Panel Catalog and Booking Information
Table of Contents

About Vitamin H.......................3
Compensation.............................5
AMV League..................................6
  What is AMV League?..........................7
  AMV League Rules and Criteria................8
Panels....................................10
  Akira Kurosawa: Beyond Seven Samurai.................11
  Anime Drinking Game................................13
  Anime in America: From Speed Racer to Space Dandy........14
  The Big Bad Bara Panel................................16
  Big Spooky Pixels: Survival Horror..........................18
  But We’re Both Girls! The Yuri Experience..................20
  Getting Your Friends Into Anime..........................22
  Hilarious Hentai Dubs....................................24
  Hot Dads of Anime......................................26
  I Am Panelist (And So Can You)..............................28
  Mahou Shoujo Universe..................................30
  Meeting Your Digi-Destiny................................32
  Metal Gear: Outside the Box..............................34
  Name That Anime Tune...................................35
  Otome-nia! Dating Games for Girls........................37
  Our Special Place: A Silent Hill Retrospective.............39
  Takashi Miike Bites the World on the Ass..................41
  Tenchi Muyo Madness.....................................43
  Terror Through Time: A History of Slasher Movies...........45
  Toons that Go Bump in the Night...........................47
  The True History of the Ninja............................49
  The Twisted Worlds of Junji Ito............................51
  What the #$@! Is a McElroy?...............................53
  What the Film?!..................................55
  What the Film?! [After Dark].............................57
  The Yokai Hunter’s Handbook.............................59
  Your Favorite Final Fantasy Sucks..........................61
About Vitamin H

Vitamin H Productions is the professional panelist group that has been sweeping the South. Founded in 2013 by Kidd Bowyer (Public Relations Director) and Annie Bowyer (Technical Coordinator) and fueled by a love of all things geeky, Vitamin H aims to create the most memorable convention programming you've ever. When they're not frantically preparing for a con, you can find them making videos, graphics, and other stuff for their website - http://vitaminh.info - so be sure to check them out! Whether you like the weird, the wild, or the just plain wacky, Vitamin H promises you Fun to the Power of H!

Facebook: facebook.com/VitaminHOfficial
Youtube: youtube.com/user/VitaminHProductions
Twitter: twitter.com/VitaminHPanels
Tumblr: vitaminhofficial.tumblr.com
Address: 9690 Forest Lane #1105
         Dallas, TX 75243

Phone Number: (469) 925-3523
Email: Kidd – kidd@vitaminh.info
       Annie – annie@vitaminh.info
What you can expect from us:

Years of Convention Experience – We know exactly how hard it is to run a con, and we do everything we can not to make it any harder. We pride ourselves on being impeccably professional and able to handle most technical setups ourselves. We even bring our own cables and adapters.

Quality and Diversity of Programming – Vitamin H strives to present content that is professional, visually appealing, and educationally stimulating. No monotone delivery or bland Comic Sans PowerPoints here. And since we don’t limit ourselves to the current “major” fandoms, Vitamin H provides panels on subjects that aren’t normally seen at conventions, giving your attendees a unique experience.

0% Cancellation Rate – If Vitamin H says we’re going to be somewhere, we will be. We know how much you have on your table and you don’t need some inexperienced panelists screwing up your con. Just call in Vitamin H and let the rest take care of itself!

No-show Insurance – Nothing is worse than having a panelist no-show and leaving those rooms you’ve paid good money for empty and unused. Vitamin H will remain on-call during the entire convention, ready to step in at a moment’s notice and present one of our panels in the event of any no-shows or last-minute cancellations. One time, an ice storm hit and we ended up being the ONLY guest still there on Sunday. We went into a panel room and improvised 6 straight hours of programming.

Opening Ceremony Video – Every Vitamin H guest appearance comes with the complimentary production of an AMV for your Opening Ceremonies! Examples of what we can do can be found on our YouTube Channel.

AMV League – Vitamin H runs the world’s first nationwide Anime Music Video tournament! You too can have your convention’s best videos showcased at the AMV League National Championships!

Graphic/Logo/Web Design – Need a logo? A t-shirt design? A map? A PowerPoint? We're pretty good at whipping up what you need. We also tend to throw in this kind of stuff for free (unless it's an inordinate amount of work or something that you're going to be selling).

What we expect from you:

Our needs are fairly minimal. All our panels are heavily audiovisual in nature, so we require a screen, projector, microphones, and speaker system for all panels. We will also need to be able to set up near enough to a power outlet to be able to plug in our computer.

Oh, and money. We would very much like for you to give us some money. We don’t think it’s TOO much to ask, given the sheer amount of quality programming we provide. See the next page (Compensation) for details.
Compensation

Appearance fee:

<table>
<thead>
<tr>
<th>Amount</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>$250</td>
<td>For contracts signed before Jan. 1, 2019.</td>
</tr>
<tr>
<td>$300</td>
<td>For contracts signed after Jan. 1, 2019 if we are allowed to ask for tips during Hilarious Hentai Dubs.</td>
</tr>
<tr>
<td>$350</td>
<td>For contracts signed after Jan. 1, 2019 if we are not allowed to ask for tips or are not doing Hilarious Hentai Dubs.</td>
</tr>
</tbody>
</table>

If it is our first time working with your convention or company, we will offer you a 50% discount on our appearance fee.

Prize support - This only applies if we are running an AMV League Event or one of our game shows at your convention. For AMV League, we ask for a prize support of $35 cash, which will be used to purchase Amazon e-Gift Cards for winners (this is the best way to do AMV prizes, as many winners live far from the convention or even overseas, making shipping physical prizes prohibitively expensive). For other game shows, prizes will be at con’s discretion (e.g. anime merchandise, dealer’s room gift certificates, badges for next year, etc).

Guest status - Vitamin H asks that your con announce us as guests on your website and social media. We will require guest badges for both members of our group, Annie and Kidd Bowyer.

Food - We will need either access to the green room (or some other con-provided meals), or a stipend of $25/day to cover food expenses ($35/day if your con is in a downtown city location, as food there tends to be significantly pricier).

Travel expenses: This depends on your con’s distance from our headquarters, as calculated by Google Maps.

<table>
<thead>
<tr>
<th>Distance</th>
<th>Expenses</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-75 miles</td>
<td>Parking fees only</td>
</tr>
<tr>
<td>75-599 miles</td>
<td>Gas reimbursement with receipts + parking fees</td>
</tr>
<tr>
<td>600-999 miles</td>
<td>Gas reimbursement with receipts + parking fees + $100</td>
</tr>
<tr>
<td>1000+ miles</td>
<td>We will discuss other arrangements for travel.</td>
</tr>
</tbody>
</table>

Accommodation - Vitamin H will require lodging for all nights of your convention, starting with the night immediately prior to your convention (i.e. if your con runs Friday through Sunday, we will need accommodations Thursday night, Friday night, and Saturday night). If your con is more than a 3-hour drive (roughly 200 miles) from Dallas, we will need lodging Sunday night as well. One room will be sufficient to accommodate both of us, and we prefer a room with a single bed if possible.

Scheduling Restrictions - Vitamin H has very few scheduling restrictions, most of which fall into the realm of “common sense.”

- We currently have no “hard limit” as to how much programming we can provide at a single convention. We love doing panels and can easily do 10-12 hours of programming, but if we start getting into the realm of 15, 18, 20+ hours, we may ask for additional compensation.
- We require a minimum of 10 hours between our last panel of the night and our first panel of the next day, for rest and sleep.
- Sufficient breaks in our programming schedule throughout the day for meals.
- If we are doing consecutive panels with no break in between, please have them all in the same panel room.
AMV League

Vitamin H’s National Animated Music Video Competition
What is AMV League?

No mere "AMV Contest," AMV League is a dedicated, multi-convention, Animated Music Video competition that is both friendly to new editors, with its fair, transparent judgment criteria, and challenging to veterans, with its ever expanding scope and scale.

No more wondering why a video won, or didn't win. The AMV League System ranks videos based not on the judges' favorite shows, the popularity of the song, or how well-known the editor is, but on simple things like the use of timing, choice of effects, and overall impact.

The winners of each AMV League Official Event will be automatically entered in the AMV League National Championships.

But my con already has an AMV contest!

It’s easy to convert your con’s AMV Contest into an AMV League Official Event! The only requirements are:

- Kidd and Annie Bowyer must be included among AMV judges. Your con may provide any number of additional judges.
- AMVs must be judged according to official AMV League Rules and Criteria (see pgs. 8-9) and each judge will provide his/her scores to Vitamin H for final tallying.
AMV League Rules and Criteria

1. AMV stands for "Animated Music Video." Animation from any source - Japanese, American, Video Game, 3D, 2D, etc. - will be accepted. Videos that are primarily live action will not be accepted.

2. Video resolution should be no less than standard definition. Audio should be CD quality or better.

3. We strongly prefer MP4 format. If you submit a video in any other format, we will convert it to MP4. If we cannot convert it to MP4, it will be disqualified.

4. You do not have to be present at an AMV League Event to win.

5. AMV League events consist of three local-level categories - Action, Drama, and Fun/Upbeat.
   - **Action** - High intensity AMVs that focus on movement and excitement. From epic sword battles to high-speed chases and even sports showdowns.
   - **Drama** - AMVs that focus on strong emotions. Heartwarming romance, gut-wrenching tragedy, and tense thrillers all belong here.
   - **Fun/Upbeat** - For all the videos who don't fit in to either of the other categories, whether surreal, funny, quirky, or catchy.

6. You may submit a maximum of one video per category per AMV League Event.

7. If the judges feel your video would be better suited for a different category, it may be reassigned.

8. If there are fewer than four submissions to any of the three local-level categories OR fewer than twelve qualifying submissions overall, all local-level entries will be placed into a single "Best Overall" category and judged appropriately. If there are fewer than six qualifying submissions overall, we will have an "AMV Showcase" consisting of all qualifying submissions as well as some of our favorite AMVs of all time from around the internet in lieu of a contest. In this case, all qualifying submissions will again be eligible for judging in future AMV League events.

9. AMVs will be judged on the following criteria. Each category will be scored on a scale of 1 to 20, for a maximum of 140 points.
   - **Concept/Originality** - Does the basic idea of the video work? Is the story or concept one that is both original and makes sense?
   - **Emotional Appeal** - Does the video make the viewer feel appropriately happy, sad, excited, scared or other feelings (depending on the category submitted)?
   - **Aesthetic Appeal** - Does the video look good? Do the special effects add to the quality of the video or detract from it? Does the music choice enhance the video or make it harder to watch?
   - **Rhythm/Sync** - Does what's happening on screen match the timing of the audio? Is there lip sync or mickey-mousing? Does what's happening on screen seem tied to some part of the song (be it beat, lyrics, or melody)?
   - **Technical Prowess** - Has the editor added any special polish to the video? Are filters, transitions and effects applied in ways that enhance the look of the video, or do they distract from the video? Does it seem like the editor understands how to control and execute those effects? Has the video been rendered and encoded properly, without artifacting or resampling issues?
   - **Flow/Editing** - Are cuts made in appropriate places? Does the motion onscreen flow well between cuts? Does the AMV feel like a single cohesive whole, with scenes transitioning well into one another, or does it feel like just a bunch of random unrelated scenes?
   - **Rewatchability** - Does the video hold up to repeated viewings? Is it one that people would want to experience again and again?
10. The highest-scoring video in each category shall win a "Best" award in that category. The highest-scoring video that does not win a "Best" award shall be named "Honorable Mention." All videos that win a "Best" or "Honorable Mention" award at the individual event level will be entered into the AMV League Regional Championships. The top 10 videos at each Regional Championships will then move on to the AMV League National Championships.

11. ANY SINGLE VIDEO SHOWN AT AN AMV LEAGUE EVENT MAY NOT AGAIN BE SUBMITTED TO ANY OTHER AMV LEAGUE EVENT. Videos previously submitted to non-League AMV contests ARE eligible, as are videos that are submitted to a League Event and not shown at that Event.

12. Videos submitted to AMV League Events may not have been created earlier than two years prior to the deadline of the AMV League Event to which they are submitted. (e.g. If an AMV League Event’s deadline is March 30, 2017, videos created earlier than March 30, 2015 are ineligible for that particular AMV League Event.)

13. All videos must be uploaded to a hosting site such as Google Drive or Dropbox. NO YOUTUBE OR OTHER STREAMING LINKS WILL BE ACCEPTED.

14. The following will result in immediate disqualification:
   - Exceedingly poor audio or video quality.
   - Visible watermarks (e.g. "TV Tokyo" or "Funimation" logo in the corner) or subtitles (such as fansubs) that are unrelated to the video. Covering subtitles or watermarks with black boxes, blur, pixelation, etc. or blowing your video up so that subtitles and watermarks are out of frame will also result in disqualification.
   - Any instance of opening or closing credits from the anime. Some exception may be made for the title of the anime, if related to the video.
   - Nudity, gore, or any use of profanity that would not be permitted in a PG-13 film.
   - Any credits, bumpers, etc. will be removed. If they cannot be removed, the video will be disqualified. We will add our own "MTV-Style" credits to each video. Some exception may be made for the title of the AMV, if it looks professional and is relevant to the video.

15. By submitting a video, you give Vitamin H Productions permission to link to your video from the contest results or, if unable to find your video on a streaming site, to upload and host your video themselves on this website. You also give Vitamin H Productions permission to showcase your video, fully creditted as created by you, at any convention appearance as part of an AMV League Event or within the VHTV project.

Any questions regarding this AMV League event should be directed to pathos@vitaminh.info.

**AMV League Regional Championships**

The AMV League is divided into two divisions - Eastern and Western. All winning and Honorable Mention videos from every Season 5 AMV League Qualifying Event, plus two "wild card" videos from each division (the two highest scoring videos from each division that have not yet qualified) will be entered into the AMV League Regional Championship for the convention’s designated division.

These videos will be ranked against each other in order for each of the 7 judgment criteria. For example, if there are 25 videos, the video with the best Concept/Originality will get 25 points. The video with the second-best Concept/Originality will get 24 points, and so on. Then we do the same for Emotional Appeal, Aesthetic Appeal, Rhythm/Sync, Special Effects, and Flow/Editing.

The top 10 videos from each Regional Championship will then move on again to the AMV League National Championships.

**AMV League National Championships**

The 20 videos that qualify for the AMV League National Championships will be ranked against each other in the same way as the AMV League Regional Championships.

The video that scores the most points in the Nationals will receive the coveted title of Best AMV of the Year! We will also have awards for Runner-Up and 2nd Runner-Up.
Panels
Synopsis: Join Vitamin H as we explore the career of Akira Kurosawa, Japan's first visionary director, and the samurai, detectives, and dreams that continue to inspire filmmakers around the world even today. This nice change of pace from typical con fare features clips from some of Kurosawa's best works from the 1940s through the 1980s.

Runtime: 60 minutes.

Rating: All ages.
Akira Kurosawa
BEYOND SEVEN SAMURAI

Seven Samurai

- Kurosawa’s best-known work; considered one of the greatest films ever
- Synonymized Kurosawa’s name with the jidaigeki, or historical drama film

1954

Akira Kurosawa
Synopsis: This is a quiz game that we have put together to help with a convention’s food/beverage requirements. The convention or venue may set up a booth in the panel room to sell beverages, either alcoholic or non-alcoholic. The room is divided into teams, and each team sends a representative to the front to play. Get a question wrong, and your whole team has to drink. Get a question right, and ALL OTHER teams have to drink. This game is designed to get the whole room drinking and greatly stimulate beverage sales.

Runtime: Any amount of time.

Rating: All ages (for non-alcoholic version), 21+ (for alcoholic version).
Synopsis: America has been importing Those Weird Asian Cartoons for longer than most of us have been alive, and the journey from animation cel to your television or computer has been longer and more storied than you might think. Join Vitamin H as we explore the history of anime as seen from this side of the Pacific, from black-and-white television shows of the 1960s through the rise of Toonami and the fall of Geneon and ADV.

Runtime: 90 minutes is preferred, but we can cut it down to 60 minutes if necessary.

Rating: All ages.
Still flopped in theatres despite the Americanization, the star-studded cast (including legendary comedian Jonathan Winters and teen idol Frankie Avalon), and the massive marketing budget.

The DiC production of *Sailor Moon* premieres in first-run syndication in the U.S. Fred Ladd is hired as a creative consultant.
Synopsis: A panel about *geikomi*, yaoi's older, beefier brother. Written by and for gay Japanese men, these stories feature guys who're bold, brash, bodacious and decidedly burly. If you're looking for an LGBT History panel with a heaping helping of gratuitous male nudity, you're sure to love this panel!

Runtime: 60 minutes.

Rating: 18+.
Changing Times...

- Gay US soldiers who fraternize with Japanese men after WW2 refer to their partners as "gayboys".
- Gei soon becomes the preferred term for homosexual men.
Synopsis: A panel about horror games, from Sweet Home and Clock Tower to Amnesia and The Evil Within. We’ll talk about the twisty history of survival horror games, the strange and disturbing avenues the genre has gone down, and what lies ahead for horror gaming enthusiasts. We’ll also be highlighting some unique and underrated titles you might not’ve tried.

Runtime: 60- and 90-minute versions available.

Rating: 13+ and 18+ versions available.
A POINT AND CLICK HORROR GAME WHERE YOU RUN FROM A MYSTERIOUS, SCISSOR-WIELDING STALKER.

YOU CAN ALSO USE YOUR SMARTPHONE TO CALL OTHERS, ILLUMINATE DARK AREAS, AND LOOK FOR CLUES VIA SOCIAL NETWORKING.
"But we're both Girls...!"

**The Yuri Experience**

**Synopsis:** While male homosexuality has been well-documented in Japan since samurai days, love between women, well, hasn’t. Yuri – lesbian manga and literature – has a relatively recent history in Japan, owing largely to Japan’s strict gender roles and conservative culture. Vitamin H documents the history of this genre, which most certainly extends past the blushing fanservice seen in today’s anime.

**Runtime:** 60 minutes.

**Rating:** 13+. This is an LGBT history panel with zero nudity or fanservice. This is NOT a hentai panel.
"But we’re both Girls...!"
The Yuri Experience

Nobuko Yoshiya
吉屋信子

- Japanese novelist, lived 1896-1973
- Spent 52 years in a same-sex relationship with Chiyo Monma
- "Class S" literature
- Two Virgins in the Attic, 1920
**Synopsis:** Love anime? Wish your friends and family did too? Join Vitamin H as we talk about why we love anime, barriers to fandom entry, common misconceptions, and a handful of great gateway series to start off your anime-wary friends.

**Runtime:** 60 minutes.

**Rating:** All ages.
What Keeps People From Trying Anime?

- “Uh... you mean that... cartoon porn stuff?”
- “Only little kids watch cartoons.”
- “It’s so random and weird.”
- “It’s degrading to women.”
- “It’s just a bunch of guys fighting.”
- “The art looks funny.”
- “I’ve just heard of that Dragon Ball one.”
- “The people who get into that stuff are weird, man.”

Sadly, pop culture does tend to depict anime as... well...

A traveling merchant makes the acquaintance of a wolf goddess, and the two of them get themselves embroiled in nation-spanning intrigues.

In addition to being a great story on its own, the “pseudo-Medieval-Europe” setting prevents any need to explain cultural details.

Spice and Wolf
Synopsis: Experience the world of outrageously over-the-top adult anime dubbing. Whether it's bizarre lines, contrived plots, insane innuendos, or just plain bad acting, you're sure to laugh out loud as we bask in the madness of some of the best(?) English-dubbed scenes from adult anime.

Runtime: 60- and 90-minute versions available.

Rating: 18+. 
hilarious hentai dubs

(On that day, mankind received a grim reminder...)

Voice of Yugi Mutou
Synopsis: Oyajicons rejoice! If you like your anime men to be a bit more on the mature side, maybe with a beard or a bit of scruffy stubble, then you’re not alone! Come join Vitamin H for this hour-long collection of the best ossans anime has to offer, including some you might not’ve met before.

Runtime: 60 minutes.

Rating: All ages.
**The First Rule of Hot Anime Dads**

Any adult male character who is sufficiently hot and a dad is either:

1. Evil
2. Going to die
3. Barely going to appear at all
4. Kotetsu

This is a fundamental and inescapable truth any budding oyajicon will need to learn to deal with!

---

**Koutetsu Kaburagi**

An old-fashioned, klutzy super hero who cares more about saving people than looking cool and earning ad revenue.

**Pros:**
- Super strength
- Super Speed
- Kitty Beard

**Cons:**
- Super in love with his partner
- Addicted to mayonnaise
- Kitty Beard
Synopsis: Love going to panels? Want to run your own? Vitamin H (along with special guest star Becky Miyamoto from Paniponi Dash) is here to help you make them great! Covering everything from choosing a topic, the process that goes into planning, pitching your panel, and public speaking tips to getting feedback and staying in contact with your fans. We'll help you make your audience as excited about your topic as you are!

Runtime: 60- and 90-minute versions available.

Rating: All ages.
I AM PANELIST (AND SO CAN YOU!)

Okay, I'm gonna panel like a boss!

Wait, how do I even do that? I have no freaking clue how this even works...

Ain' Heck

SOFTWARE SPOTLIGHT: POWERPOINT 2013

What's a panel?

Now it's time to take everything you've found and put it all together.

In this panel we'll be focusing mainly on panels that use PowerPoint, but it's mostly the same if you want to use a whiteboard or just talk.

Over here, I can see all the stuff I'm gonna talk about while this slide it up.

I could type it in long sentences, or just bullet points.

I can also leave myself instructions or just an encouraging note!

Slide 23 of 26
Synopsis: For more than 50 years, we've been enchanted by the frilly pink badasses known as magical girls. But beneath their elegant exterior lies a complex and captivating history that's filled with all kinds of surprises. Join Vitamin H as we explore the universe of magical girls, from the early inspirations in American TV to the modern, ultra-slick shows that captivate audiences throughout the world.

Runtime: 60 minutes.

Rating: All ages.
A pink-haired high schooler has a dream about a mysterious, dark-haired beauty.

The next day at school, the strange girl tells Madoka to "always stay a normal girl".

Soon after, Madoka encounters an adorable anime mascot who asks her to fight monsters in exchange for a wish.
Synopsis: Like so many of our favorite nostalgic shows, the *Digimon* franchise is unbelievably vast. Countless games, manga and anime series all tell a different story about these amazing digital creatures. As always, Vitamin H is here to help you dive a little deeper into all things prodigious.

**Runtime:** 60 minutes.

**Rating:** All ages.
Tai vs. Tai

- Partner: Veedramon (nicknamed Zeromaru)
- A fan of the Digimon V-Pet whose device glitched and gave him an "unofficial" Digimon before drawing him into the Digital World.
- Tasked by MagnaAngemon with finding the V-Tags and defeating Daemon.

Digi-Destiny

- A direct sequel to Adventure, where the two youngest Digi-Destined join forces with three new kids.
- Introduces the idea of multiple Digivolution paths, as well as DNA Digivolution.
- Sometimes feels very...fanfiction-y.
Synopsis: A Metal Gear panel, featuring all the clones, mechs, vampires, conspiracies and one-eyed dogs that we know and love. As you can probably guess, we’ll be delving a fair bit into the weirder side of Metal Gear lore, as well as probing the mind of the series’ enigmatic creator. If you’re looking for a mix of hard-boiled spy thrills and geriatric half-tree assassins, this might just be the panel for you.

Runtime: 60 minutes.

METAL GEAR SOLID: RISING

Set between MGS2 and MGS4, this game explains how Raiden became a cyborg and rescued Sunny.

Focused around "hunting stealth", with the tagline "cut what you will".

As awesome a concept as this was...Kojima Studios couldn't make a game out of it.

Only two levels and a single FMV trailer were ever fully produced.

In reality, the Big Shell incident is merely an simulated exercise for the Patriot AIs to determine the extent to which people can be tricked into specific emotional and physical reactions.

Raiden and Snake vow revenge on The Patriots.
Synopsis: Can’t get that awesome anime music out of your head? Then come on down and let Vitamin H test your otaku music knowledge! From old-school classics to current smash hits, from shoujo to shounen, harem to horror, and everything in between, we’ve got a whole range of anime openings and endings for you to figure out. Up to 80 players can compete for the title of Anime Music Maestro!

Runtime: 60 minutes.

Rating: All ages.
Synopsis: A somewhat tongue-in-cheek look at the world of otome games - dating games for girls. We look at the history of these games, the precursors that defined them, and the vast amounts of spinoffs the genre has spawned. Otome RPGs, Otome Rhythm Games, anime, iPhone games, and even... Choose-Your-Own-Adventure CDs?! Even those who aren’t huge fans of the genre are sure to enjoy this panel as we explore some of the most unique, inventive, and just plain weird stuff that otome games have to offer.

Runtime: 60- and 90-minute versions available.

OTOME-NIA!

PRINCESS DEBUT

A PRINCESS FROM ANOTHER WORLD OFFERS TO TRADE PLACES WITH OUR MC IF SHE’LL DANCE AT HER KINGDOM’S ANNUAL ROYAL FESTIVAL.

MC AGREES AND SPENDS THE NEXT MONTH TRAINING IN THE WAYS OF BALLROOM DANCING.

OF COURSE, ALL HER POTENTIAL DANCE PARTNERS ARE CUTE GUYS.

AN OTOLGE CENTERED LARGELY AROUND THE DANCING MINIGAME; THINK ELITE BEAT AGENTS BUT WITH MORE SPARKLES.

IN CONTRAST, A SITUATION CD PUTS YOU AS THE STORY’S MAIN CHARACTER. THE DIALOGUE YOU HEAR IS WHAT OTHER CHARACTERS ARE SAYING TO YOU.

THIS COULD BE YOU!
Synopsis: Somewhere in rural America lies a small, quaint resort town that's bathed in an eternal fog. A place where those with troubled hearts must face the deepest, darkest parts of their psyche. You've found a letter that tells you to join Vitamin H for this in-depth look at the history of the Silent Hill franchise.

Runtime: 60 minutes.

Rating: 13+ and 18+ versions available.
"Our Special Place"
A SILENT HILL RETROSPECTIVE

SHATTERED MEMORIES

- Doting father Harry Mason takes his daughter Cheryl to the town of Silent Hill.

- His car swerves off the road, and when he comes to, his daughter (and his memories) are gone.

- Searching through a strange world of ice, he finds that his past was never what it appeared to be...
Synopsis: The mad genius behind *Ichi the Killer* and *Audition* has directed everything from low-budget pulp thrillers to skin-crawling horror, yakuza dramas to video game adaptations and even a handful of kids’ films! This freeform panel explores the style and incredible diversity of Miike-san's vast filmography and allows audiences to choose what clips they want to see - from disturbing torture to hilarious insanity and everything in between.

Runtime: 60-, 90-, and 120-minute versions available.

Rating: 18+

Note: Title of panel may be changed in your program guide, if necessary.
TAKASHI MIIKE
Bites the WORLD on the ASS!

TAKASHI MIIKE 三池 崇史

Born August 24, 1969 to a working class family in Osaka Prefecture

Has directed over 70 films over the course of a roughly 20-year career

Started making "V-cinema" (direct-to-video) movies in the early 90's

Known for extreme scenes of violence and sexual perversion

TAKASHI MIIKE

A widower sets up a fake film audition in order to find a new wife

Instead he finds the craziest psychobitch on earth

"I think that human beings are far more frightening than any horror monster...I wanted to express that with this film."

AUDITION オーディション

1999
**Synopsis:** Think you're a fan of *Tenchi Muyo*? Well, the Tenchi Multiverse is even vaster than you think, and it goes WAY beyond what you may have seen on Toonami, stretching across more than half a dozen anime, and that’s not including the countless spinoffs, re-tellings, alternate continuities and an endless supply of supplemental material. Join Vitamin H as we chart a course through the OVAs, TV shows, the games, and more.

**Runtime:** 60 minutes.

**Rating:** 13+. 
PRETTY SAMMY / MAGICAL PROJECT S
魔法少女プリティサミー

- Sasami's now a regular human girl who just happens to go to school with Tenchi, Ayeka and Ryoko.
- The queen of the magical land of Juraihelm has chosen her to be a champion of justice.
- Really, it's just a standard magical girl show but with the cast of Tenchi.

1995-1997

THE THREE CREATORS

Who “made” Tenchi?

Since the show is so old, and many of its creators so reclusive, it's difficult for non-Japanese fans to parse just which of the three created what in terms of the original OVA.

The things they created afterwards are much easier to distinguish.
Synopsis: Blood! Terror! Nonsensical plots! These are the films that defined a horror generation, from the "cha-cha-cha" of Jason Voorhees to the edgy one-liners of Freddy Kreuger. Make sure you're prepared for this cavalcade of danger, death and silliness.

Runtime: 60 minutes

Rating: 13+
Kentuckian film student with a passion for sci-fi horror.
Known for his gritty, grim horror stories that often have bleak, ambiguous endings and dark synth-based soundtracks.
Most of his films were considered obscure grindhouse fare until his big breakout hit...

Psycho

A skittish bank teller decides to steal a bunch of money and elope with her boyfriend.
She stays over at the Bates Motel, which turns out to be a horrible mistake.
Synopsis: A look at the darker side of anime, showcasing everything from gothic gloom to high-octane thrillers, traditional yokai to unspeakable Lovecraftian beasts. Whether you're a seasoned horror fan who's looking for new nightmare fuel or just a regular otaku who'd like to try something different, there'll be something here for you to love.

Runtime: 60-, 90-, and 120-minute versions available.

Rating: 13+ and 18+ versions available.
Toons that go Bump in the Night

SHIKI

Toons that go Bump in the Night

Blood-C

- Third series under the Blood name — tangentially related to the first two.
- Story and character designs by CLAMP
- Shrine maiden and normal high-school student by day.
- Bad-ass swordswoman by night, defending her small town from The Ancient Ones.

Available for streaming or purchase at funimation.com
Synopsis: You know who were really awesome? Ninja, that’s who.

They may not’ve really had the amazing superhuman powers we see in film and anime, but their ingenious use of chemistry, physics and the martial arts were just as amazing. From walking on water to breathing fire, invisibility to reading minds, we’ll be examining the myths of the ninja’s great powers and explaining the fascinating reality behind these legends.

Runtime: 60 minutes.

Rating: All ages.
THE TRUE HISTORY OF THE NINJA

SHIGA PREFECTURE (TODAY)

KYOTO

Koga

Iga

MIE PREFECTURE (TODAY)

NINJA SHINOBI ROKUGU

AMIGASA KAGINAWA DONOHI

TENUGUI INROU YATATE
Synopsis: Welcome to the world... or, rather, worlds of Japan’s most darkly inventive and disturbing manga author. A world where bandy-legged sideshow owners parade their cannibal children as living exhibits. A world where hideous young boys gulp down cooking oil like water. Fish that walk on metal legs, girls who mutate and grow like living fungus. Spirals in the air, horrors in the ocean, disembodied heads floating through the skies, a hole that was made for you in the side of a mountain. And above it all, a vast, living star that consumes everything it touches.

This is the world of Junji Ito.

Runtime: 60- and 90-minute versions available.

Rating: 13+ and 18+ versions available.
BLACK PARADOX

Four people meet on an online ‘suicide forum’ and agree to die together.

After a failed attempt, they discover a beautiful, never-before-seen mineral growing inside their bodies.

The stone is dubbed ‘Paradoxical Night’ and soon the whole world is obsessed with its hypnotic beauty.

It actually gets more terrible from here.
Synopsis: An introductory panel designed to explain the internet phenomenon that is The McElroys Fandom. Just who are these guys? Why are so many congoers dressing up as elves with umbrellas? And which of their 20+ shows would suit you? You’ll discover all this, and more!

Runtime: 60 mins.

Rating: 13+/18+. 
The Adventure Zone

What Is It?

- Bi-weekly podcast featuring the boys, and their Father, Clint.
- Three bumbling sociopaths somehow stumble into a pan-dimensional saga of love, loss, eldritch horror and a metric ton of dick jokes.
- Goofy characters, in-depth worldbuilding, clever foreshadowing, and hilarious improv.

Griffin’s Amiibo Corner

Why Watch It?

- I.
- Don’t.
- Know?????
- Have you secretly always wanted to watch a nerdy white dude in his late twenties wince in pain as he crams expensive children’s toys into his mouth????????
- WHO IS THIS EVEN FOR.

2016
Synopsis: Just how crazy can a movie be? You'll find out in this assortment of wonderfully insane Japanese cinema. Goofy or profound, surreal or meta, mind-bending or beautiful. You'll see all kinds of amazing things and maybe discover some of your new favorite movies.

Runtime: 60-, 90-, and 120-minute versions available.

**WILD ZERO [1999]**

- Just your typical punk rock zombie alien yakuza movie
- Created primarily as a vehicle for Japanese punk singer Guitar Wolf and his band, creatively also called Guitar Wolf.
- Spawned internet-popular drinking game
  - 1st half: Drink whenever someone fixes their hair.
  - 2nd half: Drink whenever a head explodes.

---

**SATOSHI KON**

- “The David Lynch of anime”
- Works often focus on aspects of performance and criticize Japanese culture
- Often exhibits surreal, otherworldly film techniques.
- Sadly passed away in 2010 at the young age of 46; his final film is still in production.

- *Millennium Actress*
- *Tokyo Godfathers*
- *Paranoia Agent*
- *The Dreaming Machine*
**Synopsis:** Love our *What the Film* panel but wish there were fewer... content restrictions? Wish no more! *What the Film [After Dark]* brings you all of the mind-boggling weirdness of our regular film panel but with a level of violence and Certain Situations that only an adult mind could appreciate. Bring your ID and leave your good taste at the door!

**Runtime:** 60 minutes.

**Rating:** 18+. 
**Rampo Noir (2005)**

An anthology film based on the works of a well-known mystery author. Each tale shares themes of insanity, decay and all-consuming obsession. In this story, a chauffeur finds himself falling ever more in love with the actress he works for...

**Hentai Kamen (2013)**

In order to foil a bank robbery, a young man disguises his face with a random pair of used panties. This awakens his “inner deviant”, Hentai Kamen, a hero who fights crime with, uh...*interesting methods.*
Synopsis: Vitamin H explores the weird, wild, world of youkai, Japan's traditional monster-spirits. Creature facts, famous stories, and even some tips on how to survive YOUR next encounter with these strange creatures!

Runtime: 60 minutes.

河童 KARPA

- Typically one-off references or comic relief characters.
- Often portrayed as weird, goofy, or awkward.

狐 KITSUNE

- Incredibly intelligent animals, their semi-divine nature giving them supernatural abilities.
- Kitsune can speak, fly, use dangerous magic, and even transform into a human.
- Capricious tricksters who sometimes help people, but otherwise may manipulate or even kill them.
Synopsis: Epic battles! Giant swords! Morbidly obese fantasy chickens! Vitamin H skewers the quirks of the Final Fantasy franchise and schools you on why Your Favorite Final Fantasy Sucks. (Audience interaction is mandatory, as ordered by the Shinra Corporation.)

Runtime: 60 minutes.

Rating: All ages or 18+. 