



# My Evil Plan

1

CostumeCon 26 – San Jose, California – Friday, April 25, 2008 – Morning Edition

## How To Find It

Hello from Programming! We hope you are enjoying yourselves. Here's some info about where to find your program items which were confirmed too late to make it into the program book. **As of this morning, Friday April 25, the pocket program is correct.** There will be yellow signs on each room each day, as well as the hotel crawler which tells you what is coming next. If the crawler and the yellow sign disagree, the yellow sign is correct. (Call of Cthulhu, anyone?) If the Program Book and the Pocket Program disagree, the Pocket Program is correct. Updates will be conveyed to you in two ways, through the Newszine and online programming update each evening. We want to be sure that you get where you want to go.  
— Hilary Ayer

### Correction to Pocket Program

The Convention Operations Office, in the Zinfandel Room on the 2nd floor is, in fact, opened:

Friday	Noon to midnight
Saturday	9am to midnight
Sunday	9am to midnight
Monday	9am to 3pm

Information on how to reach Con Ops during hours when the office is closed will be posted on the door of the Zinfandel Room.  
— Sarah Goodman, Operations Mistress

## Welcome to the Zine

*My Evil Plan*, the Costume Con 26 newszine, will be published twice daily. User-generated content is welcome (our business model, such as it is, is based on social networking). Please send us your articles, reviews, interviews, photos, even poetry. Our electronic in-box is <newszine@cc26.org>. There will also be drop boxes at Con Ops and downstairs.  
— Tom Becker

## Green Room Volunteers Needed

The Green Room needs volunteers for all three shows: SF & F, Parallel Dimensions in Design, and Historical. A volunteer can sign up to work one, two, or all three shows. We can use Den Moms, Mother's Helpers, and Check-in Clerks. Experience is helpful; however, it's not necessary as we brief the Green Room staff on what their jobs entail. Mother's helpers, especially, are general gophers and need no experience, so the job is ideal for a first-time participant who wants to help to put on the show.

Most volunteers working in the Green Room would be there from at least two hours before curtain time until the end of the show. It's a great opportunity to see costumes close up and to meet costumers who aren't busy rehearsing or twitching from nerves.

— Byron Connell

## Serve Science!

The Mad Science Fair is looking for volunteers to check badges at the exhibit door between the hours of 10-6 on Saturday and Sunday. Sign up with Chris or Christy Bertani in San Martin/San Simeon to work a shift. Chocolate provided.

## Grad Students Wanted!

Institution of higher learning seeks brilliant minds to assist with a ground-breaking research project. Contact Professor Matteo Bertani at the Mad Science Fair in San Martin/San Simeon.

— *Christy Bertani*

# EVIL!

In the Dealers Room!

Who knows what evil lurks in the heart of the Dealers Room (other than the fevered visions of dancing dollars that haunt the dreams of all our merchants)? It's up to YOU to root it out!

In honor of our convention's theme of Mad Science, we are holding the Most Evil Merchandise contest. We call upon you, our members, to bravely enter the Dealers Room and uncover the most perfidious and diabolical items our dealers could devise.

Each member has one vote, to be cast for one particular piece or sub-group of merchandise (not a dealer's merchandise as a whole). Voting forms will be at the Dealers Room Liaison table.

Voting ends at 6:00 PM Sunday, and the winner will be announced at the Historical Masquerade, and receive a 2008 Nauga.

# EVIL!

— *Dave Clark, Dealers Room*

*Editors note: We were particularly charmed by Dave's instructions for this article, which seem to express a very noir sensibility: "Title, followed by body."*

## Stitch N Bitch Room

Why huddle on the edge of a desk in solitude madly finishing that whatsit or mending that hem you could have sworn was completed? You'll still want to do these things, but why not do them at a Large Table in a Comfier Chair with other costumers to chat with? The Chardonnay Room is our CC 26 Stitch N Bitch Room, with power strips, the Things Boxes, iron & ironing board, a loaner machine (when it arrives), et cetera et more cetera. We open at noon Friday, then the schedule runs as in the pocket program. We close at 2 am only if nobody is in the room, and we will be closing the room on Monday.

There are a few cautions:

- Please no unattended Child in Tow or Youth Badged people
- Turn off the iron after use. Every time.
- Take what you need from the Things boxes, but please take only what you need and leave the rest.
- Please do not leave your possessions or machines in the room after use – we do not have a constant room attendant – though we'd love to have volunteers.

Thank you

— *Hilary Ayer*

This issue was brought to you by: Tom Becker, and the color red. Thanks to Cheryl Morgan for the title. The views expressed in this zine are not necessarily those of Costume Con 26, its management, or the authors. Responsible parties may be provided the opportunity to generate more content for us to publish.