

KUMONORI CON

2003



KumoriCon Officers

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Special Thanks to:

Bandai Entertainment
Dark Horse Comics
Emerald City Comics
Imagination International
Anguish of Snails
Amanda Penrose
Amy Unfred
Ben Roitblat
Brenda McFadden
George Wells
Isaac Alexander
Lyle Clingman Jr.
Mike Fuller
Mike Stark
Pete Gassib
Steve Unfred

What is Anime?

Chances are, if you've come to our convention and are reading our program, you already know at least the most basic answer to the question: that here, in America, to say "anime" refers to all animation from Japan. It may even bring to your mind images of a certain drawing style, with big eyes, tiny mouths. You may think of giant robots or strange, cute little creatures. There is such a diversity of content in anime that it doesn't have a good single definition. The art style does vary from the "big eyes" we may be used to, but more importantly, the content is not limited. Other fans and I have often described anime as a genre title every bit as wide as, say, "movies", because all "anime" tells you is the medium the producers have used to make their series, motion picture, or OVA (Original Video Animation, for things that go direct to video).

If you have seen every anime that's ever been shown on American TV, including the more recent offerings on the Cartoon Network of more mature anime such as Cowboy Bebop, then you may have begun to realize the general difference between American and Japanese animation. That difference is that Japanese people have never been under an illusion that cartoons are primarily a genre for children. This message that cartoons are for adults too, which the influx of shows from Japan and American shows such as The Simpsons and Aeon Flux, has begun to make Americans look at animation as a medium instead of a genre.

Even if you've seen every 'Japanimated' show on American TV, you still have seen only a very small part of what anime can be. The genres within anime are many. They span the big categories like comedy, drama, horror, and romance, right on down to such marginalized genres and sub-genres as fantasy, gothic, sci-fi, and cyberpunk. In Japan, anime can be broken down by its target audience. For instance, "shoujo" (girl) can be used as a genre title to describe shows that are mainly geared towards girls, and "shounen", correspondingly, for boys. Anime even has sub-genres of such things as the "magical girl" shows (remember Sailormoon?). Not to mention that Japan was responsible for some of the first "mecha" shows (think giant robots), and helped in a large part to define that genre. There are more than just kiddie shows. And yes, there is even animated pornography, but neither this nor the other extreme of children's programming should be used to represent all of what anime is.

Anime has something for everyone, as long as that someone can enjoy the animated medium. That is why we love it, and why it can bring all sorts of diverse types of people together to enjoy this medium. This convention pays tribute not only to the animation we love, but also to the culture that produced it, and without which animation simply would not have been the same. We hope you enjoy this convention with us.

Kumoricon Staff

November 29, 2003

2003 KUMORICON POLICIES:

INTENT AND CONTENT: Kumoricon's intention is to provide a fun and interactive environment for sharing enthusiasm for and learning about anime and Japanese culture, and to make our convention an enjoyable experience for as many people as possible. The convention's content will be kept under or at a PG-13 rating maximum. However, given differences in international rating structures and the disparity of cultural attitudes toward such things as violence, non-sexual nudity, profanity, and the age-appropriateness of more mature or thematic content, parental guidance is especially recommended.

CONDUCT AND BEHAVIOR OF GUESTS: In order for everyone attending Kumoricon to have an enjoyable time, all attendees need to be courteous of others, and follow the hotel and convention policies as well as all applicable laws. You are responsible for your own actions; use good judgement in your public behavior. Refrain from being disruptive or overly loud, restrict your public displays of affection, and make sure you are wearing appropriate attire for being in public. If you are doing something inappropriate in public, you will be asked to stop or remove yourself to a hotel room, depending on the nature of the inappropriate action. Repeat or severe offenders will have to hand over their badges and leave the convention area. Police will be involved if necessary. It is your responsibility not to violate Springfield and Oregon laws. PDA: Kissing and holding hands is acceptable public affectionate behavior, regardless of the genders of persons involved. Gropping a person's breasts or genitals is not.

EXPOSURE AND ATTIRE: Indecent exposure is a crime. Guests of the convention must wear at least a non-thong style swimsuit of gender appropriate type while in public. Attire can be deemed inappropriate at the discretion of con personnel and the attendee can be sent to their room to change or told to leave the facilities. Shoes must be worn in the facilities. Costumes must fall into or under the PG-13 rating category and be covering enough not to be categorized as under-exposure, as stated above. Fetish items can be worn only so long as they do not pose a safety hazard; however, displays of BDSM/bondage behavior in public are not acceptable.

SMOKING AND DRINKING: Smoking is not allowed anywhere in the public areas of the hotel or within ten feet of any entrance thereto. It is illegal for anyone under the age of 21 to consume alcohol in the State of Oregon. For those who are of age, be responsible. Drunken disorderly conduct is against the law, and anyone behaving in a disruptive or disorderly fashion due to intoxication in the convention areas will be dealt with accordingly. Do not drink and drive. Intoxicated driving is reckless, and is a hazard as well as a crime.

BADGES: The badge you are issued at Registration is your pass to the convention, including all its related activities. You must have your badge with you at all times, and it must be visible in order to be admitted to any convention-specific area, event, or activity. If you lose your badge, go to Registration and bring photo id. If you find a lost badge, please turn it in to Registration.

MINORS: Age 12 and under: All children age 12 and under must be accompanied by a parent or guardian, who is a registered member of KumoriCon, at all times.

Age 13 and up: All minors 13 and up must have permission from their parents or legal guardians to attend the convention. A parent or appointed guardian must be present at the hotel from midnight to 4:00am. All guardians must be age 18 or over and have parental permission from the minor's parent or legal guardian.

Curfew: KumoriCon has a curfew on all convention function space at midnight. All unaccompanied minors (ages 17 and under) in KumoriCon function space after midnight will be asked to leave. Curfew time ends at 4:00 AM.

As far as wandering around outside the hotel, the City of Springfield has the following curfew ordinances: 5.116 Curfew. (1) No minor shall be in or upon any street, highway, park, alley or other public place between the hours of 12 midnight and 4 a.m. of the following morning, unless:

- (a) The minor is accompanied by a parent, guardian or other person 18 years of age or over and authorized by the parent or by law to have care and custody of the minor;
- (b) The minor is then engaged in a lawful pursuit or activity which requires the presence of the minor in such public places during the hours specified in this section; or
- (c) The minor is emancipated pursuant to ORS 419B.550 to 419B.558.

(2) No parent, guardian or person having the care and custody of a minor under the age of 18 years shall allow the minor to be in or upon any street, highway, park, alley or other public place between the hours specified in subsection (1) of this section, except as otherwise provided in that subsection.

(3) Any minor who violates subsection (1) of this section may be taken into protective custody as provided in ORS 419C.080, 419C.085 and 419C.088 and may be subjected to further proceedings as provided in ORS chapter 419.

WEAPONS: No working projectile weapons in the convention areas. No exceptions will be made. No live steel, unless it can be peacebonded into its sheath or scabbard so that it cannot be drawn. No exceptions. Live steel is defined as weapons with a sharpened edge for cutting. Your kitchen steak knife is live steel. A toy sword that may be made of some type of metal but has no sharp cutting edge (i.e. is more blunt than a butterknife) is not. All prop weapons must be Peace Bonded. Peace Bonding signifies an agreement by you not to use your weapon in a manner that will cause harm to others, and to not allow others to use it to do so. Police assume drawn weapons are functional. Drawing any weapon in a public or convention space, including the hotel parking lot, is grounds for dismissal from the convention. Also, for your protection, remember police will always assume any drawn weapon is functional and will be used; replica guns would be best if holstered.

COSTUMES: Costumes must fit under the category of appropriate attire. They must also not pose a health or safety hazard. Costumes can be deemed unacceptable by con personnel and the attendee will be sent to change. Repeat offenders will have to surrender their badges and leave the convention.

FLYERS: Do not put up flyers around the convention area or hotel hallways on the walls or attach them to other surfaces. They will be removed. An appropriate area will be designated for posting flyers and information. Check at the Info table. Content of flyers must be acceptable and fall within the PG-13 limits of the convention.

HOTEL: No room stuffing. Only 4 persons maximum to a room unless an infant or small child is allowed by consent of the hotel. Abide by hotel policies. Realize that if you permanently stain hotel towels with makeup or hair dye, you will be charged (bring your own towels). Do not sleep in public areas of the hotel. Please refrain from making excessive noise in your rooms as this can disturb other guests of the hotel who may be trying to sleep (keep in mind that there are non-convention attendees who are also guests of the hotel).

LIABILITY: Kumoricon, its personnel, and its affiliates, are not responsible for any damage, theft, injury or loss. Attendees of the convention are responsible for their actions as individuals, as well as any resulting repercussions. Staff is on hand for assistance in any situation, however, any civil or medical emergencies that may occur must be handled directly by the appropriate authority.

MERCHANDISE: You must pay for all merchandise obtained from vendors. Save your receipts as proof of payment. Be patient with crowds in the vendors room and make sure to pay the appropriate vendors for all the things you purchase.

HARASSMENT: Harassment of attendees will not be tolerated. Harassment can be defined as any behavior that another person finds annoying or alarming. Threats of physical violence, unwanted physical or verbal contact, or following another person around in a public area without good cause, can all be categorized as harassing behaviors. If someone tells you to leave them alone, or says 'no', stop what you are doing and leave them alone. If you do not do so once warned, your actions can give them grounds to complain of harassment. If you feel harassed, or indeed in any case of use of physical aggressive force, bring the matter to the attention of convention security immediately. Repeat offenders will be required to hand over their badges and leave the convention.

APPEALS: To appeal a decision by con personnel, in matters such as attire, etc, which you feel to be unfair, visit the Convention Operations room. Any decision then reached by the Convention Officers present (at least two Officers), will be final.

KumoriCon Events

Art Show and Auction

Saturday 10 AM - 7 PM and Sunday 10 AM - 2 PM
Terrace

Come and see the talents of local artists. Don't miss out on this rare opportunity to view and even purchase original creations. Located through the restaurant on the Terrace.

Video Games

Saturday 9 AM - 1 AM and Sunday 9 AM - 8 PM
Panel Room 3

Visit the video game room to play Dance Dance Revolution, Initial D, Drum Mania, and other popular and foreign games. Tournaments will be announced during the con.

Learning Go

Saturday 12:00 PM, Panel Room 1

Learn how to play Go, an ancient game from Asia, recently popularized by the manga and anime Hikaru No Go. We will teach you the deceptively simple rules and basic strategies, courtesy of the Salem Go Club. No prior experience required. Learn today, and participate in the tournament on Sunday!

Mystery

Saturday 12:00 - 7:00 PM, McKenzie

A precious object Otaku Art has been slated to be unveiled for a KumoriCon showcase but there are some who would take it for themselves. We need your help to identify the thief and retrieve the object. The best sleuth will be handsomely rewarded.

Anguish of Snails

Saturday 9:00 AM, Lobby

Local band pays tribute to anime music, featuring harp, violin, and other instruments. Additional performance on Sunday to be announced.

Living in Japan: Truth and Myth

Led by: Steve Unfred, Rob Norton, and David Zahorcak.

Saturday 1:00 PM, Panel Room 2

From Japanese media we learn a lot of things about Japan: some are true, some aren't. Consequently, anime fans who go abroad to live in Japan are often quite surprised by what they discover. Living overseas is all about learning more about another country, but even so, there are some things best discovered beforehand.

This panel addresses some of the misconceptions we may have about Japanese everyday life, in the form of a True/False "quiz." It will be led by three speakers who have all had experience living in Japan. After each quiz item is revealed we'll talk about it, answer questions, and ask the audience to share their ideas.

RPG

Saturday 2:00 PM and 4:00 PM, McKenzie

Sunday 10:00 AM and 12:00 PM, Panel Room 1

Trivia Contest

Saturday 3:00 - 4:00 PM, Main Room

Test your knowledge of anime trivia! There will be prizes! Need more be said?

Art Panel

Saturday 3:00 PM, Panel Room 2

A panel for aspiring artists, we will cover the basics of drawing anime and manga drawing and where to go for feedback on art online. Bring copies of your artwork for feedback after the demonstration.

J-Pop

Saturday 5:00 PM, Panel Room 2

Learn about, listen, and watch the latest music and videos from Japan. J-Pop gurus will be there to answer most any question, and provide insight into the unique world of Japanese pop music.

Japanese Film

Saturday 6:00 PM, Panel Room 1

Actual film to be announced during con.

Cosplay Panel

Saturday 7:00 PM, Panel Room 2

Ever wonder what this strange obsession is about? Dressing up as our favorite characters, elaborate costumes, and some pretty dang cool wigs? Come to the panel, we will be discussing tips, showing off past costumes, and having a runway contest for hallway costumes!

Karaoke

Saturday 5:00 - 7:00 PM, Main Room

Like to sing, want to belt out your favorite anime or j-pop/rock song? Come to karaoke! We will be having a 15 person limit on the competitions, but we will also have open mic after the competition. Sign up early to secure your spot on the competitions brackets, or just show up with your favorite music, and belt away!

Dance Party

Saturday 8:00 PM - 12:00 AM, Main Room

Hot mixes of J-Pop and anime music that will have you on your feet and moving all night long. This isn't your high school dance, be prepared to party.

Cosplay Premeet

Sunday 9:00 AM - 12:00 PM, Panel Room 2

Competitors wishing to take place in the Cosplay Contest in the afternoon will need to send at least one representative to the Cosplay Pre-Meeting at 9:00 am on Sunday morning, and each group will be able to sign up for a run through time sometime later that day.

Go Tournament

Sunday 10:00 AM - 1:00 PM, Main Room

This tournament is for absolute beginners and more advanced players. There will be prizes for all skill levels.

Fanfiction

Sunday 12:00 PM, Panel Room 2

Come join us at the fanfiction workshop! We'll be discussing a variety of topics, including how to get started writing, dos and don'ts of fanfiction, AU, Mary Sues, crossovers, canon, beta readers, criticism and praise, the legality of fanfiction, and lots more. If you like, you're welcome to bring a sample of your writing (no more than two pages, please) to be read and critiqued by one of our volunteers. Winners of the fanfiction contest will also be announced before the end of the day!

Anime Music Video (AMV)

Sunday 2:00 PM, Main Room

Video compositions done to music by fans with too much free time on their hands.

Anime Clubs

Sunday 2 PM, Panel Room 2

Are you part of an anime club? Don't know if there's one in your area? Want to start one? This is a panel for you. If you're a member of an anime clubs, come and help us spread the word. For those who don't have a club, come and see where the current clubs are based. Also come for advice on how to go about starting your own club.

Japanese Film

Sunday 3:00 PM, Panel Room 1

Cosplay

Sunday 4:00 PM, Main Room

The overall goal is to have a great time putting on a short skit for an audience that also enjoys anime. There are awards given, but the most satisfying part of taking place or watching a Cosplay Contest is being part of a large group of people that gets all the same jokes.

Please be sure to check the information table for more information about this year's Cosplay Contest. All rules, entry form times and additional information will be available at the start of the convention.

Saturday's Schedule

Times	Main Room	Vendor Room	Panel Room 1	Panel Room 2	Panel Room 3	Hallway
8:00 AM						Registration/ Info/ Artists
9:00					Video Gaming	
10:00						
11:00	Opening Ceremony	Vendor Room				
12:00 PM			Learning Go			
1:00				Living in Japan		
2:00						
3:00	Trivia Contest			Art Panel		
4:00						
5:00	Karaoke Contest			J-Pop		
6:00	Karaoke Free Sing			Japanese Film		
7:00				Cosplay Panel		
8:00	Dance Party					
9:00						
10:00						
11:00						
12:00 AM						

Sunday

Times	Main Room
8:00 AM	
9:00	
10:00	Go Tour
11:00	
12:00 PM	
1:00	
2:00	AMV
3:00	
4:00	Cosplay
5:00	
6:00	
7:00	Closing C

McKenzie	Terrace
	Art Registration
	Art Show and Auction
Mystery Opening	
RPG 1	
RPG 2	
Mystery Closing	



Day's Schedule

Room	Vendor Room	Panel Room 1	Panel Room 2	Panel Room 3	Hallway	Terrace
			Cosplay Premeet		Registration/ Info/ Artists	
ament	Vendor Room	RPG 3		Video Gaming	Info/ Artists	Art Show and Auction
		RPG 4	Fan Fiction			
			Anime Clubs			Auction Pickup
		Japanese Film				
	Clean Up					
					Info	
Ceremony						

What is Cosplay?

Cosplay is a Japanese fan term for Costume Play. In Japan Cosplay refers to costuming from science fiction to fantasy, from medieval to military uniforms. It's basically a time for fans to dress up as their favorite character and have a bit of fun. There is a condition though; most fans insist that you not only play the character in dress, you also play the character's nature. In other words, whilst you're in costume, you must be the character, in thoughts, words and action.

Western Cosplay has a slightly different meaning. In the US/Canada and in Europe Cosplay is usually restricted to the costuming of Japanese characters, from anime, manga and gaming. The term is used by anime fans to distinguish it from other types of costuming, much in the way that the word 'otaku' is used by anime fans to describe them selves in a positive manner, while in Japan it covers all kinds of obsessive, extreme fandom and has negative connotations.

What is a Cosplay Contest?

Cosplay Contests or masquerades are fun competitions where fans in costumes put on short skits and are judged on presentation skills, costuming and overall performance. Some conventions require all costumes to be hand made, while others allow competition in purchased costumes. This year, Kurumi Con will be allowing competitors to compete wearing hand-made or purchased costumes, but the costume origin must be noted on the entry form.

Special Guests to KumoriCon

Cosplay MCs

Mike Stark and Joe Jennings

Co-Founders of the Pacific Northwest's Most Successful Cosplay Group, "Baka Zoku" Mike and Joe feel that their ongoing Cosplay success can be attributed to always focusing on entertaining the audience. Their presentations always exhibit a winning combination of stage presence, improvisational skills, and above average to excellent costuming. Kumori Con is proud to welcome them to Oregon as special guests and Cosplay MC's.

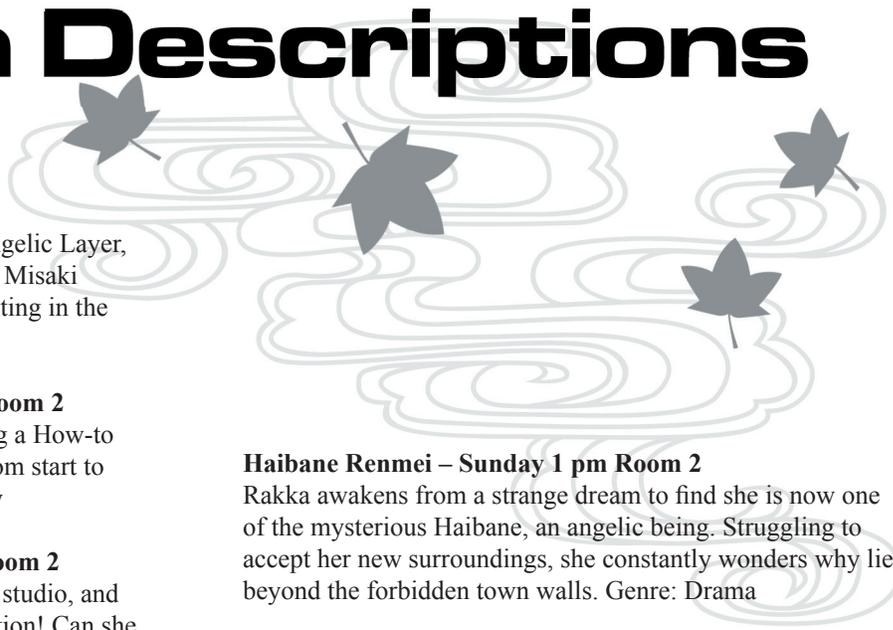
Sakura Con 2003	Judges Award
Anime Evolution 2003	Award Winner
Sakura Con 2002	Judges Award
Sakura Con 2001	Best of Show



Sketchpad



Program Descriptions



Angelic Layer - Saturday 8 pm Room 2

12-year-old Misaki Suzuhara gets involved in Angelic Layer, a battle game using “Angels”. A protégé of sorts, Misaki rises quickly in tournaments with the goal of fighting in the National Championship. Genre: Comedy

Anime: Concept to Reality - Saturday 1 pm Room 2

An introduction to computer animation, including a How-to segment that shows you how to create Anime, from start to finish, on a home computer. Genre: Documentary

Anime Runner Kuromi – Sunday 10:20 am Room 2

Otaku lands her dream job working for an anime studio, and then her boss dies leaving her as Head of Production! Can she rally her co-workers and meet the deadline? Genre: Comedy

FLCL - Saturday 6 pm Room 2

Quite possibly the strangest anime ever made. Naota’s life turns upside down when his brother leaves for America, his brother’s girlfriend makes advances on him, and he is run over by a woman on a Vespa. To make things worse, now a horn grows out of his head! Genre: Comedy, Sci Fi

Full Metal Alchemist - Saturday 1 pm Room 1

Two brothers, cursed with metal bodies for using a forbidden type of alchemy to bring their mother back to life, travel around their world searching for the Philosopher’s Stone to return their bodies to normal. Genre: Adventure

Full Metal Panic! – Saturday 9:15 pm Room 2

A group of mercenaries is sent to protect Chidori, one of the powerful Whispered who possess special powers, from kidnapping attempts. Genre: Adventure, Military

Full Metal Panic? Fumoffu – Sunday 1 pm Room 1

More misadventures of Chidori and her classmate Sagara when they try to lead a normal teenage life. Thankfully for Chidori, when problems pop up Sagara turns into a gun-wielding mascot to protect her. Sequel of Full Metal Panic! Genre: Comedy, Military

Gungrave – Saturday 5pm Room 1

A mob goon is gunned down after betraying his evil boss. Reborn as an indestructible gunfighter with no memory Grave takes a charge, Mika, who’s mother was killed by his former employers. Genre: Supernatural, Action
for the most unsavory members of society. Genre: Adventure

Gunslinger Girl - Saturday 3 pm Room 1

Noir with younger girls, Gunslinger Girl is the story of an abused child who is being used as a tool of combat by the Italian government. Henrietta is an especially talented killer, but her mental state is unstable. Genre: Adventure, Drama

Haibane Renmei – Sunday 1 pm Room 2

Rakka awakens from a strange dream to find she is now one of the mysterious Haibane, an angelic being. Struggling to accept her new surroundings, she constantly wonders why lies beyond the forbidden town walls. Genre: Drama

Happiness of the Katakuris - Saturday 11:30pm Room 1

Live action film by Director Takeshi Miike. The strangest family on the planet decides to move to the country and open a Bed and Breakfast. The only problem is that their guests keep dying in mysterious ways! Genre: Live Action, Comedy

Hunter x Hunter - Saturday 5pm Room 1

A young boy from a rural village dreams to become a Hunters so he may find the father he never knew. But first he must pass the Hunter exam, a haven for the most unsavory members of society. Genre: Adventure

Infinite Ryvius – Sunday 3 pm Room 2

Students on a space station are suddenly left in charge of themselves when sabotage cripples most of the station and kills all of the adults. However, on the long trip home tensions rise and the saboteurs look on and prepare their next strike. Genre: Drama, Sci Fi

K.O. Beast – Saturday 6:50 pm Room 2

A mismatched group of treasure hunters voraciously searches for loot. When faced with competition from their mortal enemies, Humans, can the compatriots pull together and reach their prize without killing each other? Genre: Adventure, Comedy

Kareshi Kanojyo no Jijou - Saturday 2:45pm Room 2

Miyazawa has always been the best at everything, and always been perfect. But at the beginning of High School she is upstaged by Arima, who scores better than her. Suddenly the spotlight is shifted away from Miyazawa, and a romance between Arima and Miyazawa blooms. Genre: Comedy, Romance

L/R – Sunday 4:10 pm Room 2

An anime James Bond! Sometimes there are jobs that need done but cannot be linked back to the government. That is when Cloud7 is called in. There is no job too big, dangerous, or difficult for them to handle. Genre: Action

Last EXILE - Saturday 4pm Room 2

Vanship pilots Klaus and Lavi get themselves caught up in a war when they take a mysterious messenger assignment. The cargo: a little girl who could win the war for either side. Genre: Adventure

Naruto – Sunday 9 am Room 1

A hyperactive young ninja aspires to reach the level of Hokage – the village’s top ninja. With his rival, Sensei, and love interest, Naruto goes through many tough obstacles to reach his goal. Genre: Adventure, Comedy

Now and Then, Here and There – Saturday 10:30 pm Room 2

A typical Japanese teenage boy is transported to a strange desert world. Seeing the true face of war for the first time, Shu is determined to save his friends and the mysterious Lala-Ru from the insane dictator, Hamdo. Genre: Adventure, Drama

Peacemaker Kurogane - Saturday 7 pm Room 1

A Shinsengumi story! Tetsunosuke wants to join the Shinsengumi to avenge his father’s murder, and backs up his desire with passion and skill. However, can he become a cold-blooded killer to reap his revenge? Genre: Drama

RG Veda – Sunday 2:15 pm Room 2

At the dawn of time the world is ruled by the gods led by Tentei. But, when Tentei is murdered a new era is born, one of war and pain. Five warriors search for the sixth needed to ascend to the heavens and restore the golden age. Genre: Adventure

Read or Die TV- Sunday 11 am Room 1

Michelle, Maggie and Anita are three private detectives with a wide client list and an amazing control of paper that boards on supernatural. The anticipated follow-up to RoD OVA. Genre: Adventure, Mystery

Saint Tail - Saturday, 11 am Room 2

Meimi is a normal girl by day, but by night she is a modern-day Robin Hood called “Saint Tail” who steals from thieves and gives lost items back to their owners. Genre: Magical Girl

Scrapped Princess - Saturday, 11 am Room 1

Catastrophe will befall the world on Pacifica aka Scrapped Princess’ 16th birthday, so the followers of God Mauzel are out to kill her. Along with her adoptive brother and sister, Pacifica travels around their world in search of safety. Genre: Adventure, Comedy

Slayers NEXT -

A must-see for any anime fan! Lina Inverse and her friends are off in search of adventure and loot again! But, what does the appearance of the mazoku Xellos mean for the friends? Genre: Adventure, Comedy

Tenchi Muyo! Ryoohki OVA 3 - Saturday 9 pm Room 1

The much anticipated 3rd installment of the Tenchi OVA series! The gang is back, and with Lady Tokimi plotting against them no less! Kumoricon will premiere Episode 2, thanks to Friends of Tenchi! Genre: Adventure, Comedy

Tenshi ni Narumon - Sunday 9 am Room 2

I’m Gonna Be An Angel! Noelle seems like an average girl, but looks can be deceiving. When Yuusuke accidentally kisses her, she falls obsessively in love with him. Poor Yuusuke, now even her family has moved into his house! Genre: Comedy

Waterboys TV - Saturday 10:30 pm Room 1

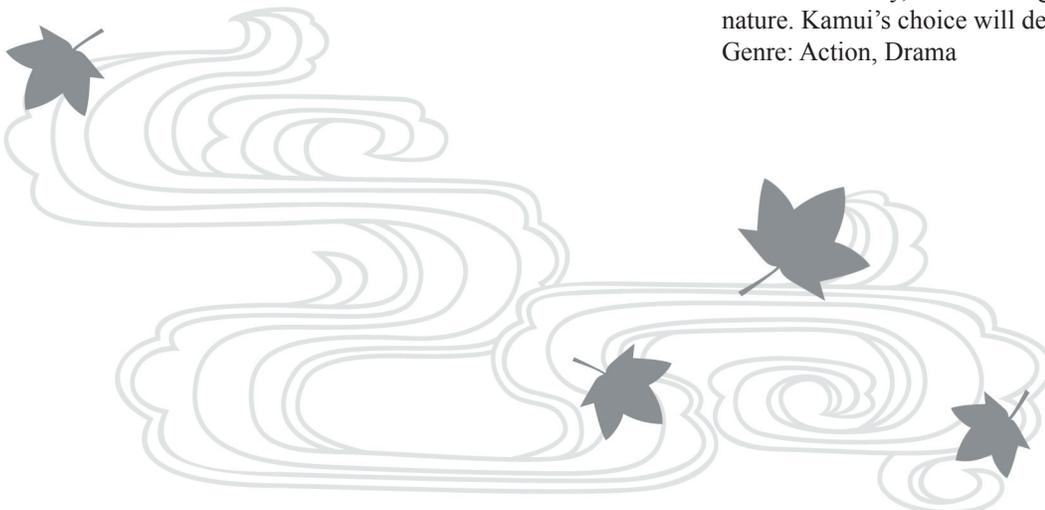
Kumoricon Premiere! A group of High School boys with an interest in synchronized swimming struggle to start a team at their school, but with so much opposition will it ever become a reality? Genre: Live Action, Comedy, Drama

Witch Hunter Robin – Sunday 12:35 am Room 2

Robin, an Italian Witch Hunter is brought to Japan to replace a recently killed member of STN-J, an organization whose mission is to capture live witches to determine how and why they became witches in the first place. Genre: Drama, Supernatural

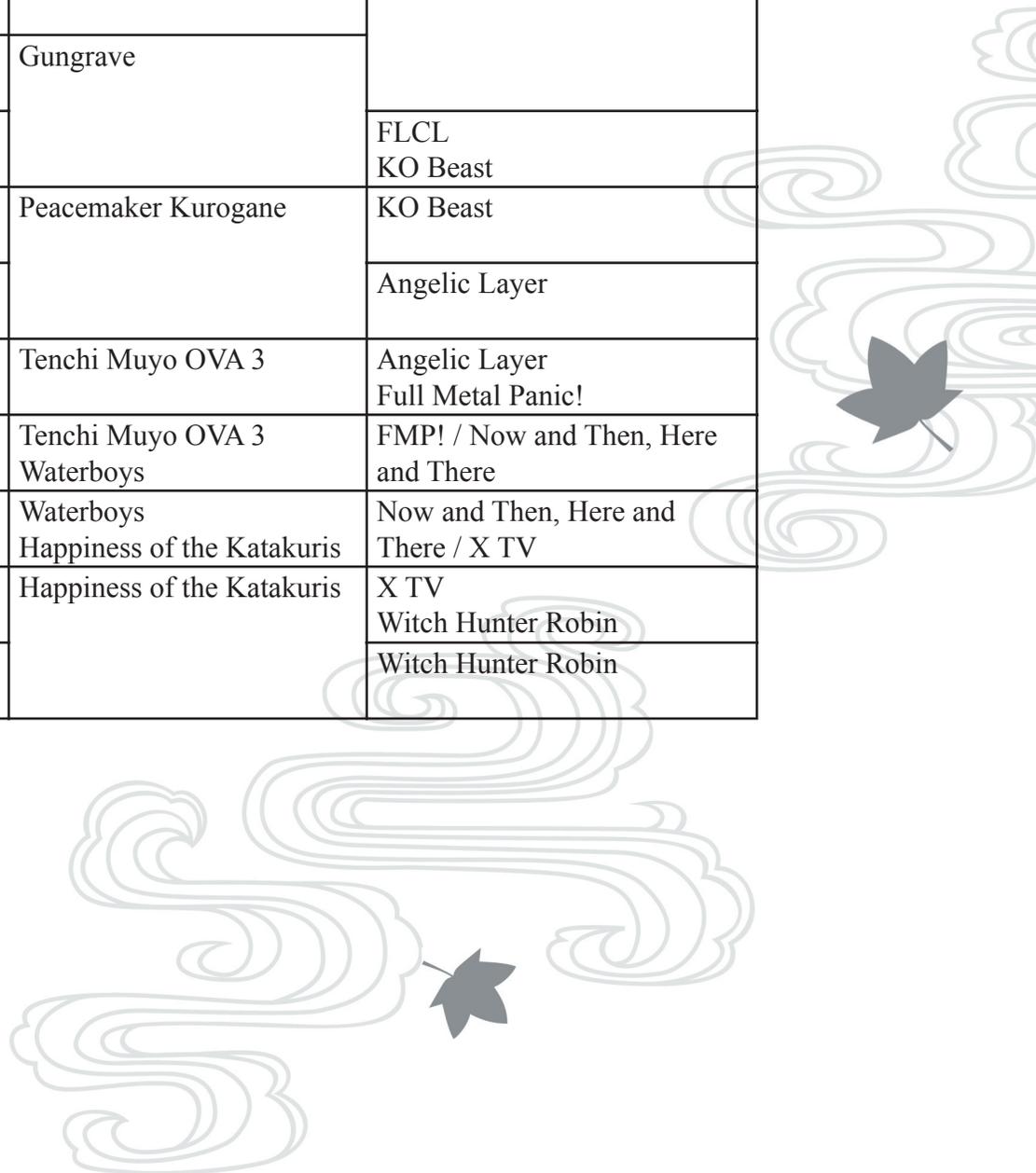
X TV – Saturday 11:20 pm Room 2

In 1999, the year of destiny, the fate of the world is battled over by two groups: the Dragons of Heaven who desire to save humanity, and the Dragons of Earth who fight for nature. Kamui’s choice will decide the fate of the World. Genre: Action, Drama



Saturday Programming

Times	Programming Room 1	Programming Room 2
11:00 AM	Scrapped Princess	Saint Tail
12:00PM		
1:00	Full Metal Alchemist	Anime: Concept to Reality
2:00		Anime: CR Kareshi Kanojyo no Jijou
3:00	Gunslinger Girl	Kareshi Kanojyo no Jijou
4:00		Last Exile
5:00	Gungrave	
6:00		FLCL KO Beast
7:00	Peacemaker Kurogane	KO Beast
8:00		Angelic Layer
9:00	Tenchi Muyo OVA 3	Angelic Layer Full Metal Panic!
10:00	Tenchi Muyo OVA 3 Waterboys	FMP! / Now and Then, Here and There
11:00	Waterboys Happiness of the Katakuris	Now and Then, Here and There / X TV
12:00 AM	Happiness of the Katakuris	X TV Witch Hunter Robin
1:00		Witch Hunter Robin

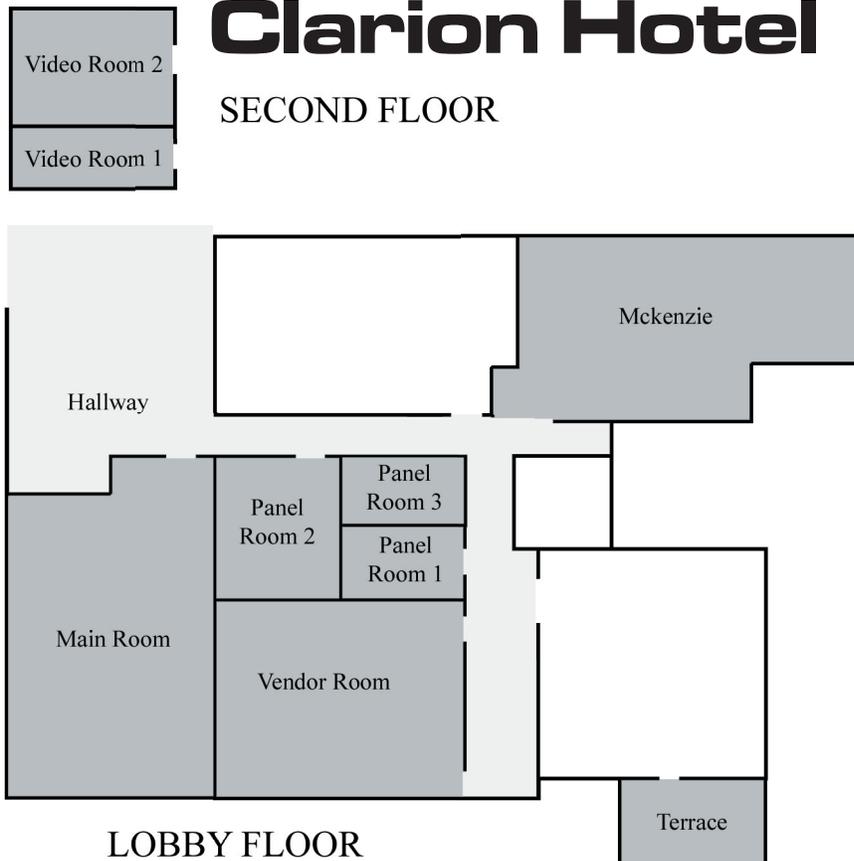


Sunday Programming

Times	Programming Room 1	Programming Room 2
9:00 AM	Naruto	
10:00		
11:00	Read or Die TV	Slayers Next
12:00 PM		
1:00	Full Metal Panic? Fumoffu	Haibane Renmei
2:00		Haibane Renmei RG Veda
3:00	Hunter X Hunter	Infinite Ryvius
4:00		Infinite Ryvius R/L
5:00		R/L

Clarion Hotel

SECOND FLOOR



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