

2:00PM - 3:00PM

Walrus Theatre

Speed Run Showcase

Metroid Prime in an hour? **Quake in 13 minutes?:**

Check out this compilation video showing some of the most impressive, record-time-setting attempts at video game completion. Put together by the guys at Speed Demos Archive, the techniques you'll see are a far cry from using the magic flute to world hop in Super Mario 3.

3:00PM - 4:00PM

Raven Theatre

Designing a Free-to-Play Game

High quality Free-to-Play games are starting to flourish in North America. Hear from a studio who built a game for this market from scratch. Klei Entertainment is also the creator of Eets for the Xbox LIVE Arcade, and was heavily involved in N+. Today they are partnering with Nexon to bring an original Free-to-Play game to North America. Presented by: Jamie Cheng [CEO, Klei Entertainment Inc.]

3:00PM - 4:00PM

Wolfman Theatre

The Wright Stuff: Educating Tomorrow's Developers Today

This panel will provide an in-depth look at the education options available to today's aspiring game developers. There won't be any deans, VPs, PR or marketing people - just a straight "from the trenches" take on game development education.

3:30PM - 4:30PM

Walrus Theatre

Homegrown Kids: Everything I Learned About the Industry, I Learned in QA

A collective ramble about why QA is an integral part of the industry, what goes on behind closed doors, about how to build your career from the pits, and keeping your roots! Get practical advice, and learn how QA provides a strong foundation for a continuing career in the industry.

Panelists include: Sandra Lew [PR/Marketing Coordinator, Foundation 9 Entertainment], Stanley Phan [Public Relations Specialist, Eidos], Jack Brummet [VP of Quality Assurance, Foundation 9 Entertainment], Berjes Enriquez [Software Development Manager, Electronic Arts], Brian Kirkness [Producer, Griptonite Entertainment], Nestor Protacio [Assistant Producer, SEGA of America]

3:30PM - 4:30PM

Serpent Theatre

Beginning and Ending in Game Design

Interested in how to get into the industry and what the future holds in store? Join a selection of junior designers and the creative director from Obsidian Entertainment about what game devs look for in design candidates, how to break into the industry, what you can expect in your first year of development, and what the future can hold

in store with a decade of game development behind you. Expect war stories along with practical advice.

Panelists include: Annie Carlson [Junior Designer, Obsidian Entertainment], Joe Bullock [Cinematics Designer, Obsidian Entertainment], Chris Avellone [Creative Director/Lead Designer, Obsidian Entertainment], Fryda Wolff [Sound Engineer, Obsidian Entertainment]

3:30PM - 4:30PM

PC Freeplay Area

Omegathon Round 1: Peggle

Our new 2008 Omeganauts will meet their first challenge in the form of PopCap's Peggle. Each level of Peggle features a colorful 2D background filled with different colored "pegs". The objective in each level is to clear all of the orange pegs by hitting them with a ball shot from the top of the screen. Twenty Omeganauts will be reduced to sixteen.

4:30PM - 5:30PM

Main Theatre

PAX 2008 Keynote: Ken Levine

Founder and creative director for 2K Boston, Ken Levine is the master scribe behind System Shock 2, the Freedom Force series, Tribes: Vengeance, and of course, the critically acclaimed masterpiece, Bioshock. Join us as one of the greatest storytellers in our industry delivers the keynote to PAX 2008!

4:30PM - 5:30PM

Raven Theatre

Girls and Games: The Growing Role of Women in the Game Industry

According to the ESA, more than 43% of video gamers are female, making women the single largest untapped market segment in the gaming industry. Look at the milestones crossed and the hurdles to come as developers and publishers reach out to this previously overlooked demographic. Are current strategies effective? What does this mean for the game industry as a whole?

Panelists include: Jo Clowes (moderator) [Microsoft], Annie Carlson [Game Designer, Obsidian Entertainment], Marlo Huang [Media Director, Liquid Advertising], Linsey Mudrock [Game Designer, ArenaNet]

4:30PM - 5:30PM

Wolfman Theatre

Video Games, Politics & Policy: "The Violence Thing" and Beyond

We'll discuss the "video game violence" issue, as well as other issues involving video games in the political environment -- taxes, net neutrality, consumer rights, EULAs and others as time allows.

Panelists include: Dennis McCauley (moderator) [Editor, GamePolitics.com], Bo Andersen [President, Entertainment Merchants Association], Jason Della Rocca [Executive Director, International Game Developers Association], Jennifer Mercurio, Esq.

[Director, Government Affairs, Entertainment Consumers Association], Alex Quinn [Executive Director, Games for Change]

5:00PM - 6:00PM

Walrus Theatre

So, you want to pitch a game?

Have you ever wondered how the games you see on the shelves got there? Well the first step was a probably a pitch meeting. One where someone with a lot of money (the publisher) said to someone with no money (the developer) "Give me some ideas to make more money." In this session, with audience participation, we will come up with a game pitch. Walking through the steps, questions, timelines, budget, IP, and the sequelitis that make up a game pitch in our industry. Presented by Zombie Studios' John Williamson.

5:00PM - 6:00PM

Serpent Theatre

If the Nerdcore Could Rise Up, it Could Get Elevated: Musical Guests Panel

Join a mix of our musical guests as they tell stories about their experiences as geek rock icons, what it's like to have an internet fanbase, the games and other influences they've had along the way, and what you should and shouldn't do if you're interested in starting up a band in this niche genre.

5:30PM - 6:30PM

Main Theatre

Penny Arcade Q&A Panel #1

Make sure to get there early for this one, as it's one of the most well attended panels of the show. Two mics on stage, two mics in the crowd. Line up for your questions and Gabe and Tycho will do their best to accommodate! And god, please no "who would win in a fight" questions. If you can't make this particular Q&A, be sure to catch catch the second Penny Arcade Panel.

6:00PM - 7:00PM

Raven Theatre

Ubisoft Presents: EndWar

Bring your paisley ties and smoking jackets to the swanky Raven Theatre for a classy sneak-peak of Tom Clancy's EndWar. Your host for the evening will be Li "Jazzy" Kuo, former game journalist and currently Community Developer in Shanghai with Team EndWar. Mr. Kuo will have special updates from the dev team, a live demo of the highly-anticipated game, and a few special surprises as well.

6:00PM - 7:00PM

Wolfman Theatre

Writing for Games

Bowser takes Peach, Mario chases after Bowser, Bowser falls into some lava, The End. It wasn't long ago when writing and storytelling were at the bottom of the priority list, but as these industry pros will tell you, the tide has changed and compelling storyarcs and tight dialogue are

all being used to create and sell games.

Panelists include: Jeff Kalles (moderator) [Penny Arcade], Will McDermott [Writer, ArenaNet], Maria O'Brien [Standards & Planning/Writer, Harmonix Music Systems], Chuck Jordan [Writer & Designer, Telltale Games]

6:30PM - 7:30PM

Main Theatre

Roosterteeth Panel

Returning for their fifth straight PAX appearance, join Burnie, Gus and the rest of the Roosterteeth crew for a Q&A session ... and perhaps more! But if they don't deliver something extra cool, don't get mad at us, get mad at them, because it's totally their fault. Also make sure to visit them in the exhibition hall at booth #762!

6:30PM - 7:30PM

Walrus Theatre

1Up Yours Live

Join the 1Up crew as they cover PAX 2008 with the 1Up Yours show live on stage!

Panelists include: Garnett Lee [Executive Editor, 1Up], Shane Bettenhausen [Executive Editor, 1Up], Andrew Pfister [Podcast Producer, 1Up]

6:30 PM - 7:30 PM

Serpent Theatre

Engaging Online Communities

Join community managers from Bungie, Blizzard, CCP, and Wizards of the Coast as they discuss and debate the pitfalls of engaging rabid fan communities. Thrill as they face the challenge of catering a game to the broad masses while also trying to please hardcore fans. Gasp as they strive against bitterness and despair. And weep as they share heartwarming stories of developer/fan harmony.

7:30PM - 8:30PM

Raven Theatre Room

Make a Scene with Telltale—The Strong Bad Edition!

If you've always wanted to experience game creation from the inside, today is your day! Team up with Telltale's design team to create an impromptu scene starring Strong Bad and the rest of the crew from Homestarrunner.com (and, more recently, Strong Bad's Cool Game for Attractive People). You decide what should happen and we'll make it happen right there at the panel, using our game engine and the magic of creative thinking. Plus, hear behind the scenes secrets about the Strong Bad episodic game series, Sam & Max, other upcoming projects, and the wonderful world of game design.

7:30PM - 8:30PM

Wolfman Theatre

Video Games and Piracy: Issues for an Increasingly Complex World

Come discuss the issues of piracy, anti-piracy and the different views of it in our community.

Panelists include: Dennis McCauley (moderator)

[Editor, GamePolitics.com], Jason Della Rocca [Executive Director, International Game Developers Association], Jennifer Mercurio, Esq. [Director, Government Affairs, Entertainment Consumers Association], Chris Mellissinos [Chief Gaming Officer, Sun Microsystems, Inc.]

8:00PM - 9:00PM

Walrus Theatre

Relic Entertainment Presents: Dawn of War II
Experience the grim darkness of the far future with a special live demo of the upcoming, highly-anticipated RTS, Dawn of War II. Producer Mark Noseworthy and Lead Designer Jonny Ebbert will be on hand to show off some of the innovative new features in Dawn of War II and talk about the future of one of the most exciting franchises in the RTS space.

8:00PM - 9:00PM

Serpent Theatre

Omegathon Round 2: Boom Blox

Round two of the Omegathon will feature four games of four players each competing in Boom Blox on the Wii. The bottom player of each game will be dropped. Sixteen Omegathons will be reduced to twelve.

9:00PM - 10:00PM

Raven Theatre

"The Guild" Screening: Web Series For Gamers About Gamers By Gamers!

"The Guild" is a comedy web series about a group of online gamers and how they interact online and offline. It's a grassroots internet phenomenon, with over 8 million hits web-wide and winner of the YouTube, Yahoo, and SXSW Awards for Best Web Series. In addition, the first season was almost entirely funded by fan donations. Watch the whole season back to back and then a Q & A afterwards with creator and actress Felicia Day and producer Kim Evey. If you haven't seen "The Guild" yet, now's your chance!

Presented by: Felicia Day [Creator/Actress, The Guild], Kim Evey [Producer, The Guild]

9:00PM - 10:00PM

Wolfman Theatre

Game Design Workshop

Want to be a game designer? Already are one and want to further your craft? Looking for the perfect opportunity to assassinate the chief design columnist from Next-Gen? Then this is the workshop for you! Over a one hour period you will be initiated into the mysteries of Game Design. You will learn the vagaries of our psuedo-science. You will get a tiny badge that says you are a game designer! Prerequisite Skills: Quixotic Ideal, Astragalomancy

Panelists include: James Portnow [CCO, Divide by Zero Games], Joe Huber [VP of Design, Divide by Zero Games], and special guests!

9:00PM - 1:00AM

Main Theatre

Friday Night Concerts!

Break out your cell phone and handheld gaming screens to welcome The OneUps, Freezepop, and Jonathan Coulton for night one of our PAX Nerdcore Concert Series. The first 4,000 attendees at PAX on Friday afternoon will receive wristbands for guaranteed entry, with the remaining seats being given away on a first-come, first-served basis.

10:30PM - 12:00AM

Raven Theatre

Movie: Blip Festival: Reformat the Planet

A documentary look at the movement known as ChipTunes, a vibrant underground scene based around creating new, original music using old video game hardware. Directed by Paul Owens.

10:30PM - 12:30AM

Walrus Theatre

The Gamers: Dorkness Rising screening

All Lodge wants is for his gaming group to finish their adventure. Unfortunately, they're more interested in seducing barmaids, mooning their enemies, and setting random villagers on fire. Can the group overcome their bickering to save the kingdom, or will the evil necromancer Mort Kemnon triumph unopposed?

10:30PM - 12:00AM

Wolfman Theatre

Second Skin Screening

Second Skin introduces viewers to the real people who populate online virtual worlds. Couples who have fallen in love without meeting, disabled players whose lives have been given new purpose, those struggling with addiction, Chinese gold-farming sweatshop workers, wealthy entrepreneurs and legendary guild leaders — all living within a world that doesn't quite exist.

12:00AM - 3:00AM

Raven Theatre

Rock Band Freeplay!

Come rock out on stage with a sweet audio/visual setup. Various fun challenges will be presented throughout the night!

12:00AM - 3:00AM

Wolfman Theatre

Geek Movies!

Looking for somewhere to chill out for a while? Come enjoy a random assortment of video game and geek-themed movies.

12:30 AM - 3:00 AM

Walrus Theatre Freeplay

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10:00AM - 11:00AM

Walrus Theatre

Advertising and PR: The Endless Struggle

We've all heard about Gerstmann-Gate and how muddy editorial in the games industry can get, but have you ever wondered what's happening on the other side of the fence of the fallout? Imagine no more as these marketing pros talk about walking the straight line and how a few bad eggs are ruining the industry.

Panelists include: Jeff Kalles (moderator) [Sales and Marketing, Penny Arcade], Paul Caparotta [Media Director, Tangible Media], Marlo Huang [Media Director, Liquid Advertising], Nicole Tanner [Director of PR and Marketing, Foundation 9 Entertainment], Chris Lye [Director of Marketing, ArenaNet]

10:30AM - 11:30AM

Raven Theatre

Game Developer Parents: Raising Our Kids on Games

With gaming culture growing in millions of homes across the world, dad's wood pipe and newspaper are being replaced with spaceflight and lasers. More and more children are being raised with a love for the digital arts—and it's making for some interesting discussions. How are today's game makers incorporating videogames into their children's lives, and what do you, as a parent, need to know about both the challenges and the benefits of bringing gaming into your kid's world? Presenting a refreshingly pro-gaming perspective on child-rearing, this panel of game gurus will look at everything from ways to leverage games for learning to the ESRB ratings.

Panelists include: Brian Robbins (moderator) [Executive Producer, Fuel Industries], Dave Rohrl [Director of Game Design, Zynga Game Network], Jen MacLean [VP of Business Development, 38 Studios], Amy Jo Kim [CEO, ShuffleBrain], Jason Coleman [Founder and Studio Technical Director, Big Huge Games]

11:30AM - 12:30PM

Walrus Theatre

PC Hardware and Gaming Technology

Will Moore's Law run out of steam in 5 years or 15? With advancements in computer hardware coming from every angle, this field can be difficult to keep up with. Wondering what kinds of technology will trickle down into your next computer? Catch a glimpse into the future of computing with our panel of industry experts. Panelists include: Jeff Kalles (moderator) [Penny Arcade], Robert Krakoff [President, Razer], Chris Mellissinos [Chief Gaming Officer, Sun Microsystems, Inc.]

11:30AM - 12:30PM

Serpent Theatre

Omegathon Round 3: Pictionary

Our twelve remaining Omeganauts will be reduced to eight in the Omegathon version of Pictionary.

12:00PM - 1:00PM

Raven Theatre

A Casual Talk Between Hal Halpin & Geoff Keighley
ECA's Hal Halpin and Spike TV's Geoff Keighley sit down for a one-on-one. Rather than pontificate from a podium, Hal thought that the PAX audience would appreciate a more intimate Q&A-style chat. The topics are Geoff's to choose - unscripted. And if time permits, we'll open the floor to questions. We hope for it to be a fun and casual talk. (Please be advised that Spike TV may choose to film this discussion for an on-air segment.)

12:00PM - 1:00PM

Wolfman Theatre

From Pencil to Pixels: Designing Virtual Worlds

Experts in the video game and tabletop RPG worlds convene to discuss the trials and tribulations of creating quests, story lines and cohesive lore for the digital world - specifically MMOGs.

Panelists include: Ed Stark [World Designer, Red 5 Studios], Dave Williams [World Designer, Red 5 Studios]

1:00PM - 2:30PM

Main Theatre

Penny Arcade Make-a-Strip Panel

Ever wonder what goes into making a Penny Arcade comic? Join Gabe and Tycho in the main theater, and take part in creating Monday's stupendously hilarious comic.

1:00PM - 2:00PM

Walrus Theatre

NCsoft Presents: NCsoft® is kicking @r\$e at PAX!

NCsoft hits gamers right between the eyes by spotlighting live gameplay for Aion, unveiling new exclusive information for the City of Heroes franchise, and giving you a chance to have your DNA uploaded to the Tabula Rasa Immortality Drive.

1:00PM - 2:30PM

Serpent Theatre

History of Harmonix: THE ROCKENING

Sit with a panel of Harmonix employees who will tell the internal history of the famed music game developer from Frequency up through current development on Rock Band. Tragedy and Triumph! Embarrassing stories! Questions answered! Some secrets probably revealed!

1:30PM - 2:30PM

Raven Theatre

Game Criticism and Old Game Journalism

Being a "game reviewer" is impossible, so why bother?

No approach to game criticism can please everyone, but a panel of experts will discuss ways to avoid losing your mind when you're writing and critiquing games.

Panelists include: Chris Kohler [Editor, Game|Life Wired.com], Karen Chu [PlayFirst], Gus Mastrapa (The Onion/X-Play), Patrick Klepek (MTV)

1:30PM - 2:30PM

Wolfman Theatre

Game Music and Game Audio

From main themes to the little clicks when you navigate through menus, someone created them from scratch. Although their titles vary from studio to studio (Composer, Sound Guy, Audio Technician), learn as they share what goes into composing themes, creating sounds and making the worlds you play in that much more immersive.

Panelists include: Jeff Kalles (moderator) [Penny Arcade], Eric Nofsinger [Chief Creative Officer, High Voltage Software, Inc.], Joshua LaTendresse [Producer, ASTRO Gaming]

2:00PM - 4:00PM

PC Freeplay Area

NCsoft Presents: Come check out NCsoft's Exteel and Dungeon Runners!

Create a free account, level up, and win fun prizes!

2:30PM - 3:30PM

Walrus Theatre

Sisters in Gaming: Female Gamer Communities

Female gamers get a lot of attention in the media...

simply because they're female. What if you're a girl who plays games and just want to find others like you? There are clans, social groups and websites all competing for members. Leaders of some of the largest female gaming groups talk about what sets their group apart from the rest, their goals, and what you need to do to be a member.

Panelists include: Christa Phillips (moderator) [Xbox LIVE Community Manager, Microsoft], Sara Nicholson [Co-Founder, GamerchiX], Amber Dalton [Co-Founder, PMS Clan], Trina Schwimmer [CEO & Owner, GamingAngels.com], Kari Toyama [Staff Member, Cavegirls]

2:30PM - 3:30PM

Main Theatre

Bethesda: Fallout® 3 Exclusive Demo

Join Game Director Todd Howard, Lead Designer Emil Pagliarulo, Lead Artist Istvan Pely, and Product Manager Pete Hines for a special PAX demo of Fallout® 3. Don't miss this exclusive look at America's First Choice in Post-Nuclear Simulation.

3:00PM - 4:00PM

Raven Theatre

Warhammer Online: Age of Reckoning

This is a must attend event with Jeff Hickman, Executive Producer and Paul Barnett, Creative Director offering up the latest news on Realm vs. Realm™, Guilds, Public Quests, Dungeons, Cities and more in Warhammer Online!

3:00PM - 4:00PM

Wolfman Theatre

Democratizing Game Development

As development costs skyrocket and fresh ideas seem more elusive than ever, the game industry is embracing independent, open-source, and grass roots game development to try to find the next big thing. Find out how leading companies in the industry are democratizing game development, and how you can participate.

3:00PM - 4:00PM

Serpent Theatre

The Mega64 'Panel! At The Expo'

The cast and crew of comedic game site Mega64.com rise from the underworld to give the panel of a lifetime. They will show new videos and skits, answer questions, and destroy all expectations of live performance (Including U2, Elton John, and Fallout Boy).

4:00PM - 5:00PM

Walrus Theatre

How to Make the World Notice Your

Video Game Blog

Do you run a video game blog and find that nobody

(except your emo best friend) gives a crap? YOU'RE

DOING IT WRONG! Destructoid.com founders Niero

Gonzalez, Ron Workman, Colette Bennett and Nick

Chester talk best practices, traffic-building, money-making, and why the best blogs FAIL AND DIE. Presented in partial robot attire *in 3D!*

4:00PM - 5:00PM

Serpent Theatre

Mega64 Episode Screening

The Mega64 crew will be screening their brand new never-before-seen full-length episode "The Wizard II" to the PAX audience. Bring snacks and Oscars.

4:00PM - 5:30PM

Main Theatre

Nerdcore Rising Screening

Nerdcore Rising follows MC Frontalot, the "Godfather of Nerdcore," on his first national tour to reveal the roots of the genre, the dorky complexities of its artists, and one MC's fight for nerd stardom. Featuring Weird Al Yankovic, Prince Paul, Jello Biafra, Tycho & Gabe, Brian Posehn, MC Frontalot, MC Chris, MC Lars and a slew of other nerdcore

artists and commentators. Directed by Negin Farsad and Kimmy Gatewood.

4:30PM - 5:30PM

Raven Theatre

Three Years of Guild Wars

Meet the artists, designers and assorted madmen behind Guild Wars, including Lead Designer James Phinney. We'll be fielding open Q&A for one of your favorite MMOs (and unloading any leftover tickets for our now infamous ArenaNet GameWorks party).

4:30PM - 5:30PM

Wolfman Theatre

The Art of the Dungeon Master

Anyone with a working knowledge of a tabletop roleplaying game can sit down behind a screen and call himself a Dungeon Master. But a great DM is far more than a rule arbiter. He's a story teller, propmaster, and actor. He's a conscientious host who pays attention to the moods and desires of his players, who he sees as equal parts audience and partners in the night's entertainment. Learn the art of the Dungeon Master from the very best, in this panel moderated by Mark Jessup of Wizards of the Coast. Panelists include: Mark Jessup (moderator) [Wizards of the Coast], Chris Pramas [Green Ronin], Chris Perkins [Wizards of the Coast], James Wyatt [Wizards of the Coast]

5:30PM - 6:30PM

Walrus Theatre

The Giant Bomb Reunion Tour 2008

In a story first broken on Penny Arcade, a certain prominent game reviews site went through a very public upheaval in personnel, with many talented editors and producers scattering to the winds of the video game industry. Now, reunited for the first time in 2008, join Giant Bomb's Jeff Gerstmann and Ryan Davis, Harmonix's Alex Navarro, and 38 Studios' Rich Gallup as they discuss their experiences of the last year. From starting up the next big video game site to learning how to be a developer to sharing memories of days passed, join these former co-workers as they tell stories, dispense advice, and generally avoid mentioning their last place of business. Panelists include: Rich Gallup (moderator) [Producer, 38 Studios], Jeff Gerstmann [Co-Founder, Giant Bomb], Ryan Davis [Co-Founder, Giant Bomb], Brad Shoemaker [Editor, Giant Bomb], Vinny Caravella [Producer, Giant Bomb], Alex Navarro [Community Manager, Harmonix]

5:30PM - 6:30PM

Serpent Theatre

Pitch Your Game Idea

You've got 45 seconds to deliver your idea to a panel of industry evaluators. The top three pitches will be picked for prizes and swag! (Please note that this is an open forum --

there's nothing keeping anyone, judges and attendees alike, from stealing your ideas! If you're not comfortable with this, please don't pitch your idea!)

Judges include: Jeff Kalles [Penny Arcade], Chris Charla [VP of Business Development, Foundation 9 Entertainment], Alexander Macris [President & CEO, Themis Group, Inc.]

6:00PM - 7:00PM

Raven Theatre

Is Casual Killing Core Games?

Are you annoyed because casual gamers and casual gaming mechanics are killing your favorite games? Are you too busy playing Puzzle Quest to care? Do you think casual gaming is finally culling the herd of outdated gaming sacred cows? Come and watch industry insiders, top press, and celebrities debate whether casual should be feared or embraced.

Panelists include: Rob Gruhl (moderator) [Senior Platform Strategist, Microsoft Game Platform Strategy Team], N'Gai Croal [Newsweek Technology Writer, Blogger of Level Up], Mark Deloura [CTO Greenleaf and ex Sony Devrel], Jane Pinckard [Bizdev, Foundation 9 and GameGirlAdvance], Wil Wheaton [Professional Geek, Actor, and Voice-over Artist], Andre Vrignaud [Senior Platform Strategist, Microsoft Game Platform Strategy Team]

6:00PM - 7:00PM

Wolfman Theatre

Beyond Dungeons and Dragons

D&D is a great way to get into tabletop role playing games, and for most of us, it was our first foray into that wonderful world. As classic and dear to us as it is, however, it has certain limitations. If D&D was your first step, then we're here to give you your next. You've probably never heard of Dogs in the Vineyard, InSpectres, The Burning Wheel, or a whole host of other amazing games. Broaden your gaming horizons, flex your role-playing muscles, and learn what comes after.

6:00PM - 7:15PM

Main Theatre

Ubisoft Presents: LIVE ON-STAGE DEMO with Far Cry 2 & Prince of Persia

Join two of Ubisoft's finest from their award-winning Montreal studio as they demo—live!—two of the biggest titles in 2008. First, Prince of Persia producer Ben Mattes will take you through an exclusive look at this Game of the Year contender set to re-define the action-adventure genre. Then, join creative director Clint Hocking as he takes you through a live demo of Far Cry 2 to experience a true open-world FPS where you create your own path, your own story, and your own style of play.

7:00PM - 8:00PM

Walrus Theatre

PAX 10 Panel

After sifting through over 80 submissions from a wealth of genres and gameplay hybrids (from "exploratory puzzle" to "rhythm/action") the PAX 10 panel of industry experts selected the ten best submissions in terms of gameplay and "fun factor" for inclusion in The PAX 10. Come meet the developers behind this year's PAX 10 -- this will be an open Q&A session!

7:30PM - 8:30PM

Raven Theatre

Code Monkeys

Presentation featuring artists, animators, and voice actors from the hit G4 television show Code Monkeys. Unaired clips, out-takes, and a sneak preview of an upcoming episode will be shown. Q&A to follow.

Panelists include: Adam de la Pena [Creator & Executive Producer, Code Monkeys], Andy Sipes [Art Director, Code Monkeys], Matt Mariska [Art Director, Code Monkeys], Tony Strickland [Supervising Producer, Code Monkeys]

7:30PM - 8:30PM

Wolfman Theatre

Sex in Videogames: A Comparative Study

Sex. It's everywhere in American pop culture. Music? Since the 50's. Film? Since 1908. Television? There's a reason its called the boob tube. So why is sex in videogames considered so scandalous in America? Meanwhile, in Japan consoles such as the PC-FX, Dreamcast and 3DO owed much of their success to sex. Even the Super Famicom garnered a series of S&M games. Pink Godzilla and its panel of experts (including the return of President Kondou from Japan!) explore the cultural differences between the United States and Japan when it comes to sex in videogames. This sexploration will include a comparative survey of the history of sex in videogames and its influence on the industry over the last 25 years. Sex...videogames...Pink Godzilla....and PAX! Does it get any better than that? Seriously.

Panelists include: Nathan Paine [Owner, Pink Godzilla], Koushi Kondou [President, Bouken], Mike Norman, Thomas Connery (translator)

8:30PM - 9:30PM

Main Theatre

Omegathon Round 4: Rock Band

Our on-stage performance round of the Omegathon returns -- watch as our eight remaining Omeganauts are reduced to four.

8:30PM - 9:30PM

Walrus Theatre

Hothead Games Panel

Join the developers of On the Rain-Slick Precipice of

Darkness as they discuss episodic gaming, what it's like to work with Gabe and Tycho and what projects they have coming in the future, both Penny Arcade related and not!

9:00PM - 1:00AM

Raven Theatre

Bethesda Presents: Post-Apocalyptic Movie Night

Presented by Fallout® 3

The PAX Forums picked the double-feature, now sit back and enjoy these classic visions of destruction.

9:00PM - 10:30PM

Wolfman Theatre

Movie: The Wizard

PAX movie night! A boy and his two friends run away from home and hitch cross country to compete in the ultimate video game championship.

9:30PM - 1:30AM

Main Theatre

Saturday Night Concerts

We offer not one, but TWO nerdcore-filled nights for your auditory pleasure. Rock out with Anamanaguchi, The Darkest of the Hillside Thickets, MC Frontalot, and the Minibosses for our second night of geek concerts. The first 4,000 attendees at PAX on Saturday morning will receive a wristband for guaranteed entry, with the remaining seats being given away on a first-come, first-serve basis.

10:00PM - 11:30PM

Walrus Theatre

Nerdcore for Life Screening

A documentary about nerds, geeks, dorks and the hip-hop they make, Nerdcore For Life chronicles the amazing transformation of a group of unknown nerds into internet celebrities and rising hip-hop stars. Filmed over the course of two years, the documentary follows the top names in the "nerd rap" scene as they celebrate "Geek Life" to the fullest, fight anti-nerd stereotypes and attempt to overcome the common obstacles that block all musicians from fulfilling their dreams.

10:30PM - 3:00AM

Wolfman Theatre

Geek Movies!

Looking for somewhere to chill out for a while? Come enjoy our second night of video game and geek-themed movies.

11:30PM - 3:00AM

Walrus Theatre

Walrus Theatre Freeplay

Games, movies, videos, come chill out and relax!

10:00AM - 11:00AM

Walrus Theatre

Podcasting – The New Media

Have a live roundtable discussion with podcasters from Gamercast Network. A podcaster from each show will discuss their experience with the shows and why podcasting is the new media.

10:30AM - 11:30AM

Raven Theatre

Breaking In: How to Get Your Foot In the Door
So you've got skills and you've got passion, but you have no idea how you're going to break into the game industry. You send out resumes, and nobody ever gets back to you. In this session, Darius Kazemi covers exactly how, even as a lowly student, you can make friends at game companies and eventually, maybe, turn those connections into a career.

10:30AM - 11:30AM

Wolfman Theatre

Art and Visual Design in Games Today

Comparing the original 16x16 pixel Mario to his full 3-Dimensional glory in Mario Galaxy stresses the growing importance of art direction and art design in games today. From character artists to environment artists to texture artists, each have their own perspective on how far the discipline has come and where it's going as the landscape becomes increasingly competitive.

Panelists include: Jon Yao [Character Artist, Next Level Games], Matthew Medina [Environment Artist, ArenaNet]

11:00AM - 12:30PM

Main Theatre

Penny Arcade Family Feud: PAX Edition!

Watch as two teams of gamers and special guests Gabe and Tycho face off in a PAX edition of the popular game show "Family Feud." Hosted by Alon Waisman.

11:30AM - 12:30PM

Walrus Theatre

How to Get Your Girlfriend Into Gaming

Although the number of female gamers is growing, many young men still find themselves in relationships where their significant others aren't into or straight out abhor videogames. This panel will give tips from real girl gamers about how to help ease the transition for a non-gamer into the gaming world.

Panelists include: Christa Phillips (moderator) [XBL Community Manager, Microsoft], Jane Pinckard [Editor in Chief, GameGirlAdvance], Cori Roberts [Editor, Gameinatrix], Shelby Wills [Producer, Pipeworks Software], Nicole Tanner [Director of PR and Marketing, Foundation 9 Entertainment]

11:30AM - 12:30PM

Serpent Theatre

The Wil Wheaton Panel!

Creator of "the greatest keynote of all time," Wil is back for a second year reading his works, talking about life, and just being plain awesome. Editor's Note: No, Wil did not write this description, and he would absolutely mortified if he knew it was in the program.

12:00PM - 1:00PM

Raven Theatre

Surreal Presents: This is Vegas: Development of Open World Tech, Process and Gameplay

Hear tales from the development of This is Vegas. Directors from Surreal Software describe what it's like to take open world games in a new direction. This presentation focuses on the challenges of creating a new IP in a difficult genre.

Panelists include: Alan Patmore [Studio Head, Surreal], Chris Klimecky [Senior Producer, Surreal], Andre Maguire [Creative Director, Surreal], Stuart Denman [Technical Director, Surreal]

12:00PM - 1:00PM

Wolfman Theatre

MMO and Virtual World Business Models

What MMO and virtual world business models are on the market today? What are the hot trends and most successful models? Your panelists will discuss the many different ways that developers and publishers monetize their games and virtual worlds, and share their opinions about how to choose the right business model for an MMO and its players.

Panelists include: Jeremy Gaffney [Executive Producer, Carbine Studios], Jeffrey Steefel [Executive Producer for Lord of the Rings Online, Turbine, Inc.], Randall Price [SVP of Global Business & Legal Affairs, ArenaNet, Inc.]

12:30PM - 1:30PM

Main Theatre

Penny Arcade Q&A Panel #2

Missed Friday's Gabe and Tycho Q&A session?

No worries!

For the second time ever at PAX 2008, they're back for another Q&A! Live! On stage! Like never before! Except for that time on Friday! Line up for your questions and they'll do their best to answer them. Anyone who starts their question with "who would win in a fight..." will be escorted out of the main theatre.

1:00PM - 2:00PM

Walrus Theatre

The Power of Gaming Communities

The panel will discuss the power gaming communities have to create real world results. Examples: Evil Avatar raising money for Child's Play as a community.. Cheap Ass Gamer getting together games for troops in Iraq. The panel will also cover what it's like to run a community-based site, and other aspects involved with the daily operations.

Panelists include: Nelson Rodriguez (moderator) [Gamerscore Blog], Nick Puleo [EvilAvatar.com], David Abrams [CheapAssGamer.com], Christa Phillips [Microsoft/GamerChiX], Flynn DeMarco [GayGamer.net]

1:00PM - 2:00PM

Serpent Theatre

Omegathon Round 5: Jenga

The four remaining Omeganauts will engage in an epic Jenga showdown. The two Omeganauts left standing will move on to the secret final round!

1:30PM - 2:30PM

Main Theatre

BioWare Presents: Dragon Age Toolset Demonstration
BioWare is coming to the Penny Arcade Exposition for an exclusive first look at the Dragon Age Toolset.

1:30PM - 2:30PM

Raven Theatre

Mental Preparation for the Video Game Industry
Most talks and writing on breaking into the game industry focus on the nuts and bolts of getting together a portfolio and interviewing in a highly competitive market. But what's life like *after* you break in? What sort of things does one need to be prepared for in order to crunch 80 hours a week while maintaining your passion, doing what you love, and still having a life? Industry veteran Brian Yeung will share his notes thus far on this whole "work/life balance" thing.

1:30PM - 2:30PM

Wolfman Theatre

You Don't Know What You Really Want: Why Game Players Don't Understand What They Really Like About Video Games
Think you could make your favorite game better? Think you have an idea that could break the industry wide open? Think again! Andrew Mayer, a game designer with numerous top selling titles, and fifteen years in the industry, shows you why what you think you want out of video games often isn't what you really want at all, and how the things that frustrate a player can be what you love the most. He'll also take ideas from the audience and show how to break them down and make them into hit concepts.

2:00PM - 4:00PM

PC Freeplay Area

NCsoft Presents: Come check out NCsoft's Xteel and Dungeon Runners!
Create a free account, level up, and win fun prizes!

2:30PM - 3:30PM

Main Theatre

Maxis presents the next big bang -- SPORE
Tired of your planet? Build a new one as you embark on the most amazing journey ever. Use fun, easy-to-use creation tools as you evolve your unique creature, establish tribes, build civilizations, sculpt worlds, and explore the cosmos! Along the way you can choose to be nice or play rough, with lasting consequences for your game. Check out cool creations your friends and people all around the world are making— then pull them into your world!

2:30PM - 3:30PM

Walrus Theatre

At Least 10 Reasons Why the Game Industry Doesn't Suck
It is human nature to focus on the bad stuff, and developers/gamers are no less human than everyone else! One too many conference "rant" sessions and countless blog posts on the brokenness of the industry has led us all into the dumps. Instead, let's rave a bit about all the

cool and good stuff that's going on in the game industry today. At least 10 trends, ideas and success stories will be presented to inspire the downtrodden into once again proclaiming the greatness of games and the people/industry that produces them.
Presented by: Jason Della Rocca [Executive Director, IGDA]

2:30PM - 3:30PM

Serpent Theatre

GamerDad's "Gaming With Children"
Andrew Bub is The GamerDad, a nationally recognized expert on video games and media violence, returns to PAX with a new version of his "Gaming with Children" speech. Heed the call and learn how the game violence debate has changed and why GamerParents (and PAX attendees) are this hobby's future!

3:00PM - 4:00PM

Raven Theatre

Sex, Violence, and Video Games:

Where's it all going?
Grand Theft Auto IV demonstrated how mature content can be handled in video games, both in terms of the technology and what can be included within the boundaries of the "M" rating. Panelists will discuss what lies ahead for games tackling adult-oriented themes and how this impacts both the video game industry and gamers.
Panelists include: N'Gai Croal (moderator) [General Editor, Newsweek], John Davison [President, What They Like, Inc.], Cheryl K. Olsen, Sc.D. [Co-Director, Center for Mental Health and Media, and Co-Author, Grand Theft Childhood]

3:00PM - 4:00PM

Wolfman Theatre

Legal Issues in Contemporary Gaming
Lawyers, gamers, and industry execs discussing the legal issues present in modern gaming -- property rights in MMOs, grieving, EULA agreements, non-disclosure agreements for beta testers, blogging and game reviewing, and legal indie developers.
Panelists include: Dan Rosenthal (moderator) [Legal Analyst, GamesLaw], Ross Dannenberg [Partner, Banner & Witcoff, Ltd.], Tom Buscaglia, Esq. [The Game Attorney], Jason Della Rocca [Executive Director, International Game Developers Association]

5:00PM - 6:00PM

Main Theatre

Omegathon Final Round
In the beginning (aka: 2004), there was Pong. An unforgettable round of Combat left one man standing in 2005. 2006 saw our final two Omeganauts on a Tetris battlefield. Last year re-defined epic with a Halo 3 match and a surprise performance by the Minibosses. Come watch this year's super secret final round of the Omegathon as our two remaining Omeganauts compete for a trip to Tokyo Game Show, \$5,000, and what can only be described as a supernatural home entertainment system.