



# KUMORI CONTENT

THE PORTLAND-VANCOUVER  
ANIME CONVENTION NEWSLETTER

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## Kumoricon Prepares for 5th Anniversary Convention

Welcome to the launch of the Kumoricon newsletter for the 2007 convention year. The first issue highlights the great progress the convention has made and publicizes our 5th anniversary event to a wider audience than ever before.



We have over 300 pre-registered members—a much greater number than at the same time period last year—and all who pre-register either already have or will soon receive their souvenir membership badges by mail.



Our staff and volunteers are more excited than ever to put on a memorable event. We couldn't do it without your help! Inside this newsletter is a glimpse of what it's

like to help behind-the-scenes with Kumoricon.

Kumoricon has grown every year since its first in 2003 to an attendance level of 2257 last year. Whether you've been with us for years or are a newcomer to the Kumoricon community, we welcome you to our world of anime, Japanese culture, cosplay, gaming, and fan creation.

Our venue has changed from year to year but our home has not. After our first year in Eugene with 400 attendees, we've made Labor Day Weekend in the Portland area our home. We look forward to seeing you in September! ☺

## Hotel and Convention Center In Brand New Building

by Tom Munkres

This year, Kumoricon finally has a hotel all to ourselves. Not only that, but we've got a convention center all to ourselves. None of the previous hotels we've held the convention at have actually been

convention centers, making this an important milestone for Kumoricon.

This convention center has the benefit of remaining combined with the hotel in the same spacious building, giving us the best of both worlds. The Vancouver Hilton and

Convention Center presents us with a bigger space than we've ever had before when including the lobby which is used for registration. We have a total attendance maximum of over 3000 people in the building and we might need it. Last year we

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### Quick Details:

- Kumoricon is held September 1-3, 2007 in Vancouver, WA.
- Pre-register by April 30 for only \$30!
- Pre-register by August 10 for \$35!
- Interested in becoming staff or volunteer? Attend one of our monthly general meetings. Details on back.



## Convention Survival Guide

by Chris Hicks

Hello and welcome to the Kumoricon survival guide. I am Negima on the Kumoricon forums and I will be your guide. I went to Kumoricon when it started back in Eugene in 2003 and have gone to it ever since. I also travel a lot and some tricks I learned from traveling have also been helpful for the convention.

The first part of our survival guide will be how to prepare for the convention and what to bring. Most of

these are simple tricks and reminders that could help you make it through the convention.

1. Bring your camera. You will kick yourself if you forget it when you see a costume you really like or wish to remember all the friends you made over the weekend. On that note:

2. Bring/charge your batteries for the camera. It's even more painful when you bring your camera but your batteries die at the

worst possible moment.

3. Bring food. While some people like to participate in the "convention diet plan", others like to bring food with them to maintain energy.

- Bring non-perishable foods. Sometimes the hotel won't have a mini-refrigerator for you to use. If you really need something to keep perishable food, take a small cooler with you or use the ice bucket in your hotel room.

You can fill them with ice from the hotel ice machine.

- Our friend Mr. Coffee Maker. For any foods that require hot water, use the electric coffee pot in the hotel room. Sometimes it can be slow so bring a small plug-in water heater if you have one.

- Bring money for food. Convention hotels are usually located near restaurants and other shops like a grocery store or conven-

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## Kumoricon's New Hotel (cont.)

*continued from page 1*

had 2,257 people, we're on track to have way more this year and even if we don't get a thousand more attendees we can definitely use the space.

Even though you may count fewer rooms than some of our other locations, you should know that these rooms are much bigger than some of the spaces panels have been held in before. One of the more novel luxuries that the

convention center has is the LCD screens mounted in the wall next to each of the rooms in the convention space, allowing our staff to program in not just a sign for what's currently in that room, but a schedule of upcoming events for the rest of the day!

The hotel itself offers a wide variety of rooms. Most of the rooms are either a single king size bed or a pair of double beds. Most of the hotel is smoke free, though there are guest rooms where smoking is allowed on the 4th floor and a balcony overlooking the park designated as a guest smoking area. The hotel's third floor contains the fitness room and an indoor swimming pool, meaning that this year's pool parties will not have to worry about the weather (although the weather has never been a problem since the first Kumoricon)! In keeping with the high-tech level of the convention center, almost the entire building is connected with an extensive Wi-Fi network.

Getting to the hotel may involve crossing state lines for a lot of us but don't worry. If you attended at Jantzen Beach last year you shouldn't add more than 10 minutes to your trip to our new location (unless you get lost). Navigating downtown Vancouver is a little easier than downtown Portland once you get there. They've put up plenty of signs to show you the way to the convention center. Even if you're not driving, it's still pretty easy to get there. The C-tran bus mall (and last stop for the TriMet bus that comes

to Vancouver) is only a block away.

So if you're coming to Kumoricon 2007 then call up the Vancouver Hilton and make your reservations soon (discount code KUM). If you want to get a look at the place yourself, we'll be holding our General Meetings at the hotel in July so come by then and tour the facility with us. I can't do justice to how great the place is so come on over and take a look. 🤔

*"If you attended at Jantzen Beach last year you shouldn't add more than 10 minutes to your trip to our new location."*



The Hilton Vancouver Washington.

## My Start With Kumoricon – A Staff Member’s Story

by Heidi Blalack

edited by Sarah Paige

Like many American children, I grew up watching Saturday morning cartoons; mostly American cartoons for American audiences. But sprinkled into this animated mix were shows like Voltron, Speed Racer and even Gigantor. All cartoons to me; though some had strange dubbing, difficult audio or nonsensical dialogue. As I grew into adulthood my love for cartoons lingered. With time, my tastes changed and it was Japanese cartoons that kept up with my changing interests.

While I grew up with cartoons, both foreign and domestic, Japanese animation grew up with me. The cartoons of Japan matured before my eyes; not just in terms of visual appearance, but also in the maturity of their themes, the complexity of their perspectives on the world, and the depth of character they explored. Now, as an adult, I call them anime and celebrate the moving, rich, and thoughtful storylines every year at Kumoricon.

*“If you’ve never played Bubble Bobble next to a massive Halo tournament while nearby two people wail on Guitar Hero and another shows off his footwork on DDR, you’re missing out.”*

Kumoricon was first mentioned to me in an online anime group. I was thrilled to learn that Kumoricon is local. I had the distinct pleasure of attending the con its first year in Portland (only its second year since its inception in nearby Eugene). The con tripled in size its second year and since then has grown by leaps and bounds. I met so many wonderful people, wearing so many creative outfits (called cosplay); I was amazed to learn just how much I didn’t know about anime culture and touched by how friendly and helpful my fellow congoers were in teaching me.

There’s glomping, the world’s most enthusiastic greeting; a semi-violent hug, usually done by running at a person, grabbing them, and squeezing. The best part of glomping is that it generally can be done by anyone to anyone. There’s also Ramuné, the world’s most entertaining drink; a semi-violent soda that must be opened by driving a marble into the bottle. Watch out—it’s known to erupt in a geyser of sweet carbonated goodness.

It’s not all semi-violence; there’s also love and candy.

I lived off of Pocky at that first convention; a sweet bread stick in various candy coatings like chocolate or strawberry yogurt. It is distributed by the Pocky Club led by the near-mythical “Tom the Fanboy”. Dedicated to ensuring no one is deprived of Pocky and wearing a ceremonial headdress/Pocky vessel, he

dispenses Pocky to good cat-boys and cat-girls everywhere.

Also, there are so-called “steaming puddles of love” (essentially a bunch of kids in cosplay outfits piled in a big sort of hug). Which are far more innocent than they sound.

Of course, you cannot have an anime convention without anime. Kumoricon has anime in abundance. With no less than three small theaters running constantly, there’s always something on. These screens show everything from children’s programs and Japanese music videos to more risqué (after hours) programming. But don’t worry about innocent eyes; ID is checked at the door.

The con experience continues with panels ranging from beginning courses like the basics of anime and manga (Japanese comic books) to advanced panels with complex, top-secret topics. Some are led by amateurs, guests of honor, or experts.

For the creative types, Kumoricon offers workshops and fan fiction. There’s Artist’s Alley, a place to buy and sell original artwork. Also, Kumoricon has an exhibitor’s hall with anime-related merchandise to look at and buy, including a few things you’ve probably never even imagined.

There’s a charity auction every year. Staff and attendees donate all items, and proceeds (which totaled over \$2400 in 2006) go to: ear, a local Portland out-

reach program for youth.

For those who are just looking for a good time, the con features karaoke, role-playing, card games, board games, and a dance party—and sometimes even stranger fare, like last year’s spicy ramen-eating contest.

Kumoricon also features LAN and console gaming as well as a few classic systems. If you’ve never played Bubble Bobble next to a massive Halo tournament while nearby two people wail on Guitar Hero and another shows off his footwork on DDR, you’re missing out.

For those, like me, who love to get involved, Kumoricon is proudly fan-run. The first year I attended I met the con chair walking around (looking spiffy as a stylized cosplay character of his own invention) and keeping tabs on everything. Shortly thereafter, I talked with the volunteer coordinator and learned the joys of becoming a volunteer.

*Some things in life will change your focus and fill you with passion to go forth with a new mission. Soon after my first Kumoricon I became con staff and have remained with them ever since. The enthusiasm of the fine people of Kumoricon is contagious. You may never meet people who love what they are doing more than these volunteers.* ☺

## Convention Survival Guide (cont.)

*continued from page 2*

ience store. Set aside a small budget if you find yourself running low on food or want to go out with friends.

- Remember to eat food. Simple, yet sometimes people have so much fun they forget one of life's daily routines.

4. Set a budget. Calculate how much the hotel will cost, how much you're willing to spend at the convention, travel expenses,

and food if you are buying any. It's also better to round up your expenses. It's better to have money left over than having no money left.

5. Extra luggage. If your luggage is full before you leave for the hotel, bring a smaller, foldable bag you can tuck away. Use this bag to carry the extra swag you'll buy at the dealer's room.

6. Bring deodorant. This is more for the sake of

everyone around you. You will learn this lesson if you participate at the convention dance.

7. Pad of paper and pen. You'll need something to write on if you want to stay in contact with your new friends.

8. Extra clothing. You're probably going to be cosplaying most of the time while you're at the con but just in case you might want to bring some regular clothes. You don't have to

bring much though. You might want to bring two shirts, two pants/shorts/skirts, and enough socks and underwear for all 3 days. You may even want to bring a swimsuit if the hotel has a pool.

These are all small tips for you to try out as you prepare for Kumoricon and other conventions. That's it for this list. In the next issue I'll talk about how to survive in, around, and even against the hotel. 🙄

## Know Your Pocky – Thai Pocky

*by Tom Munkres*

Pocky is something you're going to encounter very quickly if you like anime. Even if you don't see someone on screen munching on some (which is, admittedly pretty rare), it won't take long before a friend offers you one of the chocolate coated cookie sticks. As the president and founder of Pocky Club I've eaten a lot of Pocky and I've even had the honor of being that friend that first offers it to you. So now I'm going to go a step further and let you know a little more about our favorite Japanese snack food.

First off, most of us only get to see two flavors of Pocky, the ones that can be found at most grocery

stores, the regular chocolate in the traditional red box, and the strawberry cream in the smaller pink box. If you live in the Pacific Northwest and have a Fred Meyer in your town then odds are you've had access to these two flavors since it was built. I got my first box of Pocky from Beaverton Fred Meyer in 4th grade. Ironically enough, that store is just down the street from the Asian grocery store, Uwajimaya, where I get most of my Pocky today.

However, if you go to your local Asian grocery store you might not find other flavors of Pocky. You might just find boxes in other languages. If it says Chocky or Fran or something else indecipherable to monolingualists like myself, then you probably aren't getting Pocky. Pocky will always have its name spelled out in English (or romanji if you are proficient enough with Japanese). Another way of telling is to know who makes Pocky; the answer is Glico. The Glico Group has been making Pocky since 1966 and since 2003 they've been distributing through Ezaki Glico in California. Which is one of the reasons most boxes of regu-

lar chocolate Pocky you'll find have English nutritional information (imports have a new label applied over the original Japanese).

So you've found the Pocky in the Asian food store on the corner and you've checked for the Glico logo. You know it's Pocky, but when you open it up and take a bite it's not what you expected. The chocolate has a weird aftertaste and its texture isn't quite right. If that's the case then you probably have Thai Pocky. In 1970 Glico branched out and founded Thai Glico Co., Ltd. Thanks to the influx of South Asian culture we are now actually getting South Asian Pocky in addition to the original Japanese. I don't want to insult anyone but in my opinion the Thai Pocky is inferior.

The boxes Thai Pocky comes in are slightly smaller than the normal ones you'll see everywhere. They also have Thai characters just under the Pocky brand name on the front and all of the back. In fact, the box top logo will be completely in Thai, making it look something like "ugn". Thai Pocky also comes in strawberry, which

has another warning sign. It will come in a box the same size as the chocolate. Japanese and American Pocky will always have chocolate Pocky and strawberry Pocky in different sized boxes; either the smaller "kids" boxes of strawberry cream you'll see at the store, or the larger strawberry chunk that you can find imported. If you follow these steps to identifying Pocky you can make sure that nobody is disappointed by their first bite and gets the mouthful of authentic, chocolatey goodness they deserve.

I hope that you've found this column informative and will have an even easier time enjoying this great Japanese snack. From all of us Pocky club, thanks for reading! See you at Kumoricon!

Uwajimaya

<http://uwajimaya.com/>

Ezaki Glico

<http://www.glico.co.jp/en/corp/profile4.htm>

Glico timeline

<http://www.glico.co.jp/en/corp/profile8b.htm> 🙄



## Pocky Club – The Official Unofficial Face of Kumoricon

*interview by Heidi Blalack*

Walking the halls of Kumoricon since its inception, Tom the Fanboy has been seen. Yes cat girls and boys, Tom the Fanboy is no myth, but in truth one of the great fan boys of all time. The man who founded Pocky Club spoke with me about Kumoricon, his name, Pocky and more over IM one late night.

Before we even got started with the interview Tom answered a question I was going to ask him.

“Did you know that when I founded Pocky Club, the staff were so nervous about the concept of cosplay delivery girls that they told me not to charge people? That made things a lot more expensive in the long run but left me in control. Funny thing is that one of Meg’s [con chair 2006, 07] first question to me about the club was “How much does it cost?”

The whole point of Pocky club is that we’re doing it because it’s fun. We always get enough donations because people love us. This year, the convention is paying me.

That’s why I’m staff. Several of the executives asked me to join, so I found out what I could get and put it to a vote in the club. The people that responded to my poll were all in favor so I then contacted Jeff to let him know the result of the vote.

After that I made formal “acceptance of staff responsibilities” to Jeff, Meg, and Brenda. At the last meeting I paid my 10 bucks (staff membership) and put in my budget request forms. I’ve already started buying Pocky for the stockpile, since some flavors only come out at certain times of year.”

Tom blushes when he reads my article in referring to him as “Near Mythical Tom

the fanboy” and then describes how his name came about.

“Well, if you’re going to write about me I should let you know why I use this name...In 1999 I got into a comic book called Fans! The comic moved online about a year after the 5th and last issue was printed. I, of course, joined the online forum for the comic with a passion. Well, I’d been on the chat scene and other forums for awhile but I’d always used pseudonyms, like Tee-Moss (a nickname based on my real name), but I decided that with Fans I wanted to be true to myself and the guys at the comic so I just went by Tom the Fanboy. Fans! ended after about 5 years (shortly after Kumoricon started) and it left a vacuum in my free time (you can see how much I did for that comic if you dig through my website enough) so I started spending a lot of time on the Kumoricon forums.”

So now we know why he is Tom the Fanboy so I move the topic back to Pocky Club and how most of us know him.

“Pocky Club started back in, ohhh, 2004 when I imagined a candygram that brought Pocky instead of regular candy. I came up with the plan in November, mentioned it to a couple of people, and then told everybody to wait until I made an official announcement in July. I spent the next few months figuring out logistics and talking to the staff. The con was going to be at the Doubletree that year. I first brought it up to them in the park across the street. They told me that I needed to not compete with the people that would be selling Pocky in the vendor’s room. I would have to make sure that I wasn’t taking money for “glompograms” either, since that would be prostitution. (eww) I also had to be clear with everyone that the Club was not a service

provided by the convention itself, but a separate organization. I built the club to work within the rules and as long as I did that, nothing could stop us.”

Tom continues and tells me about the first Kumoricon that he had learned about from a friend after attending San Diego’s Comic-Con, saying it was amazing to see a fan-run con from the beginning. He is there for the people with Pocky and glomps at every Kumoricon and he is spreading to the other cons like Sakura-Con. While doing much of the work himself for Pocky Club Tom says “I can’t do any of it without the rest of the club though. They’re the ones who make the deliveries, drive me to the store, help me translate kanji on the boxes, and even get to the convention itself!”

“I want to say that Pocky Club can make deliveries at any event that Kumoricon has a presence at, not just Labor Day weekend. People seem to have forgotten this. I also want to make sure you have the links for the web page.

<http://pockyclub.elite-otaku.net/>”

I ask Tom if he will make a delivery for me. “Absolutely, let me get an order form! OK, who will we be delivering to? My response: I want it to go to Tom the Fanboy to thank him for a great interview. Ohhh! I didn’t see that coming. I’ll go get my girlfriend to deliver it!

\*slaps his head\*

I forgot one more thing that isn’t on the web page. Pocky Club maintains two lists: A Do-Not-Glomp List (for people who don’t want to be hugged or glomped but

still like Pocky); The other one is the Yes-Glomp List, a way of us getting permission from you ahead of time so any hugs given by our delivery personnel can be a surprise.

One of the things all of our Delivery Agents receive is training on glomp safety. The delivery agents love to give hugs; that’s what makes them great for delivering Pockygrams. But at the convention we not only have to get permission, but also make sure people don’t get hurt. Our agents are trained to keep your health and your costume in mind when making a delivery, so if they do glomp you there’s no harm done. I take this training very seriously, so much so that I was asked to be the guest speaker at the 2006 Fangirls Anonymous Panel and give a lecture on glomp safety.

Those girls made me proud as I pulled guys in out of the hall to use in my demonstrations. They all followed the directions to the letter and I like to think the con is a safer place because of it.

Thank you fangirls, and thank you random hall bishis.”

Kumoricon is all about love and so is Tom the Fanboy—this is why they are a great match. Look for Tom and the Pocky Club at our general meetings and Kumoricon because they will be looking out for you.

Thank you Tom. 



## Musical Guests of Honor – The Slants



The Slants are an Asian dance/rock band from Portland, OR, formed in 2006 by members of The Stivs, Son of Rust, and Evening at the Black House. Collectively, the members have had over 2,500 live performances, and have worked with legendary producer Jack Endino (Nirvana, Soundgarden, Murder City Devils), as well as shared the stage with Joey Ramone, Nine Inch

Nails, and members of Social Distortion, NOFX, and Bad Religion. The band has also produced remixes for Bjork, The Cure, and Information Society.

Their music is a cacophony of melodic rock intricacy tempered by darker, dance themes with anthemic choruses and shattering hooks reminiscent of groups such as The Faint, Depeche

Mode, Daft Punk, and Joy Division—except with an Asian spin. Perla Cadena of Sony BMG Music Entertainment claims “If you like danceable rock or anything Asian, you’ll love The Slants!” The band is currently writing and recording for their first release (to be scheduled in summer 2007), which will be followed by aggressive touring and promoting.

The Slants are a hardworking band: every show is supported with full Internet

advertising, listings and releases in the weekly papers of every city they play in, and for hometown shows there is always unprecedented saturation with posters and flyers. Their energy carries through not only on recordings, but live performances as well: as founder Simon Young said, “usually at every show, one of us ends up bleeding” (Pretty Vacant Zine).

Visit The Slants online at [myspace.com/theslants](http://myspace.com/theslants) 



## Voice Acting and Directing Guest of Honor – Kirk Thornton



Kirk Thornton came to Kumoricon (his first con as a guest) last year and couldn't wait to come back. A native of Oregon, he worked his way into anime taking the traditional path: classical actor training (University of Washington), Oregon Shakespearean Festival, New York off Broadway and regional theatre, Los Angeles film and television, and dry cleaners where he ran into an anime director. 18 years in the trenches and some of the roles he has to show for it are Jin (Samurai Champloo), Hiei (Yu Yu Hakusho), Tazuna (Naruto), Saidoh (Bleach), and Gabumon and Mummymon (Digimon). Several of the projects he can currently be heard on are Bobobo as Don Patch, Haré+Guu as Lazy, GUNxSWORD as Claw, and various bad

guys in Idateen Jump, The Prince of Tennis, and Zoids. He has just finished work on Planetes as Hachirota, Ghost In the Shell: Stand Alone Complex as Kuze, Gankutsuou: The Count of Monte Cristo as Baptistan and Caderousse, and IGPX as Mark. Other credits include Gungrave (Brandon Heat), Blackjack (Blackjack), Kikaider (Hattori), Dual (Dr. Sanada), Duel Masters, Bedaman, Last Exile, Stellvia, Vandread, Heat Guy J, Love Hina, Wolf's Rain, Akira, Fushigi Yuugi, and Rurouni Kenshin.

His voice has also appeared in video games, such as Kingdom Hearts II (Saix), Resident Evil Outbreak, Mission Impossible, .hack, Scaler, Company of

*continued opposite*

## Webcomic Guests of Honor – Applegeeks

### Artist Mohammad F. Haque “Hawk”

Mohammad F. Haque draws Applegeeks and maintains the website. He also works full-time, at a firm in D.C. as a designer, illustrator, and programmer. Hawk’s artistic influences run the gamut, but there is a definite mainstay in American comics—Spiderman and Batman are two of the obvious ones. He has received

an award nomination from CGTalk, the popular online digital art forum. Hawk has also done work for a wide range of people, mostly coloring: the Penny Arcade CCG, Megatokyo’s Miho poster, and the cover of Ctrl Alt Del: Vol. 1. He has also illustrated short graphic stories Seven and Disconnect in the graphic

novel anthologies Disposable Parts and City Limits, respectively. Mohammad is also a college graduate, having gained his degree from the University of Maryland, College Park. His personal website can be found at [www.hawkstudios.net](http://www.hawkstudios.net), which features a wide range of work.



### Writer Ananth Panagariya



Ananth Panagariya writes Applegeeks and other comic scripts in his spare time. His interest has oscillated variously between American comics, anime, manga, film, and more recently, American television (with the advent of shows like *LOST*). He is currently working on a novel, and is also an artist himself, able

to draw with both real and digital media. He graduated from the University of Maryland, College Park in May 2005, and has since been working in the creative industry—first in VA, and more recently at a firm in D.C. as a designer, illustrator, and most recently animator. He has written graphic short stories for

two graphic novel anthologies: the stories are Seven, Disconnect, and Transmigration—the first of which appeared in Disposable Parts, the last two appearing in City Limits. His personal website is now a writing blog that can be found at [www.ahpcreate.com](http://www.ahpcreate.com). ☺

## Musical Guests of Honor – A-Key Kyo



A-Key Kyo is a cover band specializing in J-pop and anime cover songs. Their outstanding performance at Uwajimaya’s Sakura Festival earned them a place on the Kumoricon stage in 2006 and they are returning to Kumoricon for a second year.

A-Key Kyo band was founded in early 2003 in

Portland, Oregon by five Japanese girls. They play Japanese pop, rock, and other genres. After two girls left, three guys joined the band. They play at several festivals featuring Japanese culture, such as Japanese Festival (at Uwajimaya Beaverton / sponsored by jaso), Sakura Festival (sponsored by Uwaji-

maya Beaverton), Mochitsuki Festival, and more.

Misa, one of the band’s members, tells us, “People love us because we play Japanese songs, and our motto, ‘be happy & be healthy’. I believe we are rare ‘anti-drug band’. Haha!” ☺

### Kirk Thornton (cont.)

*continued from opposite*

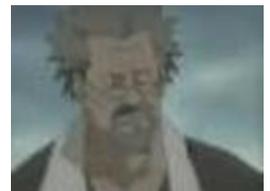
Heroes, Tales of the Abyss, Call of Duty 3, and TimeShift.

Kirk has directed the English dubs of *S-CRYed*, *Gad Guard*, *Cosmo Warrior Zero*, *Tsukihime*, *Mars Daybreak*, *Otogi Zoshi*, and *Destiny of Shrine Maiden*, holding the lead script adapter and story editor positions for

all of them. He is currently co-directing *Bleach*.

Video games that he has directed include *Enchanted Arms*, *Rogue Galaxy*, *Samurai Champloo*, and *Time Crisis 4*. He’s just finishing up a whirlwind road tour chasing down wrestlers in a mobile recording studio and directing them in the *WWE Smackdown! vs.*

*RAW 2008* video game. ☺





## Kumoricon Details

### Dates

Labor Day Weekend  
Saturday-Monday  
September 1-3, 2007

### Location

Hilton Vancouver Washington  
301 West 6th Street  
Vancouver, WA 98660

Singles & Doubles: \$109+tax per night  
Triples & Quads: \$129+tax per night  
Group Code: KUM  
[www.vancouverwashington.hilton.com](http://www.vancouverwashington.hilton.com)

### General Meetings

For staff and volunteers.  
Open to the public.

- Sun. May 20 - Salem Public Library
- Sat. June 16 - Hotel
- Sun. July 15 - Hotel
- Sat. August 11 - Hotel
- Sat. August 25 - Hotel

All meetings are from 2pm-5pm.  
Check the web site for details and updates.

Interested in becoming staff or volunteer?  
Come to a meeting to see how you can help!

Newsletter updated on May 21 to reflect June 16 meeting location change.

### Registration

- \$30 - Pre-registration until April 30
- \$35 - Pre-registration until August 10
- \$40 - At the door - Full weekend
  - \$25 - At the door - Saturday only
  - \$25 - At the door - Sunday only
  - \$20 - At the door - Monday only
- \$25 - Child registration (ages 6 to 12)
- Free - Children age 5 and under
- \$150 - Special VIP badge - guest dinner, priority seating to all events, and more

Full registration and convention policies are available at [www.kumoricon.org](http://www.kumoricon.org).

### Visit us online at [www.kumoricon.org](http://www.kumoricon.org)!

The web site always contains the latest news, policies, event schedules, calendar, and contact information.  
Visit our forums and join our community!

## See You In September!

Kumoricon features three days of anime viewing, gaming, cosplay, panels, workshops, performances, and fan creation. Our large vendor's hall has grown to three times last year's size. The new registration and badge check-in system ensures a fast entry into the convention center, with separate entrances into the lobby

for pre-registered and at-the-door attendees.

Kumoricon's state-of-the-art gaming room features 8 HDTVs, 5 Wii consoles, 2 Xbox 360s, and a PS3, alongside current and classic consoles.

Our annual charity auction benefits

p:ear, a Portland-based non-profit that aids transitional and homeless youth through education, art, and recreation. To learn more, visit [www.pearmentor.org](http://www.pearmentor.org).

Last year we raised \$2455 for p:ear. To donate to the charity auction, please contact [auction@kumoricon.org](mailto:auction@kumoricon.org).



p:ear

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