

TIMETABLE – FRIDAY

	Pseudopolis Yard	Treacle Mine Road	Chittling Street	Dolly Sisters	The Odium
09:00	Tech Setup				
10:00					
11:00					
12:00					
13:00					
14:00	Tech Briefing	Trolls' Guide / Gophers' Brief / Custody Brief	Hat Making Workshop		
15:00	Beginners' Sword Fighting	Armour Workshop			
16:00			Borrowing		
17:00		Just a Minute		Fresh Blood Werewolf	
18:00					
19:00	Opening Ceremony				
20:00	Ghost Stories with Jacqueline			Games room open	Showing: Colour of Magic
21:00		Just a Minute After Dark			
22:00		Toast and Jam			

TIMETABLE – SATURDAY

	Pseudopolis Yard	Lemonade Factory	Treacle Mine Road	Chittling Street	The Tanty	Dolly Sisters	The Odium
09:00	Maskerade Rehearsal		Lu Tze's Tai Chi				
10:00		Luggage Wars Build Session	Trolls' Guide / Gophers' / Custody	Borrowing	Occupational Therapy	Games room open	
11:00			Pointless	Cripple Mr Onion			
12:00	Backspindle Present Clacks	Suspects' Interviews	Rockbusters	Suspects' Interviews	Suspects' Interviews		
13:00							
14:00	The Discworld Emporium	Luggage Wars Build Session	Discworld Folk Songs		Occupational Therapy	Games room open	Showing: Soul Music
15:00	The Big Guest Interview						
16:00			Wossname				
17:00	Dagger Defence						
18:00		Suspects' Interviews		Suspects' Interviews	Suspects' Interviews		
19:00	Maskerade					Not the Maskerade	Showing: Going Postal
20:00							
21:00							
22:00	Disco		Maskerade Photo Call			Landlady's Werewolf	Showing: Dr. Horrible
23:00							

TIMETABLE – SUNDAY

	Pseudopolis Yard	Lemonade Factory	Treacle Mine Road	Chittling Street	The Tanty	Dolly Sisters	The Odium
09:00	Advanced Sword Fighting						
10:00	Dagger Defence		Rockbusters	Cripple Mr Onion	Occupational Therapy	Games room open	Showing: Mark Reads
11:00	Snowgum Films		Plant Folklore	Discworld Pictionary			
12:00	Colin Smythe Talks	Suspects' Interviews	Kitchen Witchery	Suspects' Interviews	Suspects' Interviews		
13:00							
14:00	Charity Auction			Wossname	Occupational Therapy	Games room open	Showing: Wyrd Sisters
15:00			Watchmen Funk				
16:00		Auction Payment		Borrowing			
17:00							
18:00							
19:00	Sunshine Sanctuary Gala Dinner		Not the Gala Dinner			Games room open	Showing: Hogfather
20:00							
21:00							
22:00	Murder Mystery Reveal / Disco		The Lodge				Showing: Once More With Feeling
23:00							

TIMETABLE – MONDAY

	Pseudopolis Yard	Treacle Mine Road	Chittling Street	The Tanty	Dolly Sisters	The Odium
10:00	Vimes Teaches Anything	So You Think You Know Stuff?	Just a Minute	Occupational Therapy	Games room open	
11:00	Pat Harkin Talks		Discworld Pictionary			
12:00	Stories from Start to Finish					
13:00						
14:00	Bernard Pearson Talks	Rockbusters Final	Borrowing		Games room open	Showing: IDWCon Interviews
15:00	Luggage Wars Final	Ken Talks Tech	Wossname			
16:00	Closing Ceremony					
17:00						
18:00						
19:00	Tech Teardown					
20:00						
21:00						

EVENTS – FRIDAY

Tech Briefing

14:00, Pseudopolis Yard

Learn the secrets of Tech. What are they, you ask? Well, you'll just have to come along to find out!

Trolls' Guide

14:00, Treacle Mine Rd.

Is this your first convention? Are you new to Discworld? Are you confused / intrigued by all the madness? Then come to the Trolls' (newbies') Guide to Conventions where all (or at least some) will be explained.

Gopher's Briefing

14:20, Treacle Mine Road

Want to help out this weekend? Be a volunteer – or a gopher, as we call them. Pop along to the briefing to find out what's involved and to sign up.

Custody Briefing

14:40, Treacle Mine Road

If you're not content with just being a Special Constable for the weekend, why not join the ranks of our Custody Officers?

Hat Making Workshop

14:00, Chittling Street

Construct your very own One Size

Doesn't Fit Anyone helmet, with some expert assistance and everything you need to build and personalise it.

Beginners' Sword Fighting

15:00, Pseudopolis Yard

"You're walking around, Sam, with a weapon you don't know how to use." A part of every Watchman's basic training, learning how to handle a sword should be one of the most vital. Commander Vimes

teaches you how to use this basic tool in a Watchman's arsenal. Advance sign-up required.

Armour Workshop

15:00, Treacle Mine Road

A demonstration of making copper costume armor, including a chance to try your hand at making some bracers to take away with you). There is also a possibility for one or two lucky participants to become the proud owners of a copper breastplate (for a small fee to cover costs).

Borrowing

16:00, Chittling Street

A great ice-breaker, Borrowing is a game involving lots of chair-swapping, and lets you take on the role of a random Discworld character... for a few seconds, at least.

Just a Minute

17:00, Treacle Mine Road

Can you speak for 60 seconds on a Discworld-themed topic without hesitation, repetition or deviation? If so, this game could be for you.

Fresh Blood Werewolf

17:00, Dolly Sisters

A beginners' guide to the game of Werewolf, a staple of many Conventions – we even have our own special IDWCon deck. A party game for an almost unlimited number of players.

Opening Ceremony

19:00, Pseudopolis Yard

One not to miss. Welcome our guests and attendees, hear some of the important information and plans for the

rest of the weekend, and take your Watchman's Oath. Includes the introduction to the plot for our Murder Mystery (watch this space!). Don't forget to bring along your membership pack!

Ghost Stories with Jacqueline

20:00, Pseudopolis Yard

Jacqueline Simpson will be telling some ghastly gruesome ghost stories from Iceland and Denmark, followed by readings of spooky tales by an assortment of other people.

Showing: The Colour of Magic

20:00, The Odium

Come and view the second of The Mob's live-action Discworld adaptations in the comfort of the Odium's patented imp-powered massage chairs (banged-grains not supplied). 3hr 11min.

Just a Minute After Dark

21:00, Treacle Mine Road

Just a Minute, but this time with a more... adult theme. Colourful language will certainly ensue (not for children or those of a sensitive disposition).

Toast and Jam

22:00, Treacle Mine Road

An improvised musical event for anyone to come along and sing, play instruments or just hum along. There's likely to be a lot of the tappin' of the feets - but the good kind!

EVENTS – SATURDAY

Maskerade Rehearsal

9:00, Pseudopolis Yard

We know, it's nine in the morning and you had seventeen pints last night. But showbiz waits for no-one, and if you want to trip The Light Fantastic in our much-anticipated Maskerade, now is the time to high-tail it to the rehearsals, where you can sign up if you haven't already, and get all of the nitty-gritty details of your performance sorted out.

Lu-Tze's Tai Chi

9:00, Treacle Mine Road

A gentle session of calming exercises with absolutely no déjà-fu thrown in.

Luggage Wars Build Session

10:00 and 14:00, The Old Lemonade Factory

Fancy yourself as a sapient pearwood master? Construct the finest mobile trunk to compete in Monday's Luggage Wars – the ultimate test of style, control, damage, and aggression!

Trolls' Guide

10:00, Treacle Mine Road

Is this your first convention? Are you new to Discworld? Are you confused / intrigued by all the madness? Then come to the Trolls' (newbies') Guide to Conventions where all (or at least some) will be explained.

Gopher's Briefing

10:20, Treacle Mine Road

Want to help out this weekend? Be a volunteer, or as we call them, a gopher. Pop along to the briefing to find out what's involved and sign up if you're interested.

Custody Briefing

10:40, Treacle Mine Road

If you're not content with just being a Special Constable for the weekend, why not join the ranks of our Custody Officers?

Borrowing

10:00, Chittling Street

A great ice-breaker, Borrowing is a game involving lots of chair-swapping, and lets you take on the role of a random Discworld character... for a few seconds, at least.

Occupational Therapy

10:00-12:00 and 14:00-17:00, The Tanty

Get your pointy craft implements (or borrow some of ours) and let your creativity run riot! Then, read it the Riot Act and take it to the Tanty, our dedicated craft room. Craft, design and create your violent tendencies away and emerge a reformed* member of society!

* We make no guarantee of complete reformation.

Beginners' Sword Fighting

15:00, Pseudopolis Yard

"You're walking around, Sam, with a weapon you don't know how to use." A part of every Watchman's basic training, learning how to handle a sword should be one of the most vital. Commander Vimes teaches you how to use this basic tool in a Watchman's arsenal. Advance sign-up required.

Pointless

11:00, Treacle Mine Road

The quiz where being right doesn't always mean you win. We've given 100 Discworld

fans 100 seconds to answer a variety of Discworld questions, and we want you to guess the most obscure answers for a chance to win our Pointless trophy. Sign up (in pairs) at the registration desk.

Cripple Mr Onion

11:00, Chittling Street

Come along and learn the traditional Ankh-Morpork card game. Licensed by the Gamblers' Guild, though we guarantee that you won't be playing against anyone called something along the lines of 'Doc [city name]'.

Backspindle Presents Clacks

12:00, Pseudopolis Yard

The official release of 'Clacks', the new boardgame from Backspindle Games (creators of the boardgame Guards! Guards!), followed by a demonstration by some of our guests.

Suspects' Interviews

12:00 and 18:00, The Old Lemonade Factory / Chittling Street / The Tanty

As part of our Murder Mystery (watch this space!), a number of suspects have been detained for the duration of the Watch Open Weekend. Recruits will need to sniff out the truth, by *most* means necessary – the ginger beer trick is prohibited.

Rockbusters

12:00, Treacle Mine Road

The classic hexagonal-tile-based gameshow, with a dwarfish Discworld twist. Pit your wits against other attendees either individually or in pairs for a chance to try the Glod Run!

The Discworld Emporium

14:00, Pseudopolis Yard

Those ever-so-cunning artificers at the Discworld Emporium will delight and intrigue us with musings on their latest work, among other things.

Discworld Folk Songs

14:00, Treacle Mine Road

Join a member of Ankh-Morpork's Guild of Musicians in a little sing-song of well- and lesser-known ditties from the Disc. Warning: possible earworms.

Showing: Soul Music

14:00, The Odium

Come and view the first of Cosgrove Hall's animated Discworld adaptations in the comfort of the Odium's patented imp-powered massage chairs (banged-grains not supplied). 2hr 52min.

The Big Guest Interview

15:00, Pseudopolis Yard

Come and hear our esteemed guests* talk about all things Discworld and beyond. There'll be a chance for audience questions as well, so come prepared.

*Also features some non-esteemed guests.

Wosname

16:00, Treacle Mine Road

The classic game where you just can't think of the right word to describe that wosname.

Dagger Defence

17:00, Pseudopolis Yard

While a Watchman might never have to use a dagger, defence against this weapon is vital to survival in Ankh-Morpork, or indeed anywhere the City

Watch might operate. Commander Vimes instructs us on how to not get perforated. Advance sign-up required.

Maskerade

19:00, Pseudopolis Yard

Welcome to the Maskerade - a competitive event where participants can showcase their Discworld-related skills, be it in performance, theatrics or with a needle and thread! There's no telling what will happen at the Maskerade, with different types of acts taking the stage each turn. The judges will have their work cut out for them choosing a winner of this hugely popular and entertaining competition!

Not the Maskerade

19:00, Dolly Sisters

A selection of games (probably mostly Werewolf) for those who can't stand the smell of greasepaint and limelight.

Showing: Going Postal

19:00, The Odium

Come and view the third of The Mob's live-action Discworld adaptations in the comfort of the Odium's patented imp-powered massage chairs (banged-grains not supplied). 3hr 5min.

Disco

22:10, Pseudopolis Yard

After the strenuous sitting-down of our Maskerade, why not unwind at the first of our two discos?

Maskerade Photo Call

22:00, Treacle Mine Road

Why not preserve a memory of the Convention with an iconograph? And now with our newfangled "green screen" technology, theimps can paint

you in a variety of themed settings too! Featuring the entrants of the Maskerade in their dazzling costumes; but anyone else is welcome to have their picture taken too.

Landlady's Werewolf

22:00, Dolly Sisters

An extra-special version of the traditional convention game, with a surfeit of explosions, tragic deaths, devious plotting, last-minute heroics, and all manner of exciting and edifying spectacles!

Showing: Dr. Horrible

22:15 and 23:10, The Odium

Two showings of Joss Whedon's online-only miniseries Dr Horrible's Sing-Along Blog - because of tradition. 42min each.

EVENTS – SUNDAY

Advanced Sword Fighting

9:00, Pseudopolis Yard

It's one thing to use a sword, but another to use it well. Commander Vimes teaches some advanced techniques, for when the beginners' sessions just don't scratch that itch. Advance sign-up required.

Dagger Defence

10:00, Pseudopolis Yard

While a Watchman might never have to use a dagger, defence against this weapon is vital to survival in Ankh-Morpork, or indeed anywhere the City Watch might operate. Commander Vimes instructs us on how to not get perforated. Advance sign-up required.

Rockbusters

10:00, Treacle Mine Road

The classic hexagonal-tile-based gameshow, with a dwarfish Discworld twist. Pit your wits against other attendees either individually or in pairs for a chance to try the Glod Run!

Cripple Mr. Onion

10:00, Chittling Street

Come along and learn the traditional Ankh-Morpork card game. Licensed by the Gamblers' Guild, though we guarantee that you won't be playing against anyone called something along the lines of 'Doc [city name]'.

Occupational Therapy

10:00-12:00 and 14:00-17:00, The Tanty

Get your pointy craft implements (or borrow some of ours) and let your creativity run riot! Then, read it the Riot Act and take it to the Tanty,

our dedicated craft room. Craft, design and create your violent tendencies away and emerge a reformed* member of society!

* We make no guarantee of complete reformation.

Showing: Mark Reads

10:00, The Odium

Mark Oshiro reads books aloud on YouTube, without knowing anything about them beforehand. Come and see him work his way through some Discworld books in his inimitable style, from the comfort of the Odium's patented imp-powered massage chairs (banged-grains not supplied).

Snowgum Films

11:00, Pseudopolis Yard

An exclusive video interview with Daniel Knight of Snowgum films, about their current project: an adaptation of Sir Terry's short story Troll Bridge. May also include an appearance by their Cohen actor, or their VFX supervisor.

Plant Folklore

11:00, Treacle Mine Road

Watch the trees, because they are watching you. A talk by Theresa Storey on the folklore, magic and healing of our native plants.

Discworld Pictionary

11:00, Chittling Street

Can you draw an ambiguous puzuma, doodle a picture of the Bursar, or even sketch the Disc itself? Then why not try your hand at this Discworld-themed version of the classic team-game.

Colin Smythe Talks

12:00, Pseudopolis Yard

The distinguished Colin Smythe talks about being Sir Terry's first publisher, the early years of their author/agent relationship, and publishing in general.

Suspects' Interviews

12:00, Old Lemonade Factory / Chittling Street / The Tanty

As part of our Murder Mystery (watch this space!), a number of suspects have been detained for the duration of the Watch Open Weekend. Recruits will need to sniff out the truth, by *most* means necessary – the ginger beer trick is prohibited.

Kitchen Witchery

12:00, Treacle Mine Road

Your local Boffo's representative teaches you how to make lotions and potions from ordinary kitchen ingredients (including of course Akwa and Sukrose).

Charity Auction

14:00, Pseudopolis Yard

Come one, come all, to our famous Discworld Charity Auction, hosted by Pat Harkin, where you'll be able to bid on a variety of unique collectors' items, amazing one-of-a-kinds and some complete tat!

Wossname

14:00, Chittling Street

The classic game where you just can't think of the right word to describe that wossname.

Showing: Wyrd Sisters

14:00, *The Odium*

Come and view the second of Cosgrove Hall's animated Discworld adaptations in the comfort of the Odium's patented imp-powered massage chairs (banged-grains not supplied). 2hr 20min.

Watchmen Funk

15:00, *Treacle Mine Road*

The Watch Steering Group have come up with a wonderful idea for a new promotional piece – a video of some of our brave recruits performing a stirring rendition of a famous Roundworld song. We invite you to 'volunteer' to help perform the one and only Watchmen Funk.

Auction Payment

16:00, *Pseudopolis Yard*

Our treasurer is eager to relieve you of your hard-earned cash – all for a good cause, of course! Collect the items that you've successfully bid on in the Auction, but don't forget to bring your wallet.

Borrowing

16:00, *Chittling Street*

A great ice-breaker, Borrowing is a game involving lots of chair-swapping, and lets you take on the role of a random Discworld character... for a few seconds, at least.

Sunshine Sanctuary Gala Dinner

19:00, *Pseudopolis Yard*

We at the Watch Open Weekend are proud to host the highlight of the social calendar: the annual Gala Dinner for the Sunshine Sanctuary for Sick Dragons. Ticketed event – dress code is formal or costume, shoulder-dragons optional.

Not the Gala Dinner

19:00, *Treacle Mine Road*

Gala Dinner not your thing? Not to worry, we've laid on a variety of games to keep you entertained while the cream of Ankh-Morporkian society suffer the inevitable sheep's eyeballs or crystallised jellyfish*.

* Depending on menu choices.

Showing: Hogfather

19:00, *The Odium*

Come and view the first of The Mob's live-action Discworld adaptations in the comfort of the Odium's patented imp-powered massage chairs (banged-grains not supplied). 3hr 9min.

Murder Mystery Reveal / Disco

22:00, *Pseudopolis Yard*

For those of you following our weekend-long Murder Mystery (see page 27), this is the denouement you've been waiting for. Naturally, this dramatic moment then segues into the second of our discos.

The Lodge

22:00, *Treacle Mine Road*

The first ever Roundworld meeting of The Ancient and Illustrious Order of Old Bar Stewards of Old Ankh-Morpork. This is your opportunity to become a member of this ancient and very exclusive Order, and make a [mandatory] contribution to charity (RICE). During the meeting, you will go through the ancient and mysterious ceremony of induction into the Order, learn the ancient and secret ways to identify a fellow member, and become the proud owner of a

(possibly ancient) certificate of membership and a copy of the ritual book to take away with you.

Showing: Once More

With Feeling

22:15 and 23:10, *The Odium*

Two showings of *that* episode of Buffy the Vampire Slayer, because of *tradition*. 50min each.

EVENTS – MONDAY

Vimes Teaches Anything

10:00, Pseudopolis Yard

Back due to popular demand. Two years ago in Lancre, Commander Vimes posed a question to a number of raw recruits; if you could get me to teach you anything, what would it be? This year, you can bring your own melee weapon (check it out with the Custody Officers first) and, if it passes inspection, the Commander will teach you how to use it to the best of his abilities – from fists and feet to scythes (and most things in between). Advance sign-up required.

So You Think You Know Stuff?

10:00, Treacle Mine Road

A general knowledge quiz! Every question will have 4 options to answer, and you answer by moving to a designated spot. Some questions are easy, some are tricky, but will you hold your own or let the herd mentality sway you?

Just a Minute

10:00, Chittling Street

Can you speak for 60 seconds on a Discworld-themed topic without hesitation, repetition or deviation? If so, this game could be for you.

Occupational Therapy

10:00-12:00, The Tanty

Get your pointy craft implements (or borrow some of ours) and let your creativity run riot! Then, read it the Riot Act and take it to the Tanty, our dedicated craft room. Craft, design and create your violent tendencies away and emerge a reformed* member of

society!

* We make no guarantee of complete reformation.

Pat Harkin Talks

11:00, Pseudopolis Yard

Everyone has their own favourite Discworld character. Pat Harkin has kindly volunteered to tell you all why you're wrong.

Discworld Pictionary

11:00, Chittling Street

Can you draw an ambiguous puzuma, doodle a picture of the Bursar, or even sketch the Disc itself? Then why not try your hand at this Discworld-themed version of the classic team-game.

Stories from Start to Finish

12:00, Pseudopolis Yard

In this panel, Jacqueline Simpson and Colin Smythe discuss the makings of a good story, and the process of getting it published.

Bernard Pearson Talks

14:00, Pseudopolis Yard

The title says it all, really. Our esteemed Cunning Artificer holds forth on any and all topics – you have been warned! We are not responsible for any fainting or vapours brought on by the bearded one's anecdotes.

Rockbusters Final

14:00, Treacle Mine Road

The Grand Final of our Rockbusters game: the classic hexagonal-tile-based gameshow with a dwarfish Discworld twist.

Borrowing

14:00, Chittling Street

A great ice-breaker, Borrowing is a game involving lots of chair-swapping, and lets you take on the role of a random Discworld character... for a few seconds, at least.

Showing: IDWCon Interviews

14:00, The Odium

A variety of recorded interviews from IDWCons past, featuring (among others) video interviews conducted by Sir Terry.

Luggage Wars Final

15:00, Pseudopolis Yard

Witness trained mobile trunks, lovingly crafted at the convention, battle it out in the ultimate test of style, control, damage and aggression! May be loosely based on a Roundworld TV show of a similar name and theme.

Ken Talks Tech

15:00, Treacle Mine Road

Ken talks, it's probably about tech. Grill our tech expert about all aspects of his craft.

Wosname

15:00, Chittling Street

The classic game where you just can't think of the right word to describe that wosname.

Closing Ceremony

16:00, Pseudopolis Yard

Alas, all good things must come to an end. Join us for the goodbyes, the handing out of prizes, the thank-yous and acknowledgements, and most importantly, the Traditional Farewell.