

GUESTS

Paul Bolger

Paul Bolger is an artist and filmmaker from Waterford. He is adapting a slew of Irish mythic and historical projects for both print and screen including a graphic novel and live action film based on the life and times of *Cú Chulainn*, entitled *HOUND* through his studio, PillarStone Productions.

He has worked on such films and series as *Cool World*, *The Thief and the Cobbler*, *The Land Before Time*, *All Dogs Go To Heaven*, *Happily N'Ever Afer* (director) and as a storyboard artist on Aardman blockbusters *The Pirates - In an Adventure with Scientists!*, *Arthur Christmas* and the upcoming *Shaun The Sheep Movie*.



Richmond Clements



Richmond Clements is a comic writer and editor. He is one of the team behind the highly regarded FutureQuake Press, who publish the anthologies *FutureQuake*, *Something Wicked* and the 2000AD fanzines *Zarjaz* and *Dogbreath*.

His graphic novels include *Turning Tiger*, *Ketsueki* and *Pirates of the Lost World*. He also writes the on-going series *Black Ops Extreme* and *Black Dragon* for *Strip Magazine*.



Leonard Boyd & David Brashaw



Backspindle Games are once again returning as our guests. At TitanCon 2011 game designers Leonard Boyd and David Brashaw held their official Northern Ireland launch event for *Guards! Guards! A Discworld Boardgame* based on the books of Sir Terry Pratchett. This year they return with another selection of great games including *Luchador! Mexican Wrestling Dice*.

Leonard and David both hail from County Down. Leonard has two children and a very understanding wife. David also has two children and a very understanding wife. They're also both huge *Discworld* fans. In fact the only way to tell them apart is that they look completely different. David points out he is small, stubborn with a baldy patch while Leonard is older, wiser and has more imagination.