatures in a variety of colors

Draw from hundreds of unique bird cards and play them

The winner is the player with the most points after 4 rounds."

Wingspan [page](#)

1:00 pm Camel Up

Length: 1 hr

"In Camel Up, up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course. Camels don't run neatly, however, sometimes landing on top of another one and being carried toward the finish line. Who's going to run when? That all depends on how the dice come out of the pyramid dice shaker, which releases one die at a time when players pause from their bets long enough to see who's actually moving!"

Camel Up [page](#)

2:00 pm Catan

Length: 2 hrs

"In Catan, players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game."

Catan [page](#)

4:00 pm Alpha Quadrant's Gaming Raffle

Length: 1 hr

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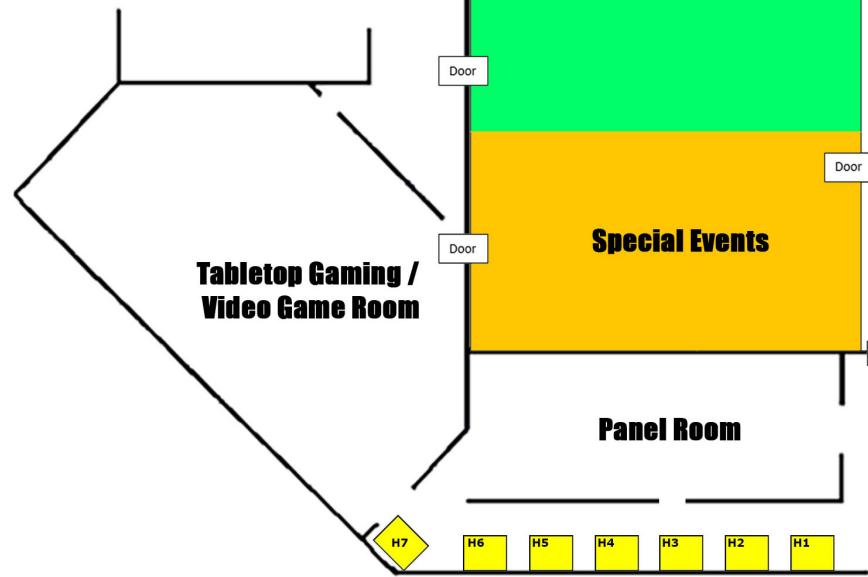
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Exhibit Hall: Merchant List



March 20 - 22, 2020

Days Hotel by Wyndham Celebration
3011 Maingate Lane Kissimmee, FL



Main Entrance

Registration

[A. C. White](#)

A6

[AJC Oeuvre](#)

V8

[AJC Oeuvre](#)

V8

[Beekachu](#)[bluprints](#)

A4

[Cake Core](#)

H3

[Chubby Bunny Studios](#)

V2

[ChzyShenanigans](#)

A10

[Conpacks Studios](#)

V5

[Edgy Webhead Art](#)

V10

[ErrorEcho](#)[Escape Room Express](#)

V13, V14

[Grey DeLisle-Griffin](#)[Gypsys Weavings](#)

A9

[Hand Maid Cafe au Lait](#)

H6

[Heart's Song Creations](#)

H1

[Hoo? Its Claire](#)

A17

[Ichigo Art](#)

H2

[Incubo Creations](#)

A0a

[John Casablancas Centers](#)

V6

[Kabirkill LLC DBA Geeks United](#)

V1

[KaiAsch & SageofMagic](#)

A1

[Kaze Illustrations](#)

A5

[kinyocassidy](#)

A19

[Kuzz Bunny](#)

A7

[Leggydeco](#)

A2

[Marcel Mercado](#)

V9

[Mochaberrie](#)

V3

[Moira Yume](#)[Monochrome Star](#)

A16

[Neil Kaplan](#)[Nikkori](#)

A18

[Paul St. Peter](#)[Pins Over Flowers](#)

A12

[Rachel Ward Art](#)

V7

[raraevy, llc.](#)

V12

[raraevy, llc.](#)

V12

[Re:Star](#)[Scarlett's Witch](#)

A20

[Shark and Sword](#)

A13

[SpaceCadetDesign](#)

A21

[squibblefu](#)

V11

squibblefu

V11

Sweet degree

A11

Taylor Lost One

TeaRay Art

A14, A15

Tiffany Mitchell Designs

A3

Tinker's Caravan

V4

Tinker's Caravan

V4

Full Merchant List

A. C. White

Booths:A6

Website: <http://www.acwhiteart.com>

Description: Independent artist creating digital and traditional works of fandom and fantasy.

AJC Oeuvre

Booths:V8

Website: <http://www.ajax82oeuvre.com>

Description: Canvases with handmade paintings consisting of cartoon, comic, anime, science fiction, nature, abstract, Impressionism, and more with media of pencils, pens, markers, watercolor, acrylic, and oil paints.

bluprints

Booths:A4

Website: <http://www.bluevandeurs.deviantart.com>

Description: Handmade key chains and other goods such as posters, pins, stickers, make up bags and more!

Cake Core

Booths:H3

Website: <http://https://paigewildstein.wixsite.com/starfennec>

Description: My store seeks to bring the cake core aesthetic to life! With adorable fluffy needlefelted animals, pastel sweets stickers and cutesy motifs, everything in this shop will look practically delicious! (But please don't eat it, okay?)

Chubby Bunny Studios

Booths:V2

Website: <http://https://www.facebook.com/chubbybunnystudios/>

Description: Line of Geeky purses, wallets, accessories, and hand cut Shadow boxes

ChzyShenanigans

Booths:A10

Website: <http://https://www.cheesyshenanigans.shop/>

Description: prints, bookmarks, buttons, keychains

Conpacks Studios

Booths:V5

Website: <http://www.deviantart.com/ruby--art>

Description: We specialize in metal and paper prints inspired by the worlds of anime, gaming and pop culture.

Edgy Webhead Art

Booths:V10

Website: http://Instagram.com/edgy_webhead_art

Description: Custom, one of a kind spray painted silhouette pieces based on pop culture, animes, gaming, and more!

Escape Room Express

Booths:V13, V14

Website: <http://https://www.facebook.com/EscapeRoomExpress/>

Description: Pop-up escape room experiences that are family friendly. They provide a wide range of entertainment and puzzles that newcomers and experience escape room solvers can enjoy.

Gypsys Weavings

Booths:A9

Website: <http://www.gypsysteavingsmaille.etsy.com>

Description: Chainmaille jewelry and accessories

Hand Maid Cafe au Lait

Booths:H6

Website: <http://cafeaulaitbmc.wixsite.com/cafe>

Description: Hand maid goods

Heart's Song Creations

Booths:H1

Website: <http://etsy.com/shop/Fauxydoodles>

Description: Fandom accessories, keychains, stickers and more! Commissions will be available at the convention both digital and traditional.

Hoo? Its Claire

Booths:A17

Website: <http://etsy.com/shop/hootscraig>

Description: Prints, Stickers, Charms, Lanyards, and Buttons

Ichigo Art

Booths:H2

Website: <http://www.instagram.com/ichigoart>

Description: Prints, charms, buttons, stickers, grab bags

Incubo Creations

Booths:A0a

Description: horror/ spooky hand made resin products .

John Casablancas Centers

Booths:V6

Website: <http://www.jcasablancas.com>

Description: Modeling/Acting talent development programs

Kabirkill LLC DBA Geeks United

Booths:V1

Website: <http://www.geeksunited.net>

Description: We sell t-shirts, hoodies, and prints featuring fan made and original art.

KaiAsch & SageofMagic

Booths:A1

Description: Two Florida Artists creating prints, buttons, stickers, and other original, fandom art and merch. <http://kai-arts.tumblr.com> & <http://sageofmagic.tumblr.com/>

Kaze Illustrations

Booths:A5

Website: <http://kazeillustrations.com>

Description: Anime stickers, charms, and prints!

kinyocassidy

Booths:A19

Description: I sell my artwork from shows, movies, and video games

Kuzz Bunny

Booths:A7

Website: <http://www.etsy.com/shop/KuzzBunny>

Description: Cute designs, original art prints and fan goods.

Leggydeco

Booths:A2

Website: <http://https://peaceloveandlotsofpix.wixsite.com/leggydeco>

Description: At Leggydeco, we sell fun and unique designs for anime/fandom merch in the form of enamel pins, acrylic charms, acrylic stands, plushies, bags, prints and more! We pride ourselves in bringing cuteness and vibrancy into even the heaviest of shows and comics!

Marcel Mercado

Booths:V9

Website: <http://marcelmercado.com>

Description: Original Art, Prints and Art book

Mochaberrie

Booths:V3

Website: <http://https://www.facebook.com/Mochaberrie-1434256373299753/>

Description: Welcome to Mochaberrie! This is a little shop where you can find "geeky" cute merchandise personally made by myself, the owner. I'll be selling necklaces, earrings, prints, keychains, bracelets, pins, and more!

Monochrome Star

Booths:A16

Website: <http://monochromestar.com/>

Description: Monochrome Star is my corner of the universe, dedicated to comics with dark, dreamy, and magical themes. I sell original stories and illustrations. Come visit me and bring some magic into your world.

Nikkori

Booths:A18

Website: <http://https://neveruninjured.wixsite.com/nikkori>

Description: Nikkori is a jewelry company run by one hard-working woman who is passionate about all things kawaii. Nikkori sells primarily bracelets, ranging in prices from \$1 to \$6. The highlight of Nikkori is its custom bracelets. The custom bracelets come with up to three different bead colors, and any phrase in letter beads. Nikkori also sells charms, decorative jewelry boxes, homemade beads, and mystery boxes. Nikkori's aesthetic is bright colors and lovely transparent bowls.

Pins Over Flowers

Booths:A12

Website: <http://www.pinsoverflowers.com>

Description: An independent artist that mostly creates k-pop & anime enamel pins! I also design ita bags, buttons, stickers, and art prints~

Rachel Ward Art

Booths:V7

Website: <http://https://rachelwardart.weebly.com/>

Description: Art prints and originals, pins, bookmarks, stickers, plushes

raraevey, llc.

Booths:V12

Website: <http://https://dblfeature.myportfolio.com/>

Description: Dbl Feature is a brand created by Laura Hammonds of Birmingham, Alabama. Products are designed by her, and focus on

Scarlett's Witch

Booths:A20

Website: <http://Scarlettswitch.com>

Description: Orlando artist that explores all types of art making an storytelling with a bit of a witchy twist.

Shark and Sword

Booths:A13

Website: <http://https://www.etsy.com/shop/SharkandSword>

Description: A small company selling primarily fandom related enamel pins and other small goods!

SpaceCadetDesign

Booths:A21

Website: <http://https://www.etsy.com/shop/SpaceCadetDesignCo>

Description: vinyl decals that can be used on cars, water bottles, laptops, etc. Handmade resin jewelry

squibblefu

Booths:V11

Website: <http://squibblefu.com/>

Description: Original art and fanart of anime/video games/kpop groups as stickers, sticker sheets, hats, enamel pins, acrylic charms, buttons, lanyards, phone grips, washi tape, postcards, and posters

Sweet degree

Booths:A11

Website: <http://https://www.instagram.com/tsuntsunprince/>

Description: Im an artist who is a beginner in the artist alley world but am learning more and more for each con. I make charms ,stickers, buttons, and custom comissions!

TeaRay Art

Booths:A14, A15

Website: <http://https://tonireneafraen.wixsite.com/tearayart>

Description: I sell Prints, postcards, Buttons, Stickers & Magnets!

Tiffany Mitchell Designs

Booths:A3

Website: <http://Www.facebook.com/tiffanymitchelldesigns>

Description: Purses, bags, bows, cups, pins, keychains, hair accessories

Tinker's Caravan

Booths:V4

Website: <http://tinkerscaravan.com>

Description: Tinker's Caravan sells art supporting nerd culture such as canvases painted of DC, Marvel, and anime shows of all variety.

Convention Times

Hours of Operation



| | | | | |
|----------|-----|---|----------|-----|
| Friday | 9am | - | Saturday | 2am |
| Saturday | 9am | - | Sunday | 2am |
| Sunday | 9am | - | Sunday | 6pm |



Registration Hours

Thursday 7pm - Thursday 9pm

A (pre-registration tickets only)

| | | | | |
|----------|-----|---|----------|-----|
| Friday | 9am | - | Friday | 7pm |
| Saturday | 9am | - | Saturday | 7pm |
| Sunday | 9am | - | Sunday | 3pm |

? Exhibit Hall Hours

| | | | | | |
|-----------------------|----------|-------------|---|----------|-------------|
| VIP Passholders Only: | Friday | 1p | - | Friday | 1:30pm |
| General Admission: | Friday | 1:30pm | - | Friday | 8pm |
| VIP Passholders Only: | Saturday | 10am | - | Saturday | 10: 30am |
| General Admission: | Saturday | 10: 30am | - | Saturday | 7pm |
| VIP Passholders Only: | Sunday | 10am | - | Sunday | 10: 30am |
| General Admission: | Sunday | 10: 30am | - | Sunday | 5pm |

? Studio OMNI Hours

| | | | | | |
|--------------------|----------|-----|---|----------|-----|
| General Admission: | Friday | 9am | - | Saturday | 2am |
| General Admission: | Saturday | 9am | - | Sunday | 2am |
| General Admission: | Sunday | 9am | - | Sunday | 5pm |

General Information

? What is Omni Fandom Expo?

A **Omni Fandom Expo** (formerly OMNI EXPO) is a founded-by-fans multi-genre convention event which takes place over one weekend a year. We cater to all fandoms, from Scifi/Fantasy, Gaming (including Tabletop!), Comics, Anime, and Pop Culture! We're your Spring Destination for geekdom and nerdkind alike!

Our staff are all fans from across the genre spectrum, and we're also all veterans in the convention industry. With over 100 years combined experience behind-the-scenes in both running our own events as well as assisting in other events, we've got a passion for making sure everyone has a fun and memorable weekend.

? How long is Omni Fandom Expo? Is it a 24-hour convention?

A **Omni Fandom Expo** is a three (3) day convention taking place March 20-22, 2020. Convention space opens approximately at 9:00am and closes at 2:00am.

? Where is Omni Fandom Expo located?

A **Days Hotel by Wyndham Celebration**
3011 Maingate Lane, Kissimmee, Florida 34747

Stay Close to It All in Kissimmee

Family-friendly hotel, minutes from Disney World and Universal Studios

Experience all Kissimmee and Orlando have to offer at our Days Hotel by Wyndham Celebration, off I-4 and US-27, and 24 miles from Orlando International Airport (MCO). We offer thoughtful amenities, ample event space, and a free shuttle to nearby Walt Disney World® Resort theme parks like Animal Kingdom®, Epcot®, and Magic Kingdom®, as well as Universal Studios Florida™ and SeaWorld® Orlando. Zip into downtown Orlando to catch a concert or sports game at the Amway Center or relax back at the hotel, featuring a restaurant, pool, and views of evening fireworks.

Comfort & Convenience

Make the most of a fitness center and pool

Plan your day using free WiFi. Stay connected to the office in our business center, work out at the gym or practice your serve on the tennis court, and relax in the heated outdoor pool and hot tub. We also offer free parking, laundry facilities, a game room, and five-minute shuttle to the theme parks. Kick back in a non-smoking guest room, featuring a flat-screen HDTV with cable, mini-refrigerator, coffee maker, desk, safe, ironing amenities, and hair dryer.

Spend the Day Your Way

Hit the water parks, go shopping, or board a space shuttle

Cool off at Disney water parks like Typhoon Lagoon and Blizzard Beach, play 18 holes on beautiful greens like Disney's Magnolia Golf Course, or explore Orlando's prime shopping centers such as the Mall at Millenia, the Florida Mall®, and Orlando Vineland Premium Outlets®. You can also swim with dolphins at Discovery Cove, see ancient reptile and mammal fossils at Orlando Science Center, or attend an event at the ESPN Wide World of Sports Complex. If you don't mind the 63-mile drive, the Kennedy Space Center makes for a fascinating day trip.

Savannah Bar & Grill

Grab lunch and dinner at our inviting on-site restaurant, serving salad, wings, burgers, steaks, and other American favorites.

Daily Hours: 12-10 p.m.

AMENITIES

- 24-Hour Reception Desk
- ATM
- BBQ Grills
- Banquet Facilities
- Bar
- Bus/Truck Parking
- Business Center
- Car Rental Desk
- Concierge
- Daily Housekeeping
- Early Check-in Available
- Elevators
- Event Planning Services
- Express Check-out
- Fitness Center
- Free Breakfast
- Free Parking
- Free Shuttle to Local Attractions
- Free WiFi
- Game Room
- Gift Shop
- Hot Breakfast Available
- Hot Tub Onsite
- Late Check-out Available
- Laundry Facilities
- Laundry Services
- Luggage Hold
- Meeting Room
- Multilingual Staff
- Near Public Transportation
- Non-Smoking Hotel
- Pool - Outdoor
- RV Parking
- Tennis Courts - Outdoor
- Tour/Ticket Assistance
- Wedding Services
- Weddings & Events

Hotel Policies

CHECK IN - 3:00 p.m.

CHECK OUT - 11:00 a.m.

CHILDREN STAY FREE POLICY - Children 17 and under stay free.

PET POLICY - ADA defined service animals are welcome at this hotel. Sorry no other pets are allowed.

SMOKING POLICY - This is a non-smoking hotel.

Q How can I get a room at the official hotel? What are the rates?

A Please see the Hotel page for information and rates.

Q What is there available to do at Omni Fandom Expo?

A Explore the **Exhibit Hall** and **Studio OMNI**, meet & greet with special guests, plenty of photo opportunities throughout the hotel and convention center, game with friends on your favorite consoles, view the latest and greatest of animation and sci-fi from around the world, dance the night away Friday and Saturday evenings, see some amazing costumes, with the possibilities of much much more!

As always, check the **Online Schedule** for all the latest information!

Q How can I know where everything is? Is there a map of the convention?

A All information will be posted on the site as it becomes available. Also, maps will be available at the event location.

Q Is there a limit to the number of people who can attend?

A There is no limit on attending the convention itself and tickets are available at the door; however, specific events may have an attendance cap due to room capacities and fire marshall code.

Q What is a convention?

A A convention is literally defined as a formal meeting of members, representatives, or delegates as part of a political party, fraternal society, profession, or industry. Today a convention tends to refer to an event which is based around a theme (ex: sci-fi, horror, bridal), practice (ex: lawyers, doctors, construction), or commonly appreciated medium (ex: movies, television shows, anime, video games), and in some cases an event can include more than one basis tied together (such as both a theme and medium - "Doctor Who", for example, is both sci-fi/fantasy and a television show). Conventions are also known as gatherings, assemblies, expos, conferences, meetings, and councils.

Q This is going to be my first convention, are there any tips you can give me?

A Prepare to have lots of fun, meet new people, and create memorable new experiences! Also, keep an eye on the events and panels schedule, as sometimes volunteers put on "First Time at a Con" type panels with lots of tips and information!

Q I hear about people going that are cosplaying? What is that?

A "Cosplay" comes from the combination of two individual terms: "costume" and "roleplay". The term was originally coined in Japan before taking hold over here and replacing "costuming". The key difference between "costuming" and "cosplaying" seems to be rooted in whether or not the person takes on the personality and traits of the character they are dressed as (hence the "role-playing" part of the word). Nowadays the two words are used interchangeably, and there seems little difference between "costumers" and "cosplayers". If you plan to wear a costume, be prepared to get photos taken, meet new people, and have lots of fun!

Q Is there going to be a costume competition?

A Yes! The **Masquerade Costume Contest** is where you'll find cosplayers competing for the title of Best in Show! Please check out the contest page for more information!

Q Are there going to be Special Guests or Guests of Honor at Omni Fandom Expo?

A Yes. All Guests are announced online on our website, but you can also find all the latest news on our Facebook and Twitter!

Q How can I get my favorite guest to come to Omni Fandom Expo?

A Special Guests are chosen based on a variety of factors, such as: which sponsors are bringing them, availability, reputation, and popularity. As much as we'd love to get everyone's favorite Special Guest to join us, we have to work around their busy schedules. If a Guest is unable to come one year, that isn't to mean that we, or a sponsor, might not be able to have them come out the next year! Everyone has different requirements, and we will do our best to get someone to attend. Feel free to give us recommendations and we'll add them to the list to contact! Who knows, the next Guest we announce could be the one you asked for! Please keep in mind, though, that some Guests are extremely difficult, or even next to impossible with factors that are out of our hands, to bring out to our event.

Q What's the autograph policy for Special Guests?

A This might vary depending on the Guest themselves. Some Guests might require payment for an autograph, while others do not. We do ask that all attendees please be courteous of others and request only one item to be autographed per attendee during autograph signing sessions.

 **Where can I get something to eat?**

 Didn't find something you like from one of our vendors in the **Exhibit Hall**? That's okay, we've got you covered!

Located on site at the **Days Hotel by Wyndham Celebration**:

Savannah Bar and Grill

Grab lunch and dinner at our inviting on-site restaurant, serving salad, wings, burgers, steaks, and other American favorites.

Daily Hours: 12-10 p.m.

 **Is there a prop & weapons policy?**

 But of course there is! The short version includes no live steel, no sharp blades, no real guns, no tipped arrows, and that all props and weapons must be checked in and okayed by Staff at the **Weapons Check** by **Registration**.

For more information, make sure you read the **Prop / Weapon Policies FAQ**.

 **Are there are specific costuming rules?**

 Unfortunately, we do have to place a small restriction on costuming. These restrictions are as follows: nothing vulgar, indecent, or designed specifically to encourage hate or fearmongering; no skates/rollerblades, skateboards, bicycles. Be careful of large and oversized costumes and costume parts, such as wings and stilt-walkers. If you plan to have an oversized costume, please make sure you have a handler with you that can watch your back and help you out.

 **Anything else I should be careful of having with me?**

 No signs or paddles. And be careful with leashes and collars. While you can wear a collar that has a leash attached, anyone caught allowing another person to hold the leash will be asked to remove it for safety reasons.

 **Are there any rules for photography/videography?**

 Yes and no. All attendees, by purchase of a convention ticket, have agreed to have their photo taken and/or likeness used in future promotional videos and graphics and/or images by **Omni Fandom Expo** when taken by **Omni Fandom Expo** Staff. Any photography by attendees is at the right and consent of the individual attendee, Artist, Exhibitor /Vendor, and Special Guest. Photography and videography may be denied in an individual room, event, or panel at the discretion of the organizers or **Omni Fandom Expo** Staff. Be aware that some Exhibitors may not allow photography at their booths inside the **Exhibit Hall**. If someone has asked you to not take their photo and/or cease a current photoshoot, you are expected to stop immediately. Complaints of harassment will be taken seriously by **Omni Fandom Expo** Staff and may result in removal from the convention.

 **Is smoking allowed inside?**

 **Omni Fandom Expo** is a smoke-free event, within a smoke-free facility, as required by Florida State Law via the **Florida Clean Indoor Air Act** (ss 386.201-386.2125). As the **Official Hotel** strictly follows this law and does not permit cigarettes or tobacco products inside the facility, **Omni Fandom Expo** can not allow them either. We ask all of our attendees to please remember that we are a family-oriented event, and want to make sure to not only appeal to but also respect all of our attendees, and know that there are no designated smoking areas inside the **Official Hotel**. If you are really feeling the need for a smoke, feel free to step outside and find the nearest designated smoking area. Attendees caught smoking inside are in violation of this policy and may be ejected from the **Official Hotel**. NOTE: The **Official Hotel** will place a fine of on any guest room requiring cleaning from smoking.

Regarding E-Cigarettes: Due to the potential for allergic reactions, **Omni Fandom Expo** regards that this policy also applies to electronic cigarettes or any alternative smoking product – they are not permitted and are considered the same as cigarettes.

 **How much is parking at the hotel?**

 Parking is free!

Information for Cosplayers and Photographers

 **I'm a photographer who wants to take pictures of cosplayers. How can I make them feel safe while doing so?**

 As a photographer, even just a fan taking pictures, you have a certain responsibility toward the people you take pictures of. At a convention, cosplayers are usually quite happy to let people take photos of them as long as they feel safe and that the photos will be in good taste. No cosplayer wants to feel unsafe or be put in awkward situations. As a

photographer, you want to take pictures, have a good reputation, and not make anyone feel uneasy. Again, even as just a fan taking photos, these responsibilities remain the same.

What are some ways I can be a good photographer at a convention:

- This should go without saying; however, wear nice clothes and have good hygiene. Your appearance matters a lot.
- Always ask first before you take a picture. It's polite and shows you respect the cosplayer.
- While talking to them, make sure you make eye contact, smile, and speak clearly so they can hear you.
- Do not stop a cosplayer for too long. They probably have somewhere to be. Take one or two photos.
- If you like, you may ask the cosplayer to pose a certain way. Usually it is a pose relating to the character they are. They probably will do so on their own; however, make sure you don't ask for any pose that is unflattering or uncomfortable for them.
- You may hand a cosplayer your card if you have one, but be mindful of their costume and if they have any place to put it.
- If you are doing a full photoshoot, ask the cosplayer if there are any specific rules you need to follow.
- If a cosplayer says no to a photo, respect their choice.
- If a cosplayer says they have to leave, let them go without a fuss.
- Make sure you thank the cosplayer for giving their time to you.

Are there things I shouldn't do?

- Do not mumble or talk so softly a cosplayer cannot hear you.
- Do not stare at parts of a cosplayer's body. Yes, they may look good in their costume but it is rude to ogle someone.
- Do not make rude statements to them about their appearance or to your friends. You (and your friends) may appreciate what you are saying, but they may not.
- Do not follow a cosplayer around during the day or stalk them. You may think you are innocently following them, but it is not proper behavior.
- Do not touch a cosplayer without permission.
- Do not take close up pictures of a cosplayer without permission.
- Do not demand pictures.
- Do not ask for a cosplayer to go anywhere private with you.

How can I avoid "creepy" photographer syndrome?

Ok. This is a tough topic. Some photographers have a reputation for being "creepy". Whether it may be true or not is not the focus of this. It's how to avoid making anyone feel you are "creepy".

Here are some things to avoid that MAY contribute to "creepy" photographer syndrome:

- Mumbling and looking down at your feet.
- Being absolutely silent and just staring.
- Staring at body parts.
- Literally, hanging your tongue out.
- Saying inappropriate things to a cosplayer.
- Trying to get close up shots of body parts without permission.
- Trying to get "upshots" of cosplayers.
- Trying to touch a cosplayer without permission.
- Following cosplayers around without permission.
- Inserting yourself into a cosplayer's day at a convention without permission.
- Being continually annoying on purpose or accident. (this is subjective)
- Being incredibly loud.
- Do not take pictures of a cosplayer who is eating unless they know you are doing it and are ok with it.
- Taking pictures of a cosplayer from across a room. (unless they are doing something like performing on a stage)
- Asking a cosplayer if they do lingerie photo shoots after taking a picture.
- Asking a cosplayer you don't know to come back to a private room and take pictures for you.
- NEVER ask a cosplayer to go with you somewhere unless you check their age FIRST!

Always think before you do something or ask something. If you want to be professional, make sure you act that way. Remember, just because you might have a nice camera doesn't mean you can do whatever you want.

I have a medical condition that makes me not be able to control myself. I still want to take pictures but I kind of act "creepy" because of it.

If you know you have a medical condition and you know that sometimes you may come across in a way that may not be looked upon well, there are things you can then do to mitigate it.

Have someone with you when you take photos and talk for you if necessary or also if you feel you might say something

that's incorrect. This way, you are not alone and people won't get the wrong idea. Also, if you feel it helps, write down a bullet pointed list of things you say to a cosplayer so you can follow it each time.

Hey, I'm just here to take pictures of hot cosplayers. What do I care?

This attitude has caused many problems in this industry. While cosplayers may wear all different types of costumes, you should be respectful at all times. If you don't intend to be, you should not be taking photos of them.

How can I be Cosplay Safe at a convention?

A

At **Omni Fandom Expo**, we want everyone to have a great weekend and we certainly love costumes. Many cosplayers love to have photos taken of them. Some are used to cameras, others are shy, and some are very new to fandom in general.

Here are some very good rules to follow if you are a cosplayer and having pictures taken of you.

Have a buddy or a handler:

As a precaution, it's a very good idea to not only have a friend or handler with you that can help you with crowds, but also they can help you with your costume, talk to the potential photographer or fan for you, escort you places, and help manage your time. The buddy system definitely works.

Set boundaries and rules when taking photos:

Some cosplayers don't mind having an arm around them in a photo and some do. Cosplay is not consent for someone to do whatever they like; however, it is a very good idea to set rules when you are taking pictures.

As an example, it is absolutely fine to tell each person who wants a photo with you that there is no putting an arm around you or touching if that is what you decree. Doing this will let people know you have rules and what you will or will not allow. It makes for a better experience with someone taking a photo with you as well as they know immediately what they are allowed to do. It will also help Security in determining how to handle any issues or problems if they arise.

Many cosplayers do not want to come off as being rude by setting rules; however, any cosplayer that is in public and is getting attention NEEDS to set boundaries. We absolutely suggest that if someone wants to get a picture with you, tell them exactly what they are or are not allowed to do. Remember fans are new to this sometimes also. Don't expect them to know the rules or ask you. They may have no idea what rules apply to each cosplayer since everyone is different; or, they may be going off of what they've seen with another cosplayer. Also, anyone attempting to do something knowingly inappropriate will have your personal rules stated to them.

- Example 1: A fan wants a picture with a cosplayer. He / She says yes but tells them, "Please do not touch my costume. It's delicate."
- Example 2: A fan asks if they can put their arm around a cosplayer in a photo. The cosplayer allows it but says, "Yes, but keep it above the waist."

Stating rules **IMMEDIATELY** and **IRREVOCABLY** sets a boundary that a fan now knows **NOT** to cross. So many times we've heard people say, "By telling a fan they can't do something, I'm being rude." No, you are not. You are setting a rule that if broken should have **IMMEDIATE** consequence.

Here is an example of Cosplay is not Consent that can benefit from setting boundaries.

A cosplay model is taking photos in a crowd and someone they know asks for a photo. They naturally put an arm around the cosplayer and it is fine because they know each other. After that, the next person waiting for a photo has seen an arm be put around the cosplayer and assumes it is fine for them as well. This goes on for several fans wanting pictures. After the fans are done, the cosplayer states they did not like having fans touch them to their handler. In this situation, the cosplayer should have set a boundary and stated to the next person in line that they were not to put their arm around them. If there is something that you, as a cosplayer, do not want to happen, state it up front. Do not wait and let something happen.

Here are some rules a cosplayer can set during photos which can be said very nicely and with a smile:

- Please no touching the costume. It's fragile
- You may place your hand only on my shoulder.
- You may place your hand on my waist.
- Give me your hand and I will place it for you.
- Please no ground upwards shots.
- Please no close ups unless you ask first.
- I need to see your photo afterwards to make sure I approve.

It's ok to leave when you have to be somewhere:

Sometimes you need to get somewhere but a fan wants to take a ton of pictures of you. While flattering, It is absolutely

fine to tell someone you have to be somewhere but you are available for photos later.

When to stop a photo or a fan:

Sometimes, it is absolutely **IMPERATIVE** that you stop a picture. You should be ready to do so if the need arises.

Example: A cosplayer tells a fan they can put a hand on their waist during a photo. They do exactly what you say, but then move their hand MUCH lower and you can absolutely tell it is **NOT AN ACCIDENT!** It was done with **INTENT**.

- IMMEDIATELY STOP THE PHOTO
- IMMEDIATELY MOVE AWAY FROM THEM A SAFE DISTANCE!
- Do not let the photo go on or the person touch you for one second longer.
- Immediately go to Security!

Make sure you handle these types of situations with a clear head and a clear knowledge if the result **REQUIRES** security or not. Keeping a clear mindset and not letting fear take over is the key to dealing with situations like the correctly.

I'm worried I will get a bad reputation if I set rules or let a fan touch me.

Honestly, most people will respect you more if you have rules and practice **SAFE** photography during Cosplay. Those that think you are elitist or snobbish because you don't let them touch you places you don't want are not worth your consideration. Your self respect will help inspire others to do the same.

In the end, NO ONE (Cosplayer, Professional Photographer, or Fan) should **EVER** feel taken advantage of, pressured into anything, or used in any way. If everyone practices **SAFE** "Cosplay", and respects everyone else, there will be nothing to report to Security. Fandom is supposed to be fun after all.

? I have questions about reporting something to Security.

A Reporting an incident to Security is sometimes necessary at a convention. Here are some observations that hopefully will help you if you have to deal with a problem or report something to Security.

Do not rely on the crowd to help you or report something:

If something inappropriate happens during a photo, do not rely on or naturally expect the crowd around you to report it to Security. They do not necessarily know what you do and do not allow. Do not attempt to continue on with photos or fan interaction expecting someone in the crowd near you will be a hero and "save you" or they will jetpack off to Security immediately. YOUR safety is your **IMMEDIATE** concern! Do not wait around. Have your handler / friend escort you away to Security for an **IMMEDIATE** report.

I'm scared to contact Security because I don't want to cause a problem:

No cosplayer should think this way. You are not causing a problem. If there is a REAL problem, Security NEEDS to hear it.

Contacting Security:

If something happens that you feel is harassing, contact Security. Do not wait or decide to do it later! We see this happen a lot at conventions.

Example: A cosplayer goes up to someone on Security and says, "A guy touched me inappropriately during a photo!" The Security member asks when did this happen? If the response is, "About two hours ago", there's not going to be much to do about it.

To be safe, **IMMEDIATELY** report an incident to Security. If possible, have a friend try to get a picture of the person once you are a **SAFE** distance away so that you can show Security who it was. The more information you can provide, the better. If you cannot physically talk to Security, please have someone with you who can. If you are crying and just pointing in a direction, Security is less likely to understand your problem or issue.

Cosplay is NOT Consent! We hear that a lot and it's very true and should be followed. By having set boundaries and having the mindset of contacting Security immediately, you can prevent many instances of this from even taking place. If someone knows you are looking out for yourself, they will usually be less likely to cause an issue.

Examples of when to contact Security:

- "While posing for a photo, a person touched me inappropriately after I set boundaries with them. My handler saw it."
- "A fan tried to take a hidden upshot of me."
- "A fan will not leave me alone after I told them no more photos."
- "I am being stalked by a fan. I have told them to leave me alone and they keep hanging around."

Examples of things NOT to contact Security for:

- "A photographer took two pictures of me when he asked. I only meant one."
- "I don't like that photographer's camera."
- "People are asking me for photos."
- "I don't like that person over there."

Examples of when Security will have a hard time helping you:

- "A fan touched me a few hours ago and I don't know where they are or what they look like."
- "I was so shocked when a fan touched me that I just let it go. It's been hours but now I think I want them found and thrown out."

Know when to contact Security and when not to:

Sometimes, there is an **IMMEDIATE** reason to contact Security and sometimes, there is a genuine accident or misunderstanding during a convention. This is especially true if you are cosplaying in an environment that is extremely crowded.

Let's say, someone drops an item or their badge and in picking it up, they accidentally bump someone. The person that was bumped should assess the situation first, determine if it was a real or "fake" accident, and THEN take the appropriate action. You should NOT start screaming, "OMG! They touched me! Get Security! I want them thrown out NOW!" Especially if it was a genuine accident.

Examples of when Security will have a very hard time determining what to do or won't be able to do anything:

- "Someone bumped me."
- "I feel unsafe but I don't have a reason."
- "A person over there is creepy but hasn't done anything."
- "I feel anxiety when someone wants a photo."
- "My ex is here."

Security is there to keep you safe and deal with any issues that arise; however, they do not want to have to try to assess who did what in a very vague situation. If something happens and it is a **REAL** incident, then immediately inform Security of it with as many details as possible. It is also a good idea to have people who saw what happened be able to explain as well.

Things not to ask Security to do / Things not to do:

- Please do not contact Security if there is just a person at the convention that you don't like. Not liking someone is not grounds for removing them.
- Please DO NOT fake an incident. We understand that people may have issues with each other but our Staff is not there to get involved in your problems unless they constitute an actual breach of our rules or someone's safety.
- Please do not ask Security to follow you around all day so you can feel safe. They have everyone at the convention to watch out for. Our Security is definitely there to make sure you have an environment that is as safe as possible, but they are not there to be your personal bodyguards or handlers. Please cosplay with friends and in a group if you feel a need to have people around you at all times.
- Please do not ask Security to come into your hotel room or ride with you in your car somewhere so you will feel safe.

PLEASE NOTE: All problems of this nature should be solved AT THE CONVENTION and not on FACEBOOK or other social media!

Q If I report something to Security, will they call the Police?

A If, while taking photos, there is something you need to report to Security, there is a chance that the police might potentially be called or be involved in certain situations if warranted.

If a cosplayer reports any sexual assault, then it is the convention's responsibility to ask if the police need to be called for charges to be pressed. You should determine if the incident is strong enough to just have Security talk to the person, have them removed from the convention, or have charges pressed.

Let's say that you are touched inappropriately while having a photo taken of you and you want to report it to Security. You should immediately consider if you want the police to be called and charges pressed.

As it is, if the convention has to trespass a person from the premises, the police will be called anyway to escort the person out and trespass them legally.

Example for when to ask for the police directly:

"I was absolutely touched inappropriately. I can describe where. I have witnesses. I can point out the person."

"I have a restraining order against this person."

Example for when not to have to ask for the police:

"I was bumped and touched by accident and I didn't like it."

"I don't like someone who took a picture of me after I said they could."

Please make sure that when you report an incident to Security, you are very clear in what happened and not vague in your report. If you are not sure if you need the police involved, we can make a suggestion for you to decide. In certain situations, the convention reserves the right to call the police regardless.

As a Cosplayer or Photographer, when should I charge for photos?

A If you are a photographer, you should only charge for taking photos if someone is doing a scheduled photoshoot with you and knows they will be charged ahead of time. They should know the price and duration of the shoot beforehand as well as how many photos they get. You should never ask a Cosplayer for a candid picture at a convention and then tell them to pay you for it.

If you are a Cosplayer, you really should not charge for photos of yourself at a convention unless you are selling them at a booth and you have the prices listed. You should NEVER let a fan take a picture of you while walking around a convention AND THEN demand money from them for the photo after they have taken it. That may be potentially viewed as trying to take advantage of someone and you will most likely be told to stop or potentially be asked to leave.

Prop / Weapon Policies

These policies are subject to change at any time without notice at the sole discretion of **Omni Fandom Expo** and **OMNI PRODUCTIONS, LLC.**

REAL WEAPONS:

You may not carry or possess any weapon, openly or concealed, or in an inoperable or unusable condition at any time at or around the **Days Hotel by Wyndham Celebration ("Official Hotel")** location or grounds. Any weapon, including but not limited to, any type of firearms, knives, swords, curio, relic, and all forms of ammunition are strictly forbidden. Even items that may be legal for you to own or carry (such as a gun with a conceal carry permit) are not to be brought to **Omni Fandom Expo** and are to be left at home.

A **REAL WEAPON** includes, but is not limited to: firearms, ammunition (including spent rounds), rifles, shotguns, hand guns, BB guns, pellet guns, cap guns, air-soft weapons, paintball guns, blow guns, tasers, laser pointers, laser-aiming devices, or similar laser devices, explosives, knives, swords (including katana and other martial arts style swords), daggers, sword canes, switchblades, bali-song (butterfly) knives, axes, hatchets, pole arms, staffs, clubs, wooden or metal bats and paddles, bows (compound bows, long bows, recurve bows), any tipped arrows (including target tips), martial arts weapons, brass knuckles, baseball bats, chains, whips, nooses, leashes, handcuffs, pepper spray, mace, whips, projectile items, toy or real, or any item that may infer it is a dangerous item or one which would place another in apprehension of immediate harm (certain weapons may be allowed with restrictions - see below).

Weapons purchased at **Omni Fandom Expo** must be kept boxed/wrapped and are to be immediately removed from the convention area following purchase. The only acceptable locations it may be taken without removal from the hotel is your hotel room (in which case we suggest you keep it boxed/wrapped) or your vehicle (in which case we suggest you keep it boxed/wrapped).

PROP VS WEAPON - WHAT'S THE DIFFERENCE?

A "Prop" is something that can be carried in your hands or on your person considered as an accessory to your costume. The term "Weapon" may be indiscriminately used to describe any type of Prop that can possibly be viewed as related to any type of combat or violence. This view is held regardless of how you may be acting with your "Prop" and also regardless of what it is (from plushies to replica weapons). The moment any kind of prop, no matter how cute, inoffensive, or harmless it seems, is misused or brandished in such a fashion, it can and will become classified as "Weapon" by **Omni Fandom Expo** Security and Staff and will be treated as such. Oddly enough, a stuffed Pikachu may be considered a weapon in certain circumstances.

PROPS, PROP WEAPONS, OR FUTURISTIC CREATIONS

- Prop: An accessory to your costume that is large enough to be carried.
- Prop Weapons: homemade or commercially rendered realistically styled costume prop weapons that are accessories to your character.
- Futuristic Creations: Futuristic costume/replica weapons such as: phasers, blasters, ray guns, or light-sabers.

PROP MATERIALS:

Preferred materials for props are foam, cardboard, paper mache, resin, fiberglass, wood and plastic. ALL Props/Weapons should be constructed of light and flexible materials with as little wood and metal as possible.

No metal bladed or sharp Props/Weapons will be allowed!

ABSOLUTELY NO SHARP EDGED PROPS ARE ALLOWED! Any prop bladed weapon should not be able to physically cut someone **MUST** be of a prop nature. Bladed Prop/Weapons should be foam, foil-wrapped cardboard, flexible plastic, etc. Bokken and other wooden weapons are permitted only at the discretion of **Omni Fandom Expo**.

PROP/REPLICA GUNS/WEAPONS:

NO REAL GUN IN ANY FORM, even in inoperable or unusable condition, may be used as a prop at **Omni Fandom Expo**. This policy is regardless of the gun being any of the following: unloaded, stripped down, barrel filled, or anything else. Prop Weapons (such as toy firearms, NERF guns, etc) will be permitted as long as they have an orange tip at the end of the barrel, and can be easily identified as a non-functioning toy gun from a distance. Any painted Prop Gun **MUST** have an orange tip. You may not paint any Prop Replica Gun completely to look like a real firearm. Any real firearm used as a prop will result in the immediate and permanent removal from **Omni Fandom Expo** and a call to the Local Law Enforcement.

Rubber, plastic or foam crafted Prop or toy firearms are preferred.

No realistic ammunition and other realistically-colored weapons (ie: grenades), live or spent ammunition, shells, or explosive devices of any kind are allowed.

Airsoft and Paintball Guns: Are not allowed intact, no matter what color they are painted and no matter what color the tip is painted. If your weapon shoots anything other than water or foam darts, you will be asked to put it in your car/room. If the internal workings are removed, it has orange tips and it is repainted a non-realistic color (or is clear), they may be used. **Please note:** in this case, we definitely prefer clear airsoft guns. If the clear airsoft gun also has realistic-colored parts, those must be painted a non-realistic color (unless those are the internal parts, in which case, again, they must be removed entirely). Airsoft or Paintball guns that are electrically or gas powered, must also be completely discharged (no CO2 canister, no charged battery or no battery at all, etc).

We do allow the use of a small amount of certain metallic ACCENT colors on weapons with a realistic appearance. (However, black, silver and brown colors are still not allowed under any circumstances as the main body color of a realistic weapon. If the weapon is non realistic, any body color is acceptable.) This Accent color **MUST** be clearly visible as an ACCENT, and cannot be the "Majority" color. Think around 10% of the total surface of the weapon. This is a guideline, and we reserve the right to reject ANY weapon at the convention, if we feel the accent color compromises the standing rules regarding color. (Simply put, if your accent color is determined to be less of an accent and to have overpowered the "base" color, it will be rejected.)

No Prop Gun may have any "Ammunition" loaded at any time. **Omni Fandom Expo** maintains a zero tolerance policy on discharging projectiles, even from an approved prop or weapon regardless of the type of weapon (water pistol, NERF gun, airsoft) Any discharge will result in the immediate and permanent removal from **Omni Fandom Expo**. These rules apply to any prop or toy firearms purchased from any vendor.

Wooden swords, plastic bats, prop canes, staffs, etc: permitted, but must be brought to Weapons Check as soon as they come on to the hotel grounds to be peace bonded. If you are caught brandishing it at someone threateningly (so, not simply posing for a photo, that's fine!) or fighting with it (even if you're joking around), your badge will be punched, and you will be asked to put it in your room.

Bows and Arrows: Bows and arrows are allowed, however: no tips on the arrows, and all bows must remain unstrung for the entirety of the convention. To have your weapon approved and peace bonded, the bow must be unstrung (tied on one end only). If we see you stringing your bow or nocking an arrow, even for a picture, your badge will be punched and you will be asked to put your bow in your room. This does not pertain to holding the arrow in place while posing for a photo, since there's either just one end tied or no string which can let fly. While we understand that compound bows cannot be easily unstrung, if you are carrying one then we require that you never nock an arrow, nor hold one in a manner that might construe that you have an arrow nocked.

Other Props: Whips are allowed but must be kept on the hip. Swinging it (and not just posed for a photo) will possibly result in your removal from **Omni Fandom Expo**

Any non heavy gauge metal chains less than three feet (3') are allowed. This includes, but is not limited to, chain wallets or chains on non-costume clothing. While you can have chains, you cannot hold the chain like a leash and lead others around the convention. Larger gauge chain for costumes should be made out of plastic or foam.

Leashes are permitted. If you are wearing the collar, you must be holding the handle. Leashes will not be extended between two or more people at any time for other than photos. This can create a safety hazard and the leash can then be classified as a weapon that can cause entanglement.

NO "PADDLES," of any sort will be permitted at the convention. This includes, but is not limited to, Yaoi/Yuri Paddles.

Mostly non-metal prop weapons: If your prop has a metal handle, or hilt, (ex: a Lightsaber or wooden sword), with a metal hand grip or hilt, this is acceptable. Still **NO METAL BLADES OF ANY KIND WILL BE ALLOWED.**

PROP/WEAPONS CHECK:

ALL props, prop weapons, or futuristic replica must be submitted to a "**Weapons Check**" for written approval. Weapons Check has the sole discretion to approve any type of prop or prop weapons/replicas at **Omni Fandom Expo**. Weapons Check is located at the booth entitled "Prop Check In." Every Prop/Weapon will be handled on a case by case basis, made sure it follows **Omni Fandom Expo** guidelines, and will be treated accordingly. Weapons Check will make sure any pop gun is unloaded of any "ammunition", as well as zip tie the trigger so that it is incapable of firing. Swords and other applicable Prop/Weapons will be peace bonded. The determination of if a Prop/Weapon may be allowed into **Omni Fandom Expo** is at the sole discretion of **Omni Fandom Expo** Security and Staff. You may be potentially asked to make adjustments to your Prop/Weapon to make it safe for entry into **Omni Fandom Expo**.

Please note: in some cases, a prop weapon may be attached to a costume and may fall under Weapons Check approval at the discretion of **Omni Fandom Expo** security.

Removing or tampering with the device(s) used by Weapons Check / Security to designate approval is a violation of the Weapons Policy and will result in immediate expulsion from **Omni Fandom Expo** without warning.

An Attendee who has their Prop/Weapons approved by Weapons Check **MUST** keep them under their physical control at any and all times. Any prop that is loaned to someone else that it is not registered to may possibly be confiscated, and you may be removed from the convention.

Any approved prop/weapon may be revoked at any time at the discretion of the Weapons Check / Security and management of **Omni Fandom Expo**, for reasons including, but not limited to, the item being utilized or brandished in an inappropriate fashion or complaints about improper use or display. Any arguing with **Omni Fandom Expo** Security and Staff over your Prop / Weapon for any reason may result in the confiscation of your Prop / Weapon, your potential removal from **Omni Fandom Expo**, or being detained/removed by the Local Law Enforcement.

USE OF APPROVED PROPS/WEAPONS:

Props/Weapons are to be displayed only as costume pieces and are not allowed to be utilized in **ANY** threatening manner other than in a static pose for a photograph. Any prop/weapon that is swung, brandished, or actively used can injure others, create unsafe situations and possibly injure others. You may pose with a Prop/Weapon in a brandishing manner, so long as no reasonable person would interpret the posed brandishing as anything but a pose for dramatic effect. Such posed brandishing may be stopped at the sole and absolute discretion of Security, management of **Omni Fandom Expo**, or staff members. Any such violation on the **Official Hotel** grounds or in the parking lots may be grounds for discharge from hotel property and/or detention by police.

TRANSPORTATION OF PROPS/WEAPONS / OFFICIAL HOTEL AREAS:

Omni Fandom Expo also requests that attendees have respect for people staying in the **Official Hotel** or attending other functions in the convention area that are not attending **Omni Fandom Expo**. Please make every effort to wrap your weapon or use carry bags for transporting your Props/Weapons from your car/hotel room to the convention space.

Masks are not to be worn in any common area of the **Official Hotel** that is not specifically rented by **Omni Fandom Expo**.

DO NOT UNDER ANY CIRCUMSTANCES traverse the lobby, hotel registration, common areas, pool, etc. wearing tactical gear complete with face masks and fake guns! This will most likely result in your arrest. This is just but one example. Please use common sense in regards to your costume. Please remember, not everyone understands what cosplay is and many will not hesitate to immediately report you to the hotel or the police.

PLEASE NOTE: Omni Fandom Expo will take no responsibility in any situation arising between an attendee and the **Official Hotel**.

MARTIAL ARTS PERFORMANCES & DEMOS:

Persons giving martial arts performances or demonstrations that are officially sanctioned in advance by the management of **Omni Fandom Expo** may display working martial arts weapons during, and thirty (30) minutes before and after the demonstrations or performances only in approved locations. Those weapons must be used so as to avoid harm to persons

or property. These martial arts weapons must be transported to and from the performance or demonstration area in cases or wrapped and concealed, and must be removed from the convention premises immediately following the performances or demonstrations. Weapons Check / Security and the management of **Omni Fandom Expo** reserve the right to stop any performance or demonstration at its discretion.

USE OF UNIFORMED COSTUMES:

Omni Fandom Expo has the sole discretion and absolute right to determine whether a uniformed costume is permitted or too close to a real world uniform and to ask any attendee who is wearing it to adjust it or remove it. In the event the attendee does not cooperate with that request, **Omni Fandom Expo** may expel the person from the convention.

COSTUMES THAT MAY BE CONFUSED WITH LOCAL LAW ENFORCEMENT OR OTHER EMERGENCY RESPONSE PERSONNEL UNIFORMS ARE NOT PERMITTED AT OMNI FANDOM EXPO!

INSPECTIONS OF PROPERTY:

Omni Fandom Expo attendees understand, agree and consent that Weapons Check, **Omni Fandom Expo** representatives, or Security personnel throughout **Omni Fandom Expo**, have the absolute and immediate right to inspect costumes, weapons, props, prop weapons, futuristic props, and any other items brought into the convention space by any Attendee at any time for any reason.

Weapons Check, Security or **Omni Fandom Expo** personnel may determine whether any particular item covered by this policy is or is not permitted at **Omni Fandom Expo**. If it is discovered that an Attendee brought any unauthorized prop /weapon to **Omni Fandom Expo**, or violates any of the policies referenced above, that person shall be immediately removed from the convention space. **Omni Fandom Expo** reserves the right to remove the such offenders from the premises, temporarily or permanently.

PERSONS WHO CARRY OR OTHERWISE BRING PROPS, PROP WEAPONS, FUTURISTIC REPLICAS, DO SO AT THEIR OWN, SOLE, AND ABSOLUTE RISK, AND ASSUME ALL RISKS OF LIABILITY, HARM, DAMAGE, OR LOSS TO ANY PERSON OR PROPERTY INJURED OR OTHERWISE HARMED, INTENTIONALLY OR ACCIDENTLY, DIRECTLY OR INDIRECTLY BY SUCH ITEMS OR THE PERSON CARRYING THEM. IT IS ALSO NOTED THAT ANY PERSONS WHO WEAR MILITARY OR REAL WORLD COSTUMES OR SIMILAR ITEMS WHICH MAY DEPICT A MEMBER OF ANY LAW ENFORCEMENT, EMERGENCY PERSONNEL, OR ANY UNIFORM THAT MAY POTENTIALLY OR POSSIBLY CAUSE CONFUSION, FEAR, OR TERROR DO SO AT THEIR OWN, SOLE, AND ABSOLUTE RISK, AND ASSUME ALL RISKS OF LIABILITY, HARM, DAMAGE, OR LOSS TO ANY PERSON OR PROPERTY INJURED OR OTHERWISE HARMED, INTENTIONALLY OR ACCIDENTLY, DIRECTLY OR INDIRECTLY BY SUCH ITEMS OR THE PERSON CARRYING THEM. IT IS HEREBY AGREED THAT **OMNI PRODUCTIONS, LLC.**, ITS OFFICERS, AGENTS, AFFILIATES AND SUBSIDIARIES, OR THE **OFFICIAL HOTEL** SHALL NOT BE LIABLE FOR ANY INJURY, HARM, DAMAGE, OR ANY OTHER RISK OR LIABILITY ASSOCIATED WITH ANY PERSON'S USE OF ANY WEAPON, REPLICA, OR PROP, WHETHER PERMITTED OR BANNED HEREUNDER, AT **OMNI FANDOM EXPO**. IN NO EVENT SHALL **OMNI FANDOM EXPO**, **OMNI PRODUCTIONS, LLC** AND ITS AFFILIATES AND SUBSIDIARIES, OR THE **OFFICIAL HOTEL** HAVE ANY LIABILITY FOR ANY INCIDENTAL, CONSEQUENTIAL, SPECIAL OR EXEMPLARY DAMAGES HEREUNDER.

BY ATTENDING **OMNI FANDOM EXPO**, ATTENDEE WILL INDEMNIFY, DEFEND AND HOLD **OMNI PRODUCTIONS, LLC.** AND ITS AFFILIATES AND SUBSIDIARIES AND THE **OFFICIAL HOTEL** AND ITS AFFILIATES HARMLESS FOR ALL LOSSES, COSTS, LIABILITIES AND EXPENSES (INCLUDING ATTORNEY FEES AND COSTS) ARISING OUT OF ANY CLAIM FOR PAYMENT BY ANY PERSON OR ENTITY MAKING ANY CLAIM FOR DAMAGES ARISING OUT OF ANY ACT OR EVENT AT THE **OMNI FANDOM EXPO**.