



**The Asian Karaoke Idol Invitational (TAKII) 7**  
**~Simply SInS "ASIAN"al~**  
**April 25th - 26th, 2009**

A weekend-long celebration of Asian culture's guiltiest pleasures!  
**KARAOKE! COSPLAY! GAMING! YAOI?! & MORE!!!!**  
**FREE ENTRY -- PRICELESS MEMORIES**

**The Rotunda (Philly, PA)**  
**takii.pdnmz.com**

# **"HARDCORE HANDBOOK"**

## **SURVIVAL GUIDE PROGRAM**

# TABLE OF CONTENTS

## 1. BEGINNINGS

- a. PG. 1 – *Cover*
- b. PG. 2 – *Table Of Contents*
- c. PG. 3 – *Hajimemashite/Welcome*

## 2. TAKII 7 PRIMER

- a. PG. 4-5 – *Registration Centrale Procedure*
- b. PG. 6 – *#1 Contender's Pass VS Free-For-All Festivities*
- c. PG. 7-9 – *Vid Game Tourney & Gaming Festivity Guide*

## 3. TAKII 7 EVENT ROLL-CALL

- a. PG. 10-15 – *Music Events*
- b. PG. 16-20 – *Video Game Events*
- c. PG. 21-24 – *Vendor Events*
- d. PG. 25-30 – *Omake Events*

## 4. ENDINGS

- a. PG. 31-35 – *TAKII 7's Guests/Performers*
- b. PG. 36-37 – *Rules & Regulations*
- c. PG. 38 – *Domo Arigato/Special Thanks*

# HAJIMEMASHITE, MINNA-SAN!

Established in February 2006, **The Asian Karaoke Idol Invitational** is the world's most extreme Asian culture fusion festival, featuring 2 main seasons & numerous other co-branded events & performances throughout each year. With maverick innovations such as **Asian Multimedia Entertainment Network (AMEN, it's 24/7, Asian fan/otaku-centric online broadcasting & social network)**, it entertains, inspires, & enriches the lives of its fans worldwide on a continuous basis.

**TAKII 7 ~Simply SINS"ASIAN"al~** is a 2-day celebration of Asian culture's guiltiest pleasures that will be taking place at The Rotunda in Philadelphia, PA on April 25th - 26th, 2009. While entry to the celebration of this 7th season spectacular is free, the moments spent on indulging yourself in everything from yaoi/yuri anime to karaoke will be simply priceless. Dare to compete....dare to defy the odds....dare to take it to the extreme!



## At-Door Registration/Check-In Procedure – Registration Centrale

### a. #1 Contender's Pass Pre-Registrants

- i. You will be asked to produce your pre-reg receipt, as well as sign the #1 Contender's Pass attendance sheet when you enter
- ii. You will be given your pre-reg materials in a packet (schedules, programs, plus a special pin), as well as a special badge – the loss of your badge will result in you having to purchase a replacement at full-cost, so please keep track of it
- iii. If you return multiple times, you will be asked to ID yourself in the #1 Contender's Pass attendance sheet w/your signature, for attendance purposes

### b. #1 Contender's Pass At-Door Registrants

- i. You will be asked to pay \$10.00 for the purchase of a Pass, as well as sign the #1 Contender's Pass attendance sheet when you enter
- ii. You will be given your materials in a packet (schedules & programs), as well as a special badge – the loss of this badge will result in you having to purchase a replacement at full-cost, so please keep track of it
- iii. If you return multiple times, you will be asked to ID yourself in the #1 Contender's Pass binder w/your signature, for attendance purposes

**c. Free Entrants**

- i. Obviously, it's FREE to enter, so all you will have to do is sign in our normal attendance sheet & get a "My Name Is..." sticker badge – please clearly write your name on your badge
- ii. You will be given your materials in a packet (schedules & programs) – once they run out, not to fret – scheduling info will be made available on posters hung throughout the TAKII 7 venue (The Rotunda)
- iii. If you return multiple times, you will be asked to ID yourself in the normal attendance sheet w/your signature, for attendance purposes – if you forget your sticker badge, you will have to sign up as a new entrant

**d. Guests/Performers & Dealers/Exhibitionists**

- i. You will follow the directions given to you by TAKII Coordinators before-hand on set-up times, sign-in procedure, & other prior arrangements – please arrive at least an hour earlier than you are scheduled to insure that you get here on time

**e. Additional Festivity Sign-Ups**

- i. For any festivity that requires signing up, notice will be given with enough advance time of the event itself & you will be guided to the proper area - prepare to show your #1 Contender's Passes, if necessary

**f. #1 Contender's Pass Perks VS Free Entrance**

- i. Anyone who attends TAKII 7 period gets in FREE, but with a Pass, you have access to win prizes, or take part in certain festivities that free entrants can't
- ii. For a complete listing & breakdown of this season's free & Pass-oriented festivities, please check out our official website, or program booklet

**TAKII 7 ~Simply SINS~ASIAN~al~  
“#1 Contender’s Pass Exclusives” & “Free-For-All Festivities” Event Guide  
The Rotunda (Philly, PA)**



**1. #1 Contender’s Pass Exclusives**

a. You will have to purchase a Pass to play &/or win for these events.

i. MUSIC EVENTS

1. *TAKII 7 Show*
2. *StepMania Shining Stars*
3. *Name That TAKII Tune*
4. *Last Otaku Standing*

ii. VIDEO GAME EVENTS

1. *Capcom Showdown SmackDown*
2. *HUZZAH: The Even More New “Press Your Luck”*
3. *Gaming Live On PPV: Fab Fusion*
4. *Vid Game Tourneys*

iii. VENDOR EVENTS

1. *TAKII Asian-mercial Challenge*
2. *Silent Library Showdown ~Gaki no Tsukai~*
3. *Win, Lose, Or Draw: Artist’s Alley Edition*
4. *Raffle Royale PLUS*

iv. OMAKE (EXTRA) EVENTS

1. *Yaoi/Yuri YOWZA!*
2. *SINS~ASIAN~al Charades*
3. *Cosplay Battle Royale*
4. *Fusion Festival Family Feud*
5. *Otaku Jeopardy*

**2. Free-For-All Festivities**

a. You can take part in these events for free, but you don’t win as many prizes.

i. MUSIC EVENTS

1. *Makenai: Fusion Charity Benefit Concert*
2. *Say WTF Karaoke*
3. *Ota-Rave (feat. TAKII Request Live PLUS & Rhythm D-Generates)*

ii. VIDEO GAME EVENTS

1. *Yaoi/Yuri Gaming Buffet*
2. *TAKII Cover Art Contest*
3. *The Great TAKII Debate: Best Fusion Game*
4. *Vid Game Free Play*

iii. VENDOR EVENTS

1. *Community Centrale*
2. *Dealer’s Dominion*
3. *Raffle Royale*
4. *“Extreme X-Pose” Panel Series*

iv. OMAKE (EXTRA) EVENTS

1. *AMV Battle Royale*
2. *AMEN Talent Showcase*
3. *TLO Video Lounge*
4. *TAKII Guest & Performer Q&A*
5. *TAKII Wild Card*

TAKII 7 ~Simply SINS~ASIAN~al~  
Vid Game Tourney & Gaming Festivity Guide  
The Rotunda (Philly, PA)



1. **“Blind Faith” Challenge: Sonic 2 (XBL)**
  - a. OBJECTIVE = get the most coins in Level 1-1.
  - b. RULES = blindfolded, 1 at a time, back of the line when your turn is done, unlimited tries within an hour.
  - c. ENTRY = unlimited.
  - d. TIE = highest score breaks the tie.
2. **“Feel The Rhythm” Challenge: Dancing With The Stars ~Get Your Dance On~ (Wii)**
  - a. OBJECTIVE = get the highest judge’s score.
  - b. RULES = 1 VS 1, professional level, random character, random song, bracket style.
  - c. ENTRY = 16.
  - d. TIE = highest actual score breaks the tie.
3. **“Royal Rumble” Challenge: WWE SmackDown! VS RAW 2009**
  - a. OBJECTIVE = be the last person left in the ring.
  - b. RULES = WWE Royal Rumble style, pick your own wrestler, 1 per entrant
  - c. ENTRY = 20.
  - d. TIE = n/a.
4. **“Golden Gauntlet” Challenge: Soul Calibur 4 (360)**
  - a. OBJECTIVE = be the last person in line to have won a match.
  - b. RULES = 1 VS 1, special VS, alternate type of random characters in each match, random stage, 30-second matches, loser goes to end of line, winner stays until beaten, unlimited tries within an hour.
  - c. ENTRY = unlimited.
  - d. TIE = n/a.
5. **“King Of The Ring” Challenge: King Of Fighters 2001 (DC)**
  - a. OBJECTIVE = advance to the finals & win.
  - b. RULES = 1 VS 1, single VS, random characters, w/Final Round in team VS style, brackets style.
  - c. ENTRY = 16.
  - d. TIE = n/a.
6. **“Blind Faith” Challenge 2: Blazing Lasers (Wii VC)**
  - a. OBJECTIVE = score the highest in Stage 1.
  - b. RULES = blindfolded, 1 at a time, go until you die or you complete the level, go to the end of the line when turn is over, unlimited tries within an hour.
  - c. ENTRY = unlimited.
  - d. TIE = 1<sup>st</sup> person to obtain the highest score.

7. **“Toonami VS Adult Swim” Challenge: InuYasha: Feudal Combat (PS2) & Yu Yu Hakusho: Dark Tournament (PS2)**
  - a. OBJECTIVE = advance to finals & win.
  - b. RULES = 1 VS 1, standard VS, random characters, Round 1 = YYH: DT, Round 2 = IY: FC, Final Round = coin flip for the game, pick your own characters, brackets style.
  - c. ENTRY = 16.
  - d. TIE = n/a.
8. **“Jungle Japes Gauntlet” Challenge: Donkey Konga 1 & 2 (GC)**
  - a. OBJECTIVE = be the last person in line to have scored the highest & win.
  - b. RULES = 4P VS, Bongo Battle, 1 random song per match, random difficulty, lowest 2 scorers go to back of the line, unlimited tries within an hour, Round 1 = Donkey Konga 1 & Final Round = Donkey Konga 2 w/top 2 scorers VS, best of 3 songs.
  - c. ENTRY = unlimited.
  - d. TIE = n/a.
9. **“Tag-Team Turmoil” Challenge: Wii Sports (Wii)**
  - a. OBJECTIVE = outlast all other teams, then defeat your own partner.
  - b. RULES = Round 1 = Tennis, doubles, 1 match, Final Round = Boxing w/winning team VS, bracket style.
  - c. ENTRY = 32 (16 teams of 2 players each).
  - d. TIE = n/a.
10. **“Blind Faith” Challenge 3: Mario Kart: Double Dash (GC)**
  - a. OBJECTIVE = cross the finish line in Baby Park w/the fastest overall time.
  - b. RULES = blindfolded, 4P VS, Baby Park stage, select your own karts & characters, all players to back of the line when match is over, unlimited tries within an hour.
  - c. ENTRY = unlimited.
  - d. TIE = 1<sup>st</sup> one to obtain the fastest time.
11. **“TLO Old School” Challenge: Darius Gaiden (Saturn)**
  - a. OBJECTIVE = have your team score the highest in Level 1.
  - b. RULES = 2P co-op, Level 1, 2 credits, medium difficulty, all teams to back of the line when their turn is over, unlimited tries within an hour.
  - c. ENTRY = unlimited (must be in pairs).
  - d. TIE = 1<sup>st</sup> team to obtain highest score.
12. **“Toonami VS Adult Swim” Challenge 2: Naruto: Clash Of Ninja Revolution 2 (Wii) & Bleach: Shattered Blade (Wii)**
  - a. OBJECTIVE = outlast all challenges across 2 series.
  - b. RULES = Rounds 1 & 2 = Naruto, 4P VS, random characters, 30-second rounds, 1<sup>st</sup> to win 2 rounds advances, brackets style, Final Round = Bleach, 1 VS 1, standard VS, pick your own characters, best of 3.
  - c. ENTRY = 32.
  - d. TIE = n/a.
13. **“TAKII Classics” Challenge: Super Smash Bros. Brawl (Wii)**
  - a. OBJECTIVE = outlast all challengers.
  - b. RULES = 4P VS, 2-minute KO, random characters & stages, system brackets style.
  - c. ENTRY = 32.
  - d. TIE = n/a.
14. **Gaming Live On PPV: Fab Fusion (Capcom VS SNK 2 (DC), Marvel VS Capcom 2 (DC), & Mortal Kombat VS DC Universe (360))**

- a. OBJECTIVE = have your team earn the most points, or be the last team standing when time runs out (whichever comes 1<sup>st</sup>).
- b. RULES = participants will be split into 4 equal teams; TAKII fans will select 1 member from 2 teams to face off in a game of the fan's choosing (from above), standard VS each match, w/winning team gaining a point & the losing team having to decide to lose a point, or drop a player; cycle continues until time runs out, or there is only 1 team left standing.
- c. ENTRY = unlimited (divided into 4 teams of equal players).
- d. TIE = n/a.

**15. Capcom Showdown SmackDown: Black Tiger (C64), 1942 (NES), Super Ghouls & Ghosts (SNES), Street Fighter Alpha 3 (PS), Super Puzzle Fighter 2 Turbo: HD Remix (XBL), Super Street Fighter 2 Turbo: HD Remix (XBL), & Street Fighter 4 (PS3)**

- a. OBJECTIVE = outlast all challengers across multiple platforms.
- b. RULES = P1 VS P2 = 1942 (best score until you die), P3 VS P4 = Super Ghouls & Ghosts (best score in 60-seconds), P5 VS P6 = Street Fighter Alpha 3 (2 member team battle, random characters), P7 VS P8 = Black Tiger (best score until you die), Semi-Finals 1 = Super Puzzle Fighter 2 Turbo: HD Remix (1 round VS), Semi-Finals 2 = Super Street Fighter 2 Turbo: HD Remix (1 round VS), w/Finals = Street Fighter 4 (best of 3, standard VS, chose your own characters).
- c. ENTRY = 8.
- d. TIE = n/a.

**16. HUZDAH ~The Even More New "Press Your Luck"~ (feat. PowerStone 2 (DC))**

- a. OBJECTIVE = earn your team the most points before time runs out.
- b. RULES = to earn spins, each team selects a player to play PowerStone 2 (4P standard VS, random stage & characters), w/1<sup>st</sup> out = 2 spins, 2<sup>nd</sup> out = 4 spins, 3<sup>rd</sup> out = 6 spins, winner = 8 spins; then teams take turns using their spins on the PYL board; cycle continues until 1-hour time limit runs out.
- c. ENTRY = unlimited (divided into 3 teams of equal players).
- d. TIE = n/a.

**NOTE:** All of the above require a #1 Contender's Pass to play. Sign-ups for each tournament will begin right before it is to start; your slot will not be reserved if you are not present.



## #1 Contender's Pass Exclusives



### Deadly SINS"ASIAN" Factor = Karaoke

It's the show that other organizations weren't able to put on, but **PDNMZ** wants to present to the world: an Asian karaoke competition that now travels in the form of the "**TAKII World Tour**" & known not by any other name than "**PDNMZ Presents: TAKII 7 Show**", the fusion festival's most popular form of entertainment!! Entrants are asked to congregate at the **Main Stage** 15 minutes prior to showtime w/their **#1 Contender's Passes** in-hand. **TAKII** attendees will then be witness to 3 fierce rounds of vocal & talent-related dueling, with all songs emanating from the **TAKII** music library, consisting of the following:

- **ROUND 1: PERSONAL PLEASURE**
  - The song of choice must originate from an Anime series, game, or Asian Music & be in an Asian language. The music source must be provided (karaoke preferred) by the contestant, else they are subject to what is available in our music library. Lyrics can be used w/prejudice. Musical instruments are allowed.
- **ROUND 2: JUDGE'S CHOICE**
  - Each judge will randomly pick a contestant & choose a special song for them to sing. Lyrics will be provided w/o prejudice if the song is unfamiliar to the contestant. Musical instruments are allowed.
- **ROUND 3: DANCE TO DESTINY**
  - Each contestant will watch (along with everyone in attendance) a

special Asian dance video presentation. Afterwards, the audience will choose 1 of the featured songs for pairs of contestants to dance to & they must use at least 2 of the dance moves previously shown.

There will be 3 very special judges, all experts in their fields, critiquing the course of the entire competition & adding their own brand of "constructive criticism" to the mix. Scores will be based on a combination of a judge's numeric evaluation & audience support/applause. At the very end, the **TAKII** fans in attendance will choose who they believe should be crowned the winner. In the event of a tie, the decision will be made based upon who scored higher amongst the judges.

When all is said & done, the winner shall receive some sweet swag from this season's sponsors/affiliates, get the opportunity to perform during our "**Makenai: Fusion Charity Benefit Concert**", & be crowned the "**Asian Karaoke Idol Invitational 7 Show**" Champion! In the 6 prior seasons of the **TAKII Show**, a male contestant hasn't ever come out on top. Will this season crack that ultimate glass ceiling....^\_\*



## StepMania Shining Stars

### Deadly SINS "ASIAN" Factor = Karaoke & Fusion Gaming

As if there weren't enough championships to compete for at **TAKII**, here comes another -- making its return, it's, "**StepMania Shining Stars**"! Those who wish to participate will have to be **#1 Contender's Pass** holders & gather in front of the **Main Stage** in pairs. Afterwards, each pair will be given a mic, song lyrics, & a dance pad to perform an uber-secret, randomly selected song from **TAKII**'s version of the cult-classic conglomerate homebrew game dedicated to Dance Dance Revolution (DDR), **StepMania!**

Featuring a special set of judges & an extreme **TAKII** audience not afraid to speak its mind, each pair will be evaluated based upon a combination of judge's critiquing (1-10 pts.), dance rating (1-10 pts.), & overall audience support (1-10 pts.), making 30 pts. the highest score you can achieve. In the event of a tie, a representative from each pair will step up to dance a random song of random difficulty, with the highest score winning top honors. Once the dancing dust has been settled, the winning pair will earn some great gifts from **TAKII 7**'s sponsors/affiliates, as well as be declared "**StepMania Shining Stars**" Tag-Team Champions!

The logo for the game show "Name That Tune!" is displayed in a red, stylized font with a yellow outline, set against a black background.

## Name That TAKII Tune

Deadly SINS"ASIAN" Factor = Asian Gameshows

Created in the 1950s & lasting until the late 1980s, the original "**Name That Tune**" gave sofa savants (aka couch potatoes :-P) nationwide the chance to enjoy their favorite songs in a variety of ways as TV contestants did so for plenty of prizes & mad moolah. With "**Name That TAKII Tune**", we bring back that vintage sense of nostalgia with an Asian version of the gameshow the rocked the socks off of your parents & grandparents, with a **TAKII**-branded twist! Ready to go with their **#1 Contender's Passes**, participants will gather into 4 groups of 8 people & endure....

- **ROUND 1 = Pick-A-Tune**
  - Correctly guess the song title from a series of word jumbles on the big screen (have some paper & pencils handy, folks).
- **ROUND 2 = Bid-A-Note**
  - For each duel, contestants will select an uber-secret action card (marked either "Title", "Artist(s)", or "Genre", for what they are responsible for guessing. Then, contestants will duel for who can guess the song in the least amount of time possible (ie: "I can name that tune in...."), between 0-60 seconds. Once you are told to "name that **TAKII** tune", the action card will be flipped over & the song played.
- **ROUND 3 = Golden Medley**
  - Random songs will be played at varying lengths as contestants try to correctly guess as many songs as they can within the given time limit.
- **ROUND 4 = Name That Video**
  - With all sound muted, contestants will have to correctly guess at the song being performed.

Once the scores from all 4 rounds are tabulated, the team with the highest score will be declared our very 1st ever "**Name That TAKII Tune**" Champs!



## Last Otaku Standing

Deadly SINS"ASIAN" Factor = Asian Gameshows

In Japan, it's known as "Isu Tori Game". In Thailand, it's known as "Kao'ee Dontri". In America, it's known as "Musical Chairs". AT **TAKII 7**, it's fans know it as "**Last Otaku Standing**", our extreme twist on a tried & true classic game of epic proportions! Sound simple, right? Maybe you should read on....

Participants will be in it for themselves, as they each bring their **#1 Contender's Passes** & a seat around the Main Stage -- *each seat will have, underneath it, an especially-hilarious, musically-related task*. Before the music starts, a seat will be randomly pulled, meaning someone will be left without a chair. When the music starts, everyone will be walking around the chair, jockeying for position by any means necessary -- as when the music stops, everyone music immediately sit down, with the person left out being asked to walk away, empty-handed.

This cycle repeats itself until there is 1 chair left & that last person must perform that special task under their chair! *In a special twist of events, the **TAKII** fans in attendance will then judge if they adequately accomplished the mysterious task & should win, or if everyone who previously got knocked out should get the prize instead!!* So, just who will be crowned **TAKII 7's "Last Otaku Standing"** Champ? Can you handle all of this excitement & drama? If so, game on!

### Free-For-All Festivities



## Makenai: Fusion Charity Benefit Concert

### Deadly SINS "ASIAN" Factor = Subete (Everything)

"Makenai" is the Japanese word for "I will not lose", or "I will not give up". It also appropriately describes the soulful vibe of the 3rd rendition of **TAKII's "Makenai: Fusion Charity Benefit Concert"**! *Featuring the musical stylings of this season's esteemed guests & performers, audience members will be treated to J-Rock solos, J-Pop duets, acoustic remixes, K-Rap rips, & festival frenzy as only "The House Of Hardcore Asian Music" can provide. During the entire "**Makenai Concert**" (as well as throughout the rest of **TAKII 7**), we'll be accepting monetary donations for our **Charity Beneficiary, Asian Americans United** ("a United Way-affiliated organization that cultivates leadership roles within Asian communities in the Philadelphia, PA region for a more prosperous society"). As we entertain your senses, let's all combine resources to assist those less fortunate than ourselves & the charities that make that desire a reality.*



## TAKII Request Live PLUS

Deadly SINS"ASIAN" Factor = Subete (Everything)

For those of you who are unaware, MTV's "TRL" ended its illustrious run on cable TV as of 2008 (which means, no more Tom Green videos & Mariah Carey wandering on the set with barely anything on & going insane :-P). However, that spirit of spontaneity lives on through **TAKII** in the form of this season's premier of "**TAKII Request Live PLUS**", an extension of the show you can listen to every Sunday @ 10pm - 12am EST on **Asian Multimedia Entertainment Network (AMEN)**!

Hosted by a combo of **Team TAKII Coordinators & TAKII 7 Guests/Performers**, "**Request Live PLUS**" will give festival fanatics the opportunity to select their favorite Asian music videos from the official **PDNMZ** collection on the big screen (as can be seen & heard on **AMEN**) while enjoy the musings of people sending out special dedications, going hardcore fanboy over their favorite guest(s), & many other moments that are sure to become part of **TAKII** lore for centuries to come. What randomly brilliant surprises are in store for "**TAKII Request Live PLUS**" participants this season? Stay tuned!!



## TAKII Rhythm D-Generates

Deadly SINS"ASIAN" Factor = Asian Gameshows

If you thought you were going to be coasting through without anything to do, think again. **BACK BY POPULAR DEMAND**, we bring to you "**TAKII Rhythm D-Generates**"! People all over the world are invited to join us for an intense group work-out, Asian music style, as led by our **TAKII**-exclusive dance trainers. Everyone in attendance will get to sing along & work off some poundage (& work up an appetite ^-^) to yesteryear's favorite hits & today's greatest trailblazers in the realms of Anime, video gaming, & Asian music (incorporating **TAKII 7**'s theme).

In anticipation of this very unique event, we kindly ask that you wear something that will not rip if you go to jump up in the air, or that will "fanservice" someone should you decide to bend over (lol). Special trinkets of **TAKII** affection will be given out to those of you who show that you can take that dreaded "otaku funk" to an unheard of musical extreme (& we aren't talking body odor, either ^-^). Whether you can actually dance or not isn't the point; it's all about having fun with your fellow otaku & **TAKII** brethren!



## Say WTF Karaoke

### Deadly SINS"ASIAN" Factor = Karaoke

Get up in front of all of your friends, or random strangers (^\_^), & sing to your hearts content, sans heartache! **"Say 'WTF' Karaoke"** is a spin-off from the wildly popular MTV show that brought vocal joy & general craziness from the shores of Cancun, Mexico to Ocean City, MD, & points all over the world. You may bring your own songs, or you can rely on **PDNMZ's** massive library of Asian Music, Anime, & video game themes, songs, & the like, consisting of hundreds of thousands of songs to choose from! **Feel free to also utilize TAKII's available instruments & lyrics, or bring your own!** Be exciting....be extreme!



## Ota-Rave ~ TAKII: AMEN Live ~

### Deadly SINS"ASIAN" Factor = Subete (Everything)

There is only 1 way to cap off a perfect weekend & end a fusion festival such as **TAKII 7**, & that is to bask in the afterglow of our awesome "**Ota-Rave -TAKII: Asian Multimedia Entertainment Network (AMEN) LIVE~**"! If you are familiar with the rave from other previous live **PDNMZ** DJ-ed events, then you know that this is 1 dance that you know you aren't going to wanna miss! *Guest DJs will be spinning some of the hottest tracks from the continent of Asia, as well as taking some of your live playlist requests.* **TAKII** guests, performers, & fans-alike will rave with glo-sticks, dance, release their inhibitions, & express themselves in extreme **TAKII** fashion.



## #1 Contender's Pass Exclusives

### *Capcom Showdown SmackDown*

#### Deadly SINS"ASIAN" Factor = Obscene # Of Characters

Capcom has been a video game juggernaut for decades, creating timeless classics families all over the world have thoroughly enjoyed across generations of system. With the coming of **TAKII 7**, we celebrate the vast amount of characters from this gaming giant's empire in the form of "**Capcom Showdown SmackDown**"! **#1 Contender's Pass** holders will be chosen at random, taking part in a series of Capcom game-based challenges on systems ranging from old-school Arcade & PS3 & everything in-between. *Finalists will be determined by each system that they triumph, with all of those victors battling it out in an ultimate display of gaming glory to crown our 1st-ever "Capcom Showdown SmackDown" World Champion!* Will you forge a new legacy, or will your legend be destroyed? Ganbatte, minna-san!



### *HUZZAH: The Even More New "Press Your Luck"*

#### Deadly SINS"ASIAN" Factor = Asian Gameshows

A game that has been known for as much of its ups as well as downs, **TAKII 7** brings that same excitement, comedy, revelation, & drama to what we like to call **HUZZAH: THE EVEN MORE NEW "Press Your Luck"**! Participants, armed with their **#1 Contender's Passes**, will be split up into equal teams, all of whom will duel against their counterparts from the opposing teams to go head-to-head in a series of video gaming-related challenges. For each challenge a team is able to complete, they will earn themselves a spin on our **TAKII Press Your Luck Wheel**. The wheel itself will be covered with point values &

bonuses, but also the perilously infamous whammy (which will zap all of your accumulated points). When all is said & done, the team with the most points when time runs out will be declared the winner!



## Gaming Live On PPV: Fab Fusion

### Deadly SINS"ASIAN" Factor = Fusion Gaming

Close your eyes & think of how it would be to put WWE WrestleMania, SummerSlam, Royal Rumble, TNA Slammiversary, ECW Heat Wave, & any other big professional wrestling happening together from an entertainment perspective. Now, add in some Asian fusion festival flare, a "TAKII-Tron" theatre-wide mondo projection, guest commentary, & you get the entertainment spectacle that is TAKII 7's "Gaming Live On PPV: Fab Fusion"! Anyone with a #1 Contender's Pass, humongous ego, the ability to entertain, & the passion to be "The Game" & the very best in video gaming is encouraged to take part in this gaming exhibition of epic proportions!

Here's how it's gonna work, minna-san: participants will be split up into 4 teams of equal size, each of whom will get to have their own name, entrance theme music, & staging (lighting, fog machine, etc., just like on professional wrestling). Afterwards, contestants & fans alike will be introduced to our special guest ring announcer & commentators & the games will begin! A TAKII fan will be chosen at random to select 2 teams that will select representatives to battle each other in a fusion-based game of the fan's choosing (ie: a Capcom VS game, or any game that uses multiple elements from multiple gaming series).

For each battle, the winning team earns a point, while the losing team either loses a point, or has to drop a player from their team if they don't want to lose a point. The cycle continues until time runs out, or there is only 1 team left standing. When all is said & done, the most successful team will be crowned our "Gaming Live On PPV: Fab Fusion" World Champions!!!!



## Vid Game Tournaments

### Deadly SINS"ASIAN" Factor = Fusion Gaming & Obscene # Of Chars.

You aren't proven to be a true gamer until you have competed against the best....against true kings among video gaming kings....& claimed your dominance in a PDNMZ-sponsored video game tournament! "Vid Game Tournaments" promises to be 1 of the hottest competitions this season, with tournaments going on all-day-long & ranging from the genres of fighting to racing to puzzle & everything in-between. HD TVs & sound

systems will be on tap for your pleasure. You can only enter yourself once per tourney, but you may enter as many actual tourneys as you'd like!

Because **TAKII** has a tradition of keeping its official list of tournament games & rules a secret until the day-of, this season will be no different. However, we do encourage you to check out our list of playable games & make every effort to practice 'till those thumbs get numb & too sore to score ^\_^!

### Free-For-All Festivities



## Yaoi/Yuri Gaming Buffet

Deadly SINS"ASIAN" Factor = Yaoi/Yuri

If you are 1 of those **TAKII** extremists who love to hang out until the lights go out, then you are in for a real treat with **TAKII 7's "Yaoi/Yuri Gaming Buffet"**! Featuring the following games, players with open minds will be immersed in worlds filled with manlove & ladylust that will pleasure you, heart & soul, for ages to come:

- **Enzai: Falsely Accused**
- **Absolute Obedience**
- **Animamundi: Dark Alchemist**
- **Lightning Warrior Raidy**

People who are into the yaoi/yuri subculture Japanese fandom have for too long been misunderstood. It's not all about the boobage & male frontal nudity -- it's about the powerful plots, dramatic storylines, & inspiring themes that run through so many gay-oriented series in a wide variety of forms. If you are 1) homophobic, 2) generally a wussy, 3) not appreciative of artistic nudity, or 4) a combo of the aforementioned, then this festivity is not for you. **IN ORDER TO PARTICIPATE IN THIS FESTIVITY, YOU NEED TO 1) HAVE PURCHASED A #1 CONTENDER'S PASS, 2) BE AT LEAST 18 YEARS OF AGE, & 3) HAVE A VALID PHOTO ID TO PROVE IT.**



## TAKII Cover Art Contest

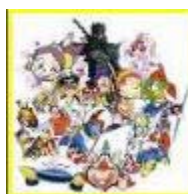
Deadly SINS"ASIAN" Factor = Asian Gameshows

Calling all artists who love to game; this one's for you! After this festivity's stunning success in last season's **TAKII** celebration, the "**TAKII Covert Art Contest**" is baaaack!!!! Contestants will then be called to the stage, 1 by 1, with an easel & a pack of miscellaneous artistry utensils at their disposal. Afterwards, **TAKII** audience members will

be chosen at random to specify in the following categories what they want the chosen artist to draw (within a limited period of time, of course ^\_^):

- TITLE
- PLATFORM
- PREMISE/GOAL
- CAST OF CHARACTERS
- TECH SPECS
- EXCLUSIVE CONTENT

After all is said & done, each drawing will then be judged by the **TAKII** fans themselves, with the chosen piece earning its artist some awesome prizes! All drawings will then be auctioned off during the "**Makenai**" benefit concert for **Asian Americans United**.



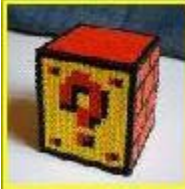
## *The Great TAKII Debate: Best Fusion Game*

**Deadly SINS"ASIAN" Factor = Fusion Gaming & Asian Gameshows**

In "**The Great TAKII Debate: Best Fusion Game**", participating **TAKII** attendees with their **#1 Contender's Passes** will be chosen at random to argue for their favorite fusion-based game (ie: a game that encompasses elements from multiple series in a single game). The moderator of the debate, **TLO's President Daniel Rubel**, & his guest judges will then let the debating commence for each side in the following format:

- **STAGE 1: GAME BACKGROUND**
  - Highlight the backstory of the game itself.
- **STAGE 2: CHARACTER MAIN EVENT-ERS**
  - Discuss your game(s) most well-known characters
- **STAGE 3: UNIVERSAL EFFECT**
  - Talk about your game's lasting global impact
- **STAGE 4: RAPID-FIRE Q&A**
  - Take randomly-selected audience questions

Each team will be given 3 minutes per round to debate & will be scored on their knowledge of the subject(s), statement substance & eloquence, persuasiveness, & overall presentation. Keep in mind your ultimate goal: to impress the audience & convince the judges that your side has the best argument for the best fusion game. Will you become a "**The Great TAKII Debate**" Champion? Be "in it to win it"!



## Vid Game Free Play

**Deadly SINS"ASIAN" Factor = Fusion Gaming & Obscene # Of Chars.**

Whether you need practice for 1 of the upcoming tournaments, or just want to play with friends, family, or fellow otaku & Asian music fans, **TAKII 7's "Vid Game Free Play"** is just the place for you! With a **massive library** of games to choose from, spanning multitudes of the gaming industry's top consoles ever (**including XBox 360, Wii, & PS3**), as well as some **surprises from previous gaming generations**, there will constantly be something for you to play! Games will be played on brand-new, large, flat-screen HD TVs with high-grade surround sound. Get laughed at for playing, or create a winning streak in, an epic game while creating memories that will live on in **PDNMZ** infamy!

*(NOTE: Please refrain from bringing your own systems, games, controllers, or memory cards, as these will be provided in-house by **TAKII**. Also, everyone is subject to the guidelines & consequences outlined in our "**Rules & Regulations**").*



### #1 Contender's Pass Exclusives



## TAKII Asian-mercial Challenge

### Deadly SINS"ASIAN" Factor = Asian Gameshows

In the spirit of "Who's Line Is It Anyway" comes **TAKII 7's** own "**TAKII Asian-mercial Challenge**". #1 **Contender's Pass**-holders will be chosen at random & will have to form teams consisting of at least 1 other person. Afterwards, the audience will then be split into guys ("bishounen") & gals ("bishoujo") & will get to select the item the team is to try to sell & the circumstances behind the situation respectively.

Teams will have 4-6 minutes to not only come up with a skit on the spot, but to act it out & entertain the fans at the same time! Guest critiquing will be provided by **TAKII 7's** guests & performers, with judging coming by way of YOU, the **TAKII** fans! The winning team will then be determined by which 1 receives the most applause.



## Silent Library Showdown ~ Gaki no Tsukai ~

### Deadly SINS"ASIAN" Factor = Asian Gameshows

People from Japan to Alaska have played this game & now it's time for "**Silent Library Showdown ~Gaki no Tsukai~**" to make its way to "the house of hardcore Asian culture appreciation" in time for **TAKII 7 ~Simply SINSASIAN!~**. People who have obtained a #1 **Contender's Pass** will be seated across the Main Stage & get handed to them a standard playing card, face-down. They are asked to remain perfectly still & act as if they were following the rules of a library.

On the count of "ichi-ni-san (1-2-3)" from the **TAKII** fans, contestants will flip their cards over & the person with the highest card will be forced to perform a super-secret task! On top of that, the entire game must be played **IN COMPLETE SILENCE** (as if you were in a library), except if the person performing the task has to make a sound(s). If you 1) don't perform the task, or 2) laugh out loud, you will be expelled from the game. A champion will be determined by the person who receives the most applause from the audience at the end.



## Win, Lose, Or Draw: Artist's Alley Edition

**Deadly SINS**"ASIAN" Factor = Subete (Everything)

For those artists out there who either aren't content with just manning your table at **TAKII 7**, or have not been able to register a table spot before they all ran out, then this gameshow is for you: "**Win, Lose, Or Draw: Artist Alley Edition**"! Artisans with **#1 Contender's Passes** will be chosen at random, lined up on stage with nothing but a large easel & marking/drawing utensils.

The gameshow host will then let the artist select a random term, after which the artist will have a specific amount of time in which to draw said term & have the **TAKII** faithful guess at what it is supposed to be. Points will be awarded to correct guesses -- no points will be earned with wrong guesses. No one is allowed to give hints, with answers only being accepted once your hand has been raised & acknowledged.

The artisan who is able to have the audience guess more of their drawings correctly will receive the title of "**Win, Lose, Or Draw: Artist Alley Edition**" Champion! Drawings/sketchings produced will then be autographed by the artists themselves & auctioned off for **TAKII 7's** Charity Beneficiary, **Asian Americans United**.



## Raffle Royale PLUS

**Deadly SINS**"ASIAN" Factor = Subete (Everything)

Win even more illustrious prizes for barely doing anything by taking part in "**Raffle Royale PLUS**"! To be eligible, all you have to do is be a **#1 Contender's Pass** holder & your name will automatically get entered into a drawing for some of the most exclusive swag that **TAKII** has to offer. Sounds simple, ne? That's 'cause it is!!

## Free-For-All Festivities



### Community Centrale

#### Deadly SINS"ASIAN" Factor = Subete (Everything)

Just like most everything else, **TAKII** is always looking for new ways to push the envelope, or raise the bar of excellent for one's fan experience. With that being said, **TAKII 7** is going to be bringing back the portion of the festival we all like to call "**Community Centrale**"! *This portion of programming at **TAKII** will only be as good as YOU, the **TAKII** faithful, make it. In what can be considered an artist alley hybrid, "**Community Centrale**" will be your chance to show off your stuff, promote your club, sell artwork, debut a documentary, & much more!*

Space for this sort of thing is available for a fee on a limited quantity/time basis, so the sooner you get yourselves over to the "**Registration**" section of the **TAKII** website & register for a slot, the more likely you are at securing yourselves a spot.



### Dealer's Dominion

#### Deadly SINS"ASIAN" Factor = Subete (Everything)

As long as whatever you plan on selling has an Asian/video game theme to it, we welcome you to become one of our highly-esteemed dealers. *All seasons of **TAKII** guarantee you, the dealer, access to the most extreme & dedicated Asian Music/video game fans in the world today, giving your brand optimum exposure to this very important demographic. For all of you fans, this means that you get to buy some awesome swag for some bargain prices! Get that rare Genesis game you have always been looking for, or that new Alphonse Elrich plushie that they just put out; the "**Dealers Dominion**" at **TAKII** is yours for the taking (err...buying ^\_^)!*

If you would like to be a dealer at **TAKII**, please 1st sign-up for a spot at the "**Registration**" section of the **TAKII** site. Quantities are limited, so grab your slot today!



## Raffle Royale

Deadly SINS"ASIAN" Factor = Subete (Everything)

TAKII 7's "Raffle Royale" will allow you, the TAKII fan, the chance to purchase tickets to win some awesome Asian-related gifts, at random from our industry, community, & individual sponsor groups from the realms of Asian music, video gaming, Anime, & plenty more! Tickets for the raffle will be sold at **\$0.50/1 ticket**. (NOTE: **TAKII fans with a #1 Contender's Pass** get recyclable raffle tickets, plus exclusive access to our Passes-only raffle).



## "Extreme X-Pose" Panel Series

Deadly SINS"ASIAN" Factor = Subete (Everything)

TAKII 7 is filled to the brim with debuts this season & this one promises not to disappoint. *Become not just a reader, but a writer of TAKII history by producing your very own exhibition/demo/panel in our series of event programming known as the "Extreme X-Pose" Panel Series!* We can't even begin to describe what to expect for this as the possibilities are only limited by your resources & imagination.



## #1 Contender's Pass Exclusives



Yaoi/Yuri YOWZA!

### Deadly SINS"ASIAN" Factor = Yaoi/Yuri & Asian Gameshows

In further celebration of all that is yaoi/yuri, **TAKII** proudly presents "Yaoi/Yuri YOWZA", a homo-rific, **TAKII**-style version of the Newlywed Game with plenty of twists & turns for contestants & audience alike to enjoy! People with **#1 Contender's Passes** will be asked to pair up with someone of the same gender & will be given up to 4 minutes to acquaint themselves with one-another before the game begins.

*Consisting of 4 stages (including a secret bonus stage), couples will earn points by taking turns (in each round) correctly doing the following:*

- **ROUND 1** = Mindreaders
  - Correctly guess how your partner would finish a sentence
- **ROUND 2** = Truth & Consequences
  - Answer "true" or "false" to statements asked of your partner
- **ROUND 3** = Multiple Choice Madness
  - Select the right answer based upon how your partner would
- **FINAL ROUND** = \*SECRET\*
  - The couple with the highest score has 1 more task....^\_^

*Each couple will be provided the necessary materials to write down their answers & may show the audience their answer after their partner has had a chance to guess. Each correct answer will earn you 10 pts. -- questions answered correctly in succession add +10 pts. to the answer value, topping out at 50 pts. per answer. A wrong answer will earn no deduction, but will drop your answer value back to 10 pts. per answer. Once*

the dust of holy matrimony has settled, the couple who ends up earning the most points overall & completes the Final Round will be declared our "Yaoi/Yuri YOWZA!" Champs!



## SINs "ASIAN"al Charades

### Deadly SINs "ASIAN" Factor = Asian Gameshows

Do you have that bummer of a problem where when you open your mouth, nothing good ever seems to happen to you? Well with "SINs "ASIAN"al Charades", you won't have that problem & you could be named a champion in the process! *All throughout TAKII 7 ~Simply SINs "ASIAN"al~ weekend, attendees will be asked to write down random items & situations on slips of paper & submit them to our TAKII Registration Co-Coordinator. Then when it comes time to play "SINs "ASIAN"al Charades", we will have #1 Contender's Pass peeps gather up on stage.*

*At this point, 1 by 1, each contestant will be given 4 minutes to randomly select suggestions collected earlier & will select an attendee to correctly guess what they are trying to act out. To do this, the contestant can only use whatever is on their body without writing anything down or saying what the suggestion is. This cycle will play itself out until all contestants have gone & the player to have the most correct attendee guesses within the time limit will be crowned Champion!*



## Cosplay Battle Royale

### Deadly SINs "ASIAN" Factor = Cosplay & Asian Gameshows

For those of you who don't know what "cosplaying" is, it's the act of dressing up as your favorite character/personality from anime, manga, TV, movies, or otherwise. Others take it to a whole new level in actually sounding & acting like their namesakes. If any of this sounds like you, then "Cosplay Battle Royale" is for you! Since TAKII 3, our cosplay offerings have continued to shock & awe TAKII enthusiasts to new heights each & every season, with TAKII 7 not being any different.

*Along with our time-tested classics, we will be adding some new festivities for this season's "Cosplay Battle Royale", which will include you having the opportunity to win championships & prizes in the following:*

- **Classic Thespian Cosplay**
  - Best cosplay skit -- your typical cosplaying tradition
- **Iron Cosplay**
  - Best cosplay using random articles within a time limit

- **TAKII's Next Top Cosplayer**
  - Best male & female cosplayers in a reality TV show style

Aside from battling for costumed glory, cosplayers can also get their portraits professionally taken by our very own cosplay savant, **Dokudel** (for a nominal fee). Past seasons of **TAKII** have also seen random cosplay meet-ups in some very random spots all over its venue (The Rotunda -- LOL). But while you can attend **TAKII 7** in a cosplay & not compete, where's the excitement & drama in that? There ain't none! So watcha waitin' for? Put on your best cosplay & get ready to flaunt it to the extreme!!!!



## *Fusion Festival Family Feud*

### Deadly SINS"ASIAN" Factor = Asian Gameshows

Based off of its namesake originator Family Feud, **TAKII 7's** version will pit 2 families (groups people will be split into w/**#1 Contender's Passes** in-hand) against each other, taking turns in correctly guessing the top responses to a particular Asian-related survey question (as taken by members of **TAKII's** club sponsor, **The Lost Otakus (TLO)**). To begin, a member of each family will come to the center, with the game show host asking the 1st question of the round. Participants are asked not to speak out of turn & to adhere to any time restrictions given.

*The order of play will be determined by who is able to guess the higher-ranked response. That family will, in turn, have the chance to guess what the rest of the responses are (& be able to conference with their own family). 3 incorrect responses in a round will result in the opposite family getting a shot at the board. If that family is able to guess 1 correct response after the other family has struck out, the points accumulated go to them.*

*In the final round of play, each family will be asked to select a secret bonus card & a member to guess at correct responses to the last survey question. Afterwards, each family will reveal their bonus cards & the one with the most points at the end will be declared the "**Fusion Festival Family Feud**" Champions!*



## *Otaku Jeopardy*

### Deadly SINS"ASIAN" Factor = Asian Gameshows

A **TAKII** original festivity, "**Otaku Jeopardy**" is proudly brought to you by West Chester, PA's own, **The Lost Otakus (TLO)** leadership team of Annie & Dan Rubel! While it may

follow the same basic format of the original Jeopardy game we all know & love, there will be quite a few twists & turns in the game that no one will wanna miss. *The audience will be split into multiple teams, with each team member taking turns choosing their category of choice & answering the question at hand. With over an hour's worth of questions from multiple categories spanning the genres of Asian Music & Anime, will YOUR team be the last ones standing & receive "Otaku Jeopardy"'s highly sought-after prize? ...."IT'S TIME TO PLAY THE GAME!!"*

## Free-For-All Festivities



# AMV Battle Royale

## Deadly SINS"ASIAN" Factor = Subete (Everything)

AMV hobbyists & newbies alike will get a chance to produce their version of the perfect fusion of Asian video clips & a funky soundtrack to go with it & get it judged by **TAKII** fans worldwide in "**AMV Battle Royale**"! People can enter their masterpieces in the following categories:

- **Most Extreme**
  - An AMV that stretches the confines of reality to a true **TAKII** extreme & is a true fan-favorite
    - **VIDEO**: It must consist of a majority of Asian-themed visual entertainment (aka your typical AMV, but better)
    - **AUDIO**: You may use any audio source you'd like.
    - All other AMV Battle Royale rules/restrictions apply
- **TAKII 7 Championship Challenge**
  - An AMV challenge of epic proportions that must adhere to the following:
    - **VIDEO**: You can only use footage from any yaoi/yuri (gay/lesbian) Asian anime/film (nothing too sexually explicit), or any of the "guilty pleasures" TAKII 7 pays homage to
    - **AUDIO**: You may use any audio source you'd like.
    - All other AMV Battle Royale rules/restrictions apply

All entries must be received by Apr. 11th, 2009. Then when **TAKII 7 ~Simply SINS"ASIAN"al~** comes around, all qualified AMVs will be shown & judged based upon which 1 gets the most audience applause in each category & **TAKII** Coordinator scores (in the event of a tie). Will "**AMV Battle Royale**" be the moment of glory your AMV has been waiting for? Let's see watcha got!



## AMEN Talent Showcase

Deadly SINS"ASIAN" Factor = Asian Gameshows

The prayers of **TAKII** faithful who have relatively no professional talent have been answered in the form of "**AMEN Talent Showcase**", sponsored by the fusion festival's **Asian Multimedia Entertainment Network (AMEN)**. *Your mission, should you choose to accept it, is to do something simply mind-blowing to invoke an extreme emotion from the **TAKII** fans who would be watching your display of talent(less) skill.* Your only limits are adhering to **TAKII**'s Rules & Regulations & your own inhibitions. Judging will be based upon a combination of who gets the most audience applause & scoring from our special guest judges (in the event of a tie). Will you reign supreme above this perspective heap of talentless hacks!? We shall see.... ^\_^.



## TLO Video Lounge

Deadly SINS"ASIAN" Factor = Yaoi/Yuri, Gameshows, & Asian Dramas

At **The Lost Otakus (TLO)** meetings every month, we have what are called "fixed titles" (shows we watch each meeting until the end of the series) & "random picks" (random music videos or episodes of obscure, amazing, or even unsavory Anime). *Some of the best that has been seen, or has yet to be shown, will be coming in the form of the "TLO Video Lounge"!* Specifically for **TAKII 7 ~Simply SINS"ASIAN"al~**, however, we will place special emphasis on Asian dramas, gameshows, & yaoi/yuri-themed programming. We will do our best to give you the broadest line-up around of **things to see in both subtitled & dubbed format**. All ages, backgrounds, & interests will be represented; whether that is a good thing or a bad thing remains to be seen (LOL).



## TAKII Guest & Performer Q&A

Deadly SINS"ASIAN" Factor = Subete (Everything)

"**TAKII Guest & Performer Q&A**" is everyone's chance to intimately interact with the fusion festival's esteemed guests & performers for **TAKII 7 ~Simply SINS"ASIAN"al~**. With a mix of pre-recorded & live segments, we'll be asking our subjects questions that **TAKII** fans worldwide would like to have answers to (...& maybe some TMI along the way LOL). Interviewees will also be invited to take part in autograph signings & photoshoots!



## TAKII Wild Card

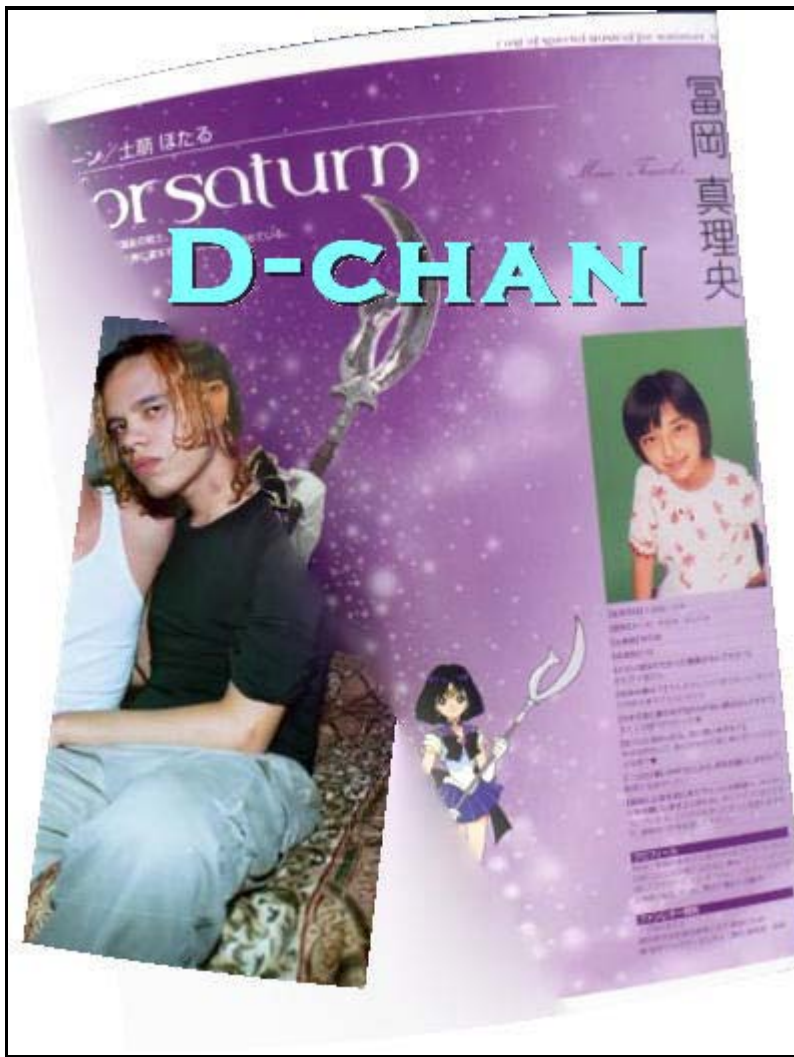
Deadly SINS"ASIAN" Factor = Subete (Everything)

TAKII "Wild Card" is the only event in TAKII history that will actually take place **after** the weekend-long fusion festival ends. It will be 1 event so spectacular, so immense, so undeniably deserving of its place in otaku history books worldwide, that you will have to stick around TAKII 7 ~Simply SINS"ASIAN"al~ to check it out! It could be a sushi buffet, another special guest, or....your mom!? Psyche (...about the mom thing LOL), but we assure you that it will revolve around the principles on which TAKII promotes & exemplifies. Each season of TAKII will reign in a different TAKII "Wild Card" event!



## D-chan

Japanese/Korean Vocal Musician



**D-chan** is a 24 year-old Japanese-mixed male & professional Japanese/Korean vocal musician. He has been singing since he was a lil boy, with his 1st recording being when he was in kindergarten at **Manoa Elementary School** in Havertown, PA, singing "10 Little Indians" ^\_^ . Since then, **D-chan** has moved on to become a major member of all the top vocal groups my academic career had to offer, which he has been successful in as an adult.

Among other milestones in his young vocal career, **D-chan** sang on the opening day of **The Kimmel Centre Of The Performing Arts** in Philadelphia PA, won various district & region-wide vocal festivals, & aided his vocal groups to gain top honors in vocal adjudications up & down the east coast. He is also the youngest member of the **Philadelphia Gay Men's Chorus** & their auditioned group, **Brotherly Love**, of which he has been a member since 2003. **D-chan** also has various singles & 2 demo albums ("Watashi Wa..../I

Am...." & "Ai no Chikara/The Power Of Love") to his credit, all of which are available for purchase

in [PDNMZ Shoppe](#).

As of 2009, **D-chan** will have performed multiple times on NBC's 10 Show @ 11am (as a part of Brotherly Love) in Philadelphia, PA, at **T-Mode 2008** in Arlington, VA, **Con-Con 2008** in Columbia, MD, **GALA 2008 Festival** in Miami, FL, & many other venues & events in multiple capacities, including the innovatively-extreme "[TAKII World Tour](#)". Making a lasting influential impression on people around the world, **D-chan's** emotive 7th season guest performance at **TAKII** is sure to touch you: mind, body, & soul.

### Matt Myers

Lead Vocals/Guitarist, L33tStr33t/LeetStreet Boys



LeetStreet (aka L33tStr33t) Boys have reached video game, anime & music enthusiasts around the globe with their catchy musical hooks, clever lyrics, and explosive energy. With their popular single & music video "[Yuri The Only One](#)" a mainstay on the anime convention circuit, YouTube, & Video Games Live, LeetStreet Boys not only wear their

hearts on their collective sleeves, but deliver an epic musical experience for fans everywhere!

Making his debut in Pennsylvania on behalf of the entire group, **Matt Myers** joins other distinguished guests & performers for the most epically extreme season of **The Asian Karaoke Idol Invitational** yet, **TAKII 7 ~Simply SINS"ASIAN"al~!** Along with bringing some awesome **LeetStreet** swag for sale in our "[Dealer's Dominion](#)", he will be judging & performing with **Asian Karaoke Idol Show** contestants, signing autographs, & celebrating the essence that is our fusion festival. **Matt** will also be on hand to announce, along with all other **TAKII Coordinators**, the unveiling of a never-before-produced collaborative effort between "the world's most extreme Asian culture fusion festival" & Asian culture fandom's favorite boy band! "Check us out on the official [LeetStreet Boys website](#)", says **Matt**. "I can't wait to show you all some sweet **LeetStreet** love at **TAKII 7**, xoxoxxx!!!"

## Jia You Shi De

Korean Pop Performance Troupe



Featuring students from the prestigious Girls High (in Philadelphia, PA) **Jia You Shi De** was officially founded in early 2009. Exemplifying what it means to be enthusiastic fans of Asian music, this performance troupe pays tribute to their heroes of Korean Pop music with a style & flare that simply cannot be matched. Following in the footsteps of Korean Music luminaries, such as BoA, DBSK, Super Junior, & Se7en, **Jia You Shi De's** ability to capture & command the audience's attention with their dance-focused skill set is 2nd-to-none.

As if this season of **TAKII** couldn't be any more momentous, **TAKII 7 ~Simply SINS"ASIAN"al~** has now become the official worldwide debut of **Jia You Shi De** on the Asian culture fusion festival/convention scene! Shy by nature, but sassy in style, this dynamic group will be 1 of **TAKII 7's** featured performers for our "**Makenai Charity Benefit Concert**", as well as guest hosts/judges for our plethora of Asian gameshows & contests all **TAKII** weekend. "Thank you SO MUCH for giving us this amazing opportunity", says **Jia You Shi De** member Venny. "We eagerly await the chance to earn the adulation & respect of the most rabid fans around, the **TAKII** faithful!"

## Dokudel

Award-Winning Cosplay Savant



Prior to her involvement with **TAKII**, **Dokudel** (known as **Alicia L.** & the sister of the infamous [**Ai**]) started on her path to cosplay greatness by making her 1st cosplay outfit in 1998 & subsequently attending her 1st convention in 2001. Over 80 costumes & countless hours later, **Dokudel** has realized just how much of a passion cosplaying is in her life & how it can spread so much joy in the lives of others.

As a result of her adoration for this artform, she has opened up her own cosplay commission business (**Cosplay Forever**), volunteered for countless other organizations in a cosplay-related capacity (including **Shikkaricon**, among others), & hosted cosplay panels at some of the 20+ conventions she has attended over the past 8 years. A young cosplay aficionado in her own right, **Dokudel** made her 1st waves @ **TAKII** in **TAKII 2 ~Rebirth~'s Asian Karaoke Idol** show, where she took 2nd place. Since then, she has been a dedicated **TAKII** dealer & has become the fusion festival's unofficial cosplay coordinator & **Cosplay Battle Royale** hostess with the mostest ^\_^!

Beck ~Mongolian Chop Squad, Jr.~

Japanese Rock/Pop & Anime Tribute Band



Hitting it's stride in 2009, **Beck ~Mongolian Chop Squad, Jr.~** is 1 of the most exciting Asian appreciation bands to have rocked the Philly, PA area in quite some time. Led by Lead Pianist/Vocalist, **Von, Beck ~MCS, Jr.~** is complimented by a youthful, yet experienced 4-piece band (**James** on bass, **Johnny & Nate** on drums, & **Taaj** on keyboard) inspired by none other than Madhouse/FUNimation's own "BECK". Fans of this up-&-coming tribute band know them well for their renditions of Younha's "Houki Boshi" (from "Bleach"), L'Arc En Ciel's "Ready, Steady, GO!" (from "Fullmetal Alchemist"), & Yui's

"Rolling Star" (also from "Bleach"), among other **Chop, Jr.** favorites.

Enthusiastic about celebrating Asian entertainment's guiltiest pleasures at **TAKII 7 ~Simply SINS"ASIAN"al~**, **Beck ~Mongolian Chop Squad, Jr.~** becomes the latest band to perform for **TAKII** fans during our "**Makenai Charity Benefit Concert**", as well as participate in a wide variety of **TAKII 7's** festivities for the weekend. The band heavily encourages fans all over the world to interact with them, whether it be by checking out their **official MySpace page**, or the group's **official PDNMZ Feedback Forum profile**. "We hope to become mainstays of **The Asian Karaoke Idol Invitational**", says Von. "**TAKII** has been the place for seasoned & undiscovered talent alike to come together, under 1 roof, & rock on 'till the break of dawn, doin' what they love. We will cherish the legacy of performers before us that we now continue in the spirit that is **TAKII!**"

[Ai]

Professional Dancer/TAKII 2 Show Champ



In the battle of Gettysburg, military scientists smuggled a previously deceased Burlesque dancer into a lab & worked on her for 150 years, the target: to create a being who would be too hot to handle. The result: **[Ai]** (really known as **Carmen L.**, currently residing in New Jersey).

Currently, **[Ai]** works as a performer, singer, & dance instructor who has

experience in multiple styles. She is also a former **TAKII Show Champion** (from **TAKII 2 ~Rebirth~**) & cosplay masquerade winner. **[Ai]** is also known for her comedic & artful portrayal of Mie as 1/2 of the J-Pop Retro group, Pink Lady (in both **TAKII 4 ~Rhythm D-Generation X-Treme~** & **TAKII 5 ~Shin Seiki (Neon Genesis)~**). Returning for **TAKII 7**, she will be 1 of our featured performers for the "**Makenai Benefit Concert**", promising an exhibition of vocal excellence that is sure to be 1 that no one will forget!

**Jeffrey Branch**  
J-Pop Retro Aficionado



Residing in Philadelphia, PA, **Jeffrey Branch** is an Asian Music enthusiast who just so happens to be the most trusted & reliable source of **Pink Lady** information (as documented by a hardcore fan) in the entire USA! His site, **Pink Lady America**, has been mentioned in Japan-based magazines, as well as serving for a portion of the inspiration behind "**Pink Lady: A Comical Tribute**" from **TAKII 4**, the "**Pink Lady & Jeff: Lost Episode**" from **TAKII 5**, & a guest host of our retro-themed gameshows. Since becoming a dedicated fan of

Japanese Pop music in the 1970s, **Jeffrey** has made numerous trips to Japan & other points on the globe in search of his next **Pink Lady** fix.

**Jeffrey Branch** is a prime example of a **TAKII** extremist: someone who is passionate about his love for Asian vocal music & makes every effort to share that same affection with the world.

**Asian Americans United**  
Development Of Asian Heritage Leadership



Founded in 1985, **Asian Americans United's** mission is to build leadership in Asian American communities to build our neighborhoods & unite against oppression. **AAU** has worked in Philadelphia's Asian American communities & in broader multiracial coalitions around quality education, youth leadership, anti-Asian violence, immigrant rights, & folk arts & cultural maintenance.

Among **AAU's** accomplishments are: initiating and monitoring the settlement of a lawsuit with the School District of Philadelphia to improve services to immigrant students; developing the leadership of hundreds of youth through the Community Youth Leadership Project & the Asian American Youth Workshop; creating the Chinatown Mid-Autumn Festival; & founding the Folk Arts-Cultural Treasures Charter School. **AAU** is the recipient of numerous awards for services to youth, folk arts programs, organizational excellence & intergenerational leadership.

As **TAKII 7 ~Simply SINS"ASIAN"al~**'s Charity Beneficiary, "the world's most extreme Asian culture fusion festival" will do everything within its power to support the ideals & goals of this wonderful organization through our varied efforts throughout **TAKII 7** weekend & beyond. We lovingly encourage our supporters from around the world to do the same ^\_\*



As **TAKII** attendees, you hereby agree to abide by all rules & regulations, as set forth by **PDNMZ**, **TAKII** co-coordinators, & venue staff. Registrations to **TAKII** & its various events are final, non-refundable, & non-transferable. No alcoholic libations (drinks) or drugs are allowed at any time during the actual **TAKII** event. If you need to smoke, please do so on the designated parameters & away from **TAKII** event-goers. Edibles & libations of the Asian & American persuasions will be available to you through the course of **TAKII**, as long as you throw away your trash in the proper reciprocals (aka don't put your trash on the floor ^\_^ lol). While security is

provided, you are responsible for keeping track of your belongings & monies at all times. Miscellaneous items found during the **TAKII** event will be held in our "lost & found" until the rightful owner makes their claim to **TAKII** co-coordinators. And this goes without saying, the Golden Rule holds true: do unto others as you would have them do unto you. Arrange meet-ups, have after-parties, & go wild, but respect the rights & feelings of others at the same time.



As a dealer &/or exhibitionist for **TAKII**, you agree to the terms and conditions of being able to do so, as set forth by **TAKII** co-coordinators. Registrations for being a dealer or exhibitionist are available on the general "[Registration](#)" section of the official **TAKII** website. **Tables measure approx. 6 feet x 2.5 feet.** We reserve the right to alter your table size & specifications, with or without notice, at the sole discretion of **TAKII** co-coordinators. **TAKII** co-coordinators & security will be more than happy to assist you in setting up your table(s) &/or panel(s), but you are responsible for keeping track of your items & monies.

Among other things, you are responsible for procuring the necessary materials to record & facilitate the sale of your goods &/or produce your panel. Registrations to be a dealer &/or exhibitionist are final, non-refundable, & non-transferable. Your registration is considered accepted when you complete the registration form & send in your registration fee, at which point you will get a confirmation. If you have special needs that need to be addressed, please contact **TAKII** co-coordinators far enough in advance to the next **TAKII** season ([info@takii.pdnmz.com](mailto:info@takii.pdnmz.com)).



As a **TAKII** cosplayer, you agree to not carry with you real &/or dangerous weapons (such as real guns, katana blades, kunai, & the like), or dressing completely naked (c'mon now, kids come to these things ^\_^ haha). But seriously, use your head when cosplaying (common sense + imaginative cosplaying = good time @ **TAKII**). Fake weapons that can be permissible include those made of plastic, paper mache, & the like. Weapons that are interpreted as potentially dangerous will be temporarily confiscated by **TAKII** security until the conclusion of the **TAKII** event. If you are entering a cosplay contest, we ask that you abide to the rule set forth & arrive in a timely manor for the event; we cannot

hold your spot for you if you are outstandingly late. It is also encouraged that you bring a needle, some thread, & some tape (in case you need an emergency costume fix). Additionally, if you plan on cosplaying, please come to the **TAKII** event in your costume. On-site dressing rooms/bathrooms will be available for general use in case you need to change after you arrive to **TAKII** on a limited basis.



As well as these regulations, each event is subject to its own posted rules. Local, state, & federal laws are in full effect at all times & violators are subject to prosecution under the fullest extent of the law. Portions of **TAKII**, including by not limited to, the schedule, are subject to change w/or w/o notice. Attendees under the age of 18 either will be accompanied by someone who is 18+ years old, or will have the permission of their parent/legal guardian to attend (especially for age-specific programming). Anyone providing time &/or resources to **TAKII**, including but not limited to, **Team TAKII Coalition Members**, does so with the acknowledgment that **TAKII**,

as well as its parent & sibling associations, be indemnified from any & all occurrences that result in the loss, or depreciation, of said virtual &/or actual materials & services, beyond what is covered in any archived, contractual agreements you make with us; forfeiture of said agreement(s) under your own advisement is subject to recourse within the fullest extent of the law.. For anything being sold by **TAKII** (material, symbolic, or otherwise), any & all fees applicable are non-refundable & non-transferable. As for anyone who plans on playing any & all video games, anything not provided by **TAKII** itself will be turned away respectfully & banned (ie: your own games, controllers, or save data on a memory card). Your attendance of any **TAKII** event gives **PDNMZ** the right to use your image/likeness for, but not limited to, promotional & archival purposes. Contest submissions of any kind become property of **TAKII** & **PDNMZ**, with due credit given to the creator when appropriate. Intellectual property not owned by **PDNMZ** & **TAKII** is credited to the original individual/entity. All other event & venue-specific rules apply at all times. The authority of **TAKII** Coordinators is not subject to discussion. Decisions, including but not limited to contest results, made by **TAKII** can be upheld, or reversed at any time, with or without notice, with just cause at its own discretion. Anyone found in flagrant violation of any of these rules will be subject to immediate ejection from the **TAKII** event & any other appropriate recourse as decided by **TAKII** w/o question.

# DOMO ARIGATO

- TAKII 7 Guests/Performers
- “Team TAKII” Coalition Members & Volunteers
- Manga.com
- Right Stuff/Nozomi Entertainment
- Toei Animation
- Gainax
- Capcom
- The Foundation
- Morgan Crone Art
- Anime Sunrise
- Cosplay Forever
- Rent-A-Center
- Asian Americans United
- Asian-themed entertainment’s guilty pleasures
- ...& of course, YOU, the TAKII fans!!!!

**SEE YOU @ TAKII 8 IN NOVEMBER/DECEMBER 2009!**

Until then, join us at **Feedback Forums** (<http://forum.pdnmz.com>) & **Asian Multimedia Entertainment Network (AMEN)**, (<http://takii-amen.pdnmz.com>)!

TAKII 7 ~Simply SINS~ASIAN~al~  
 Schedule: Day 1 ~April 25<sup>th</sup>, 2009~  
 The Rotunda (Philly, PA)



	Main Stage	"Subete" Suite	Vid Game Centrale	TLO Video Lounge
9:00am	Super Mario Bros.: The Movie (ENG)			Gravitation: Ep. 1 (JP) (SUB)
9:30am	Super Mario Bros.: The Movie (ENG)			Gravitation: Ep. 2 (JP) (SUB)
10:00am	Captain N & The New Super Mario World: Ep. 1 (ENG)	The Great TAKII Debate: Best Fusion Game	*Blind Faith* Challenge: Sonic 2 (XBL) (#1)	Gravitation: Ep. 3 (JP) (SUB)
10:30am	Captain N & The New Super Mario World: Ep. 2 (ENG)	The Great TAKII Debate: Best Fusion Game	*Blind Faith* Challenge: Sonic 2 (XBL) (#1)	Gravitation: Ep. 4 (JP) (SUB)
11:00am				M: Ep. 1 (KOR) (SUB)
11:30am	HUZZAH: The Even More New "Press Your Luck" (feat. PowerStone 2 (DC)) (#1)		*Feel The Rhythm* Challenge: DWTS -Get Your Dance On- (Wii) (#1)	M: Ep. 2 (KOR) (SUB)
12:00pm	HUZZAH: The Even More New "Press Your Luck" (feat. PowerStone 2 (DC)) (#1)	Yaoi/Yuri YOWZAI (#1)	*Feel The Rhythm* Challenge: DWTS -Get Your Dance On- (Wii) (#1)	M: Ep. 3 (KOR) (SUB)
12:30pm		Yaoi/Yuri YOWZAI (#1)		M: Ep. 4 (KOR) (SUB)
1:00pm	AMV Battle Royale		*TAKII Classics* Challenge: Super Smash Bros. Brawl (Wii) (#1)	Junjou Romantica: Ep. 1 (JP) (SUB)
1:30pm	AMV Battle Royale		*TAKII Classics* Challenge: Super Smash Bros. Brawl (Wii) (#1)	Junjou Romantica: Ep. 2 (JP) (SUB)
2:00pm		SINs~ASIAN~al Charades (#1)		Junjou Romantica: Ep. 3 (JP) (SUB)
2:30pm		SINs~ASIAN~al Charades (#1)	*Royal Rumble* Challenge: WWE SD! VS RAW 2009 (PS3) (#1)	Junjou Romantica: Ep. 4 (JP) (SUB)
3:00pm	AMEN Talent Showcase		*Royal Rumble* Challenge: WWE SD! VS RAW 2009 (PS3) (#1)	Sword Stained w/Royal Blood: Ep. 1 (CH) (SUB)

	Main Stage	"Subete" Suite	Vid Game Centrale	TLO Video Lounge
3:30pm	AMEN Talent Showcase			Sword Stained w/Royal Blood: Ep. 2 (CH) (SUB)
4:00pm	Name That TAKII Tune (#1)	Cosplay Battle Royale (#1)	*Golden Gauntlet* Challenge: Soul Calibur 4 (360) (#1)	Sword Stained w/Royal Blood: Ep. 3 (CH) (SUB)
4:30pm	Name That TAKII Tune (#1)	Cosplay Battle Royale (#1)	*Golden Gauntlet* Challenge: Soul Calibur 4 (360) (#1)	Sword Stained w/Royal Blood: Ep. 4 (CH) (SUB)
5:00pm	Last Otaku Standing (#1)	Cosplay Battle Royale (#1)		Shoujo Kakumei Utena: Ep. 1 (JP) (SUB)
5:30pm	Last Otaku Standing (#1)	Cosplay Battle Royale (#1)	*Blind "Faith" Challenge 2: Blazing Lasers (Wii VC) (#1)	Shoujo Kakumei Utena: Ep. 2 (JP) (SUB)
6:00pm			*Blind "Faith" Challenge 2: Blazing Lasers (Wii VC) (#1)	Shoujo Kakumei Utena: Ep. 3 (JP) (SUB)
6:30pm				Shoujo Kakumei Utena: Ep. 4 (JP) (SUB)
7:00pm	Makenai: Fusion Charity Benefit Concert		N/A	N/A
7:30pm	Makenai: Fusion Charity Benefit Concert		N/A	N/A
8:00pm	Makenai: Fusion Charity Benefit Concert		N/A	N/A
8:30pm	Makenai: Fusion Charity Benefit Concert		N/A	N/A
9:00pm		TAKII 7 Guest/Performer Q&A	*Jungle Japes* Challenge: Donkey Konga 1 & 2 (GC) (#1)	ARIA -The Animation--: Ep. 1 (JP) (SUB)
9:30pm	Otaku Jeopardy (#1)	TAKII 7 Guest/Performer Q&A	*Jungle Japes* Challenge: Donkey Konga 1 & 2 (GC) (#1)	ARIA -The Animation--: Ep. 2 (JP) (SUB)
10:00pm	Otaku Jeopardy (#1)		Yaoi/Yuri Gaming Buffet (PC) (#1)	ARIA -The Animation--: Ep. 3 (JP) (SUB)
10:30pm	Otaku Jeopardy (#1)		Yaoi/Yuri Gaming Buffet (PC) (#1)	ARIA -The Animation--: Ep. 4 (JP) (SUB)
11:00pm	SAYOONARA	SAYOONARA	SAYOONARA	SAYOONARA

TAKII 7 ~Simply SINS~ASIAN~al~  
 Schedule: Day 2 ~April 26<sup>th</sup>, 2009~  
 The Rotunda (Philly, PA)



	Main Stage	"Subete" Suite	Vid Game Centrale	TLO Video Lounge
8:00am	BoogiePop Phantom: Ep. 1 (JP) (SUB)			Lost Universe: Ep. 1 (JP) (SUB)
8:30am	BoogiePop Phantom: Ep. 2 (JP) (SUB)			Lost Universe: Ep. 2 (JP) (SUB)
9:00am	Pretty Guardian SailorMoon: Ep. 1 (JP) (SUB)	TAKII Cover Art Contest	*King Of The Ring* Challenge: King Of Fighters 2001 (DC) (#1)	Lost Universe: Ep. 3 (JP) (SUB)
9:30am	Pretty Guardian SailorMoon: Ep. 2 (JP) (SUB)	TAKII Cover Art Contest	*King Of The Ring* Challenge: King Of Fighters 2001 (DC) (#1)	Lost Universe: Ep. 4 (JP) (SUB)
10:00am				Lost Universe: Ep. 5 (JP) (SUB)
10:30am	TAKII Asian-mercial Challenge (#1)		*Toonami VS Adult Swim* Challenge: InuYasha: Feudal Combat (PS2) & Yu Yu Hakusho: Dark Tournament (PS2) (#1)	Lost Universe: Ep. 6 (JP) (SUB)
11:00am	TAKII Asian-mercial Challenge (#1)	Silent Library Showdown -Gaki no Tsukai- (#1)	*Toonami VS Adult Swim* Challenge: InuYasha: Feudal Combat (PS2) & Yu Yu Hakusho: Dark Tournament (PS2) (#1)	Happy Together: Ep. 1 (KOR) (SUB)
11:30am		Silent Library Showdown -Gaki no Tsukai- (#1)		Happy Together: Ep. 2 (KOR) (SUB)
12:00pm			*Tag-Team Turmoil* Challenge: Wii Sports (Wii) (#1)	Happy Together: Ep. 3 (KOR) (SUB)
12:30pm	Fusion Festival Family Feud (#1)		*Tag-Team Turmoil* Challenge: Wii Sports (Wii) (#1)	SailorMoon R: The Movie -Promise Of The Rose- (JP) (SUB)
1:00pm	Fusion Festival Family Feud (#1)	*Extreme X-Pose* Panel Series: Singing In The Studio (c/o Matt Myers, LeetStreet/L33tStreet Boys)		SailorMoon R: The Movie -Promise Of The Rose- (JP) (SUB)

	Main Stage	"Subete" Suite	Vid Game Centrale	TLO Video Lounge
1:30pm		*Extreme X-Pose* Panel Series: Singing In The Studio (c/o Matt Myers, LeetStreet/L33tStreet Boys)	*Toonami VS Adult Swim* Challenge 2: Naruto: Clash Of Ninja Revolution 2 (Wii) & Bleach: Shattered Blade (Wii) (#1)	SailorMoon R: The Movie -Promise Of The Rose- (JP) (SUB)
2:00pm			*Toonami VS Adult Swim* Challenge 2: Naruto: Clash Of Ninja Revolution 2 (Wii) & Bleach: Shattered Blade (Wii) (#1)	My Boyfriend Is Type-B: Ep. 1 (KOR) (SUB)
2:30pm	TAKII 7 Show (#1)			My Boyfriend Is Type-B: Ep. 2 (KOR) (SUB)
3:00pm	TAKII 7 Show (#1)		*Blind Faith* Challenge 3: Mario Kart: Double Dash (GC) (#1)	My Boyfriend Is Type-B: Ep. 3 (KOR) (SUB)
3:30pm	TAKII 7 Show (#1)		*Blind Faith* Challenge 3: Mario Kart: Double Dash (GC) (#1)	Catblue Dynamite (ENG)
4:00pm			*TLO Old School* Challenge: Darius Gaiden (Saturn) (#1)	Catblue Dynamite (ENG)
4:30pm			*TLO Old School* Challenge: Darius Gaiden (Saturn) (#1)	AVEX Trax: Best of J-Pop 2003 (JP)
5:00pm	Gaming Live On PPV: Fab Fusion (Marvel VS Capcom 2 (DC), Capcom VS SNK 2 (DC), & Mortal Kombat VS DC Universe (360)) (#1)		N/A	AVEX Trax: Best of J-Pop 2003 (JP)
5:30pm	Gaming Live On PPV: Fab Fusion (Marvel VS Capcom 2 (DC), Capcom VS SNK 2 (DC), & Mortal Kombat VS DC Universe (360)) (#1)		N/A	Point Of No Return: Ep. 1 (CH) (SUB)
6:00pm	Gaming Live On PPV: Fab Fusion (Marvel VS Capcom 2 (DC), Capcom VS SNK 2 (DC), & Mortal Kombat VS DC Universe (360)) (#1)		N/A	Point Of No Return: Ep. 2 (CH) (SUB)
6:30pm	Gaming Live On PPV: Fab Fusion (Marvel VS Capcom 2 (DC), Capcom VS SNK 2 (DC), & Mortal Kombat VS DC Universe (360)) (#1)		N/A	Point Of No Return: Ep. 3 (CH) (SUB)
7:00pm		Win, Lose, Or Draw: Artist's Alley Edition (#1)	Capcom Showdown SmackDown (C64, NES, SNES, PS, XBL, & PS3) (#1)	Oruchuban Ebichu: Eps. 1-3 (JP) (SUB)
7:30pm		Win, Lose, Or Draw: Artist's Alley Edition (#1)	Capcom Showdown SmackDown (C64, NES, SNES, PS, XBL, & PS3) (#1)	Oruchuban Ebichu: Eps. 4-6 (JP) (SUB)

	Main Stage	"Subete" Suite	Vid Game Centrale	TLO Video Lounge
8:00pm	Ota-Rave -TAKII: AMEN Live- (feat. TAKII Rhythm D-Generates & TAKII Request Live PLUS)	N/A	N/A	The Musical SM 3: Yume Senshi, Ai Eien Ni (JP) (SUB)
8:30pm	Ota-Rave -TAKII: AMEN Live- (feat. TAKII Rhythm D-Generates & TAKII Request Live PLUS)	N/A	N/A	The Musical SM 3: Yume Senshi, Ai Eien Ni (JP) (SUB)
9:00pm	Ota-Rave -TAKII: AMEN Live- (feat. TAKII Rhythm D-Generates & TAKII Request Live PLUS)	N/A	N/A	The Musical SM 3: Yume Senshi, Ai Eien Ni (JP) (SUB)
9:30pm	Ota-Rave -TAKII: AMEN Live- (feat. TAKII Rhythm D-Generates & TAKII Request Live PLUS)	N/A	N/A	The Musical SM 3: Yume Senshi, Ai Eien Ni (JP) (SUB)
10:00pm	WILD CARD	WILD CARD	WILD CARD	WILD CARD

**ALL DAY FESTIVITIES INCLUDE:**

- Dealer's Dominion
- Community Centrale
- Raffle Royale
- Raffle Royale PLUS (#1)
- Vid Game Free Play
- Say WTF Karaoke
- TAKII Video Archive Selections

**SCHEDULE KEY:**

- N/A = No scheduled programming
- (#1) = A #1 Contender's Pass is required to participate
- (SUB) = Subtitles
- (DUB) = English Voiceover
- (JP) = Japanese
- (CH) = Chinese
- (KOR) = Korean
- (ENG) = English
- (NES) = Nintendo Entertainment System
- (SNES) = Super Nintendo Entertainment System
- (C64) = Commodore 64
- (Saturn) = Sega Saturn
- (DC) = Sega Dreamcast
- (XBL) = Microsoft Xbox Live
- (360) = Microsoft Xbox 360
- (GC) = Nintendo GameCube
- (Wii/VC) = Nintendo Wii/Virtual Console
- (PS2./PS3) = PlayStation 2/3
- (PC) = Computer

# VENUE MAP

