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anime BOSTON 2011 APRIL 22-24

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Japanese animation, comics & pop culture

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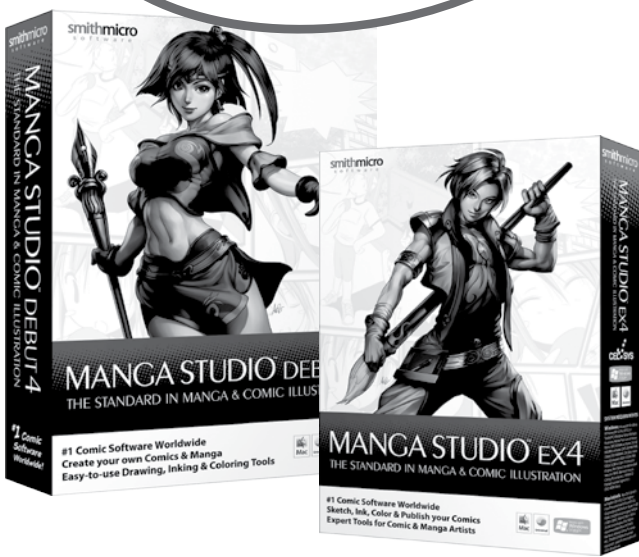
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LETTER FROM THE CON CHAIR



"For those about to rock, we salute you."

Greetings!

On behalf of the New England Anime Society, our honored guests, and the entire Anime Boston staff, it's my pleasure to welcome you to Anime Boston 2011! To those of you who are new to Anime Boston, we welcome you! We've worked hard this past year to organize an event that we hope will become a new tradition for you in years to come. For those of you who have come to Anime Boston in the past, welcome back, we're happy to see you!

Maybe its the adult in me, but usually the time flies between conventions. Logically I know that as I write this we're a only a handful of weeks left until this gets submitted to print. And shortly after that, the convention starts and these words are in your hands. I know that, and yet the time will come and go faster this year than it has in years past. It's true. Time seems to pass more quickly the older you get.

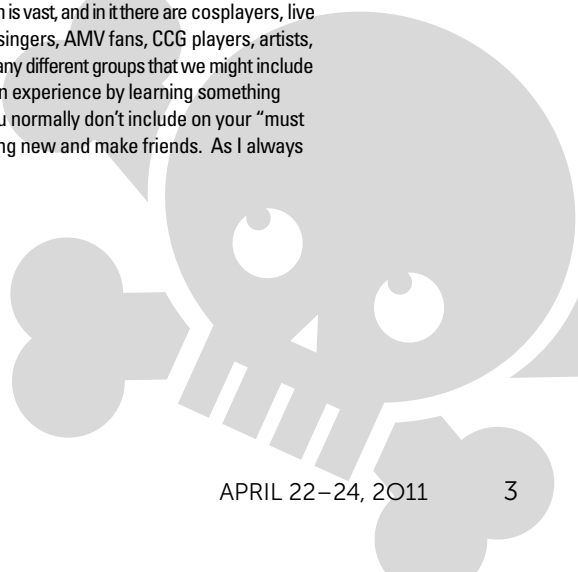
That's what normally happens, but this year was a little different because this year, with inappropriate confidence, I registered for an intensive class. It was a four and a half month class condensed into two weeks. Those two weeks were some of the longest ones of my life. Not that it was all bad, I made some great friends, and learned a lot of interesting and useful things, but time started to pass more slowly for me. It was like being in college again. Well, to be fair, I was in college again, taking a graduate course, but it felt like I was college-aged again.

I wonder if that slowing down of time is what gives our minds a chance to expand, to take in more information when not pushed to accomplish more. Is that one of the luxuries we lose as an "adult?" Maybe the divide between the generations is less us vs. them, and more a profound difference in how we view things, even things that should be the same for all, like time?

It's something to think about before losing your patience with someone who doesn't "get you." Give them a chance, they're probably struggling to understand as much as you're trying to explain it. You can do your part to "get it" as well. Our fandom is vast, and in it there are cosplayers, live and video gamers, formal and informal dancers, karaoke singers, AMV fans, CCG players, artists, educators and students, kids, adults, parents, children, so many different groups that we might include ourselves in. I urge you to make the most of your convention experience by learning something new. Attend a panel, go to a dance, do something that you normally don't include on your "must do this list." Who knows, you might learn to love something new and make friends. As I always say, friends are the best souvenirs!

Cheer and Warm Regards,

Andrea M. Finnin
Anime Boston Con Chairman



GUESTS OF HONOR



japanese



girugamesh

girugamesh is a Japanese metal band started when childhood friends ShuU (bass) and Nii (guitar) were reunited after a number of years. Searching Chiba prefecture for band members in 2004, the two found skilled songwriter Ryo (drums) and Satoshi (vocals) to form the current group. girugamesh generated considerable buzz and the band delivered their debut album, "13's reborn," in September 2006 and their second, "girugamesh," in December 2007.

The band's unique and heavy sound has received a great deal of attention internationally. The group embarked on their first six-show tour of Europe in January 2008. In April 2009, the group played in America and the following month, girugamesh returned to Europe, where they headlined ten shows in seven countries. Upon their return to Japan, the group went out on their "SUMMER EVOLUTION" tour where they sold out most of their shows at live houses.

In 2009, in order to challenge themselves one song at a time, the group released a string of three singles. Their ambitions were fully realized with their album "NOW," released in December 2009. The album is packed with the very latest from girugamesh—a heavy-hitting rush of sound that leaves us begging for more.

If "NOW" gave us girugamesh's present state of mind, their thoughts about the future were revealed by the single "COLOR," released in July 2010. girugamesh released "Inochinoki" on October 6, 2010 and recently released their most recent album "GO" on January 26.

STEREOPONY

STEREOPONY is a Japanese all-girl rock band that formed in Okinawa in 2007, consisting of AIMI (Vocal/Guitar), NOHANA (Bass), and SHIHO (Drums). The band gained their first opportunity on the Japanese rock radio program "SCHOOL OF LOCK!!" Their debut single "Hitohira No Hanabira" was the 17th ending theme for the famous anime series "BLEACH" released on November 5, 2008 and ranked #25 on the Oricon Weekly Charts. And second single "Namida No Muko," the second opening theme for the second season of the Sunrise series "Mobile Suit Gundam 00;" and achieved #2 in the Oricon charts. In March 2009, the girls have performed in SXSW 2009, and received a thunderous ovation.

Their third single "I do it" is a collaboration with fellow Sony Music Entertainment Japan singer YUI, was released on April 22, 2009. Their debut studio album "A hydrangea blooms" was released on June 17, 2009 and ranked #7 on the Oricon weekly charts. Their fifth single "TSUKIAKARI NO MICHISHIRUBE," also released with the tie-in with the second season of hit anime series "Darker than Black;" it ranked #8 on Oricon.

After releasing 2 singles, in June 2010, the girls released their much anticipated 2nd studio album "OVER THE BORDER," and returned to the US to perform at AnimeNEXT, their first time that the band will be performing at an anime convention in the United States. Their latest single "Chisana Mahou," the opening theme of anime series "Letter Bee REVERSE" was released on December 8th.

american music



Mari Iijima

Mari is a super talented singer and songwriter, composer and pianist who has released numerous top 10 albums through Victor Entertainment Japan and Warner Music Japan. Mari writes, arranges and produces her music independently and releases through her own label MARIMUSIC.

Since she released her very 1st English language album "No Limit" in 1999, she has accomplished several notable success in the United States. She also scores for films and keeps on expanding her musical fields. She does act as well.

Mari released her 21st original studio album "Echo" in September, 2010 and currently working on her forthcoming EP that will be released this Spring. Mari lives in Los Angeles, CA.

Please visit Mari at www.marimusic.com!

artists



Robert & Emily DeJesus

Robert is no stranger to the anime and manga community. An Indiana born, self-taught artist, who got his first art career break when he sent an eight page short story to comic publisher, Antarctic Press in February of 1990. He has drawn manga inspired art for well over 18 years and has been published nearly all over the world. He has worked for many companies like Playstation Magazine, Marvel, Hasbro, and now his most recent work with Harper Collins Publishing, just to name a few.

Robert and Emily met at a convention called Anime Central and haven't been apart since that day. Emily has always enjoyed manga and anime, but never thought it could be her job. Emily has worked with Robert for over 6 years now. She helps write the web comic "How to Loathe Drawing in the Manga Style" and has just finished writing her first children's book.

Squish DeJesus is the newest addition to the Studio Capsule and the DeJesus Family. Squish had spent the last 9 months as an artist-in-residence within Emily DeJesus, before emerging to start his own solo career. We expect great things from Squish DeJesus.

industry



Jonathan Klein

Jonathan Klein is the Vice-President of New Generation Pictures, Inc., based in Beverly Hills. His company produces the English language versions of some of the most popular anime and video games in the United States and Japan. New Generation Pictures has worked on hundreds of different projects, including such popular anime as; Hellsing, Hellsing Ultimate, Gun x Sword, Kamichu, R.O.D the TV, Ikki Tousen, NieA_7, 3x3 Eyes, and many other titles. Jonathan has also directed of the English language versions of such anime titles as Ergo-Proxy, Haibane Renmei, Texhnolyze, Melody of Oblivion, and Paranoia Agent.

Jonathan has also directed many video games including; Final Fantasy: The Crystal Bearers, Final Fantasy IV, Lufia: Curse of the Sinistrals, Rune Factory 3, Star Ocean: The Last Hope, Infinite Undiscovery, The Last Remnant, Final Fantasy: Chocobo's Dungeon, Time Crisis 4, Dawn of Mana, Valkyrie Profile 2, and Valkyrie Profile: Covenant of the Plume and was also the English language producer on Street Fighter IV and Super Street Fighter IV as well as the highly anticipated Marvel vs. Capcom 3.

Beyond working as producer and director, Jonathan's responsibilities also include scriptwriting, script adaptation and even working behind the microphone as a voice actor. Jonathan has voice acted in such anime and videogames as Final Fantasy IV, Star Ocean IV, Rune Factory 3, Ergo Proxy, Rumiko Takahashi Anthology, Kamichu, Girls Bravo, Gun x Sword, Burst Angel, Galaxy Railways and Beck.



Tom Wayland

Tom Wayland is proud to have made a long and successful career out of his most favorite things - acting, directing, and making raucous, loud rock and roll music. Wayland has produced and/or directed hundreds of anime programs such as Now & Then, Here & There, Revolutionary Girl Utena, Alien Nine, The World of Narue, Ichi the Killer, Mew Mew Power, Magical Do Re Mi, GI Joe, and currently serves as the voice director on the hit series "Pokemon."

Wayland is also a very busy voice actor having appeared in hundreds of titles currently airing on Cartoon Network, Fox, WB, Nickelodeon, or available on DVD including Yugi-oh 5Ds as Crow, Lester, and Nervin; GI Joe as Stormshadow; Teenage Mutant Ninja Turtles as Jammerhead; Pokemon as Flint, Reggie, Arceus, and numerous creatures; and Ikki Tousen as Kakuton. Keep an ear out for his latest work as one of the lead characters—Finn in Tai-Chi Chasers.

Wayland's work can also be seen or heard on various commercials, feature films, and audiobook projects including narrating Heavy Metal legend Dave Mustaine's autobiography—"Mustaine: a Heavy Metal Memoir."

voice actors



Christopher Ayres

Christopher Ayres has been working professionally in theatre, television, and film since the age of six. Currently a voice actor for ADV Films, FUNimation Entertainment and Seraphim Digital Studios. Ayres is also an ADR Director for Amusement Park Media. His first project at studio was the hit anime musical comedy The Nerima Daikon Brothers. His other voice acting roles are Kei Kourono in Gantz, Suitengu in Speed Grapher, Von Kampher in Trinity Blood, Hayashimizu in Full Metal Panic, Fummofu, Johnny in One Piece, Sid in Devil May Cry, Yusuf Ali Mesa in Yugo the Negotiator, and Koji in Godanner.

3, 2, 1... Let's jam



Greg Ayres

Greg Ayres can usually be found rockin' out somewhere, whether animated or not. From the loud-mouthed Hideki in Nerima Daikon Brothers, to Koyuki, singing with the the band in Beck:Mongolian Chop Squad, he's always glad to shake things up a bit. He is thrilled to be able to add the roles of Uesugi Kenshin in Sengoku Basara, Seikechi Tayama in Oh Edo Rocket, and Abe in Big Windup to his list of new roles. He can also be heard as Son Goku in Saiyuki, Chrono in Chrono Crusade, Kaoru Hitachiin in Ouran High School Host Club, Yuki in The Wallflower, Leo in Ghost Stories, Satoshi Hiwatari in DNAngel, Kaworu Nagisa in the Director's Cut of Neon Genesis Evangelion, Negi Springfield in Negima, Heihachi in Samurai 7, Jr. in Xenosaga:The Animation, Tsujido in Speed Grapher, Roan in Ragnarok The Animation, Yamazaki in Welcome to the NHK, Nowy in Glass Fleet, Gau Ban in Shadow Skill, Pope Alessandro XVIII in Trinity Blood, and a bunch of other titles he's probably forgotten to mention.

When he's not in a booth with headphones on, you can usually find him sporting headphones of another variety behind "the decks." A veteran nightclub DJ of many years, Greg has really enjoyed the opportunity of doing something else that he truly loves at conventions. From packed rooms at anime conventions, to the legendary stage of The Knitting Factory (NYC), Greg never misses an opportunity to share his love of music with anyone who will listen.

While he is proud of many of his roles, he's more than a little excited about his new role on Anime Boston's staff. Greg is thrilled to be Anime Boston's Dance Coordinator this year, and really looks forward to seeing you on the dance floor.

GUESTS OF HONOR

voice actors (cont.)



Richard Epcar

Richard Epcar has done over 300 characters and is well known to animation, game and anime fans. He started with major roles in *Robotech*, in which he played Ben Dixon, Lunk and Grel. To continue the tradition, he played Captain Vince Grant in *Robotech: The Shadow Chronicles*, which he also holds director credits.

Most famously, he is the voice of Batou in all things *Ghost in the Shell*, including *Ghost in the Shell 2: Innocence*, which he also adapted and directed into English. Most recently, he can be heard on a brand new series from Nickelodeon, *Airbender: The Legend of Korra* and as Koga and Zangetsu in *Bleach*. He has also appeared in *Gundam Unicorn*, *Ghost Slayer Ayashi*, *Blue Elephant*, *Blaze of Glory*, *Monster*, and *Bobobo-bobobobo*.



Trina Nishimura

Trina Nishimura has become more and more involved in the anime scene over the past few years, primarily working with FUNimation Entertainment. Trina was first cast in *Desert Punk* as the little hungry girl Namiko and has refused to leave the FUNimation property ever since. Her most notably awesome credits include: *Black Cat* (Tanya), *Claymore* (Flora and Sophia), *Jyu Oh Se* (Tiz), *Kenichi the Mightiest Disciple* (Shigure Kosaka), *Speed Grapher* (Yui), season one and two of *Negima!?* (Lingshen Chao and Motsu), *Sasami: Magical Girl Club* (Ayane), *Baldr Force Exe* (Tsukina Sasagiri), *School Rumble* and *Yurippe School Rumble: 2nd Semester* (Akira Takano), *Baccano!* (Rachel), *Sergant Frog* (*Ghost Girl*), *Case Closed: The Last Magician of the Century the Movie* (Natasha Kosaka), *Nabari no O* (Juji Minami), and the ever popular *Witchblade* (Shiore Tsuzuki).

Having recently completed work as Nadie in *El Cazador de la Bruja*, the final installation in BeeTrain's "girls with guns" trilogy, Trina has finally been able to leave the FUNimation premises having proven her voice acting abilities. Since her departure she has been called back as Meifong Liu in *Blassreiter*, Kaaya in *Tower of Druaga*, Akeno in *My Bride is a Mermaid*, Karen Nishiyama in *Bamboo Blade*, Luna in *Cashern Sins*, Lia Dragonell in *Sands of Destruction*, Mizune in *Soul Eater*, Francesca Lucchini in *Strike Witches*, Oriku in *Oh! Edo Rocket*, Suzuri in *Rideback*, Capella Titus in *Birdy the Mighty Decode*, Lan Fan in *Fullmetal Alchemist: Brotherhood*, and her most anticipated role to date as Mari Makinami Illustrious in *Evangelion 2.0*.



Brina Palencia

Brina Palencia is an actress working in the Dallas-Fort Worth Metroplex. She has voiced numerous characters for anime and video games. Some of her anime highlights include: Natsuki in Summer Wars, Chibitalia in Hetalia, Ciel Pahlntomhive in Black Butler, Holo in Spice and Wolf, Yumi Azusa in Soul Eater, Sora in Oh Edo Rocket, Rei Ayanami in Evangelion 1.0, Juliet in Romeo x Juliet, Miharu in Nabari No Ou, Tony Tony Chopper in One Piece, Tamama in Sgt. Frog, Ennis in Baccano, Mikoto in School Rumble, Georgie in Shin Chan, Eve in Black Cat, and Moro and Zashikiwarashi in xxxHolic. In the land of gaming she can be heard as Mad Moxxi in Borderlands, Moogle/Dungeon Hero X in Final Fantasy Fables, the main player in Mushroom Men and The Maw, and various characters in Guitar Hero III and IV, Stunt Driver 2, Ghostbusters: The Video Game, Donkey Kong Country Returns, and Street Fighter 4.

She has also served as ADR Director for Moon Phase (eps 21-26), School Rumble, Black Blood Brothers, and xxxHOLiC (the movie and eps 1-8), Assistant ADR Director for Tsubasa: Reservoir Chronicle, D Gray Man and Dragon Ball Kai, and Music Director for Sasami: Magical Girls Club, Negima!?, My Bride is a Mermaid, and Dragon Ball Kai.

On camera, you can see her as the co-host for GameStop TV alongside fellow voice actor, Chris Burnett.



Spike Spencer

Spike Spencer has been a voice actor since the early nineties. He has voiced hundreds of episodes of anime including such notable titles as Evangelion, Vampire Knight, Battle Angel, Suikoden, Orphen, Spriggen, Nadesico, Mar, PreTear, Buso Renkin, Code Geass 2, and Bleach. His video game credits include World of Warcraft: The Burning Crusades, Tales of Vesperia, Steambot Chronicles, Star Ocean 2, Lunar: Silver Star Harmony, BlazBlue and many others. Spike has also lent his voice to numerous radio and TV commercials.

An accomplished actor, he has worked with such notable stars as Tommy Lee Jones, Sandra Bullock, Frank Langella, Tia Carrere, and Scott Glenn and has been on set with many other stars. Spike is also an author, including "How to Be A Frickin Genius Voice Actor, Step One," "What Happens At The Con, Stays At The Con?," and "Don't Kill Your Date (And Other Cooking Tips)" – (Coming soon). Spike is also a screenwriter with several projects in various stages. Spike is soon to begin production on his first feature film that he scripted, "Dwindle Down."

*Let's kick the beat...
Africa, Mexico, Sicily, Tijuana...
India, Osaka, Indonesia...*

GUESTS OF HONOR

voice actors (cont.)



J. Michael Tatum

J. Michael Tatum will be attending Anime Boston for the second year in a row. Discovered by Funimation warhorse and visionary ADR director Christopher Bevins, who cast him as Rikichi in 2005's *Samurai 7*, Tatum's inexplicable luck has held long enough to see his flag hoisted on a slew of dream roles, most notably Kyoya Otori in the hit English language dub of *Ouran High School Host Club* and suave, demonic Sebastian Michaelis in *Black Butler*.

Other characters he has played include: Doumeki in *XXXHolic*, Jiro Mochizuki in *Black Blood Brothers*, Isaac Dian in *Baccano!*, Both God Eneru and Dalton in the new dub of *One Piece*, Komui Lee in *D-Gray Man*, Dororo in *Sgt. Frog*, the titular loveable savage of *Heroic Age*, Ryosuke Takahashi in *Initial D*, Lawrence Kraft in *Spice and Wolf*, Zarbon in *Dragon Ball Z Kai*, and Scar in *Full Metal Alchemist: Brotherhood*.



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EVENTS



Events may have last-minute changes and cancellations. Please check the most recent schedule available at the convention Info Desk for times and availability.

cosplay

Masquerade

The Masquerade is held on Saturday and involves skits performed by attendees that can either be dance, parody, drama, action, comedy, or anything their minds can think of! A panel of qualified judges will be selecting winners for the best performances and costumes. The Masquerade is the biggest event at Anime Boston and it's just as fun to watch as it is to be a part of. Advanced registration is required to compete. So whether on stage or in the audience come show your support for the performers and for your favorite characters!

Returning this year is Uncle Yo as the friendly neighborhood MC.

Hall Costume Contest

Another opportunity for competition, this contest allows cosplayers to have their craftsmanship evaluated by a panel of experienced judges. Advanced registration is required – no entries will be accepted at the door. Prizes for the best costumes and costume designs will be announced at the Masquerade on Saturday night.

Returning this year, Hall Costume Contest participants will have the opportunity to participate in a Fashion show exhibition held during the Masquerade Intermission.

Staff-Vote Costume Contest

Here it is once again – Anime Boston's own version of a Hall Costume Contest, and when we say 'hall' we mean in the hall!

During the three days of the convention, selected staff members will be circulating the halls with Staff Vote tickets which they will hand out to any exceptional cosplayers

they see. If you collect three staff vote tickets, you can turn them in at Masquerade Headquarters to receive a prize ribbon. There is a limit of one ribbon per costume, but the same cosplayer may win multiple ribbons for different costumes.

Masquerade Headquarters will be open Friday 9am–8pm, Saturday 9am–2pm, and Sunday 10am–3pm to claim your prize ribbons.

No signup is required for the Staff-Vote Hall Costume Contest, and every costume at the convention is automatically eligible. Come on, cosplayers! Show us what you've got!

Emergency Cosplay Repair Station

Located at Masquerade Headquarters, the Emergency Cosplay Repair station provides a wide variety of craft supplies for cosplayers to use to repair damage done to costumes, hair and makeup during the convention. It may be used free of charge by any convention attendee.

Cosplay Chess

Sunday's main event, a giant onstage chess match with attendees in costume and in character battling it out on stage at the direction of two chess masters. All may watch, but advanced application is required to participate. This year's Chess theme is: Magic vs. Science.

Anime Dating Game

A comedy event where attendees in costume and in-character as handsome bachelors and beautiful bachelorettes from your favorite anime series compete to win an in-character date. The game has two separate sessions, a main session on Saturday, suitable for all audiences, and a

special late-night 18+ Yaoi/Yuri session on Friday. New this year, a special Abridged Dating Game round, featuring characters from your favorite abridged series!

Catch the Barrel

A competition game played in the halls all weekend long, where cosplayers join teams and compete to get the most captures on prop barrels. Open to all cosplayers, no registration is needed.

Cosplot 2011

Our Continuing Cosplay Plotline, an ongoing story which progresses over the course of the con, with scenes played out at all major cosplay events. All may watch, but participants must apply in advance to be selected. This year's cosplot will combine two themes: Music and Magic vs. Science.

Cosplay Panels

Panels and workshops run by experienced, award-winning cosplayers provide tips, demonstrations, techniques and anecdotes sure to improve anyone's cosplay.

Cosplay Scavenger Hunt

Anyone can play this relaxed, in-the-halls scavenger hunt. Pick up a Scavenger Hunt Form from the Info Desk, which contains a list of cosplayers to look for and get signatures (or photos) from. Can you find all four members of a bishounen quartet? How about a cyborg vampire? A male Duo Maxwell cosplayer? You can play alone or on a team. The first five to complete the hunt and return completed forms to the Info Desk win a prize.

Cosplay Burlesque (18+)

Join us for a joint event with the Hentai Dubbing panel late Saturday night in Hall D—an exciting Cosplay Burlesque performance!

Cosplay Burlesque is a group of burlesque performers and cosplayers dedicated to combining the two for your entertainment. Our mission is to take the characters fans already enjoy and make them naughty!

Burlesque is a humorous and provocative stage show featuring slapstick humor, drag acts, comic skits, bawdy songs, striptease acts, and a scantily clad chorus. Our cast consists of performers of all types and our shows are strictly 18+.

amvs

Anime Boston's Anime Music Video Contest is an exhibition and competition of fan-created music videos with an anime theme. Videos are submitted from across the globe and narrowed down to a group of finalists. Those finalist videos are screened before an audience at Anime Boston. The audience will vote for their favorite videos and the winners will be presented during the Masquerade intermission.

dances

The Dance Department will once again run dual-room dances this year. The main stage is located in the Sheraton Grand Ballroom and the second stage is located in the adjacent Sheraton Republic Ballroom. Dances will be held on both Friday and Saturday nights; please check the schedule for times.

Quick Tips from the Dance Manager

- Wear comfortable shoes and clothing. You can still dress to impress, but keeping things comfortable will allow you to show people your moves on the dance floor for longer periods of time.
- Get in line early. Pre-dance lines have historically been ridiculously long. If you want to party early, get in line early.
- Stay hydrated. We will have as many water stations set up at the dance as possible. This year you can help us keep the water flowing. We will be allowing each person to bring one sealed bottle of water. "Sealed" means a bottle that still has its tamper-proof seal in-tact. Once opened, the bottle may not taken from the event room and brought back in.
- Do not over-exert yourself. It can be easy to get carried away dancing out all of your energy so that you faint. We would prefer it if you could leave on your own two legs instead of being carried out by the paramedics and we hope you see it that way too.
- If you plan to dance near the speakers, wear ear-plugs. The sound system is really BIG and will be really LOUD. You can get ear plugs at a pharmacy, several of which are close to the convention center.
- Any personal belongings you bring to the dance are solely your responsibility. If you can, leave them in your hotel room or with a someone you know. Neither Anime Boston nor any of its staff are responsible for any of your personal belongings.
- Wear shoes at all times. No telling what the attendees from the event before dropped on the floor and romping around the dance in that case is recipe for serious injury. Some excited dancing otaku with his shoes on might even stomp on your feet by accident. It is safer just to keep your shoes on. This is a convention-wide policy, by the way.

Props are prohibited from the dance because they take up space people could be using for dancing. Frisbees and similar toys are prohibited because they can literally stop the dance if they hit any of the DJ equipment the wrong way which is something we would like to avoid at all costs. Open containers are prohibited as well. Sorry, that includes Nalgene bottles. We do allow a single sealed bottle of water though; see "Stay hydrated" under "Quick Tips from the Dance Manager."

Most importantly, stay safe and help others to stay safe.

The Melody Ball

Featuring the VGO String Quartet

Need to unwind after an event filled day at Anime Boston? Then why not spend the evening swaying to your anime and video game favorites, dressed to impress! Come join us for a sophisticated evening of glam-our at Anime Boston's only formal event: The Melody Ball. We are pleased to welcome back the VGO (Video Game Orchestra) String Quartet. VGO, founded by a Berklee College of Music alumni Shota Nakama, is an orchestra that performs contemporary arrangements of video game music. As the first and only New England based orchestra that focuses on showcasing interactive media compositions, VGO is dedicated to providing access and raise awareness of orchestral video game-related compositions.

Unlike most events at Anime Boston, The Melody Ball is a limited capacity and ticketed event. **Tickets are 3 dollars and proceeds will benefit the MS Society.** Tickets can be picked up or purchased approximately one hour before the ballroom dance lesson, outside the room in which the dance lesson is held. Attendees will not be allowed to line up for a ticket more than 30 mins prior to when tickets are released, or 90 mins total before the dance lesson. Each person will need a valid badge and only be able to request one ticket for themselves. We expect these tickets to go quickly!

Note: All those with tickets still need to

wear proper attire to the Ball. Those with tickets but without formal clothing will be denied admittance. The Melody Ball, unlike its other dance counterparts, is a formal event. The dress code is Black Tie “invited.” This means that attendees are encouraged to wear gowns and tuxedos, although semi-formal attire is accepted. Cosplay is welcome, but must fit in with the formality of the occasion.

Suitable

- Dark or White Suits
- Tuxedos
- Gowns
- Cocktail Dresses
- Dressy Separates
- Military Dress Uniforms
- Dress shoes
- Formal Kimono

Unsuitable

- Informal fabrics such as denim, flannel, pleather, or vinyl
- Sneakers, boots, or sandals
- Skirts/dresses above the knee, shorts, or bare midriffs
- Gentlemen without ties or jackets/blazers
- Large/informal hats, props, or accessories
- Armor, chains or torn clothing
- Anything that greatly restricts your field of vision or range of motion

Ball Room Dance Lesson

Feel a little shy on the dance floor? A beginner's ballroom dance class is planned earlier that day for those who would like to learn a few moves, meet potential dance partners, or just brush up on your technique. Join us in learning some basic ballroom dance moves before the Ball! We will be learning one or two moves for each of the formal dances that will be featured at the Formal Ball. We will also discuss proper dance floor movement and etiquette. This is a great way to meet potential dance partners for later!

MC Frontalot



MC Frontalot is the progenitor of nerdcore and still its final boss. He is the focus of the 2008 documentary feature *Nerdcore Rising*. His fifth album, “Solved,” is due this August. www.frontalot.com

game shows

Anime Charades

Two words. Second word. Two syllables. Sounds like... “parade.”

Anime Jeopardy

The game show that's coming to Anime Boston because you demanded it. What is Anime Jeopardy? This is anime trivia answered in the form of a question...but really, who doesn't know what *Jeopardy* is (other than Sean Connery)?

Anime Squares

It's *Hollywood Squares*...anime style! Nine anime-related “celebrities” answer questions as contestants picked from the audience play Tic-Tac-Toe. The object is for the contestants to get three squares in a row, either horizontally, vertically, or diagonally. It's up to them to figure out if a celebrity is giving a correct answer or making one up.

Anime Unscripted

Anime Unscripted is the hit improv comedy event that's an Anime Boston tradition. Watch as some of our guests of honor take on the challenging games provided

by your hosts, PatrickD and Jekka of The Chibi Project. Of course, there's audience participation too, so everyone gets to be a part of the show!

Extreme Geek (18+)

The fourth year of finding out who's willing to yell the loudest, be the lewdest, and in general make the biggest fool of themselves. An 18+ game show of epic awesome. You are not prepared. (Your mom might be.) *She wasn't last night.

Hyakunin Kuizu (Family Feud)

Hyakunin ni Kikimashita! Do you know *Family Feud*? Here's the Japanese style. Two teams will take each other on to see which has the bigger bond of glorious friendship. Or not. Maybe just to see who knows more. Theme teams encouraged.

Media Trivia

Teams will be tested on their abilities to identify iconic scenes by image, video, and sound clips. How well-rounded is your knowledge of anime media? Can you tell Chiyo-Chan from an extreme close-up of her left eye? How about identifying the *Evangelion* theme song in just two notes? Prove your mettle and win ~*~*~fabulous prizes~*~*~.

Pictionary

Find your inner artist and come join us for the hilarity: Pictionary, anime style! Using Photoshop and a laptop, contestants will be challenged to draw anime-related subjects from simple (panda) to complex (doujinshi).

Trivia For All

Join us for Trivia For All, the only game show where EVERYONE gets to play! Developed by the staff of AnimeCons and based on popular pub trivia games, teams of 1 to 6 players will compete in multiple rounds to see who knows the most in the world of anime.

EVENTS

karaoke

Sit in the lounge and relax, or strengthen your vocal cords in front of your friends. We have a large library of music and can print most lyrics. It is always a good idea, though, to bring your own CD/Audio player with you if there is a song you really want to sing.

Karaoke Shuffle

Ten contestants will test their luck against a list of pre-selected music. They will need all the talent, improv skills, and the ability to endure hardship to survive. Roll the dice and take a chance against fate!

Karaoke Contest

Twelve contestants will be chosen to perform their (hopefully) practiced song. They may bring what they need to survive but they only get one shot at karaoke glory! This time you decide.

Contestants will be judged by the audience, ballots will be provided.

Open Karaoke Guidelines: Songs allowed are from mainly anime, Japanese movies, games and other Japanese music. J-pop/hip-hop/rock and K-pop are also allowed. You may sing songs in English that are Japanese in origin/translated/dubbed. As for length, keep in mind your fellow attendees.

Any changes or special events will be posted in Con Chowder, Anime Boston's daily convention newsletter.

live gaming

Not all the games at Anime Boston need to be plugged into the wall. If you're into card games, pen and paper role-playing, or want to join a LARP, we've got a wide variety to offer. The Live Gaming area will be in the Sheraton Constitution.

video games

Presented by



In the year 20XX, video game rooms were bland and almost cookie-cutter experiences. Then, the Nexus Gaming Alliance was formed.

The Alliance is a combination of various talents brought together to form the ultimate experience in gaming. Their collection is a testament to their love for collecting classic consoles, current-generation consoles and arcade machines to make sure to provide the best experience possible. The tournaments they run are not only efficient but use up-to-date rules and configurations set by community standards. They even offer other fun contests and competitions over the weekend open to any attendee that shows up; In the past these video game events have ranged from a trivia contest, to raffles, and live performances from local music talents.

The Nexus Gaming Alliance is here to provide you with a gaming experience out of the ordinary. Join the Revolution. www.NGAgamers.com

the Todd MacDonald memorial manga library

Todd MacDonald was a dedicated Anime Boston staffer from 2003–2009 who loved to read as much as he loved anime. We have renamed the manga library as a way of saying thanks to him for all that he's done for our convention. When you need a quiet place to read all that manga you've scored from the Dealers' Room or anytime you'd

simply like to read something new, the Manga Library is the perfect escape from the hustle and bustle of the convention. This year, we will feature a section dedicated to music-themed titles in our library. Please stop by!

swap meet

Is there something you bought which only caused you to realize you'd rather have something else? Is an extra copy of a book or a video floating around your home because you didn't remember you already had it in your collection? Are you certain there's someone that could benefit from owning your VHS copy of *Odin* more than you? If you could answer "yes" to any of these questions—ESPECIALLY the one about *Odin*—or even if you couldn't answer "yes," but are just really lonely, the Swap Meet may be the place for you.

There are a few rules to the Anime Boston Swap Meet, but they're not too hard to remember.

1. NO BOOTLEGS. If you've ever ended up with something you didn't realize wasn't legit, you've probably felt ripped off. Crummy "all region" HK DVD sets, soundtracks with lousy color photocopied liners, off-color wall scrolls, repro trading cards, and the list goes on. If you've felt ripped off by this stuff, do your fellow convention attendees a favor and don't pass this stuff on to them. If you've got any questions about the authenticity of something, find a staff member and ask for help.

2. NO WEAPONS. No matter what the material, if it resembles a weapon, please do not bring it to trade. This includes wooden practice swords and things that might otherwise be called "cosplay accessories." This is not negotiable!

3. NO FOOD OR DRINKS FOR TRADE. This might seem odd, but don't bring any food or drinks to trade to people unless you manu-

facture and package the food or drinks and wrap them individually in specifically marked trial-size packages for promotional use and not for resale. You don't want to find yourself on the wrong side of the convention center's catering contract.

4. ADULT MATERIALS MUST BE COVERED AND ONLY SHOWN TO PEOPLE THAT CAN LEGALLY VIEW THEM. If your favorite naughty video has served its purpose and you'd like to find it a new home, make completely sure someone that's interested in it is at least 18 years of age. That's the law and it should probably be common sense by now.

You'll probably have the most fun by trading things, but you can also show up just to look around at what other people have to trade. Come and see what's going on in the Swap Meet.

charity auction

The charity auction will once again take place at Anime Boston. All proceeds go towards the New England Chapter of the MS Society. This year, we will be selling tickets at our new table in the dealers room, so be sure to stop by and visit us! We have some cool prizes baskets lined up with items like a Nintendo 3DS! The auction itself has tons of other cool biddable items, including signed items and a lifetime pass to Anime Boston!

blood drive

Please give the gift of life! Our American Red Cross Blood Drive, courtesy of the Heinlein Society, will be Friday and Saturday in Rooms 104, 110, and 111. Come see us at your convenience during the con to learn about eligibility and to sign up.

Blood donation hours are:

Friday, April 22: 12pm–5pm

Saturday, April 23: 10am–3pm

geisha, samurai, & kimono makeover studio

Experience a one-of-a-kind photo shoot unlike any other on this continent - whether you choose to become a Geisha, a Samurai, or just experience a full kimono dressing under the experience of a licensed kimono dresser. Relax as a mix of both traditional and modern Japanese music is played for your listening enjoyment. Enjoy wearing authentic kimono, real oshiroi geisha makeup, and genuine katsura wigs for your Geisha Makeover, or enjoy showing off your style and beauty through Japan's National Costume in our Kimono Makeover!

Note: Reservations for this event had to have been made before the convention, but walk-ins are accepted if time is available, and payment must be made in full before the photoshoot will begin. If you're paying by credit card please go directly to Room 303; by cash, our dealer's room Booth 283. To check the times available and for more details, please stop by either the dealers' room booth, Room 303, or check out www.ikimaru.com/animeboston2011.html.

art show

The Art Show is a showcase for artists to display their work to the Anime Boston community. It's conveniently located in the Hynes Ballroom C, next to the Artists' Alley.

Hours of operation are:

Friday, April 22: 10:00am–6:00pm

Saturday, April 23: 10:00am–6:00pm

Sunday, April 24: 10:00am–3:00pm

If you would like to display a piece of artwork you've created, or if you're an agent of an artist that would like to place their work on display, please contact the Art Show staff regarding availability of space.

All terms and policies will be available for review at the Art Show.

Silent Auction

On Saturday, just before the art show closes (5pm) there will be a silent auction for any piece of art that has 4 bids. Each piece will be displayed to the assembled crowd and any interested party will be given a piece of paper to write their final bid on. The top bidder will pay \$1 more than the next highest bidder for the piece. (Example: Art enthusiasts A-chan and B-kun both want the same piece of art. A-chan bids \$45 and B-kun bids \$80. B-kun wins the piece for \$46.)

MECHA Software video game auditions

MECHA Software, LLC is holding OPEN auditions for voice actors, artists and programmers. Note: Those auditioning MUST be over 18, have a portfolio, and had to have reserved an audition ticket from the Anime Boston staff beforehand. For more details, please go to the Info Desk. These are unpaid internships, but college credit may be awarded.



Visit BakuretsuCon.org for updates & more!

BAKURETSU CON 2011

PRE-REG NOW FOR
BEST PRICES!

\$35 till May 1st

\$40 till Sept 1st

\$45 at Door

10th Anniversary!

Celebrate a full decade
of anime, gaming, and
good times with us!

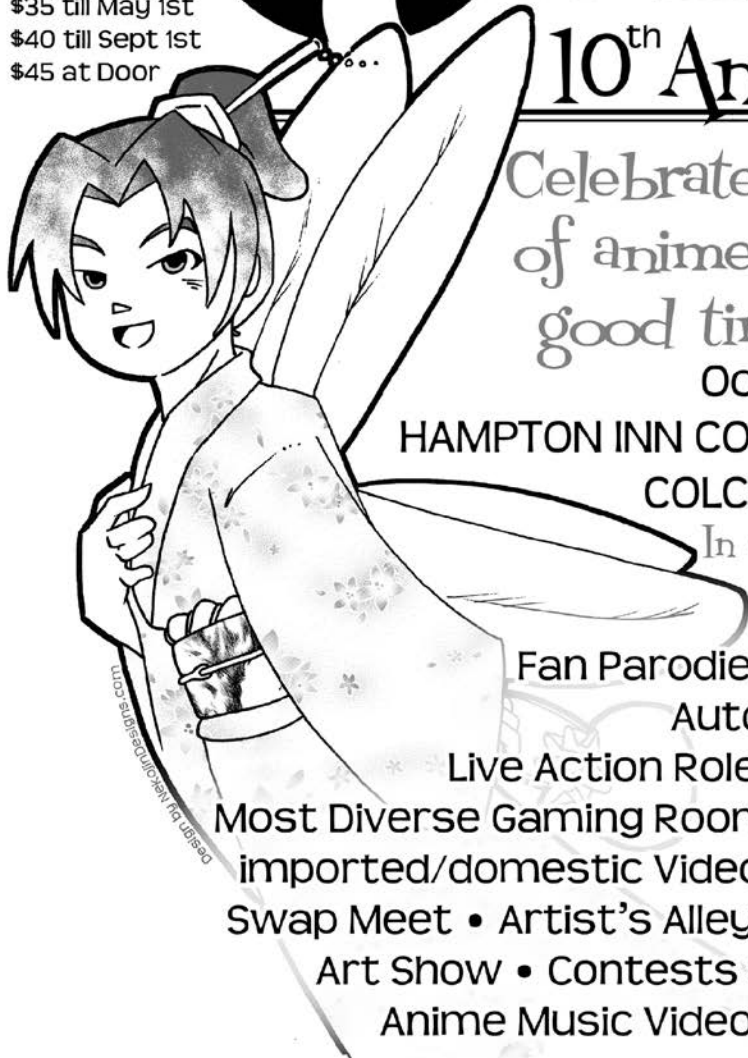
October 20-23, 2011

HAMPTON INN CONFERENCE CENTER

COLCHESTER, VERMONT

In addition to SURPRISE
Guests & Events,
we'll Feature:

- Fan Parodies • Dealer's Room •
- Autographs • Cosplay •
- Live Action Role Playing • Karaoke •
- Most Diverse Gaming Room in the NorthEast •
- imported/domestic Video Games • Auction •
- Swap Meet • Artist's Alley • Dance • Panels •
- Art Show • Contests and Tournaments •
- Anime Music Videos • Cat's Eye Cafe •



www.bakuretsucon.org

VIDEO PROGRAMMING



Check the most recent schedule available at the convention for rooms and show times. Showings may have last-minute changes and cancellations. Some titles shown at the convention may not be listed in the program guide.

anime that “turns it up to 11”

Aquarian Age

sci-fi, drama
13+

Kyota and his pals, Shingo and Junichi, dream of becoming pop idols. At a New Year's show, they get their lucky break when an agent discovers the trio and offers to manage their debut.

BECK: Mongolian Chop Squad

drama, music
17+

Outcast high schooler's personal growth parallels rising popularity of his indie-rock band. The nature of relationships, both personal and romantic, are also given attention. Hey, look, it's the Pixies and Rodiohead!

Chance! Pop Sessions

romance, drama
13+

After seeing a performance by the pop-idol Reika, three girls enroll in the Akiba Music School in the hopes of becoming pop-idols themselves.

FLCL

comedy, drama
13+

After being run over by a hot chick on a Vespa, robots and guitars start popping out of a boy's head in this Gainax-produced puberty allegory. Features an awesome soundtrack by The Pillows.

Full Moon O Sagashite

magical girl, drama, music
13+

A girl dying of throat cancer works hard to become a singer and fulfill a promise made to the boy she loves. Hey, is that dust in your eye or is this show kind of a downer at times? Watch it anyway.

Gravitation

yaoi, romance, music
16+

Like most aspiring pop stars, Shuichi wants fame, fortune, and into his producer's tight vinyl pants. He also dresses like a schoolgirl. It's all very 1980s.

Key the Metal Idol

drama, idol
NR

Key is a robot who lives among humans. When her creator dies, he leaves behind a cryptic message: if Key can get 30,000 people to feel for her, she can become fully human.

La Corda D'oro

drama, bishonen, music
NR

A high school student finds herself entered in a music competition-- problem is she doesn't play an instrument. When a fairy bestows her with a magical violin, she is forced to battle the bullies and musical elite that rule the school.

NANA

romance, drama, music
17+

United by having the same name, an ambitious rock star and shy small town girl share the ups and downs of life in Tokyo.

Piano

drama, music
13+

Miu Nomura has been playing the piano since early childhood. At the age of fourteen, her piano performance begins to evolve as she reaches a crossroads in love, life, and relationships.

Princess Tutu

magical girl, ballet, romance
14+

Ahiru's life is right out of a fairy tale: she attends the Gold Crown school for ballet, she's caught the attention of the cutest upperclassman boy, and sometimes, she turns into a duck. Wait, what?

The Super Dimension Fortress Macross

drama, action, space, music
13+

Fighting the evils of the universe with the powers of Love, Tech and Pop Music. An anime classic originally released under the title Robotech in the United States.

LISTEN TO MY SONG!

VIDEO PROGRAMMING

additional programming

Descriptions are available at www.animeboston.com



5 Centimeters Per Second

drama, romance, slice of life
13+

Air

drama, romance
14+

Azumanga Daioh

comedy, slice of life
13+

Black Butler

bishounen, detective, supernatural
14+

Bleach

action, shounen, supernatural
13+

CANAAN

action, mystery
14+

Casshern Sins

action, drama, sci-fi
17+

Clannad

comedy, drama, romance
13+

Code Geass

action, drama, sci-fi
13+

Corpse Princess

action, comedy, supernatural
17+

Death Note

detective, psychological, supernatural
15+

Dragon Ball Z Kai

action, fantasy, shounen
13+

Durarara

action, psychological, supernatural
13+

Eden of the East

drama, mystery, romance
17+

Fate/stay night

action, drama, fantasy
13+

Fullmetal Alchemist Brotherhood

action, drama, fantasy
14+

Full Metal Panic!

action, comedy, sci-fi
14+

The Galaxy Railways

adventure, drama, sci-fi
13+

Ganbare Goemon

action, comedy
13+

GANTZ

action, supernatural
17+

GaoGaiGar: King of Braves

action, adventure, sci-fi
7+

Garden of Sinners

horror, romance, supernatural
17+

Ga-Rei: Zero

action, drama, supernatural
17+

Genshiken

comedy, slice of life
13+

Ghost Hunt

drama, horror, thriller
14+

Ghost Sweeper Mikami

action, comedy, supernatural
13+

Gintama

action, comedy, sci-fi
NR

Girl's High

comedy, ecchi, slice of life
13+

Glass Fleet

adventure, sci-fi
13+

Gungrave

action, drama, sci-fi
16+

Gurren Lagann

action, comedy, mecha
13+

Hayate the Combat Butler

action, comedy, maids
13+

Hero Tales

action, adventure, fantasy
NR

Hetalia Axis Powers

bishounen, comedy, parody
17+

Honey and Clover

drama, romance, slice of life
16+

Junjou Romantica

comedy, romance, yaoi
17+

Kampfer

action, comedy, ecchi
NR

Kanokon

adventure, comedy, ecchi
16+

Kanon

drama, moe, romance
13+

Kodocha

comedy, drama, romance
13+

Kurokami

action, drama, fantasy
13+

Lucky Star

comedy, meta, slice of life
13+

Melancholy of Haruhi Suzumiya

comedy, high school, sci-fi
13+

Mobile Suit Gundam 00

action, mecha, sci-fi
13+

VIDEO PROGRAMMING

Mobile Suit Zeta Gundam: A New Translation

action, mecha, sci-fi
13+

My Bride is a Mermaid

action, harem, romance
17+

My-Otome

action, comedy, magical girl
13+

Naruto

action, ninjas, shounen
13+

Needless

action, comedy, sci-fi
NR

Pani Poni Dash!

comedy, parody, slice of life
13+

Princess Resurrection

action, harem, horror
13+

Queens Blade

action, ecchi, fantasy
17+

Read or Die

action, adventure, sci-fi
13+

Rideback

action, motorcycles, sci-fi
14+

Rosario + Vampire

comedy, ecchi, fantasy
NR

Rumbling Hearts

drama, ecchi, romance
14+

School Rumble

action, comedy, high school
13+

Sekirei

comedy, harem, romance
17+

Slayers

action, comedy, fantasy
13+

Soul Eater

action, comedy, supernatural
14+

Summer Wars

action, comedy, thriller
NR

Suzuka

comedy, slice of life, sports
13+

Tetsuwan Birdy

action, gender switch, sci-fi
14+

Tsubasa: RESERVoIR CHRoNiCLE

adventure, fantasy, romance
13+

Tsubasa Tokyo Revelations (OAV)

adventure, fantasy, romance
13+

Uta-Kata

drama, magical girl, romance
15+

Vampire Girl vs. Frankenstein Girl

comedy, horror, live-action
NR

Vampire Knight

action, bishounen, supernatural
16+

Xam'd: Lost Memories

action, fantasy, sci-fi
NR

Anime Boston 2011 Charity Auction

Join us for your chance to bid on one of a kind items and amazing raffle baskets!

Including:

- a life-time membership to Anime Boston
- autographed memorabilia
- custom color of AB 2012 con shirt
- six awesome raffle baskets (including a Nintendo 3DS basket!)
- and much, much more!

For more information and to purchase raffle tickets, please visit our table in the Dealers' Room!

Check your programming schedule for Charity Auction time and location!

*All proceeds benefit the
Greater New England Multiple Sclerosis Society
www.msnewengland.org*

PANELS & WORKSHOPS



KEY

18+

Restricted to attendees age 18 and over. Government-issued ID is required for entry.



Turn it up to '11!

Panels and workshops may have last-minute changes and cancellations. Some panels at the convention may not be listed in the program guidebook. Please check the most recent schedule available at the convention for times and availability. More detailed panel descriptions can be found under "Events" at www.animeboston.com.

10 Simple Tips for Beginner Cosplayers

Moonsheen, Vikki

An easy guide to better cosplay: costume design, wigs, buying contacts, posing, and more!

Advanced Prop Making

Feveron

Advanced Propmaking with Featured Artist Feveron - tips and techniques for making and finishing props.

All Japanese All the Time: How to Learn Japanese & Have Fun Doing It

Thomas Nall

Want to learn Japanese using anime and manga? Think kanji are too difficult to learn? Come to this panel to learn how to learn Japanese!

All The Mecha You'll Ever Need

Doug Wilder, LoranBasara-Evin, Lou Arruda

The perennial favorite for mecha fans is back again! If you dig giant robots be sure to make this panel!

Amigurumi

Sue Boisvert

Come and learn how to create the Japanese cuteness known as amigurumi.

AMV Feedback

Adam Ferraro

AMV Feedback Panel

*I couldn't take you to Miami
But I took you to the ocean and we
Had some blue Hawaii on the beach*

Ana's Ikimaru Kabuki Theater Hour

Ana's Ikimaru



Ever wanted the 411 on Japanese Traditional Theater of various types? From nihon buyo dance, to shamisen rock, to kabuki theater, we've got it all!

Animating Music in Anime About Music

Alex Leavitt



This panel looks at the importance of anime about music: the progression of its animation, the creation of its music, and what music means for anime.

Anime 101

Daryl Surat

New to anime or conventions? Don't understand what your kids are watching? Here then is an overview of what all fans should know...but probably don't!

Anime Amazons

*Kristiina Korpus,
Melissa LaCasse*

The warrior women of otaku culture and how they impact our lives.

Anime (And Manga) You Haven't Seen, But Should

Adem Sawyer

Think you've seen it all? Only read Naruto? Anime fans new and old come in and learn all about lesser known works you've never heard of

Anime & the Reality of War

*Constantine Teig
von Hoffman*

This panel will look at the portrayal of war in anime and how it has been shaped by the Japanese experience of war since World War II.

Anime Cons: The Big Picture

PatrickD

Take a look at the world of anime conventions with the staff of AnimeCons.com. Learn about trends and see how anime cons compare to non-anime cons.

Anime Intro & Ending Themes

Alex Leavitt



A panel about opening and ending songs: we'll show the best and worst themes as well as the history and trends that flow through them.

Anime's Craziest Deaths

Daryl Surat

Anime is the greatest. Why? Violence and mayhem! So here's some of the most outlandish kills in anime history. If you're not here YOU'RE ALREADY DEAD!

Believe it!

Elizabeth Jumpe

Come learn to be a ninja inside the world of Naruto and find out if you have the spirit of fire burning in you!

Anime Con Survival (AB Staff Edition)

*2011 Security Auditor
Jen Legay*

Anime Con Survival (AB Staff Edition)

AnimeOnDVD.com/Mania.com Panel

Chris Beveridge

A look at the year that was and the year that's coming in anime.

Asian Music Fusion

CJ, Sai



Formerly "Jrock Through the Ages," we're coming back for our 5th year! And we're changing it up to bring you a variety of music from all over Asia!

Beyond Bishounen: Manly BL Manga & Anime

Nicole Peterson, miss_arel

18+

Dudes who look like dudes who like dudes who look like dudes.

Anime Happiness

Chippy, Edgukated

Would you like to be happy? Learn why your favorite anime characters are always happy and how you can apply these principles to your everyday life.

Anime One-Night Stands

George Davidson, Uncle Yo

Join Uncle Yo to learn about a barrage of anime that you can watch in their entirety in a single night.

Ask A Nation: A Hetalia Fan Panel

*Ashley Spangler,
Emma Downie*

The Axis, Allies and friends have gathered at AB 2011 to answer your most important Hetalia-related questions! So come on out and sit on a meeting!

Big Eyes, Small Mouth

Dr. Weeaboo

Find out how the anime/manga style actually developed.

Anime Hell

*Daryl Surat, El Santo,
Mike Toole*

Burn baby, burn!! Anime Hell returns for more mayhem. Warning: contains graphic violence.

Anime Openers from Around the World

Rym, Scott



You've heard the English "translations" of the openers to various anime, but did you ever wonder what they did with them in German? Or Arabic?

Bad Anime, Bad!!

Brian T. Price

OH DEAR GOD, THE PAIN! We take no responsibility for any psychological damage done when we show (re: inflict upon) you some of the worst of the worst.

Breaking the Block

Dave Lister

Breaking the block will show you how to keep your mind on your projects, find your inspiration, and remember why we love being creative.

PANELS & WORKSHOPS

Building Gundams with Overnight Security

Adam Loehmann, Nick McGraw, Overnight Security, Rick Stepien

Have some free time on Sunday? Why not come build Gundams with Anime Boston overnight security!

The Chibi Project LIVE!

Jekka, PatrickD

Insane scientists have conducted experiments on a Chibi Moon figure and other anime toys like Beyblade and Pikachu. Watch an experiment filmed live!

Convention Etiquette: How to Avoid Being "That Guy"

James Lauerman

Learn about the mysterious beast that is "That Guy," and get more out of your con experience.

Cosplay Propmaking: Holy Crap, How'd They Make That!?

Blitz Cosplay, Deep Dive Cosplay, Jennifer Yoo, Samantha Yoo

Need a suit of impractical armor? A snazzy sword or other crazy prop? Learn from these award-winning cosplayers all their tricks and tips!

Building Japanese & Chinese Musical Instruments

Brian Chan, Brian Diaz



How to construct the Japanese Shamisen and Chinese Erhu (traditional stringed instruments) from scratch.

Chu-Chu Died for Your Sins: Symbols & Themes in the Xenogames

Anime Anthropologist, Froborr

The Xenogames are cult-classics. But do the religious and philosophical symbols and ideas they throw around add up to anything? Come find out!

Cosplay Court Case: For Your Execution

T.M. Chiba

Improv event where cosplayers are picked from the audience to play the role of their characters and act out an insane trial!

Cosplay Unusuals

Lisa Kurth, Lo, Sweet~Pea

How to use weird materials to make that costume extra special.

The Business of Art & Comics

Dirk Tiede

Indy comics veteran Dirk I. Tiede covers the business of art and comics.

Confessions of a Crazy Costume Lady

Ang

Care and feeding of a costume collection, and balancing the dreaded real life with events and sewing.

Cosplay Night Court

T.M. Chiba



The 18+ version of Cosplay Court Case, and improv event where cosplayers are picked from the audience to take part in a farce of a trial!

Could Have Been Atrocious, Was Excellent: On Writing Fanfic

kaitou, lunar, twigcollins

Tips and tricks for writing fics. Discussing issues of character, story arc and everyone's favorite - the Mary Sue.

Castles, Forests & Bath Houses: The Worlds of Hayao Miyazaki

Anime Anthropologist

Love Miyazaki? This panel explores the philosophy and themes behind the movies we all know and love.

Con Horror Stories

Eric Stehmer, Rick Stepien

The bad, the worse and the truly funny side of conventions going wrong.

Cosplay Photography

Jessica Chaung, Madison Salters

From basic posing and makeup for cosplayers, to advanced techniques like lighting & tech for new photographers - everything about cosplay photography!

Craziest Mecha Moments Season 2

Nathan "Neito" Malynn, Will Kusteika

Craziest Mecha Moments is back, with two more hours of clips that'll leave you laughing, cheering, or just plain scratching your head!

Create Your Own Anime Parody Dub: Tips from PineSalad Productions

*Ben Simensen,
Pinesalad Productions*

Create your own fan dub! Its loads of fun as anime's original fan dub group, Pinesalad Productions, shares tips on making a dub. Don't miss this!

Dead Like Us: Shinigami, Death Lore & Japanese Media

Anime Anthropologist

Shinigami are everywhere, but what exactly are they? Dead Like Us explores the origins of the shinigami and how they fit into folklore and media.

Evangelion is Serious Business

Aaron Clark

This panel is an informative and humorous look of the deceptively large universe of Neon Genesis Evangelion. Hosted by EvaGeeks.org and EvaMonkey.com.

The Family That Geeks Together, Keeps Together

*Constantine Teig von Hoffman,
Gregory Marlowe,
Jennifer Teig von Hoffman*

An actual family – parents & teen son – talk about their love of anime and cosplay, offering tips on bridging the generation gap from both sides.

Crossdressing for Girls

Moonsheen, Vikki

Because you've always wanted to hear con-goers say "Lady looks like a dude!"

Anime Skaton

Deadly Gambles, Deadlier Noses: The Work of Fukumoto Nobuyuki

Nicole Peterson, miss_arel

Zawa zawa~ Discover the work of acclaimed mangaka Fukumoto Nobuyuki, known for his gambling story lines and bizarre artwork.

Experts of Fan Controversy

*Alex Leavitt, Chris Beveridge,
Erica Friedman*

American fan and industry experts discuss critical controversies for anime fandom, on topics such as the Japanese industry, youth culture, and piracy.

The Few, the Proud, the Miniskirt Army

Nakano-san, Raver Gaara

Nakano and Raaver return for a fourth installment of MSA shenanigans. What's the MSA? Come in and find out.

Crossplay 101

Q

Want your cosplay to go the extra mile? Learn how to fake the "parts" you need!

Doujinshi Tips & Tricks

Jennifer Fu

Doujinshi is a Japanese term for original publications, often fan comics. Learn about doujin culture in Japan and the US, and tips to create your own.

Extreme Music in Japan

Dan!, Emily Poorvin



Extreme music in Japan has produced some wild looking (and sounding) bands. Join us for a look into the history of Visual Kei & heavy metal in Japan.

Figure Drawing for Aspiring Mangaka

Dirk Tiede

Indie comics pro Dirk I. Tiede teams up with your favorite cosplayers to deliver a life drawing class: Manga style.

The Dark Side of Pokémon

Giovanni, Koga, Lt. Surge

Come recount such horrors as the Lavender Town music, disturbing pokedex entries, and the Distortion World with Giovanni, Koga, and Lt. Surge!

Dubs That Time Forgot

Mike Toole

It's back! Join host Mike Toole for an all-new, all-different journey into the secret history of Japanese animation in English.

FAKKU Q&A

Jacob Grady, Mike Ingraham

18+

This is a general question and answer session with Jacob Grady (the creator of FAKKU) and a few moderators from the site.

Food! Meals & Manners

Linka, Roksana Pirog

Ita what? Gucci huh? She put what in his mouth? An exploration of Japanese food, meals, and manners!

PANELS & WORKSHOPS

Gears & Transistors

*Brittany Costantino,
Meredith Northey,
Steve Durkee,
The Vagabonds*

Cyberpunk and steampunk differences and similarities.

Get Off of My Lawn!

Dungeon Master Jim

Older anime fans reflect on the days before anime was relatively obscure and compare it to the present.

Getting Started as an Artist Parts 1 & 2

Celine Chapus

A general overview of the new self-representing artist's journey.

Girl's Guide to Hentai

Amy Macabre

18+

Think hentai is just for the guys? Not so! Come check out some of the wildest women in hentai with some bonus prizes and giveaways!

GLBT Manga & Anime

Nicole Peterson, miss_arel

Come learn about some wonderful manga and anime by and about Japan's GLBT community. (NOT a yaoi/yuri panel.)

A Gundam in a Skirt

Will Kusleika

It goes without saying that some genres of anime cross wires from time to time, but none seem to match up more than Magical Girls and Mecha!

Hello Kitty Holyland: A Personal Journey

Jennifer Teig von Hoffman

Come hear first-hand stories of a visit to Sanrio Puroland, and watch a super-rare Sanrio video that inspired my family to cross the Pacific.

Hentai 3000

Lindsay, Steven Downie

18+

Audience participation needed. Bring your best lines and add to the already effed up hentai dialogue! Be prepared to ask WTF?!

Hentai Worth Watching

Jacob Grady, Mike Ingraham

18+

Presented by FAKKU. This panel discusses several hentai anime titles with incredible art and story, that are frequently overlooked.

Historical Costuming for Cosplayers

Ang

Discussing the use of commercial and drafted patterns, sewing techniques etc. to make an animated character look historically accurate.

History of Hentai

Gerald Rathkolb

18+

There's a vast and unexpected history to the world of hentai. From the 1830's up to today there's going to be something new to learn.

How to Audition for a Voice Acting Role

Geoff Beebe, Luckie

MECHA Software lead voice actor Geoff Beebe shows you how to avoid audition mistakes.

How to Draw & Use Backgrounds in Manga

Dirk Tiede

Dirk I. Tiede, creator of Paradigm Shift, demystifies the art of creating realistic backgrounds in comics.

How to Make an ANIME Video Game Part IX: Post Mortem of a Game

Alexander Tambascia, Erica Breig, Erika Shore, Joy Tambascia, Karl Custer

So you finished your game, and all you have to do is start over again...WRONG! Now it is time for the post-mortem where you have to review the game

Impractical Japanese

Adrienne C

Respectable Japanese failing to penetrate your doujin? Fresh out of good English fanfic? Thirsty for more options? Study Japanese like a proper nerd!

Inside Manga: Character Design

Bettina M. Kurkoski

Bettina Kurkoski, creator of My Cat Loki (TOKYOPOP) discusses, thru live demonstrations, creating dynamic character designs!

Inside Manga: The Creating Process

Bettina M. Kurkoski

Bettina Kurkoski, artist of My Cat Loki (TOKYOPOP), discusses the basic step-by-step process, tools, tips and techniques for your own creating manga.

Japanese Folklore: Kitsune, Oni & Yuurei, Oh My!

Jennifer Yoo, Samantha Yoo

Ever wondered what a “tanuki” really is, or what the difference is between a youkai and a yuurei? Japanese folklore and superstitions.

Lolita Fashion: Style for the Frilly Masses!

Ashley, Carrie, Mimi

From bows and flounces to crosses and sailor stripes, lolita fashion has something for everyone. Fashion show, presentation, Q&A: COME AND ENJOY!

Masquerade Feedback Panel

Lindsay

Have any suggestions for the masquerade? Any complaints? Praise? Please come to this panel and let us know!

Intellectual Property for Fans

Dungeon Master Jim

A quick and dirty overview of patent, copyright and trademark law and what it means to you.

Kimono for Experts

Ana's Ikimaru

This panel will cover more advanced kimono kitsuke techniques and will be taught by a licensed dresser from Ana's Ikimaru.

Make Your Game NOW!

Dave Lister

Bring your Nintendo DS! Dragon's Den and Studio Nasu shows you how take your game idea and make it real. Design to Demo in 30 days! We'll have our own embarrassing mega-early versions to show off, and even a way for you to do some hands on level design. You CAN make your game, we can show you how!

Mecha Modeling 101

LoranBasaraEvin

Learn the history of-and some tips-for building your own mecha models!

An International Game of Telephone: The Japanese Culture Exchange

Abby Leib

Culture cannot exist without culture. This panel demonstrates how the US and Japan have managed to enter into a game of “telephone” and sharing ideas.

Kuroshitsuji, Demons, Shinigamis, & Horror-OH MY!

Jackie Grande, Kimberly Adams, Kuo Griffin, Lauren Savary

A deeper look into one of anime's most fascinating, elegant, and horror-filled Victorian series, Kuroshitsuji!

Making a Costume: From Start to Finish

Feveron

Making a costume from start to finish with Lee “feb!” Camara.

Mecha, Music & Mayhem: A Macross Panel

Doug Wilder, LoranBasara-Evin, Lou Arruda



Robots and Music and Love Triangles! Oh my! It's a panel all about one of anime's biggest franchises!

It's a Rumic World

Sanzaki Kojika, Urd-chan

Welcome to Rumiko Takahashi's wild and crazy Rumic World! Come in and enjoy!

Life Drawing for Anime Artists

Comiku Girls

This panel gives anime artists the opportunity to draw from a live (but not nude) model. Participants should bring their own drawing materials.

Manga for History Geeks

Mithrigil, Nicole Peterson

Check out some manga series that take their inspiration from the pages of history.

The Meiji Era: A Japanese Industrial Revolution

Ay-leen the Peacemaker, Lucretia Dearfour

The Meiji Era was a tumultuous time of progress. We'll explore this era and media inspired by it: Rorouni Kenshin, When the Last Sword is Drawn and more.

PANELS & WORKSHOPS

Metal Gear Science

Mara K., Piers, Brian

Learn about technology that could, couldn't, and does exist in the wide world of Metal Gear Solid.

Omoide In My Head: A Brief Guide to Japanese Indie Rock

Reggie Woo



Tired of hearing about the same ol' J-Pop/J-Rock? Then come to this panel plugging the best of Japanese indie rock and alternative music! (Not VK!)

Planning Your Manga

Ed Sutherland

This panel discusses methods of taking a general concept and turning it into a manga-formatted story, ready for script development and drawing.

Pokémon! and Everything About it!

Dionashi, Katie Boss, Matthew Keleher

Pokemon fans unite! Here we'll discuss everything about the Pokemon series, from Pokemon video games, the trading card game, merchandise, anime and more!

Notable Directors of Anime that Aren't Hayao Miyazaki

Clarissa Graffeo, Gerald Rathkolb

Sure, everyone knows Miyazaki, but there are many other excellent directors out there that you should know about. Come to this panel to find out more.

One Piece Fan Panel

Teddy Mahoney

Are you tired of Come to our One Piece Fan Panel whether you are hardcore Ussop fan, or you have no clue what One Piece is, it will be fun for all.

Plushie Porn: A Fanboy's Lonely Pleasure

Lonely Little Boy Productions

18+

Have you ever wondered what plushies do when you leave the room?

Pokémon Nintendo DS Party

Dave Lister

FUN! Tips on breeding, training, etc.

Oda Nobunaga: Evil Sorcerer or Space Alien?

Mike Toole

One 16th-century warlord unified Japan, and anime and manga have long tried to explain his feats. Was Nobunaga man... or astro-man?! Come and find out

Panel of the Three Kingdoms

Jennifer Fu, Mike Toole

Don't pursue Lu Bu- come to this panel, where you can learn all about the classic tale that inspired Ikkitousen, Souten Koro, Dynasty Warriors, and more.

Plushie Weapons Workshop

Majik

\$6.00 per student

All skill levels welcome. Ages 13+, or bring a parent or guardian, please.

The Process: How to Draw & Create Manga

Dirk Tiede

Dirk I. Tiede, creator of Paradigm Shift, breaks the creation of a comic page down from start to finish.

Old School Inking

Stefanie Battalene

A fun art panel for artists of every age and experience level.

Pika Pika! Light Graffiti

Edward Demaso, Jed Jeng, Peter McCarthy

Glowing messages and art floating in mid-air! We provide the lights and you make the art! Join us in creating our own masterpiece!

Plushie Workshop

Majik

\$10.00 per student, \$5.00 each additional kit.

All skill levels welcome. Ages 13+, or bring a parent or guardian, please.

Race Matters in Amestris: Multiculturalism in Fullmetal Alchemist

Ay-leen the Peacemaker, Lucretia Dearfour

An intellectual discussion about one of the complex subjects in one of the most popular animes of all time: race relations in Fullmetal Alchemist.

Remembering Satoshi Kon (1963-2010)

Daryl Surat

In 2010, visionary writer and director Satoshi Kon died of cancer at age 46. Let us reflect on an up-and-coming career cut tragically short.

Risembool Rangers

Major General Edokun, Missy, NotShort, Yuna

Have you ever been curious of who and what we are? Well wonder no more! Come as we laugh, play games, and proudly show why being a ranger is fun!

RPG's or: How I Learned to Love Final Fantasy VII again

Elder-Geek.com Presents

This panel is for fans of RPG's, hosted by a fan who is far too analytical for his own good. Does Cloud deserve Aerith or Tifa?

The Sailor Moon Panel

T.M. Chiba

Sailor Moon fans come continue the celebration of the fantastic series! Bring your friends and get them hooked! Videos, Q&A, and all sorts of craziness!

The Sane Fan's Guide to Mecha Anime

Clarissa Graffeo, Gerald Rathkolb

Not terribly familiar with the world of mecha anime? Come to this sane panel to find out how to get acquainted with the world of mecha anime.

Sasuke/Ninja Warrior and Its Legacy

Mike Sweeney, Steve Daigneault

Are you a fan of Ninja Warrior? Join the discussion and learn all about the show, plus its history, and its legacy!

Son of "Waratte wa Ikeru?"

Geoffrey Tebbetts, Mike Toole

So what else is funny in Japan? And for that matter, how does one become a comedian in Japan? Well, we shall tell you in a very funny way!

So You Want To Staff an Anime Con, Version: Cake

2011 Security Auditor Jen Legay

5 years running at AB, if you have ever wanted to know about staffing a convention this panel is for you. Free Portal cake at the end.

Spirits, Wheel and Borrowed Gods: Religion in Japan

Anime Anthropologist

Shinto? Buddhism? Taoism? What are these religions, and how are they practiced? Learn more about the sacred life of Japan and its beliefs.

Steampunk Music

Brittany Costantino, Meredith Northey, Steve Durkee, The Vagabonds



Come and find out about some good steampunk bands.

Steam Rises from the East: Steampunk Japanese Media

Brittany Costantino, Meredith Northey, Steve Durkee, The Vagabonds

Japanese media, fashion and even art that are steampunk related or influenced.

Stepmania Workshop: Anime Music, Pretty Arrows & You

Nevitutz, QED



Ever play DDR and wish there was more anime music? Wish no more; learn to make your own Stepmania file for your favorite anime tune! Laptop required.

Steven's Party Panel

Lindsay, Steven Downie

Steven's Party Panel has come to Anime Boston 2011. I'm turning up the volume with dance, techno and J-pop. Make friends and dance the night away!

Swordsmanship Around the World

David Lee, David Martelli, Joshua Doremus

Learn basic swordsmanship from around the world! You will get to see weapons and techniques used on the battlefield from long ago to sport clubs today.

Taking Kaiju Seriously

Dungeon Master Jim

Kaiju flicks- can they go beyond silly stompfests? What monster films rise above kitsch to become great cinema?

Tengen Toppa Evangelion

Frobarr, Viga the Otagal

Two epic mecha series, four movies and counting, one conversation across two decades: are humans the pinnacle of evolution, or a cosmic mistake?

PANELS & WORKSHOPS

Tezuka 101

*Clarissa Graffeo,
Gerald Rathkolb*

Come and get an introduction to the universe of Osamu Tezuka and all he has to offer. Find out about the man and his incredible oeuvre.

That Not-So-Boring Kimono Panel

Ana's Ikimaru

This is the perfect panel for beginners wanting to get started on learning about kimono from a licensed dresser from Ana's Ikimaru.

The Tokyo "Nonexistant Youth" Bill & How It Affects You

HoyvinGlavin64

What's up with Tokyo's new anime censorship bill? How far does it reach? And what can be done about it? (Panel is PG-13 for mature subject matter.)

Totally Subversive Toons

Brian T. Price

We all remember when cartoons were nice and safe for kids...or were they? Sift through the subtext and see how shocking they really are.

Touhou Project

*Kilgamayan, Moku, Reddyne,
T. Solamarle, Yucari*

The crazy-popular one-man doujin franchise is still going strong! Cute girls shooting amazing bullet patterns to beautiful music - what's not to love?

Uncle Yo: Otaku Stand-up Comedy

Uncle Yo

The MC of Anime Boston's Masquerade is back again with quips and queries about the daily struggles of the geek community.

Ultimate Nerd Challenge

Lindsay, Steven Downie

Teams of two compete to be the ultimate nerd and win free badges to Anime Boston 2012.

The Visions of Akira Kurosawa

Dungeon Master Jim

Discovers why Kurosawa, director of Rashomon, Seven Samurai and Yojimbo, is Japan's most influential filmmaker.

Visual Novels & Eroge

Jacob Grady, Mike Ingraham

18+

Presented by FAKKU. In Japan visual novels and erogae are a massive industry. We discuss some of the most popular and overlooked titles.

What is Super-Flat? Where Anime Fits in Post-Modern Culture

Eric Shorey, Sam Kusek

This panel discusses the collapse of high and low art as seen in franchises such as FLCL, Paranoia Agent, Street Fighter, and Hello Kitty.

Who Is Hatsune Miku?

Rym, Scott



It is likely that she appears in more music videos than anyone in the history of the world. Yet, she has no money or home. Just who is Hatsune Miku?

Who Was Carl Macek?

Daryl Surat

Carl Macek (1951-2010) was instrumental in creating the modern US anime and comics industries. Let's look back on "Uncle Carl" and his work.

Women of the Floating World: Geisha & Oiran

Jennifer Yoo

What is the difference between a geisha and an oiran, or courtesan? What did each lady actually do and how did she live? Join us and find out here!

The World Beneath the Subtitles

Adrienne C

Suspect (or hope) that your favorite anime's subs are missing the subtext? Learn a few simple bits of untranslatable Japanese to help you find out!

Writing Unique Heroes & Memorable Villains

Michael "Mookie" Terracciano

Let Michael "Mookie" Terracciano give you some tips, tricks and advice on how to make your characters really stand out from the crowd!

Yaoi: The Good, the Bad, & the Bishounen

Canada, Prussia

18+

Eyebleach, anyone? From the good to the bad, you'll see some of the best and worst of the world of Yaoi has to offer. And at the end, Yaoi Dubbing!

**“Yes, My Lord”
Kuroshitsuji/Black
Butler Fan Panel**

Waffles

If you love Kuroshitsuji/Black Butler? This is the Fan panel for you. From the manga to the anime, get your questions asked and enjoy our show!

**An Hour with
Greg Ayres**

Greg Ayres

A Q&A session with Guest of Honor and Anime Boston staff member, Greg Ayres, popular Voice Actor and DJ.

**An Hour with
Tom Wayland**

Trina Nishimura

A Q&A session with Guest of Honor, Trina Nishimura, voice of Lan Fan in Fullmetal Alchemist: Brotherhood, Mari Makinami in the new Evangelion, and many more.

Directors’ Roundtable

A discussion and Q&A session with industry directors.

**guest &
industry
panels**

**An Hour with
J. Michael Tatum**

J. Michael Tatum

A Q&A session with Guest of Honor, J. Michael Tatum, voice of Sebastian Michaelis in Black Butler, Kyoya Otori in Ouron High School Host Club, and many more.

**An Hour with
Spike Spencer**

Spike Spencer

A Q&A session with Guest of Honor, Spike Spencer, voice of Shinji Ikari in Evangelion, Saburo Togusa in Durarara!!, and many more.

**From Fanboy to
Industry Pro**

*Jonathan Klein,
J. Michael Tatum*

Learn how to turn a lifelong passion into a professional career.

**An Hour with
Brina Palencia**

Brina Palencia

A Q&A session with Guest of Honor, Brina Palencia, voice of Ciel Pahlantomhive in Black Butler, Rei Ayanami in Evangelion, and many more.

**An Hour with
Mari Iijima**

Mari Iijima

A Q&A session with Musical Guest of Honor, Mari Iijima, accomplished singer and songwriter, composer and pianist, and voice actress for Lynn Minmay in Macross.

**An Hour with
STEREOPONY**

AIMI, NOHANA, and SHIHO

A Q&A session with the band members of Musical Guest of Honor, STEREOPONY.

**How To Be A Frickin’
Genius Voice Actor**

Spike Spencer

Spike will help you understand how your voice is an instrument and how to fine tune it so that you too can become a Frickin’ Genius voice actor.

**An Hour with
girugamesh**

ShuU, Nii, Ryo, and Satoshi

A Q&A session with the band members of Musical Guest of Honor, girugamesh.

**An Hour with
Richard Epcar**

Richard Epcar

Here’s your chance to meet face to face with Richard Epcar the voice actor of Batou, Ansem / Xeonort, the Joker, Jigen, Bobobo-bobobobo, Etemon, Myotismon, and hundreds more.

**Don’t Kill Your Date
(& Other Cooking Tips)**

Spike Spencer

18+

Spike shares some of his recipes, recommendations, and tips from his dating cookbooks well as techniques from his intensive study of the world of dating and self improvement.

**How To Spot
Bootleg Merchandise**

Greg Ayres

Did you know that the box set you recently purchased on E-bay could be a bootleg? Don’t feel bad—you’re not the only one! Thousands of anime fans are ripped off every year by retailers and convention vendors selling unlicensed merchandise. There are many different ways you can spot the good deals from the bad.

PANELS & WORKSHOPS

guest & industry panels (cont.)

J. Michael Tatum: WTF 101

J. Michael Tatum

18+

Join Tatum as he candidly addresses those questions you're too squeamish to ask in a family-friendly setting. No recording allowed.

Lupin the Third & Bobobo-bobobobo Outtakes

Richard Epcar

18+

Hilarious outtakes from the Lupin the Third series, which Richard directed and voiced Jigen and the wacky show-Bobobo-bobobobo in which he played Bobobo-bobobobo.

Mock Combat for Cosplay: Beginner

Chris Ayres

Want to give your cosplay skit a little something extra like a good solid fight? Then join voice actor and veteran fight director Christopher Ayres in this beginning stage combat workshop.

Mock Combat for Cosplay: Intermediate

Chris Ayres

Had fun at Mock Combat? Ready for round two? Then join Christopher Ayres for even more stage combat that combines techniques from the first workshop. Must have taken beginner course to participate.

New Generation Pictures

Jonathan Klein

A Q&A session with Industry Guest of Honor, Jonathan Klein.

Tales from the Sippy Cup

Chris Ayres

A Q&A session with Guest of Honor, Christopher Ayres, voice actor for ADV Films, FUNimation Entertainment, Seraphim Digital Studios and ADR Director for Amusement Park Fun Media.

The State of the Anime Industry in the US

A discussion and Q&A session with various Industry representatives.

So You Want to Work in the Anime and/or Video Game Industry?

*Jonathan Klein,
Brina Palencia*

Advice from industry experts on how to get into the anime and video game industry without becoming a voice actor.

Voice Actor Roundup

Come see our Voice Acting Guests of Honor one last time for a final Q&A session.

What Does "Yaoi" Have to Do With That?

Greg Ayres

Whether its reading about his characters in fanfic sent to him, or being asked to pose with the "yaoi" paddle for pictures, one thing is for sure: Greg Ayres cannot escape yaoi fandom. Come laugh (and cry) with us as Greg relives tales both funny and awkward.

What Happens at the Con, Stays at the Con...?

Spike Spencer

18+

Spike's raucous take on what happens behind the scenes in the industry and at the conventions.



Spike Spencer has been a voice actor, teacher, and public speaker for over 20 years. You have probably heard him on radio and TV ads for companies like KFC, Texaco, Ford, Subway, Burger King, Weinerschnitzel, and many, many more.

In the Animation world you might have heard him in the video games World of Warcraft, Star Ocean 2, or Tales of Vesperia. You may have heard him in one of his many Anime roles in Evangelion, Bleach, Buso Renkin, Vampire Knight, Code Geass 2, MAR, and many, many, many more!

- Learn how to use your voice as an instrument
- Learn how to market yourself as a voice talent
- Develop characters quickly
- Hunting down the right agent for you
- Different voice for different mediums
- What the director really means
- Financial tweaking to run your business like a business
- Be excited to go to work for a change or stay at home and record in your bathrobe!

Learn all of this and so much more. Contact us at www.almostevilminions.com

ARTISTS' ALLEY



Welcome back to another year of the Artists' Alley!

If you've got some free time, or you're just browsing, or even looking for someone or something in particular, this is the place to go for original artwork and fanart! The artists are friendly and the variety is incredible!

You can find this year's Alley located again in both Ballroom B and Ballroom C on the third floor of the Hynes, sharing this gigantic room with the Art Show. We also have a great variety of Featured Artists for this year, all of whom will be doing various panels throughout the weekend.

If you have any questions or trouble, the Artists' Alley staff can be found at their Info Desk just inside the entrance to Ballroom B. Staff includes Artists' Alley Manager Nikki OShea, as well as the Art Track Coordinator Kathy Lawton. Other staffers will include Gabriel Fequiere Jr., Ezra Cudjoe, Ashley Rogers, and Diana Pho.

rules for the attendees

These are almost all common sense rules, but every now and then it's good to have a refresher. Please take the time to read.

Food and Drink

No open food or drink is allowed in the Alley except by the artists (or staff) themselves. You will not eat in here.

Empty Tables

If you want to sell art and do not have space in the alley, you will not set up on the floor or in the hall – these are traffic hazards.

You will not feel free to sit down, sit behind, take chairs, put your stuff on, start eating on, or do anything that would otherwise tie up what may appear to be an empty table.

You did not pay for the table, and when the artist who did shows up, they have the right to assume it would be clean and immediately available.

Check with us if you want space. We might have some. The Artists Alley info desk will be right inside the first set of main doors to the Alley (on your right as you come in).

Photography

Do not stop to take pictures of cosplayers (exception – the cosplayer is an artist and you've asked permission) in the alley. This will cause any number of traffic jams so please ask to take it outside.

No video taping without permission of any artists whose displays and art you plan on catching on tape.

And above all else, no photographing the art – either by regular camera, digital camera, handheld game cameras (such as the DSI), or your phone camera. This is considered stealing even if it's for personal use. If you like something, please consider buying it. Some of these folks are trying to make a living.

Traffic

Do not congregate in the doorways. Come in, step aside, and let traffic go through.

Do not block the aisles. If you are just standing and talking, please find another place to do so.

Do not block tables. If you are looking at art on table A, it is not fair to block off table B from people who might wish to look at their stuff.

Do not place your bags on the tables. Every inch is often used for display and doing so will discourage others from looking.

The Artists

Feel free to "bother" the artists. That's what they are here for. But do not hassle or harass them.

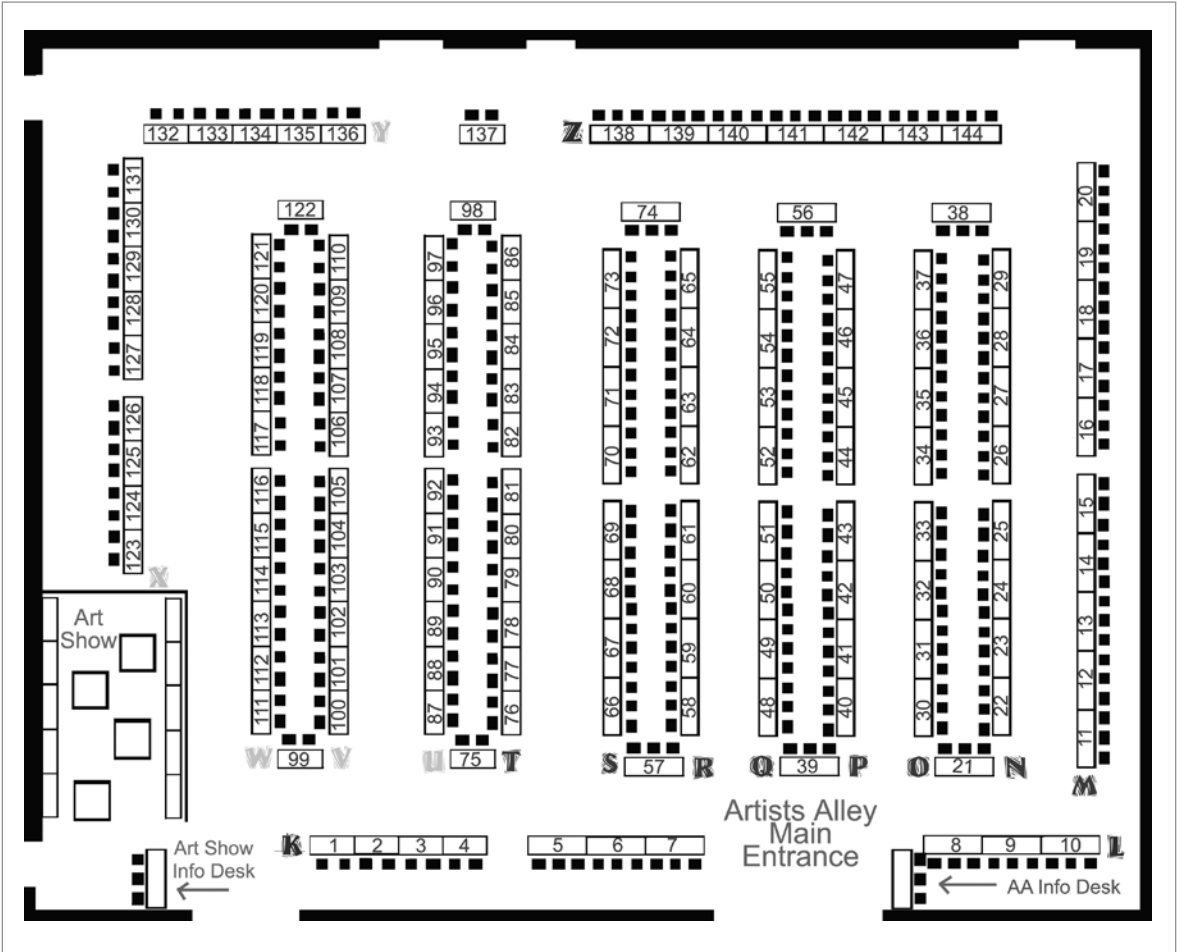
Please be respectful to the artists at all times. If you have a problem or issue, please don't cause a scene. Report it to the Artists Alley Info Desk.

Please listen to the staff.

All other convention rules still apply.

Enjoy yourselves and have a good time at the con.

artists' alley & art show map



artists' alley hours (for attendees)

Friday 10am–10:30pm

Saturday 10am–10:30pm

Sunday 9am–4pm

Please use the map as a handy way to keep track of those artists whose work you liked or artists you've already paid for a custom picture. Write down their emails, which table they're at, and their names.

We hope that you will enjoy this year's Artists' Alley!

artists' alley featured artists



Lee Camara

propsbyfev.com

Table 7

Lee Camara can't write an awesome bio to save her life. So her friend Phil helped her write something up that makes her sound pretty exciting... especially the part about geese. Born on a pirate ship and raised by a flock of migrating Canadian Geese, Lee is a versatile multimedia artist. Known for her eye for detail in the field of costume and prop making, Lee, also known by her internet handle "Fevereon," is quite the accomplished traditional/digital artist. Based out of Georgia, she has been participating in Artists' Alleys since 1998. Her work has been featured on Kotaku, and she runs a blog and website (www.propsbyfev.com), which shares the building process of various projects.



Celine Chapus

purpletophat.com

Table 39

Born and raised in France, Celine Chapus grew up on a steady diet of euro pop, old masters and old school anime. At the age of 13, she moved to Los Angeles and finally realized her life long dream of spending nearly every afternoon in Japanese bookstores. Inspired by everything from *Saint Seiya* to Cirque du Soleil, she filled her notebooks with detailed drawings of her favorite characters.

By college-age, Celine faced the choice many artists do: to listen to "reason" and take the safe path, or do the scary thing and pursue art as a career. In 2006, she took the plunge, and has been successfully selling her art in conventions across the US, numerous businesses, and art shows ever since. Her work, a fusion cocktail of romance, manga, fantasy, European, and American comics, speaks to a wide audience with a healthy dose of cute and extra helpings of sexy.



Dave Lister

paradox-lost.com

Table 6

Some say that Dave Lister is made of Legos. This is false. Composed mostly of coffee, Dave has learned to work without unnecessary things like sleep. This made him a perfect fit for the world of freelance illustration and manga. Striving to create a traditional, yet unique style of manga, Dave has contributed to books, magazines, businesses, and even radio stations. A veteran of webcomics, Dave is currently producing *Paradox Lost*, an online manga filled with space pirates, ninja hordes, crazy alien girls, and more caffeine than the FDA recommends in a lifetime. You can find Dave's comics and art at paradox-lost.com. Dave likes rice.

artists' alley featured artists (cont.)



Dirk I. Tiede
paradigmshiftmanga.com

Table 21

Webcomics pioneer Dirk I. Tiede is the creator of the graphic novel series, *Paradigm Shift* and has been drawing comics for as long as he can remember. In addition to print collections, he continues to serialize his comics online and is a founding contributor to premiere comics portal *Modern Tales*. His artwork is showcased in the books *Toon Art: The Graphic Art of Digital Cartooning and Webcomics*, appears in the documentary *Adventures in Digital Comics*, and was featured in Season 3 of NBC's *Heroes*. He relocated from Chicago to Boston's North Shore in 2008 where he continues to work as a professional cartoonist and freelance illustrator.



Also stop by and visit
Anime Boston's
convention artist
Jon Kneeland
ninjastudios.net
at Table 8

artists' alley activities

Check for Artists' Alley Activities at the Artists' Alley Info Desk.

artists' alley featured artists panels

Artist panels include (but are not limited to):

How to Draw & Use Backgrounds in Manga

The Business of Art & Comics

The Process: How to Draw & Create Manga

Figure Drawing for Aspiring Mangaka

Getting Started as an Artist Part I & II

Advanced Propmaking

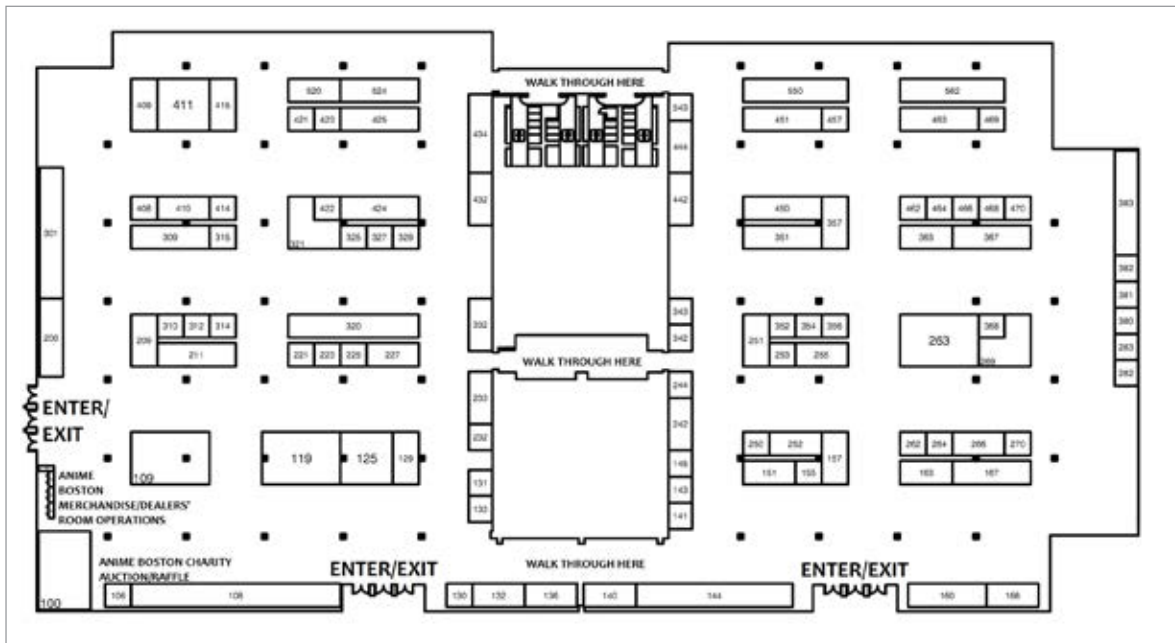
Making a Costume From Start to Finish

Panel descriptions can be found in the Panels and Workshops section of the program guidebook, or online at animeboston.com. Featured Artists panels may have last-minute changes and cancellations. Please check the most recent convention schedule for times and availability.

DEALERS' ROOM



dealers' room map

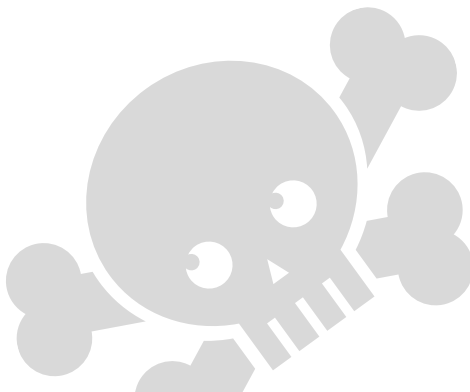


dealers' room hours (for attendees)

Friday 12pm–7pm

Saturday 10am–7pm

Sunday 10am–3pm




dealers' directory

Aardvark Tees	382	Game Underground	343	Plastic -flower	422
Afterimages of Ghostfire	155	girugamesh	145	Random Fandom	262
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Ana's Ikimaru	283	Global Anime	520	Sanshee	264
Animadness	301	Good Guys/Bad Guys	409	Science Fiction Continuum	211
Anime Bento	132	Great American Gothic	312	Section 23 Films	309
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Charity Auction	106	Halolz.com/LevelUpStudios	136	Signature Imports	434
Anime Castle	444	Hen Da Ne!	131	SNAFU Comics	442
Anime Fan Zone	367	HKT/Mugen Toys	410	Squire Sword	253
Anime Gift	451	Hobby Fan	252	Steampunk Pocketwatches	342
Anime Palace	160	Ichigo Black	244	Stereopony	143
Anime Pavilion	119	Image Anime	125	Studio Capsule	141
Anime Remix	463	Interrobang Studios	543	Studio Night Flower	381
Anime Sekai	321	IT Cosplay	421	Sun Anime	233
AnimeStuffStore.com	550	Japan National Tourism		The Crimson Chain	266
Asylum Anime	383	Organization	380	The Dragon's Lair	129
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Black Knight Comics	415	Jpophouse	242	The Wizard's Wagon	425
Boshi-Basiik	470	Kawaii Gifts	221	ToysLogic	450
Caitlin Raymond		Kingdom Arts	357	Trilogy Comics	200
International Registry	100	Lost Art Chains	352	Troll and Toad	466
Cartoon Passion	524	Mad Gear	408	Ultimate Anime Doujinshi	
ChinAnime	329	Media Blasters	269	Superstore	223
Collector's Universe and Anime	424	Metal Machine Entertainment	464	Vicious Vestments	250
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Discotek Media	163	Otakon	368		
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Flipside/		P&M Studios	462		
Mystic Revolution Comics	315	Pegasus Publishing	251		
Foam Brain Games	167	Phoenix Media	562		
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ROOM DIRECTORY



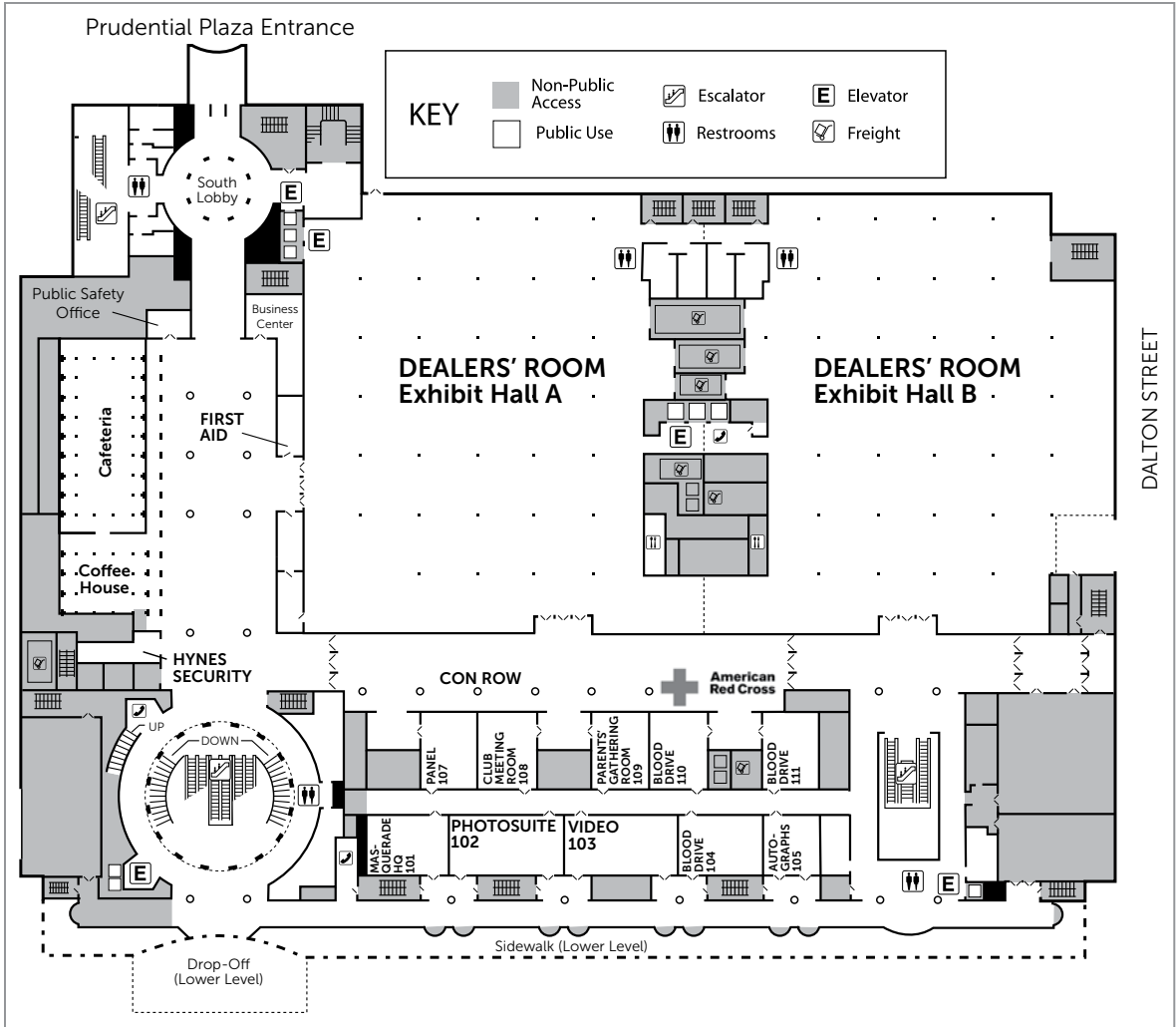
ROOM/EVENT	LOCATION	ROOM NAME or #
Artists' Alley and Art Show	Hynes 3rd Floor	Ballroom B/C
Auditorium	Hynes 2nd Floor	Veterans Memorial Auditorium
Autograph Rooms	Hynes 1st Floor	Room 105
	Hynes 3rd Floor	Room 308
Blood Drive	Hynes 1st Floor	Rooms 104, 110 and 111
Club Meeting Room	Hynes 1st Floor	Room 108
Convention Operations	Hynes 2nd Floor	Room 208
Convention Row	Hynes 1st Floor	Outside Exhibit Hall A
Dance	Sheraton 2nd Floor	Enter through Republic Foyer
First Aid	Hynes 1st Floor	Hynes 1st Floor, Outside Exhibit Hall A <i>(Please contact any staff member for assistance)</i>
Geisha, Samurai and Kimono Studio	Hynes 3rd Floor	Room 303
Hall D	Hynes 2nd Floor	Exhibit Hall D
Information Desk 	Hynes 2nd Floor	Top of the Escalators on the Right
	Sheraton 2nd Floor	Hallway outside Republic and Independence Ballrooms
Karaoke	Hynes 3rd Floor	Room 310
Live Gaming	Sheraton 2nd Floor	Constitution Ballroom
Luggage Storage (Sunday)	Sheraton 2nd Floor	TBD
Masquerade HQ	Hynes 1st Floor	Room 101
Mecha Software Auditions	Hynes 3rd Floor	Room 301
Melody Ball	Sheraton 2nd Floor	Liberty Ballroom
Overnight Security/Convention Operations	Sheraton 2nd Floor	Independence Ballroom East
Panel 107	Hynes 1st Floor	Room 107
Panel 202	Hynes 2nd Floor	Room 202
Panel 206	Hynes 2nd Floor	Room 206
Panel 302/304	Hynes 3rd Floor	Room 302 and 304
Panel 306	Hynes 3rd Floor	Room 306
Panel 309	Hynes 3rd Floor	Room 309
Panel A	Hynes 3rd Floor	Ballroom A
Parents' Gathering Room	Hynes 1st Floor	Room 109
Photography Suite	Hynes 1st Floor	Room 102
Programming Operations	Hynes 2nd Floor	Room 200
Registration	Sheraton 2nd Floor	Back Bay Ballroom
Security (Weapons Check)	Hynes 2nd Floor	Room 208
Technical Operations	Hynes 2nd Floor	Room 200
	Sheraton 2nd Floor	Independence Ballroom East
Todd MacDonald Memorial Manga Library	Hynes 3rd Floor	Room 312
Video 103	Hynes 1st Floor	Room 103
Video 203	Hynes 2nd Floor	Room 203
Video 207	Hynes 2nd Floor	Room 207
Video 210 HD	Hynes 2nd Floor	Room 210
Video 311 5.1	Hynes 3rd Floor	Room 311
Video Games	Hynes 2nd Floor	Exhibit Hall C
Volunteer HQ	Hynes 2nd Floor	Room 209
Workshop 313	Hynes 3rd Floor	Room 313

*Please contact
Hynes or Sheraton
Security for ALL
Lost and Found*

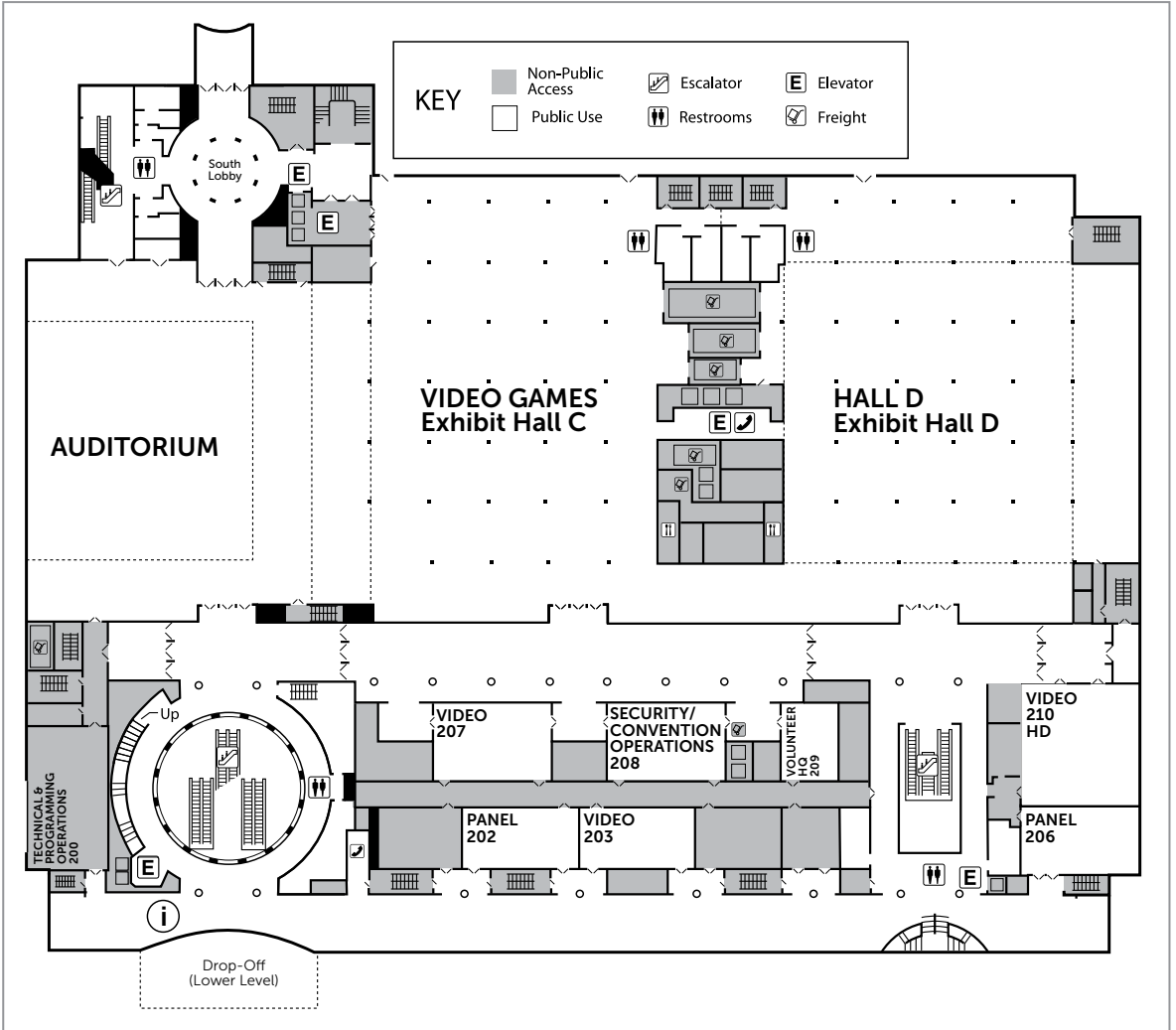
MAPS



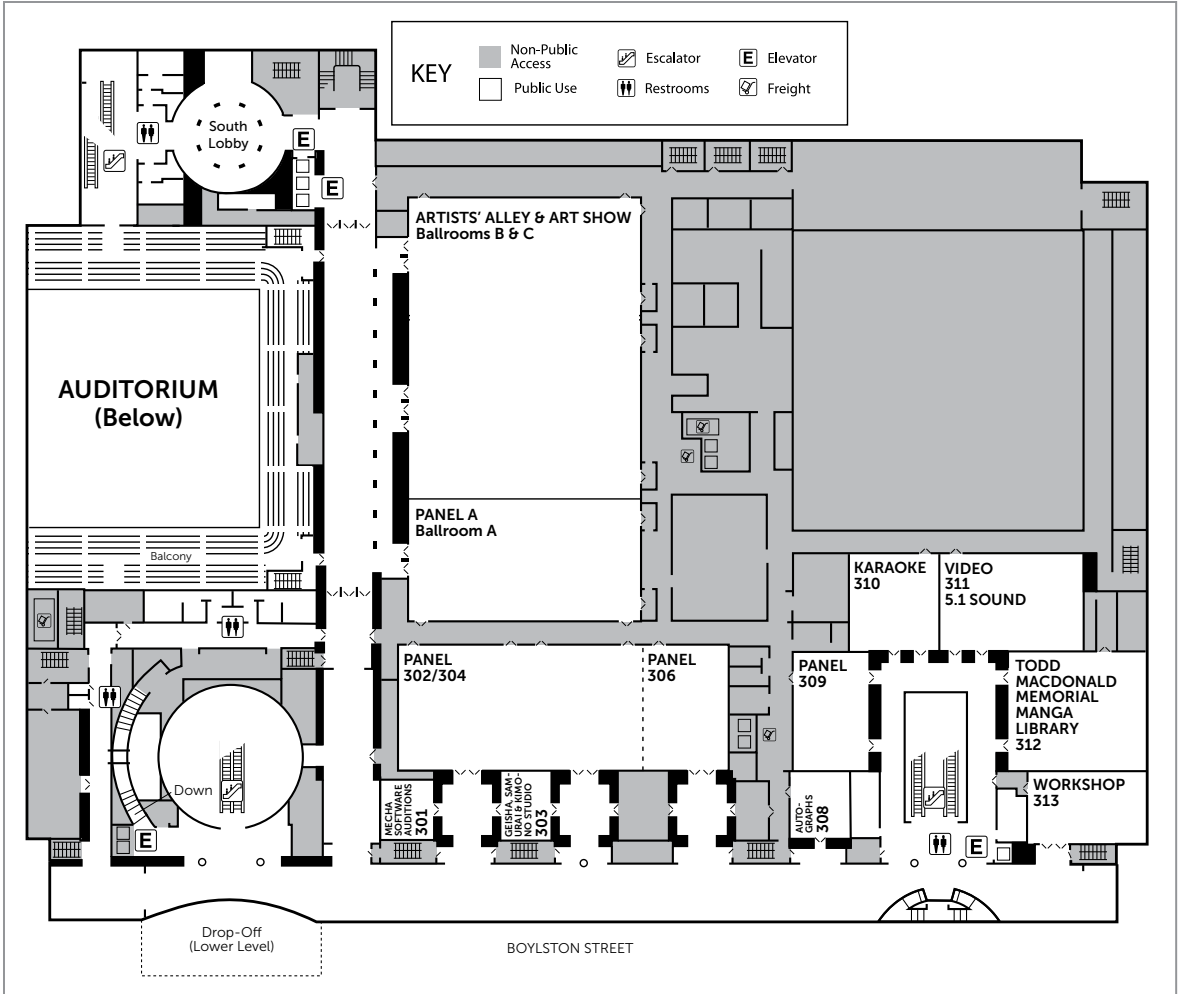
hynes first floor



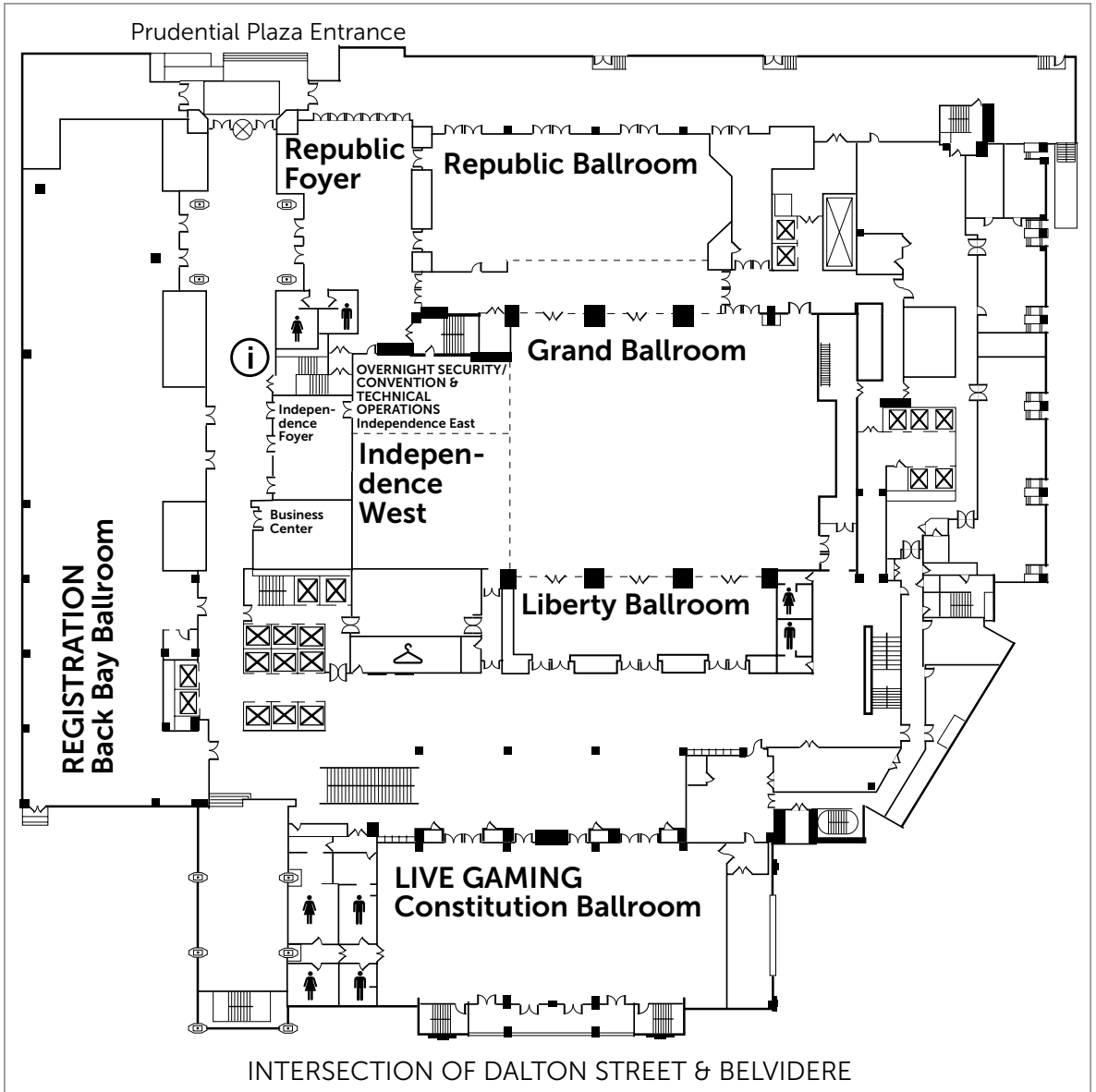
hynes second floor



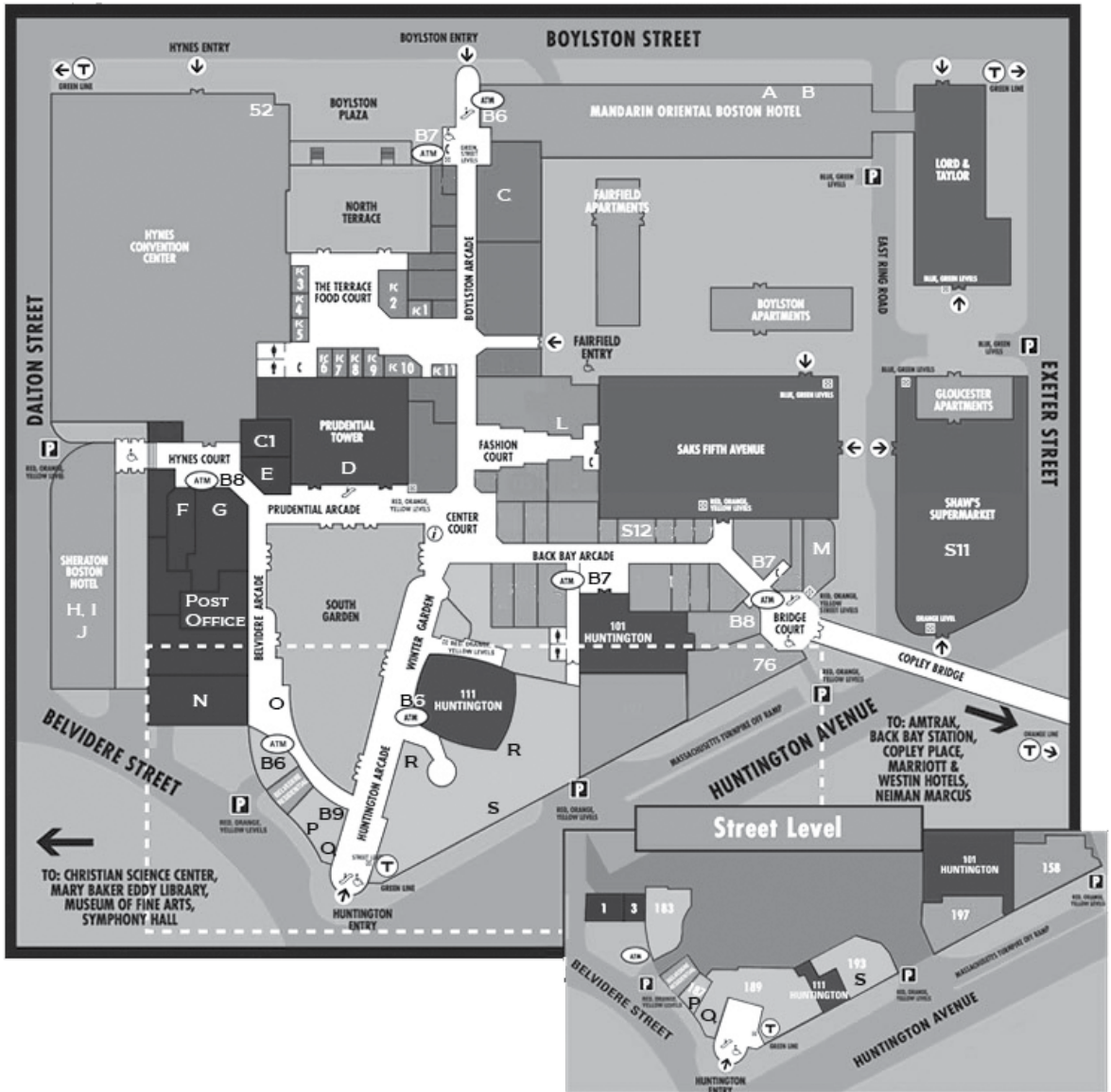
hynes third floor



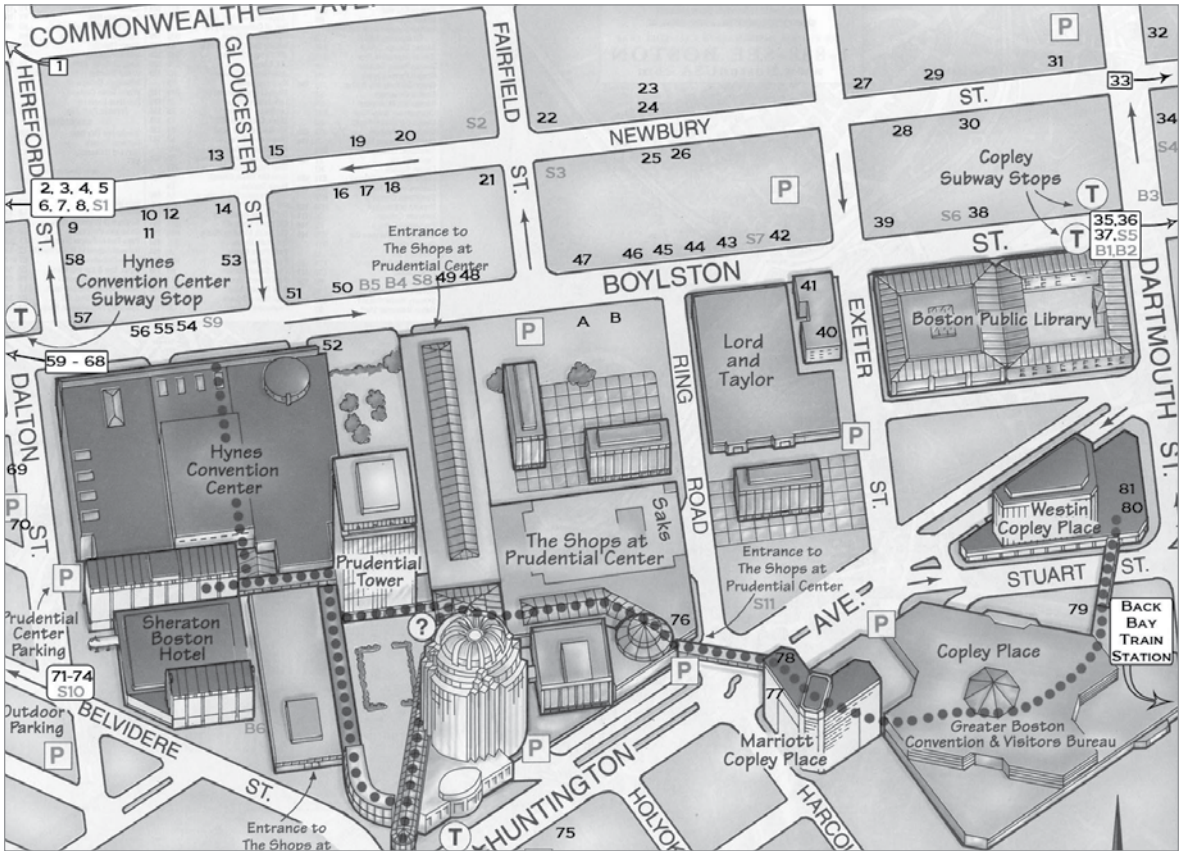
sheraton second floor



prudential center map



boston area map



WHERE TO EAT



TERRACE FOOD COURT HOURS in the prudential center

Friday 10:00am–8:00pm

Saturday 10:00am–8:00pm

Sunday 10:00am–5:00pm

Refer to the corresponding letters on the Prudential Center Mall map on page 42 for directions and locations.

KEY

Name	Phone
Type of Food	Price / Credit Cards
Location	Amenities
Hours of Operation	

PRICE

\$ = Under \$10

\$\$\$ = \$15-20

\$\$ = \$10-15

\$\$\$\$ = \$20 and over

CREDIT CARDS ACCEPTED

V = Visa

AE = American Express

MC = Mastercard

All = All major credit cards

AMENITIES



Take-Out Available



Bar/Alcohol Served



Vegetarian (Ovo-Lacto) Available



Delivers to Hotel



Wifi Access



Reservation Suggested



Handicap Accessible

A. Sel de la Terre

617-266-8800

French-Provencal

\$\$-\$\$\$ / All

Mandarin Oriental Hotel
(entrance on Boylston Street)



SU-SA 11am-11pm (bar 11am-1am)

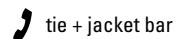
B. L'Espalier

617-262-3023

Mod. New England Fr.

\$\$\$-\$\$\$\$ / All

Mandarin Oriental Hotel
(entrance on Boylston Street)



SU 12-10pm, M-SA 11am-10:30pm

C. Legal Sea Foods

617-266-6800

Seafood

\$\$ / All

Prudential Center Mall



M-SA 11am-10:30pm, SU 12-10pm

D. Top of the Hub

617-536-1775

American, Seafood

\$\$\$\$ / All

Prudential Center Mall



SU-W 12pm-1am,

TH-SA 11:30am-2am

E. Dunkin' Donuts

617-437-6573

Breakfast

\$ / No Credit Cards

Prudential Center Mall



M-F 6am-10pm, SA 8am-10pm,

SU 8am-7pm

F. Tossed

617-424-8677

Salads, Sandwiches

\$-\$\$ / All

Prudential Center Mall



M-SA 11am-9pm, SU 11am-7pm

G. Au Bon Pain

617-412-9593

Bakery, Sandwiches

\$ / All

Prudential Center Mall



M-F 6am-9pm, SA 7am-pm,

SU 7am-6pm

VISIT OUR SPONSOR



L on the Prudential Center Map (p. 42)

Asian Noodle Shop
Prudential Center Mall
SU 11am-10pm, M-W 11am-10pm, TH-SA 11am-11pm

617-778-2344

\$\$-\$\$\$ / All



H. Starbucks Coffee

Coffee
Sheraton Hotel
M-SA 6am-9pm, SU 6am-6pm

617-236-6210

\$/ All



I. Sidebar

Bar, Grill
Sheraton Hotel
SU-SA 11am-1:30am
(food until 12am)

617-236-4123

\$\$ / All



J. Apropos

Breakfast
Sheraton Hotel
SU-SA 6am-11:15am

617-236-6500

\$\$ / All

K1. Qdoba Mexican Grill

Mexican
Terrace Food Court
M-SA 10am-9pm, SU 10am-7pm

617-859-9233

\$/ All



K2. Panda Express

Chinese
Terrace Food Court
M-SA 10am-9pm, SU 11am-7pm

617-267-7977

\$/ All



K3. Pizzeria Regina

Pizza
Terrace Food Court
M-SA 11am-9pm, SU 11am-7pm

617-424-1115

\$/ All



K4. Poulet Rotisserie

Chicken
Terrace Food Court
M-SA 10:30am-9pm,
SU 11am-7pm

617-267-5200

\$/ All



K5. Boston Chowda

Soup and Stuff
Terrace Food Court
M-SA 11am-9pm, SU 11am-7pm

617-859-5904

\$/ All



K6. Flamers

American
Terrace Food Court
M-F 7am-9pm, SA 8am-9pm,
SU 9am-7pm

617-247-9502

\$/ No Credit Cards



K7. Gourmet India

Indian
Terrace Food Court
M-SA 11:30am-9pm, SU 11am-6pm

617-247-9500

\$/ All



K8. Saku Japan

Japanese
Terrace Food Court
M-SA 10am-9pm, SU 11am-7pm

617-236-0009

\$/ No Credit Cards



WHERE TO EAT

K9. Ben & Jerry's

Ice Cream

Terrace Food Court

M-SA 11am-9pm, SU 11am-7pm

617-266-0767

\$/ All



K10. Paradise Bakery Cafe

Bakery, Sandwiches

Terrace Food Court

M-F 7am-9pm, SA 8am-9pm,

SU 9am-7pm

617-267-3335

\$/ All



M. California Pizza Kitchen

Pizza

Prudential Center Mall

SU-TH 11:30am-10pm,

F-SA 11:30am-11pm

617-247-0888

\$\$-\$\$ / All



N. P.F. Chang's

Chinese

Prudential Center Mall

SU-TH 11am-11pm,

F-SA 11am-12am

617-378-9961

\$\$\$ / All



O. Sweet Treats

Desserts

Prudential Center Mall

M-TH 11 am-9pm,

F-SA 11am-9:15pm, SU 11am-6pm

617-202-8764

\$



P. Cold Stone Creamery

Ice Cream

Prudential Center Mall

SU-TH 12pm-10pm, F-SA 12-11pm

617-262-0251

\$/ All



Q. The Cheesecake Factory

American, Dessert

Prudential Center Mall

M-TH 11:30am-11:30pm, F-SA

11:30am-12:30pm, SU 10am-11pm

617-399-7777

\$\$ / All



R. Barnes & Noble Cafe

Coffee

Prudential Center Mall

M-F 7am-11pm, SA 8am-11pm,

SU 9am-9pm

617-247-6999

\$/ All



S. 5 Napkins Burger

American

Prudential Center Mall

Opening Soon

\$\$-\$\$\$ / All

in the area

Refer to the corresponding letters and numbers on the Boston area map on page 43 for directions and locations.

1. Uni

Japanese

Eliot Hotel

SU-TH 5:30pm-10pm,

F-SA 5:30pm-10:30pm

617-536-7200

\$\$\$ / All



2. Bhindi Bazaar

Indian

95 Massachusetts Avenue

11:30am-3pm, 5pm-11pm

617-450-0660

\$\$-\$\$\$ / All



3. Island Hopper

Polynesian

91 Massachusetts Avenue

SU 12pm-11pm, M-TH 11:30am-

11pm, F-SA 11:30am-12am

617-266-1618

\$\$-\$\$\$ / V, MC, AE



4. The Other Side

Cafe

407 Newbury Street

M-W 11:30am-12am, TH-F

11:30am-2am, SA-SU 9am-2am

617-536-9477

\$/ No Credit Cards



5. Capital Grille

American

359 Newbury Street

SU-W 4pm-10pm, TH-SA 5pm-11pm

617-262-8900

\$\$\$ / All



6. JP Licks

Ice Cream

352 Newbury Street

11am-12am

617-236-1666

\$/ All



7. Trident Booksellers & Café

Café, Diner

338 Newbury Street

9am-12am

617-267-8688

\$\$-\$\$ / V, MC, AE



8. Sonsie

Italian, American

327 Newbury Street

11:30am-1am

617-351-2500

\$\$\$ / All



9. Steve's Greek Cuisine

Greek, Diner

316 Newbury Street
M-SA 7am-11pm, SU 10am-10pm

617-278-2121

\$-\$\$ / All



10. Pinkberry

Frozen Yogurt

288 Newbury Street
SU-TH 10am-11pm, F-SU 10am-12am

617-424-5300

\$

11. Emack & Bolio's

Ice Cream

290 Newbury Street
SU-TH 12pm-10pm, F-SA 11am-11pm

617-536-7127

\$/ No Credit Cards



12. Espresso Royale Caffe

Coffeehouse

286 Newbury Street
M-SA 7am-11pm, SU 7am-5:30pm

617-859-9515

\$\$ / All



13. Cafeteria Boston

Mediterranean, Italian

279A Newbury Street
W 11:30am-11:30pm,
TH-Sa 11:30am-12:30am

617-536-2234

\$\$-\$\$ / No Credit Cards



14. Charley's

American

284 Newbury Street
M-SA 11:30am-12am,
SU 11am-11pm

617-266-3000

\$\$\$ / All



15. Kashmir

Indian

279 Newbury Street
11:30am-11pm

617-536-1695

\$\$-\$\$\$ / All



16. B.Good

Burgers

272 Newbury Street
M-TH 11:30am-10pm, F-SA
11:30am-11pm, SU 12pm-10pm

617-437-9611

\$\$-\$\$ / All



17. Tapeo Restaurant & Tapas Bar

Spanish

266 Newbury Street
M-F 5:30pm-10pm, SA 12pm-
11pm, SU 12pm-10pm

617-267-4799

\$\$ / All



18. Bottega Fiorentina

Cafe, Italian

264 Newbury Street
M-SA 11am-8:30pm, SU 11am-6pm

617-266-0707

\$\$-\$\$ / All



19. La Voile

French

259 Newbury Street
M-TH 5pm-10pm, F-SA 12pm-3pm,
5pm-10:30pm, SU 2pm-4pm, 5pm-9pm

617-587-4200

\$\$\$ / All



20. Boloco

American, Mexican

247 Newbury Street
10am-11pm

617-262-2200

\$\$-\$\$ / All



21. Ciao Bella

Italian

240A Newbury Street
SU-W 11am-11pm,
TH-SA 11am-11:45pm

617-536-2626

\$\$\$-\$\$\$\$ / All



22. Scoози

Italian, Pizza

237 Newbury Street
SU-W 11am-10pm,
TH-SA 11am-11pm

617-247-8847

\$\$ / All



23. Sweet

Bakery, Cafe

225 Newbury Street
M-TH 11am-9pm, F-SA 11am-
10pm, SU 12pm-9pm

617-247-2258

\$\$ / All



24. Bostone Pizza

Pizza, Subs

225 Newbury Street
M-SA 11am-10pm, SU 2pm-9:30pm

617-536-9451

\$/ All



25. Piattini

Small Plate Italian

226 Newbury Street
11:30am-11pm

617-536-2020

\$\$-\$\$\$ / All

26. Upper Crust Pizza

Specialty Pizza

222 Newbury Street
SU-W 11:30am-10pm, TH 11:30am-
10:30pm, F-SA 11:30am-11pm

617-262-0090

\$\$-\$\$\$ / All



WHERE TO EAT

27. Joe's American Bar & Grill

American

279 Dartmouth Street
M-F 11:30am-12am,
SA-SU 9am-12am

617-536-4200

\$\$-\$\$\$ / All



28. Stephanie's on Newbury

American

190 Newbury Street
M-SA 11:30am-11pm, SU 10am-10pm

617-236-0990

\$\$\$ / All



29. Starbucks Coffee

Coffee

165 Newbury Street
6am-9:30pm

617-536-5282

\$ / All



30. Ben & Jerry's

Ice Cream

174 Newbury Street
SU-TH 10:30am-11:00pm,
F-SA 10:30am-12:00am

617-536-5456

\$\$ / All



31. Papa Razzi

Italian

159 Newbury Street
SU-W 11:30am-11pm,
TH-SA 11:30am-12am

617-536-9200

\$\$-\$\$\$ / All



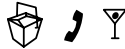
32. Met Back Bay

American

279 Dartmouth Street
M-TH 11am-4pm, 5pm-10pm, F-SA
11am-4pm, 5pm-11pm, SU 4pm-9pm

617-267-0451

\$\$-\$\$\$ / All



33. Snappy Sushi

Japanese

144 Newbury Street
SU-W 12pm-9pm,
TH-SA 12pm-9:45pm

617-262-4530

\$\$-\$\$\$ / V, MC



34. Lolita Cocina & Tequila Bar

Mexican

271 Dartmouth Street
SU-TH 5pm-11pm, F 5pm-1am,
SA 5pm-2am

617-369-5609

\$\$\$ / All



35. Burger King

Fast Food

553 Boylston Street
M-SA 6:30am-11pm, SU 8am-11pm

617-247-7429

\$ / All



36. Wendy's

Fast Food

551 Boylston Street
M-TH 9am-1pm, F-SA 9am-12am,
SU 10am-11pm

617-262-0727

\$ / All



37. Finagle-a-Bagel

Bagels

535 Boylston Street
M-F 6am-8pm, SA-SU 7am-6pm

617-266-2500

\$\$-\$\$ / All



38. Bangkok Blue

Thai

651 Boylston Street
M-TH 11:30am-10pm, F-SA
11:30am-11pm, SU 12pm-10pm

617-266-1010

\$\$ / All



39. Morton's

Steakhouse

699 Boylston Street
M-SA 5:30pm-11pm, SU 5pm-10pm

617-266-5858

\$\$\$\$ / All



40. City Table

American, Tavern

65 Exeter Street
M-TH 6:30pm-12pm, SA 7am-2pm,
SU 7am-2pm, SA-SU 5pm-1am

617-933-4800

\$\$-\$\$\$ / All



41. Sólás

Irish Pub

710 Boylston Street
11am-2am

617-933-4803

\$\$-\$\$\$ / All



42. Dunkin' Donuts

Donuts, Coffee

716 Boylston Street
M-F 5am-12am, SA-SU 6am-12am

617-236-1777

\$ / No Credit Cards



43. Typhoon

Japanese

725 Boylston Street
S-TH 11:30am-11:30pm,
F-SA 11:30am-1am

617-859-8181

\$\$-\$\$ / All



44. Uno's Bar and Grill

American, Pizza

731 Boylston Street
M-TH 11am-12am, F-SA 11am-
12:30am, SU 12pm-11pm

617-267-8554

\$\$-\$\$ / All



46. Atlantic Fish Company

Seafood

761 Boylston Street
SU-TH 11:30am-11pm,
F-SA 11:30am-12am

617-267-4000

\$\$\$ / All



47. Abe & Louie's

Steakhouse

793 Boylston Street
M-TH 11:30am-11pm, F 11:30am-12am,
SA 11am-12am, SU 11am-11pm

617-536-6300

\$\$\$\$ / All



48. Samurai Boston

Japanese

827 Boylston Street
11:30am-1am

617-236-7672

\$\$\$ / All



49. Chilli Duck

Thai

829 Boylston Street
11:30am-11pm

617-236-5208

\$-\$\$ / All



50. Back Bay Social Club

American, Bar

867 Boylston Street
11am-4pm, M-SA 5pm-1:30am,
SU 5pm-10pm

617-247-3200

\$\$\$\$ / All



51. Whiskey's

Bar, Pub, American

885 Boylston Street
M-TH 11:30am-11pm, F 11:30am-11:30pm,
SA 10am-11:30pm, SU 10am-11pm

617-262-5551

\$-\$\$ / All



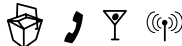
52. Towne Stove + Spirits

International

900 Boylston Street
M-F 11:30am-3pm, 5pm-10pm,
TH-F 11:30am-3pm, 5pm-11pm, SA 11am-3pm, 5pm-11pm, SU 11am-3pm, 5pm-10pm

617-247-0400

\$\$\$\$ / All



53. Café Jaffa

American, Greek, Middle Eastern

48 Gloucester Street
M-TH 11am-10:30pm, F-SA
11am-11pm, SU 1pm-10pm

617-536-0230

\$-\$\$ / All



54. Lir Irish Pub & Restaurant

Irish

903 Boylston Street
11:30am-1am

617-778-0089

\$-\$\$ / All



55. The Pour House

American, Bar

909 Boylston St
11:30am-1:30am (21+ After 8pm)

617-236-1767

\$-\$\$ / All



56. McGreevy's

Tavern, Bar

911 Boylston Street
M-F 11am-2am, (food) 11am-11pm

617-262-0911

\$\$ / All



57. Cactus Club

Mexican

939 Boylston Street
S-TH 11:30am-10pm,
F-SA 11:30am-2am

617-236-0200

\$\$ / All



58. Men Tei Japanese Noodle Shop

Japanese

66 Hereford Street
SU-TH 11:30am-9pm,
F-SA 11:30am-9:30pm

617-425-0066

\$ / No Credit Cards



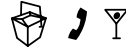
59. Dillon's Restaurant

American

955 Boylston Street
M-F 11am-2am, SA-SU 10am-2am

617-421-1818

\$\$ / All



60. B-Good

American, Burger, Fast Food

137 Massachusetts Avenue
M-SA 11am-9pm, Su 11am-8pm

617-236-5450

\$ / All



61. Spike's Junkyard Dogs

American

1076 Boylston Street
M-W 11am-1am, TH-SA 11am-2am

617-266-0909

\$ / No Credit Cards

62. Boloco

American, Mexican

1080 Boylston Street
SU-TH 7am-11pm, F-SA 7am-2am

617-369-9087

\$-\$\$ / All



63. Pavement Coffeehouse

Coffeehouse

1096 Boylston Street
M-F 7am-11pm, SA-SU 8am-11pm

617-236-1500

\$-\$\$ / All



WHERE TO EAT

64. Teriyaki House

Japanese, Chinese
1110 Boylston Street
SU-TF 11am-12am,
F-SA 11am-2am

617-236-1008

\$-\$\$ / All



65. Little Steve's Pizzeria

Pizza, Fast Food
1114 Boylston Street
11am-3am

617-266-5566

\$-\$\$ / All



online ordering

66. Pad Thai Cafe

Thai
1116 Boylston Street
M-F 11:30am-11pm, SA 12pm-11pm, SU 12pm-10:30pm

617-247-3399

\$/ No Credit Cards



67. Subway/Haagen-Dazs

Fast Food
1172 Boylston Street
M-W 7am-12am, TH-SA 7am-2am, SU 7am-10pm

617-262-2991

\$/ All

68. Crazy Dough's

Pizza
1124 Boylston Street
M-W 11am-11pm, TH-SU 11am-2am

617-266-5656

\$-\$\$ / All



69. Bukowski's Tavern

Brew Pub, Burgers
50 Dalton Street
M-SA 11:30am-2am, SU 12pm-12am

617-437-9999

\$-\$\$ / No Credit Cards

70. Summer Shack

Seafood
50 Dalton Street
SU-TH 11:30am-10pm,
F-SA 11:30am-1am

617-867-9955

\$-\$\$\$ / All



71. Arirang

Japanese, Korean
162 Massachusetts Avenue
11:30am-4:30pm, 5pm-10pm

617-536-1277

\$-\$\$



36. Wendy's

Fast Food
157A Massachusetts Avenue
10am-12am

\$/ All



73. McDonald's

Fast Food
154 Massachusetts Avenue
6am-11pm

617-236-8145

\$/ All

74. Dunkin' Donuts

Donuts, Coffee
153 Massachusetts Avenue
5am-2am

617-247-3861

\$/ All

75. Brasserie Jo

French
Colonnade Hotel
M-F 6:30am-2:30pm, 5pm-11pm,
SA 7am-3pm, 5pm-11pm, SU 7am-3pm, 5pm-10pm

617-425-3240

\$\$-\$\$\$ / All



76. Haru

Japanese
55 Huntington Avenue
SU-M 11:30am-11pm,
T-SA 11:30am-12am

617-536-0770

\$\$-\$\$\$ / All



77. Starbucks Coffee

Coffee
Marriott Hotel
SU-TH 6am-8pm, F-SA 6am-9pm

617-236-5800

\$/ All



78. Champions Sports Bar

American
Marriott Hotel
SU-TH 11:30am-12:45am,
F-SA 11:30am-1:45am

617-578-0658

\$\$ / All



79. Au Bon Pain

Bakery, Sandwiches
Copley Place Mall
M-SA 10am-9pm, SU 11am-6pm

617-247-9467

\$\$-\$\$ / All



80. Turner Fisheries

Seafood
Westin Hotel
M-TH 11:30am-10pm, F-SA 11:30am-11pm, SU 11am-3pm (brunch)

617-424-7425

\$\$\$ / All



81. Osushi

Japanese
Westin Hotel
M-SA 11:30am-11pm,
SU 11:30am-10pm

617-266-2788

\$\$\$ / All



banks, atms, stores & other services

Refer to the corresponding letters on the Prudential Center map on page 42 and the Boston area map on page 43 for directions and locations.

S1. Cherry Mart

Japanese Market
349 Newbury Street
SU-SA 11:30am-10pm

S2. Deluca's Market

Supermarket
293 Newbury Street
SU 7am-9pm, M-SA 7am-10pm

S3. CVS

Pharmacy
240 Newbury Street
7am-12am

S4. 7-Eleven

Convenience
261 Dartmouth Street
24 hours

S5. CVS

Pharmacy
585 Boylston Street
24 hours

S6. Sugar Heaven

Candy Shop
669 Boylston Street
10am-12am

S7. Tedeschi

Convenience
717 Boylston Street
24 hours

S8. Walgreens

Pharmacy
841 Boylston Street
24 hours

S9. Trader Joe's

Supermarket
899 Boylston Street
9am-10pm

S10. Tedeschi

Convenience
141 Massachusetts Avenue
24 hours

S11. Shaw's Supermarket

Supermarket
Huntington Avenue
24 hours

S12. Teavana

Tea
Prudential Center Mall
M-F 9am-9pm, SA 10am-9pm,
SU 11am-6pm

B1. Citibank

Bank/ATM
491 Boylston Street
M-W 8:30am-5pm, TH-F 8:30am-
6pm, SA 9am-3pm

B2. TD Bank

Bank/ATM
535 Boylston Street
M-F 8am-7pm, SA 8am-3pm,
SU 11am-4pm

B3. Citizen's Bank

ATM
607 Boylston Street
N/A

B4. Travelex

Money Exchange
745 Boylston Street
M-F 9am-7pm, SA-SU 10am-6pm

B5. Bank of America

Bank/ATM
855 Boylston Street
M-F 9am-4:30pm, SA 9am-12pm

B6. Sovereign Bank

Bank/ATM
Prudential Center Mall
M-F 9am-6pm

B7. Bank of America

Bank/ATM
Prudential Center Mall
N/A

B8. Citizens Bank

Bank/ATM
Prudential Center Mall
N/A

B8. Citizens Bank

Bank/ATM
Prudential Center Mall
N/A

B9. People's United Bank

Bank/ATM
Prudential Center Mall
M-F 9am-7pm, SA-SU 10am-6pm

C1. St. Francis Chapel

Church
Prudential Center Mall
N/A

U.S. Post Office

Post Office
Prudential Center Mall
M-F 8am-6pm, SA 8am-2pm

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2003-2012

TIPPING GUIDE



In the United States it is customary to tip when receiving services. For many, tips are a large part of their income and for those employed in restaurants and hotels, their wages are lower due to the tipping system.

You as the consumer have the power to decide how much they earn based on the service provided. If you feel they did very well, you would tip them as much as you would like to. However, if they provided poor service, you have the option to tip less. With this in mind, the service industry workers have an incentive to provide the best service they can.

Compiled here is a general guide that will help with the different situations you may come upon along with the averages amount tipped for the service.

Doormen

Doormen usually receive **\$1-\$2** for getting you a taxi, and opening the door for you. If you are just arriving with baggage which he or she is helping you to retrieve out of the car, then the doorman generally receives **\$.50-\$1 per bag** for that service.

Bellmen

When luggage is stored, people generally do not tip. However when you go to retrieve your bags, it is customary to tip **\$1-\$2 per bag** generally no more than \$10. So if the poor bellman is asked to retrieve 3 bags for you and you give him \$1 that's usually frowned upon. Giving \$2 is better if you are really strapped for cash.

Restaurants

Every time you dine at a restaurant, you want to tip the server **15%-20% of your final bill**. If service was horrible, you can tip lower. Do look on your bill as some restaurants may include a "Gratuity" charge already, especially if you are having a "set" meal, or have a certain number of people. If there is a gratuity charge, no additional tip is necessary, unless you would like to give more.

Bars

Tip your bartender **\$1-\$2 per drink** that you get. If you are ordering a lot of drinks at once, the standard restaurant tipping system should be used.

Room Service

Room service usually has a gratuity included in the charge, check the receipt again carefully for this, if there is none, follow the guidelines of a restaurant you may want to include a little extra if a delivery charge is not charged as well.

Housekeeping

Housekeepers work hard to make sure your beds are remade, the garbage is taken out, and the towels are re-hung or refreshed if you have asked them to be. A tip of usually **\$1-\$5 per night**, up to \$10 a night, depending on the mess that was left when you checkout is appropriate. Tips should be left in an envelope marked for the housekeeper of room (including the room #) or given at the front desk.

Concierge

If the concierge helps you to book a reservation at restaurant that was hard to get, **\$5-\$10** is nice expression of gratitude for his or her connections or persistence that got the reservation.

Front Desk

Generally no tip is given for checking in as none is expected; however, if you request something special, i.e. you had a Queen bedroom reserved and they were able to get you into a 2 Double room even though they are out of them or a complimentary upgrade, giving them a \$5-\$10 tip is a nice gesture but not necessary.

Maintenance

Maintenance generally does not receive anything for fixing a broken light bulb or fixing anything in the room.

Request for items

If you place a request for items, i.e. pillows, an iron, a fridge, a rollaway bed, etc., the general guide is **\$1-\$2 for small items or \$3-\$5 for larger items**.

Taxis

Taxi drivers are usually tipped **10%-20% of your total fare**.

GETTING AROUND



taking the subway

There are three T stations near the Hynes Convention Center complex.

Green Line “B,” “C,” or “D” trolley to the Hynes/ICA stop. When you exit the station, go left on Massachusetts Avenue and left onto Boylston Street. The Hynes Convention Center will be on your right.

Green Line “E” trolley to the Prudential Center stop. Go up the escalators into the Prudential Center Mall. Follow the signs towards the Hynes and Sheraton.

Orange Line to the Back Bay stop. Walk across the street to Copley Place. Walk through the convention center complex to the Hynes and Sheraton.

If you are coming to Boston via commuter rail, it provides service to a number of T stops such as North Station, South Station, Porter Square, and Back Bay.

Maps and schedules are available on the MBTA web site, mbta.com.

Tourist Note: Boston’s subway system is known as “The T.” It’s short for “MBTA,” which is short for “Massachusetts Bay Transit Authority.” All T stations, stops, and vehicles are marked with this symbol:



mbta subway map



subway fare

Per Trip \$2.00 (Charlie Ticket or cash on board), \$1.70 (Charlie Card)

1-Day Pass \$9.00 for unlimited rides

Week (7-Day) Pass \$15.00 for unlimited rides

Subway tickets and passes are available for purchase at most T stations.

taxi services

- Boston Cab** 617-536-5010
- Checker Cab** 617-536-7000
- City Cab** 617-536-510
- Independent Cab** 617-269-4444
- Metro Cab** 617-782-5500
- Town Taxi** 617-536-5000

The rate is \$2.60 for the first 1/7th mile or less and \$0.40 for each additional mile after the first 1/7th mile.

RULES



general rules of conduct

1. Attendees are at their own risk with respect to the dangers incidental to Anime Boston, including personal injury. Acceptance of your membership constitutes consent to the use of the wearer's image or likeness in any recording, transmission, or reproduction of Anime Boston and consent to ejection without refund for inappropriate behavior or failure to comply with the Anime Boston Rules of Conduct.

2. Please be kind and courteous to your fellow attendees, guests, dealers, and staff at all times. Disruptive behavior that disturbs others is not allowed. This includes running, screaming, yelling, playing loud music, horseplay, unsolicited physical contact, or any other such behavior as deemed disruptive by convention staff.

3. Please treat the convention facilities with respect. The Hynes Convention Center and Sheraton Boston Hotel are wonderful convention facilities and we would like to keep them that way. Anyone who defaces or damages hotel, convention center, or Anime Boston property will be responsible for repair or replacement.

4. Please keep the hallways, aisles, and doorways clear. While it's wonderful to stand and talk with friends, please do so in a manner that does not obstruct the flow of traffic.

5. Smoking, drugs, and alcohol are prohibited in the convention and in the general areas of the hotel. See the Drug and Alcohol Policy for more information.

6. Rollerblades, skates, skateboards, scooters, "wheelies" and bicycles are

prohibited in the convention center and in the hotel.

7. Offensive and/or revealing attire is prohibited. We kindly ask that people refrain from wearing clothing (including costumes) that would be inappropriate in public. Shoes are required at all times. Shirts are required in the Prudential Mall, Sheraton Hotel lobby, and all areas where food is served.

8. Anime Boston prohibits signs or other materials that can be interpreted as solicitation or panhandling. This includes signs such as "Hugs for a Quarter," "Free Glomps," or "Donate to a Poor Catgirl." As a result, all signs will be confiscated and may be destroyed by Anime Boston staff. Exceptions may be made if it can be proved that a sign is part of a costume, such as a screen capture from the show with the text on the sign. (Photoshop edits do not count.)

9. The New England Anime Society, Inc., Anime Boston, the Massachusetts Convention Center Authority, the Hynes Convention Center, and the Sheraton Boston Hotel are not liable for any missing belongings. Please keep a close eye on your items. If you should lose something please contact convention security.

10. Do not leave your bags unattended! Any bag left unattended will be turned over to the appropriate authorities. This may include the Hynes Convention Center, the Sheraton Boston Hotel, the Boston Police, the Boston Fire Department and/or the Massachusetts State Police.

11. Due to the relatively close quarters of the Dealers' Room, Anime Boston encourages people to leave bags and backpacks in their hotel room or car. In the interest of safety, any bookbags, briefcases, suitcases, cosplay accessories, or other items

deemed unwieldy by the security staff may be temporary held by security.

12. Remember that the Sheraton is a hotel. As such it is customary to tip the employees if they perform a service for you. Customary tipping procedure is 20% of the total amount. However, please remember that tipping is based upon good service. If a hotel employee is rude or antagonistic towards you, please inform convention operations.

13. Function rooms have a limited amount of space and it may become necessary to wait in line prior to entry into some events or areas. Please be patient and understanding with us. We will do our best to accommodate as many people as we can as quickly as possible. Do not line up more than two hours before an event (30 minutes for autograph sessions).

14. Disabled persons, staff, on-duty volunteers, convention guests of honor, and dealers are not required to stand in line for entry into any Event Room. If you have any questions, please contact convention security.

15. Shoplifting is a crime. It is not tolerated and violators will be prosecuted to the full extent of the law. Shoplifters will have their badge revoked without refund, be removed from the convention and may possibly be banned from attending Anime Boston in the future.

16. Anime Boston staff reserve the right to revoke your convention membership and eject anyone at anytime from the convention without a refund.

17. Please follow the directions of the Anime Boston staff and security. Anyone who refuses to comply with any reasonable requests asked by any member of Anime

Boston staff/security or Hynes/Sheraton staff/security will be subject to removal.

18. If you have any problems, questions, or concerns, please contact an Anime Boston staff member. They will be happy to assist you.

drug and alcohol policy

STATE AND FEDERAL LAWS MANDATE THAT DRUGS SUCH AS MARIJUANA, ECSTASY, COCAINE, HEROIN, AND OTHER, SIMILAR ITEMS ARE *ILLEGAL SUBSTANCES*.

Anime Boston and the New England Anime Society (NEAS) do not authorize or endorse the use of drugs while engaging in any convention activities or in areas in use by the convention. We reserve the right to revoke convention membership without refund for any reason, including the discovery of an attendee under the influence of illegal substances. Anime Boston staff will support all applicable local, state, and federal laws regarding illegal substances. The convention will contact local law enforcement for issues of suspected drug use. This includes the possession of pharmaceuticals without a prescription.

STATE AND FEDERAL LAWS ALSO MANDATE THAT IT IS PROHIBITED FOR INDIVIDUALS UNDER THE AGE OF 21 TO DRINK ALCOHOLIC BEVERAGES.

The legal age for drinking alcohol is 21. Our over 21 attendees are allowed to consume alcohol outside of the convention area in a responsible, civilized manner. We require that our under 21 attendees refrain from drinking at our convention.

Anime Boston and the NEAS prohibit the consumption of alcohol in public areas in use by the convention. We will follow all convention center and hotel guidelines regarding consumption of alcohol in shared public areas.

If convention staff finds an attendee over the age of 21 drinking in a convention area, the convention staff will ask them to take their beverage to their room. If they are not a registered guest of the hotel, the convention or hotel staff will ask they discard their beverage. If it the convention suspects an attendee over the age of 21 is intoxicated, the proper authorities will be notified to perform an evaluation.

If convention staff suspects an attendee under the age of 21 is drinking or intoxicated, a staff member will contact the proper authorities. Anime Boston and the New England Anime Society DO NOT authorize, endorse, or condone underage drinking under any circumstances.

We will follow all local, state, and federal guidelines regarding underage drinking. Although the convention does not prohibit "Room Parties," we encourage all hosts to be responsible for their party and their guests. Convention security staff will be active in ensuring that your party does not infringe on the other guests of the convention and the guests of the hotel. We remind you that the legal drinking age is 21 in Massachusetts. We encourage you to enjoy your parties thoroughly, but also responsibly.

registration policy

These policies apply to all attendees, whether they pre-register or purchase a membership at the door.

1. All attendees agree to comply with Anime Boston rules and policies, the directions of Anime Boston, Hynes, and Sheraton staff, and all applicable Massachusetts, Federal, and local laws.

2. An attendee may have membership revoked and be expelled from the premises for any reason at the sole discretion of Anime Boston staff. No refund will be given in the event of such an expulsion.

3. Attendees agree to allow photographs and/or video with their likeness to be used by Anime Boston or the New England Anime Society for promotional purposes.

4. Attendees agree to provide complete and accurate registration information.

5. Membership is non-refundable and non-transferable. Badges and membership may not be resold. Staff reserve the right to check ID for anyone they suspect is carrying a badge that is not their own.

6. Badges must be worn and visible at all times for access to convention events. Each attendee must retain possession of his or her own badge for the duration of the convention and may not loan or give the badge to anyone else except as directed by Anime Boston staff.

7. No replacement will be provided for lost badges; a new membership must be purchased at the full rate. Damaged badges may be replaced at the discretion of the Director of Registration if pieces are brought to Registration.

RULES

8. Anime Boston reserves the right to censor or refuse badge names that may be considered obscene, vulgar, or otherwise offensive or inappropriate. Such determination will be made at the sole discretion of Anime Boston staff.

9. The only valid registration rates are those posted on the registration website (www.animeboston.com). No discounts will be given except as listed there.

10. Badges are only available for pickup during listed registration hours, and only at the convention. Badges will not be mailed. No badges of any sort will be issued other than during the listed registration hours.

Registration Hours

Thursday, April 21: 4pm–10pm
(pre-registered members ONLY)

Friday, April 22: 8am–10pm

Saturday, April 23: 8am–8pm

Sunday, April 24: 8am–12pm

11. Valid photo ID is required for badge pickup. Minors without ID may pick up their badges with the accompaniment of a parent or legal guardian. Government issued IDs are not required for 18+ attendees to pick up badges but are still required for 18+ events.

12. Each attendee must pick up his/her own badge. Party leaders are no longer allowed to pick up badges for members of their party

13. Child attendees (under age 13 at time of the convention) must be registered at the same time as a paying 18+ adult member, who must accompany them at the time of badge pickup.

14. Any person found attempting to forge a membership badge or presenting a forged ID, will be removed from the convention and may be banned from future Anime Boston and New England Anime Society events.

15. Any attempt to compromise the security of the registration process or gain unauthorized access to attendee data will result in loss of access to the registration system, loss of Anime Boston 2011 registration without refund, and possible legal action.

16. These policies may be modified at any time, as deemed necessary by Anime Boston 2011.

Registrations are non-refundable and non-transferable.

dealers' room rules

1. Disruptive behavior that disturbs other attendees or dealers is not allowed. This includes running, screaming, yelling, horse-play or any other behavior deemed disruptive by convention staff.

2. Please be kind and courteous to your fellow attendees, dealers, and convention staff at all times.

3. Do not block aisles with photography.

4. Shoplifting is a crime. Under no circumstances will it be tolerated, and violators will be prosecuted to the fullest extent of the law.

5. Please follow the directions of the convention staff and convention security. They are there to make your experience more enjoyable, not to hinder or hurt you. Anyone who refuses to cooperate with either convention staff or convention security will be subject to removal from the convention.

6. If you have any problems, questions or concerns, please contact the Dealers' Room staff. They will be happy to assist you.

7. If you suspect that you have purchased a bootlegged or counterfeited item of any kind, please contact the Exhibits Division Director or Dealers' Room staff at the Operations booth nearest the exit to the Main Lobby.

weapons policy

This policy is in effect to provide a safe and fun environment for Anime Boston attendees, guests & staff (including security staff). Please adhere to the following rules and regulations.

Any failure to follow these rules and regulations will be addressed by Anime Boston Staff/Security.

Brief Overview

Anime Boston prohibits the following:

- Weapons prohibited under Massachusetts Law and MCCA/Hynes policy
- Real guns (working, disabled, or otherwise)
- Practice swords including bokens and kendo bamboo practice swords
- Chains, leashes, spikes, whips, metal or leather leashes, dog collars attached to humans
- Metal blades (knives, swords, sharp wings, etc.)
- Projectile weapons (pellet guns, airsoft rifles, pistols, disc guns, paintball markers, etc.), loaded water pistols or other liquid "weapons"
- Laser pointers, laser-aiming devices, or similar devices, may not be used in public, unless you are officially sanctioned to lead or present a convention

seminar, workshop, display, or other convention-sanctioned event in which a laser pointer is needed.

- Any other potentially harmful weapon or prop as determined by Anime Boston Security.

IMPORTANT: DO NOT CARRY FAKE GUNS OUTSIDE THE CONVENTION CENTER!

The Boston Police Department will treat anyone carrying realistic looking guns as a **REAL THREAT AND WILL TAKE SERIOUS ACTION!** Anime Boston will not be held liable for any injury, incarceration, or death that may result from violation of this rule. If you have a prop that meets this description and you would like to bring it to Anime Boston, please carry it to the convention center in a bag. In this day and age, you cannot be too careful. This lesson was learned the hard way by one of our attendees a few years ago, and we don't want it to happen again. Again, **PLEASE** use common sense.

Security is not able to pre-approve weapons and props before the convention. A determination can only be made after actually handling and inspecting the object in question.

Full Policy

MCCA Policy
(Hynes Convention Center)

MCCA (Hynes) Weapons Policy (Page C12 of the Event Guide)

Weapons of any type, functional or non-functional, such as firearms, swords, knives, throwing knives, crossbows, stars, bows, boomerangs, darts, tazers, etc. are strictly prohibited within MCCA facilities. The MCCA reserves the right to revoke the use of replica weapons within MCCA facilities at anytime, without warning.

Massachusetts Law

Massachusetts General Laws Chapter 269, Section 10, Paragraph B

Whoever, except as provided by law, carries on his person, or carries on his person or under his control in a vehicle, any stiletto, dagger or a device or case which enables a knife with a locking blade to be drawn at a locked position, any ballistic knife, or any knife with a detachable blade capable of being propelled by any mechanism, dirk knife, any knife having a double-edged blade, or a switch knife, or any knife having an automatic spring release device by which the blade is released from the handle, having a blade of over one and one-half inches, or a sling shot, blowgun, blackjack, metallic knuckles or knuckles of any substance which could be put to the same use with the same or similar effect as metallic knuckles, nunchaku, zoobow, also known as klackers or kung fu sticks, or any similar weapon consisting of two sticks of wood, plastic or metal connected at one end by a length of rope, chain, wire or leather, a shuriken or any similar pointed star like object intended to injure a person when thrown, or any armband, made with leather which has metallic spikes, points or studs or any similar device made from any other substance or a cestus or similar material weighted with metal or other substance and worn on the hand, or a manrikigusari or similar length of chain having weighted ends; or whoever, when arrested upon a warrant for an alleged crime, or when arrested while committing a breach or disturbance of the public peace, is armed with or has on his person, or has on his person or under his control in a vehicle, a billy or other dangerous weapon other than those herein mentioned and those mentioned in paragraph (a), shall be punished by imprisonment for not less than two and one-half years nor more than five years in the state prison, or for not less than six months nor more than two and one-half years in a jail or house of correction, except that, if the court finds that the defendant has not been previously convicted of a felony, he may be punished by a fine of not more than fifty dollars or by imprisonment for not more than two and one-half years in a jail or house of correction.

Peace Bonding

Anime Boston Staff will direct any attendee found in possession of a potential weapon that has not been peace bonded to Anime Boston Security Headquarters. Anyone who has a weapon or prop that could possibly viewed as dangerous (even a little bit) needs to visit the Anime Boston Security Headquarters to have it approved and, if necessary, peace bound.

Peace bonding means that you allow us to put a bright-colored plastic tie on your "weapon" indicating that it has been judged relatively harmless and/or is being bound into a holder of some sort that renders it so. These ties can only be removed by cutting them, making it obvious if tampering has occurred. Security will deal with repeated offenses accordingly: this includes taking measures up to and including ejection from the convention without refund.

Any weapons that cannot be peace bound or approved by Anime Boston Security will be held in the Anime Boston Security Headquarters until you either leave the convention or store the weapon in the safety of your hotel room or vehicle. Each item will be judged on a case-by-case basis.

Any and all horseplay with weapons involving our attendees will not be tolerated, whether participants are consenting parties or not. All persons involved may be penalized depending upon the nature or severity of the offense. All complaints about this type of behavior will be dealt with immediately by Anime Boston Staff/ Security.



autograph policy

In an effort to predict wait times for autograph lines and to allow our attendees and guests to have as much fun as possible at Anime Boston, the following guidelines should be observed.

1. The first one hundred attendees in line for a given autograph session will receive tickets just prior to start of the session.

This ticket guarantees an autograph in either the current session or, if need be, an overflow session later in the convention.

2. Anyone past the one hundred mark will not receive a ticket.

Individuals without tickets are not guaranteed an autograph. Whether or not they receive an autograph depends on how quickly the line moves during the allotted time. Individuals without tickets may not attend scheduled overflow sessions.

3. Attendees are not allowed to line up for an autograph session more than 30 minutes before the scheduled start time.

Attendees gathering in the vicinity of the autograph room before that time will be asked to disperse.

4. To keep the line moving, we request that attendees bring absolutely no more than two items to be signed.

Items should also be prepared for signing. For example, DVD inserts should be removed from the case and posters should be unrolled.

5. Attendees are welcome to take photographs of the guests, but we ask that they please refrain from asking the guests to come around the table for a posed shot.

dance policy

This policy is in effect to maintain a safe and fun environment for Anime Boston attendees, guests and staff/security. Please adhere to the following rules and regulations. Anyone not following the rules and regulations will be dealt with on site by Anime Boston Staff/Security.

1. Only Anime Boston Attendees & Staff with their badge visibly seen on their person are allowed access.

Anyone without their badge will not be allowed access.

2. Appropriate attire must be worn at all times; that includes shirts/tops, pants/skirts and shoes. Please keep these on for the duration of the dance for your safety.

3. No bottles (glass or plastic), cans, or containers of any kind will be allowed in the dance. Water is provided by the hotel. If a water dispenser is empty, please inform the staff immediately.

4. Individuals who are disruptive, appear to be intoxicated, or who behave in anyway that jeopardizes the safety of others will be ejected from the dance and will not be allowed to return. Any of the above behaviors may result in the loss of your Anime Boston Membership and removal from the convention, upon decision of Anime Boston Staff.

STATE AND FEDERAL LAWS ALSO MANDATE THAT IT IS PROHIBITED FOR INDIVIDUALS UNDER THE AGE OF 21 TO DRINK ALCOHOLIC BEVERAGES.

The legal age for drinking alcohol is 21. Our over 21 attendees are allowed to consume alcohol outside of the convention area in a

responsible, civilized manner. We require that our under 21 attendees refrain from drinking at our convention.

Anime Boston and the NEAS prohibit the consumption of alcohol in public areas in use by the convention. Follow all convention center and hotel guidelines regarding consumption of alcohol in shared public areas.

If convention staff suspects an attendee under the age of 21 to be drinking or intoxicated, a staff member will contact the proper authorities. Anime Boston and the New England Anime Society DO NOT authorize, endorse, or condone underage drinking under any circumstances. We will follow all local, state, and federal guidelines regarding underage drinking.

5. No backpacks, bags, props, or purses larger than 8" in any dimension can be brought into the dance.

6. All Dance attendees are subject to voluntary search for contraband (weapons, drugs, alcohol, and other illegal or prohibited materials) by an authorized Anime Boston Staff Member. Participants shall be notified through clearly posted signs at the dance entrance and in the dance. You have the right to refuse, but will not be allowed to enter the room with these items.

7. Anime Boston is not responsible for attendees' belongings left outside, beside, or near the entrance to the dance or belongings left in the dance itself.

8. When break-dancing, stringing etc, please only do so in the designated areas that will be marked upon entry of the dance.

9. Moshing and conga lines are strictly prohibited. NO Misc. body parts on the main dance floor other than feet. This is a PG-13 event.

masquerade seating policy

In order to streamline seating for the Masquerade, Anime Boston uses a ticket system.

Tickets will be FREE to all attendees and handed out while supplies last on Saturday, April 23rd, starting at 9am. The ticketing table is located in front of Rooms 108 and 109 on the first floor of the Hynes.

There will be three types of tickets:

- Auditorium Floor
- Auditorium Balcony
- Simulcast Room (Hall D)

One ticket will be issued per person and guarantees the ticket holder a seat in that area. Anime Boston is not responsible for lost/misplaced tickets however if tickets are lost, seats will be available in the Simulcast Room after those with tickets have been seated.

Attendees will not be allowed to line up for the Masquerade until two hours before seating time. **There will be a line for each ticket type:**

- *Auditorium Floor ticket holders* will line up outside of the Auditorium entrance
- *Auditorium Balcony ticket holders* will line up on the Hynes third floor along the windows
- *Simulcast Room ticket holders* will line up on the wall across from Hall D

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VOLUNTEERING



how to volunteer for anime boston

If you didn't sign up online to volunteer before the convention, you can still sign up at Anime Boston.

1. When you arrive at the convention, go straight to the Volunteer Headquarters (VHQ). If you're signing up as a volunteer at the convention, **remember to bring a valid photo ID that has your name and birthdate on it**—no exceptions will be made of this. You will be filled in on anything and everything you need to know as a volunteer as well as given everything you need to get started. Off you go!

2. When you are done with your assignment/shift, come right back to the VHQ to check back in - you be signed off one of the VHQ staff that you've completed your shift. You can then take a break or go on to your next assignment. Lather, rinse, repeat!

what do volunteers do?

Volunteers do whatever is needed and necessary to keep the convention gears well-oiled and cranking. Here are but some of the duties we are responsible for:

Have fast hands? You can assist Registration in bagging, ID assembly, and managing the attendees!

Have eyes of a hawk? Help check badges at various panels and events!

Have tech know-how? Help the Tech Department in making things dazzle!

Always been told you can't sit still by your teachers? Use that energy, and become a runner/gopher for supplies needed by the staff!

Always wanted to become a super hero? Well now you can in the eyes of the staffers here at the convention! When you have over 10,000 people to manage, any extra help you give, no matter how small, makes you a hero here at Anime Boston!

Meetings

All meetings are mandatory and are held in the VHQ (Hynes 209).

• **Orientation Meeting** There are two available times in which you can attend the orientation meeting: **Thursday, April 21 at 7pm** or **Friday, April 22 at 9am**. If you can't make it to either of these meetings, please inform VHQ staff when you first check in

and we will will brief you on what the meeting covered.

• **Event/Random Meetings** The exact times of these are pretty last minute and are announced and posted in the VHQ during the convention. Please keep your ears and eyes open for such meeting announcements while volunteering.

Gifts and Prizes

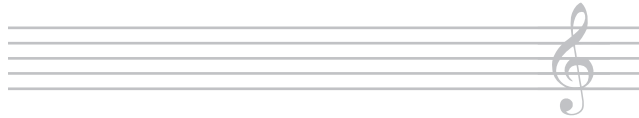
Good deeds never go unrewarded, and here in Volunteers we make sure you get shinies for your hard work. Every 4 hours you volunteer you get a gift (4, 8, and 12-hour mark). An exclusive Anime Boston 2011 t-shirt is rewarded when you volunteer 12 hours. It is also a tradition here in Volunteers that we give prizes to those that went above and beyond the call of duty as a volunteer. How these prizes are won are kept secret and are revealed only during the convention.

So, Are You Ready?

That should about cover it. Additional information will be available during our orientation meetings and anytime at the VHQ during the convention. If you're ready to take your first step and climb aboard, visit our VHQ at the con! Good luck!

For more information on volunteering, check out www.animeboston.com/about/volunteering/ or visit the Volunteer Headquarters in Hynes 209.

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*This was a triumph.
I'm making a note here: HUGE SUCCESS!*

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