

WEEKEND AT THE ASYLUM XIV

FINAL PROGRAMME

This document sets out the Ministry of Steampunk's plans for the forthcoming *Weekend at the Asylum* Steampunk Festival to be held in the Historic Quarter of Lincoln in August 2024 from the Opening Ceremony on Friday 23 August through to the Closing Ceremony on Monday 26 August.

This is the FINAL programme – version 1.

Although it is marked as FINAL it is of course possible that we will have to make some changes over the next few weeks running up to the event so please do check back to see if there is an even more FINAL version before the event begins.

This document should be read alongside the abbreviated timetable which is available separately and which gives an overview of what is happening when and where.

With so many features happening in so many locations, many people will face difficult decisions over what they can attend. We are sorry if we have put two of your favourite features on at the same time. We know we can't please all of the people all of the time, but we try our best to get as close as we can.

We have some excellent new features this year as well as the return of many old favourites. We hope you enjoy them.

Finally, if you possibly can, please plan to stay for the Closing Ceremony on Monday afternoon. We just might have some very special announcements up our sleeve for Asylum XV in 2025.

This document supersedes the document dated 17 July.

The Ministry of Steampunk

2 August 2024

FINAL FRIDAY PROGRAMME			
Time	Feature	Location	Description
<p>Please note that for all events at the Assembly Rooms participants will require a Weekend or Friday festival wristband. Wristbands will be available for collection or purchase from one of the two Event Control stations situated in Castle Square and in Westgate School.</p> <p>Access to the market in Westgate School will be for wristband holders only on Friday.</p> <p>The Tea parties with the Mad Hatter require an additional ticket to be purchased from the Assembly Rooms in advance.</p> <p>Events in the Westgate School playground are open to all, free of charge.</p>			
10:30	OPENING CEREMONY	Assembly Rooms	Join the Ministry of Steampunk for the Grand Opening of Asylum XIV. Catch up with friends you haven't seen for ages and find out more about what we have in store over the weekend.
11:30	WHAT'S THAT GADGET?	Assembly Rooms	The perfect 'show and tell' opportunity for gadget-lovers and gadget-makers to get together and see some fabulous Steampunk gadgets up close and personal. Every gadget has a story behind it and many of those stories are fascinating - whether about the inspiration for a device, or exactly why it is so heavy! Come along and find out.
12:00	LET'S TALK DIESELPUNK	Assembly Rooms	The Asylum is first and foremost a Steampunk event but we also host a number of other steam-friendly genres and perhaps one of the closest in time is Dieselpunk. Come along and find out a bit more about the genre that sparked one of the Asylum's most popular evening features, the DecoDance.
12:00	THE OLD CURIOSITY SWAP	Westgate School Playground	First trialled at Asylum XIII, the 'OCS' is an opportunity for participants to swap items with each other, such as trinkets, badges, patches or whatever else they wish to bring along. The principal rule is that no money must exchange hands - this is purely for swapping items. You are of course free to take part in the trading of treasures at any time over the weekend but we have designated several times and locations over the weekend when people wishing to take part in this fun activity can find each other more easily.

FINAL FRIDAY PROGRAMME			
Time	Feature	Location	Description
12:30	THE VICTORIAN NAVY	Assembly Rooms	Come and hear from Alex Pocklington about the Victorian Navy and learn about his 'Top 5' steampunk warships that actually existed.
12:30	TEAPOT VIRGINS MEET	Westgate School Playground	This is an event for the teapot-curious (whether you have built your own motorised teapot or not). You will be able to try 'teapot racing without the racing'. There will be no stopwatches, just a fun activity to see how you get on steering a teapot around a course. Who knows, it might inspire you to take part in one of the teapot racing competitions over the weekend.
13:00	MAD HATTER'S TEA PARTY #1	Assembly Rooms (Edwardian Suite)	<p>Come and join the Mad Hatter and the Queen of Hearts for afternoon tea in the splendour of the County Assembly Rooms. The food is sure to be excellent and the Queen of Hearts will be a charm (if she's not in a bad mood that is - because if she is in a bad mood you might hear her screaming 'Off With Their Heads!!')</p> <p>Come prepared to enjoy a fabulous tea and to meet new people. This is another feature that caters very well (pun intended) for Asylum virgins.</p> <p>You will need a separate pre-booked ticket to attend the tea party.</p>
13:30	HIGH VAULTAGE	Assembly Rooms	Chris and Jen Sugden - co-creators of the steampunk detective audio drama "Victoriocity" ('Funny, classy, clever' - The Guardian), and co-writers of the Sunday Times bestselling steampunk novel "High Vaultage" ("Inspired and hilarious" - The Financial Times) - will be talking about, and introducing you to, their work.
13:30	BIG BLACK JAKE	Westgate School Playground	Come and hear John Welsh (aka Big Black Jake) read some of his Punk-Etry (Steampunk Poetry). John is a published author and self-confessed wordaholic with a great sense of humour.
14:00	TEAPOT RACING	Westgate School Playground	Teapot racing combines that quintessentially Steampunk vessel from which one of our favourite beverages is served with the thrill of a race. Come

FINAL FRIDAY PROGRAMME			
Time	Feature	Location	Description
			along and see how the sport works and why it has been attracting such a following. You are welcome to bring your own racing teapot along, but if you don't have room for it in your travelling trunk, fear not as there are likely to be one or two teapots that can be driven by visitors who have arrived 'unarmed' (as it were).
14:00	THE LORE OF TELLUS	Assembly Rooms	Meet author E.A. Purle and learn about the Lore of the Tellus series of books, which are the first five in the World of Tellus Series. Ed has spent years crafting the intricate world of Tellus and is keen to share it with you.
14:30	DECODANCE WORKSHOP	Assembly Rooms	Come and join Lady Elsie to learn a simple dance or two (please stop her trying to teach three) which you can try out at the DecoDance later tonight. No previous dancing experience is necessary. It is not difficult to learn and you don't need a partner for this dance, so all are welcome to come along.
15:30	THE ILLICIT MARKET #1	Assembly Rooms	An opportunity for small independent traders to come along and sell their wares whilst doing their best to escape the eye of the law. This is a fun event which mixes up trading and role playing. It is known as 'the market that doesn't happen'. You 'might' be able to find out more about it under the 'Features' tab on the website.
15:30	MAD HATTER'S TEA PARTY #2	Assembly Rooms (Edwardian Suite)	<p>Come and join the Mad Hatter and the Queen of Hearts for their second afternoon tea in the splendour of the County Assembly Rooms. The food is sure to be excellent but by this time the Queen of Hearts will already be full of cake and it's hard to know whether this will make her more subdued or a bit more 'Off With Their Heads!!' If she's in a bad mood the Mad Hatter himself will be keeping a lowish profile, but you can still expect a heartfelt welcome, awesome food and drink and you will be amongst a host of other afternoon-tea loving friends. Don't miss it.</p> <p>You will need a separate pre-booked ticket to attend the tea party.</p>

FINAL FRIDAY PROGRAMME

Time	Feature	Location	Description
16:30	ASYLUM VIRGIN'S MEET	Assembly Rooms (Oval Room)	Another perfect opportunity for Asylum virgins (and veterans!) to meet up and share their past experiences, to learn more about how the event runs and what to expect. Where will everyone be travelling from this year? How did you find out about Steampunk and The Asylum? Come along and find out. Steampunks are the friendliest people imaginable.

All times and performances listed above are correct as of the date at the top of the page.

Despite the Minister of Time Travel's best efforts, time can be a little fluid at *The Asylum*, so please expect some slippage in the published times. And of course the features, times and locations are dependent on performer availability, weather and a host of other factors outside of our control.

FINAL SATURDAY PROGRAMME

Time	Feature	Location	Description
<p>Please note that for all events at the Assembly Rooms participants will require a Weekend or Saturday festival wristband. Wristbands will be available for collection or purchase from Event Control stations situated in Castle Square and Westgate School.</p> <p>Wristbands also give access to the public areas of the Castle (to which you can also gain access by buying a Castle entrance ticket) as well as the marquees, Men's Prison and Heritage Centre.</p> <p>Events in the Westgate School playground and the markets in Westgate School, Castle Hill and in front of the cathedral are open to all.</p> <p>The tea parties require a separate ticket to be purchased in advance from the Assembly Rooms.</p> <p>In addition to the timed features listed below there will a number of fabulous exhibits set out in the castle grounds and in the castle marquee as well as the Great Exhibition of Steampunk Art in the Men's Prison</p>			
10:00	S.C.O.N.E.	Castle Bandstand	We are delighted that the Steampunk Choir of Notorious Excellence have again agreed to perform as the gates open to the most wonderful day in the castle on Saturday. Expect neo-Victorian choir tomfoolery, with copious references to tea, gin, airships and even the war hippo cavalry. As S.C.O.N.E. themselves once said "We've got it all and refuse to give it back!"
10:30	MAD SCIENTISTS MEET-UP	Assembly Rooms	Dust off your lab coats and goggles and break out those doomsday devices because it's time for the Asylum Mad Scientists Meet-up. Come along and chat about gadgets (bring something you have made along) have a group photo or two and practice your maniacal laughter.
10:30	TIME BOMB COMICS TALK	Heritage Centre	Time Bomb Comics will reveal what they have been up to since last year and what they have in store in the future in this fun, informal 'comics chat' from the creators and publishers of the newsagent distributed title, Quantum.
11:00	MR B THE GENTLEMAN RHYMER	Castle Bandstand	We are thrilled that Mr B will be popping along to the Bandstand today to regale you with a ditty or two from his expansive oeuvre of work.
11:00	COSTUME MAKERS' PANEL	Heritage Centre	Come and meet the Asylum costume-makers panel chaired by Lady Elsie. Our panel will be delighted to field your questions about making nice soft things

FINAL SATURDAY PROGRAMME

Time	Feature	Location	Description
			(for hard things, see the prop-makers panel on Sunday).
11:30	HISTORY OF STEAMPUNK	Assembly Rooms	If you are wondering how it all started, come and join Major Tinker for a run-through of the history of Steampunk and how we got to the Asylum today. Please be aware this feature is likely to contain anecdotes.
11:30	BELLY FUSION DANCE COLLECTIVE	Castle Bandstand	Belly Fusion are a collection of fabulous friends who put on the most beautiful demonstrations of tribal belly dancing. They are mesmerising to watch and always attract a crowd.
11:30	MR. B MEET/MERCH	Exhibitors Marquee	It's time to pop along and have a chin wag with Mr B and avail yourself of some of his wonderful spinning discs of magnificence.
11:30	FULL FATHOM FIVE	Westgate School Playground	The Full Fathom Five are a Lincoln based acapella Steampunk band who perform original tea shanties with steampunk-relatable lyrics involving tea, gin, cake, airships etc. to original shanty, folk and broadside tunes.
11:30	STEAM WESTERN MEET	Prison Exercise Yard	After the joy of the Steam Western theme at <i>The Town That Never Was</i> this year we had to add a Steam Western meet-up at Asylum. Make sure you hang around after for the...
12:00	HIGH NOON SHOOT OUT	Prison Exercise Yard	What could be a better marriage than the thrill of the duel combined with the random accuracy of the nerf dart? Come and see who is the sharpest shooter in town. Contestants must be 18+ for insurance reasons.
12:00	DR WHO MEET-UP	Assembly Rooms	For the 60 th Anniversary of Dr Who the Steam Whovians will be meeting up in the Assembly Rooms for a chat and a spot of Time Travel and there might just be a game of 'Companions Bingo'. You know it makes sense.
12:00	THOMAS BENJAMIN WILD ESQ.	Castle Bandstand	This will be your second and last time (after DecoDance to catch a performance from the truly splendid Thomas Benjamin Wild Esq. The length of

FINAL SATURDAY PROGRAMME

Time	Feature	Location	Description
			his name precludes a lengthy description here but he is a totally top notch chap hop sensation.
12:00	MAKE A COMIC WORKSHOP	Heritage Centre	<p>Have you ever thought about creating your own comic? Who would be the star? Would they be able to leap tall buildings in a single bound or would they prefer a quiet cup of tea? In this fun creative workshop, you will have the chance to create the origin story of your very own comic character!</p> <p>Comic artists Paul McCaffrey, (2000AD, Adler) and Colin Mathieson (Chancer, Zulu) will guide you through the creative process to make your own comic origin story to take home!</p> <p>Work alone or with a sidekick, suitable for all abilities. Materials provided.</p>
12:00	BIG BLACK JAKE	Westgate School Playground	Another performance by John Welsh (aka Big Black Jake) of his Punk-Etry (Steampunk Poetry). John is a published author and self-confessed wordaholic with a great sense of humour.
12:30	FACIAL HAIR COMPETITION	Castle Bandstand	After performances by Mr B and Thomas BW Esq everyone's attention will naturally be turned to facial hair – so this will be the perfect time to come along to the Bandstand where our team of expert judges will determine who is to receive this year's medal for the finest facial hair! If you forget your beard on the day don't worry; lady Elsie will have some knitted beards for loan. This feature is sponsored by Greek Gods Beard Care.
12:30	TOM WILD MEET/MERCH	Exhibitors Marquee	It's time to hop along and chat to chap hop supremo Tom Wild about his performance and his beard and to snaggle some merch before he dashes off with Mr B in a puff of smoke.
12:30	THE OLD CURIOSITY SWAP	Prison Exercise Yard	Come along and swap your goodies with other like-minded swapsters. Trinkets, gizmos, patches, badges, whatever you have to trade.
12:30	BELLY FUSION DANCE COLLECTIVE	Westgate School Playground	Another session of dance, smiles and fun with the perennially popular ladies of Belly Fusion Dance Collective.

FINAL SATURDAY PROGRAMME

Time	Feature	Location	Description
13:00	STEAMPUNK TEA PARTY	Assembly Rooms (Edwardian Suite)	Escape the crowds for a while and come and enjoy a fabulous afternoon tea in the glorious surroundings of the Edwardian Suite at the County Assembly Rooms. Expect cake and more cake! You will need a separate pre-booked ticket to attend the tea party.
13:00	S.C.O.N.E.	Assembly Rooms	S.C.O.N.E. love to perform in buildings with great acoustics and the Assembly Rooms is no exception. Come and hear Steampunk's finest choir in the perfect 18 th Century setting.
13:00	STEAMPUNK SALLYS	Castle Bandstand	Prepare to have your horizons widened, your smile broadened and your alcoholic drink under your coat as the awesome Steampunk Sallys entertain you and encourage you to give up most of your favourite things.
13:00	FAIRYTALE MEET-UP AND PROMENADE	Exhibitors Marquee and Castle Grounds	It's a castle with dragons, so the perfect place to meet up with all your fairytale friends and to make some new ones. We will start off in the castle marquee and make our way up to see Lucy, the big dragon up by the castle walls for a photoshoot with a fairytale theme.
13:00	TEAPOT RACING	Prison Yard	It's time to sharpen your wits again and compete to avoid the tea cosy of doom and if possible to achieve the fastest time around the course. There will be medals for each 'teapot racing' session and an MoS medal for the fastest time over the weekend.
13:00	DOES WEIGHT MATTER?	Heritage Centre	Come and find out from expert maker Andy Arbon all about the practicalities of building wearable props. When is heavy too heavy (the prop, not the wearer)?
13:30	JET PACK, PARA & WACKY RACES	Castle Banjo	It's hard to know which feature of the Asylum is the most dangerous, but it just might be the jet pack race. Come and put your jetpack through its paces alongside other crazy inventors and see who takes home the Asylum jetpack medal for 2024. Please note we are not allowing the use of Unobtainium-14 as a fuel this year as supplies have all been redirected to pin production.

FINAL SATURDAY PROGRAMME

Time	Feature	Location	Description
			"How wacky is wacky?" I hear you ask. Well the answer is very wacky. This is your opportunity to see some highly wacky racers take part in a race along the castle banjo. Some will be powered by dubious means whilst others will be piloted by dubious pilots. Some will finish the course, but quite possibly not all of them. The winner will receive a medal. The winning para-racer, like the winning wacky racer, may not be the fastest but could be the most bonkers and crazy. It is Asylum, after all.
13:30	MEET THE STEAMPUNK SALLYS	Exhibitors Marquee	If you wondered what you were seeing and hearing when you watched the Steampunk Sallys perform on the castle Bandstand come along and find out in the marquee. Just ask for Anna.
14:00	PETER HARROW MAKER'S TALK	Heritage Centre	Come and hear Peter Harrow, veteran maker, tell you about his latest genius ideas around faux taxidermy! You know it makes sense.
14:00	ASYLUM TEA DUELLING	Assembly Rooms	Once again that quintessential Steampunk sport involving nerves of steel and soggy biscuits, optimism and jeopardy. If you win the Asylum Tea Duelling Medal today you automatically get a chance to enter the World Tea Duelling competition on Monday and you could go home with a world championship medal!
14:00	MEET THE GREAT EXHIBITION MAKERS	The Men's Prison	The Great Exhibition has been running for many years and it runs anonymously and is judged blind. For the first time this year we invite anyone who has submitted an entry to the competition to 'stand by' their entry at this time, to chat to other makers and answer questions of anyone curious about their work. It's another opportunity to find out about making and creating and how people get their ideas.
14:00	WIGHT HOT PIPES	Castle Bandstand	Long time friends of the MoS, we look forward to welcoming Wight Hot Pipes to the Castle Bandstand for the first time. Their performance is guaranteed to set the castle ground alight (as it were).

FINAL SATURDAY PROGRAMME

Time	Feature	Location	Description
14:30	STEAMPUNK SALLYS	Westgate School Playground	The Steampunk Sallys have escaped from the castle! Come and find them entertaining the crowds in the school playground with tales of purity and joy.
14:30	COGLINGS COSTUME COMPETITION	Castle Bandstand	<p>The Asylum Costume Competitions are amongst the most prestigious events at Asylum. This will be the chance for youngsters (coglings) to come and show their outfits which will be judged by a panel of makers.</p> <p>To join in please come to the Bandstand around 14:45, bringing a short written note stating your name, age and a short description of your outfit.</p>
14:30	WIGHT HOT PIPES MEET + MERCH	Exhibitors Marquee	You've heard them play, so now come and meet the Wight Hot Pipes in the castle marquee. You might like to ask them about the forthcoming Isle of Wight Steampunk Festival while you are there!
15:00	STEAMSTRESS PATTERN MEETING	Assembly Rooms	This year the Steamstress Squadron have been working on 3 'Black Snail# patterns (Fan Skirt 0414, Waistcoat 0220 and Men's Waistcoat 0819). This will be the opportunity to come along and share your creations, take some photos and chat about your successes and struggles.
15:00	SINGING IN THE PRISON	The Men's Prison	Come along to the Men's Prison to learn and sing simple rounds and tunes. Open to all ages and abilities. Come and have fun with the prison inmates!
15:00	FULL FATHOM FIVE	Westgate School Playground	Another instalment of acapella tea shanties with steampunk-relatable lyrics from Lincoln's own Full Fathom Five. Be prepared for tunes you might know and words that will make you smile.
15:00	GADGETS BY RODNEY	Heritage Centre	Rodney has been making Steampunk gadgets for many years and is the perfect person to encourage you to have a go yourself. Come and find out how Rodney finds the parts for projects without breaking the bank and how he puts them together to make something really splendid.
15:00	SIMPLY KATE BUSH	Castle Bandstand	Jane Clarity of Simply Kate Bush will not only be performing at the Advance Guard Party on Thursday

FINAL SATURDAY PROGRAMME

Time	Feature	Location	Description
			but will also be doing a set on the Castle Bandstand on Saturday. It will definitely be worth 'Running up Steep Hill' for.
15:30	TEA WITH THE STEAMPUNK SALLYS	Assembly Rooms (Edwardian Suite)	Come and join General Anna Bollick and Sister Anna Key, officers of the Steampunk Sallys, for afternoon tea with a difference. Expect big frocks, 'innocent' laughter and lots of cake. You will need a separate pre-booked ticket to attend the tea party.
15:30	GROUPS COSTUME COMPETITION	Castle Bandstand	For family or friends groups in coordinated outfits again please come along at 14:45 and bring a short written description of your outfits.
15:30	BELLY FUSION DANCE COLLECTIVE	Westgate School Playground	Belly Fusion describe themselves as a group of friends who have found the perfect way to blend colourful costumes, fun music and wonderful movement. They are sure to gather a crowd in the playground.
15:30	SIMPLY KATE BUSH MEET + MERCH	Castle Bandstand	An opportunity to meet with Jane Clarity of Simply Kate Bush and to find out if she has bought any merch with her for your further enlightenment.
16:00	THE ANTIPOET	Castle Bandstand	The Antipoet were winners of the Asylum XIII (first ever) 'Asylum Introducing' evening. They will be performing at the Time Travellers gig, but also treating us to a family-friendly set from the Castle Bandstand.
16:00	STEAMPUNK STORIES WORKSHOP	Heritage Centre	Start the path to publication and put pen to paper in this fun creative writing workshop. Author C.S. Wood will provide a few helpful tips. Then writers will be given a lucky dip of steampunk scenarios to describe! Who will be brave enough to share their epic? The winner based on audience applause will get their story shared on socials and a free signed copy of the author's steampunk novel <i>Sabre: The Shattered Oath</i> .
16:00	STEAMSTRESS FABRIC SWAP	Assembly Rooms	It's a well-known fact that steamstresses accumulate too much fabric. If you have this affliction this is your opportunity to bring along some excess fabric and swap it for different excess fabric. It will make you

FINAL SATURDAY PROGRAMME

Time	Feature	Location	Description
			feel a whole lot better. If you don't have excess fabric to bring along then this will be a chance to acquire someone else's swag in return for a donation to charity. You really can go home with more fabric than you came with. What could be simpler?
16:30	CAMMIE LEON DANCE ACT	Castle Bandstand	Solo dancer Cammie Leon will be dancing in front of the Bandstand; come and see her graceful moves.
16:30	THE ANTIPOET MEET + MERCH	Exhibitors Marquee	You've heard their performance – now buy their stuff! Come and meet the gentlemen of rhyme and song (and then catch up with them again at Time travellers on Sunday evening).

All times and performances listed above are correct as of the date at the top of the page.

Despite the Minister of Time Travel's best efforts, time can be a little fluid at *The Asylum*, so please expect some slippage in the published times. And of course the features, times and locations are dependent on performer availability, weather and a host of other factors outside of our control.

FINAL SUNDAY PROGRAMME

Time	Feature	Location	Description
<p>Please note that for all events at the Assembly Rooms participants will require a Weekend or Sunday festival wristband. Wristbands will be available for collection or purchase from Event Control stations situated in Castle Square and Westgate School.</p> <p>Wristbands also give access to the public areas of the Castle (to which you can also gain access by buying a Castle entrance ticket) as well as the marquees, Men's Prison and Heritage Centre.</p> <p>Events in the Westgate School playground and the markets in Westgate School, Castle Hill and in front of the cathedral are open to all.</p> <p>In addition to the timed features listed below there will a number of fabulous exhibits set out in the castle grounds and in the castle marquee as well as the Great Exhibition of Steampunk Art in the Men's Prison</p>			
10:00	PATREONS BREAKFAST	Heritage Centre	Patreons of the Ministry of Steampunk are invited to join the Ministry for a (Second) Breakfast in the heritage Skills Centre.
10:00	BELLY FUSION DANCE COLLECTIVE	Castle Banjo	More quirky, stylish and awesome coordinated moves from our favourite tribal belly dance group. Watching Belly Fusion is always a joy and a wonder. You can expect colour, style and personality in abundance.
10:30	MUSTER FOR UNIFORM PARADE	Prison Yard	Those groups who will be taking part in the Uniform Parade (by prior arrangement) are asked to Muster in readiness for the start of the parade. Don't be late unless you want to tempt the wrath of Shouty Man.
10:30	TEAPOT PROMENADE	Castle Banjo	While waiting for the Uniform Parade, come along to the Castle Banjo to see a promenade of the most splendid Racing Teapots. All motorised teapots are welcome to take part.
11:00	CAFFEINE NIGHTS	Heritage Centre	Join the two steampunk authors Paul Eccentric (The Periwinkle Perspective) and Colin Edmunds (Steam, Smoke and Mirrors) to find out what they have been getting up to over the last 12 months and to learn about the fictitious worlds they inhabit and maybe even what is coming next.
11:00	THE UNIFORM PARADE	Castle Banjo	This is the more formal of the two parades that takes place at Asylum. All militaryesque or otherwise uniformed groups are welcome to participate, but they must pre-register with the Shouty Man (get in touch using the 'contact us' form under the 'get

FINAL SUNDAY PROGRAMME

Time	Feature	Location	Description
			involved' tab above). The parade will be followed by a minute's silence. More information about the various groups you are likely to see parading can be found in 'The Uniform Parade' section under the 'Features' tab on the MoS website.
12:00	BELLY FUSION DANCE WORKSHOP	Assembly Rooms	Come along and meet the ladies of Belly Fusion Dance Collective and take part in a workshop to try out some of their moves. No former belly dancing experience is required!
12:00	ALICE STRANGE	Castle Bandstand	Come and hear Alice perform at the Castle Bandstand. A firm favourite of The Asylum, Alice never fails to deliver a glorious crowd-pleasing performance.
12:00	THE OLD CURIOSITY SWAP	Exhibitors Marquee	Another chance to come along and swap your goodies with other like-minded folk keen to exchange one sort of goody for another. Bring along your wares and go home with somebody else's.
12:00	TEAPOT HILL CLIMB	Hill Behind Heritage Centre	Yes it really is what it says on the tin. Motorised teapots competing to climb up one of the hills behind the Heritage Centre. A great activity for competitors and spectators alike, but not always for the teapots...
12:00	POWERTEX TALK/DEMO.	Heritage Centre	Come and find out about the versatility of Powertex in unleashing creativity when upcycling unwanted items into amazing costumes, accessories and works of art.
12:00	RAVENS MORRIS	Westgate School Playground	Ravens Morris are a Steampunk Border Morris side who hail from East Yorkshire. You can expect enticing rhythms, high energy, clashing sticks, fabulous makeup and a true steampunk spectacle.
12:30	MINIMUM ALTITUDE DISPLAY TEAM	Castle Banjo	How low is low? The Asylum's Minimal Altitude Display Team have been honing their skills for a number of years now and you will be dazzled at just how low they can fly. You could be forgiven for even thinking they must have their feet on the ground.
12:30	ALICE STRANGE MEET/MERCH	Exhibitors Marquee	Now is the time to catch up with Alice after her performance on the Bandstand. Alice is a fabulous seamstress as well as a great singer and she always

FINAL SUNDAY PROGRAMME

Time	Feature	Location	Description
			has some fabulous merch, so you will definitely want to treat yourself.
13:00	BRITISH AERONAUTIC. PILOT SCHOOL	Castle Banjo	B.A.P.S. for short. Join the ever so slightly crazy Madam Misfit as she teaches basic aeronautical skills to pilots of all ages. This is a family-fun activity and if you still have any breath left at the end you will be a fully trained pilot!
13:00	LAYING DOWN THE RAILS	Assembly Rooms (Oval Room)	Our aim is for model railway enthusiasts to join together to create a modular railway for Asylum XV in 2025. Come along to learn more about the project, specifications and aims led by MoS member and railway modeller Alan Monk.
13:00	SUPERHERO AND VILLAINS MEET-UP	Exhibitors Marquee	Are you tempted to bring a touch of Cosplay to your Steampunk outfits? Do you identify as more of a hero or a villain? Come and meet like-minded (or perhaps opposite-minded) Steampunks to share your joy and discuss your costumes.
13:00	STEAMPUNK SALLYS	Prison Yard	Come and catch another performance by the Steampunk Sallys who may just be on their way to the Men's Prison to save a few more souls who didn't realise they needed saving.
13:00	ALL THINGS CORSETRY	Heritage Centre	Join Emma Brackenbury to find out all you ever wanted to know about corsets and to hear about the 'Corsetry Retreat'.
13:30	SEA SHANTIES WITH STORM PETREL	Assembly Rooms	Come and join the crew of M/V Storm Petrel to sing sea shanties in the fabulous acoustics of the Assembly Rooms. Roll, Boys, Roll!
13:30	SUPERHERO AND VILLAINS PHOTO-OP	Castle Banjo	Come and meet the Steampunk Superheroes and Villains who will be gathering at the Banjo in the castle for photos and to persuade you to join them. But will you be a Superhero or a dastardly villain?
13:30	THE ILLICIT MARKET #2	Exhibitors Marquee	Be prepared for another of those markets that doesn't happen to not happen in the castle marquee. There won't be any small independent traders selling their wares. There may or may not be more information about this under the 'Features' tab on the website.

FINAL SUNDAY PROGRAMME

Time	Feature	Location	Description
13:30	TEAPOT RACING	Prison Yard	More high adrenaline fun with teapots on wheels tearing around an obstacle course to try and win a medal and (more importantly) avoid being awarded the tea cosy of doom.
14:00	MEET THE MAKERS SURGERY	Heritage Centre	Come and meet Graham Jebb and a veritable smorgasbord of veteran makers over the course of a leisurely afternoon talking about creating all manner of things out of a wide variety of materials. Come along to see what makes them tick, how to get started in making things yourself, or bring along any problems you would like advice about. They may even bring a few 'show and tell' creations of their own...
14:00	THE BRASS BROTHERS	Castle Bandstand	More Brassy than the Blues Brothers and more Bluesy than Brasso. Come along and hear Steampunk's answer to the Blues Brothers with words that might not quite be 100% how you remember them.
14:00	RAVENS MORRIS	Westgate School Playground	This will be Ravens Morris's second performance of the day. Expect live music, lively dancing and Morris dancing as you've never seen it before.
14:30	POUNDLAND CHALLENGE	Assembly Rooms	The conclusion of the annual <i>Let's Steampunk Poundland</i> challenge, listen to our amazing makers talk about how they turned Poundland items into steampunk creations, the ultimate proof you can do steampunk on a budget.
14:30	ADULT COSTUME COMPETITION	Castle Bandstand	At Asylum XIV we will once again be awarding medals for the best adult scratch-built outfit and the best adult curated outfit (put together from purchased items). If you would like to enter the competition, please come to the Bandstand at 14:15, bringing a card with your name, character name if wanted, and up to 100 words describing your outfit to be read out on the day.
14:30	BRASS BROTHERS MEET/MERCH	Exhibitors Marquee	Come and meet Jake and Elwood Brass, ask them where they got their hats and goggles and see if they've brought any merch with them.

FINAL SUNDAY PROGRAMME

Time	Feature	Location	Description
14:30	STEAMPUNK SALLYS	Westgate School Playground	Come and hear the rousing sounds of the Steampunk Sallys as they save sinners amongst the unsuspecting passers-by.
15:00	STEAM TREK MEET-UP	Exhibitors Marquee	Steam Space: The Final Frontier. These are the voyages of the starship Battenberg. Its 5-day mission: to explore strange new events; to seek out new costumes, gadgets and new recruits; to boldly go where everyone has gone before! Probably. Come and join the ever-growing crew.
15:00	BELLY FUSION DANCE COLLECTIVE	Prison Yard	This will be your last chance today to see the smiles, moves and amazing costumes of the wonderful Belly Fusion ladies.
15:30	STEAM TREK PHOTO-OP	Castle Banjo	It's time for the Steam Trek crew to beam themselves over to the Banjo for their photo session. Come and see their Steampunk take on all things Star Trek. Remember, things are only impossible until they're not.
15:30	THE PARASOL PARADE	Exhibitors Marquee	The Parasol Bearers of the Lincoln Steampunk Society will be gathering together in the castle marquee promenading down the Banjo and around to the Prison Yard; come and see the spectacle or bring your parasol and follow along behind. Make sure you stay for the parasol duelling competition to follow.
15:45	PARASOL DUELLING	Prison Yard	The Lincoln Steampunk Society will be running the Asylum Parasol Duelling competition. Come along and take part if you think you have what it takes (or if you're not sure come and find out). You might just win and become the Asylum parasol duelling champion of the year!
16:00	THE COGKNEYS	Castle Bandstand	The Cogkneys will be playing the sold-out Dead Dog Party on Monday evening. Whether or not you managed to bag tickets, this will be your opportunity to enjoy their unique style of banter and song on the castle bandstand.
16:00	WHERE'S WALLY MEET-UP	Exhibitors Marquee	If you've spotted Wally and Wanda during the day and acquired yourself one of their fine hats, come

FINAL SUNDAY PROGRAMME

Time	Feature	Location	Description
			along to the marquee in the castle to meet up with all the Wallys of the day for a chat and a photo!
16:30	RAVENS MORRIS	Castle Banjo	The final performance of the day from the Steampunk Morris side will take place on the castle Banjo. It is sure to be highly energetic, highly coordinated and highly entertaining.
16:30	THE COGKNEYS MEET/MERCH	Exhibitors Marquee	This will be your chance to step into the domestic bliss of Tilly Maydme and Lord Loverduc, Arthur Foot III and if you are very, very well behaved (unlike Tilly) you may be able to snag some merchandise from their stall.

All times and performances listed above are correct as of the date at the top of the page.

Despite the Minister of Time Travel's best efforts, time can be a little fluid at *The Asylum*, so please expect some slippage in the published times. And of course the features, times and locations are dependent on performer availability, weather and a host of other factors outside of our control.

FINAL MONDAY PROGRAMME

Time	Feature	Location	Description
<p>Please note that for all events at the Assembly Rooms participants will require a Weekend or Monday festival wristband. Wristbands will be available for collection or purchase from Event Control stations situated in Castle Square and Westgate School.</p> <p>Wristbands also give access to the public areas of the Castle (to which you can also gain access by buying a Castle entrance ticket) as well as the marquees, Men's Prison and Heritage Centre.</p> <p>Events in the Westgate School playground and the markets in Westgate School, Castle Hill and in front of the cathedral are open to all.</p> <p>In addition to the timed features listed below there will a number of fabulous exhibits set out in the castle grounds and in the castle marquee as well as the Great Exhibition of Steampunk Art in the Men's Prison</p>			
10:00	DYSTOPIAN WAR GAMES	Heritage Centre	<p>A truly steampunk tabletop wargame ranging across land and sea, Dystopian Wars has featured at the Asylum before, but since then the setting has come under new management, which means new lore, new models and new rules!</p> <p>Come and have a look or maybe try your hand at a quick test game, with a chance to win a model to take home with you!</p>
10:30	STEAMPUNK SALLYS	Castle Bandstand	The Steampunk Sallys will be performing on the castle Bandstand while the Grand Promenade is forming up behind the Heritage Centre (so will very likely be in earshot!)
10:30	MUSTER FOR GRAND PROMENADE	Prison Yard	If you plan to take part in the Grand Promenade please come to the area behind the Heritage Centre and Men's Prison where we will be forming up before promenading away at 11:00
11:00	GRAND PROMENADE	The Historic Quarter	Either come and be part of this most amazing Steampunk Grand Parade or else join the crowds lining the streets as this awesome exhibition of creativity winds its way out of the castle West Gate, through the Historic Quarter of Lincoln and back into the Castle grounds through the East Gate.
11:00	BIG BLACK JAKE	Castle Bandstand	Entertaining those in the castle grounds during the Grand Promenade will be Big Black Jake with his witty Punk-etry.

FINAL MONDAY PROGRAMME

Time	Feature	Location	Description
12:00	LADY VIOLET HUGH	Castle Bandstand	Lady Violet will be performing a family-friendly set on the castle bandstand today, but she might still mention some of her favourite vices.
12:00	POST- APOCALYPTIC MEET-UP	Exhibitors Marquee	Come along to the castle marquee (if it hasn't blown over in a storm) and meet up with fellow PA enthusiasts (if their journey to the event wasn't prevented by a landslide) and share your stories of near escape and how you made perfectly good clothing look like it's been hanging off the back of a refuse lorry for the last five years.
12:00	THE OLD CURIOSITY SWAP	Westgate School Playground	More swapping of 'stuff' you brought along to the event for 'stuff' other people brought along, so that you get to go home with all of the right 'stuff' you need.
12:30	HISTORY OF THE SALVATION ARMY	Assembly Rooms	Join General Anna Bollick for a part serious but definitely highly entertaining account of the history of the Salvation Army - and possibly also of the Steampunk Sallys. Find out how it all started, what makes them tick and why the Steampunk Sallys have got it in for booze and loose women. But beware, the General is very persuasive and you might just become a convert.
12:30	POST- APOCALYPTIC PHOTO-OP	Castle Banjo	It's time to come and take some photos of some of the scruffiest and yet most amazing and inventive outfits of the weekend at the PA photo-shoot. Don't run out of gas on the way.
12:30	LADY VIOLET HUGH MEET/MERCH	Exhibitors Marquee	You've heard her songs, now come and meet the good lady and buy her merch. Probably not cucumbers, though.
12:30	PLASTIC STEAMPUNK	Heritage Centre	Join expert maker of amazing steampunk artefacts and costumes Andy Arbon and learn the best ways to incorporate plastic elements into your creations.
12:30	WITCHES DANCE AND WORKSHOP	Westgate School Playground	Today we are joined by the Witches of Boston who will be performing the famous witches dance in the castle later on. This is your opportunity to come and take part in a workshop to learn the dance so you can be part of the spectacle later. Feel free to bring a

FINAL MONDAY PROGRAMME

Time	Feature	Location	Description
			pointy hat or a frog or two, or just yourself. All welcome.
12:30	VIRTUAL CRICKET AND PICNIC	Castle Grounds	What could be more relaxing on a Sunday afternoon than sitting back in the castle grounds with a picnic and watching a game of virtual cricket – i.e. cricket but with no ball? This is a new feature for Asylum XIV so don't miss it!
13:00	WORLD TEA DUELLING	Assembly Rooms	This will be the Grand Finale of the last 12 months of Tea Duelling competitions. If you have come to the Asylum from another Country you are invited to come along and represent that Dominion in the World Tea Duelling Championships. The winner of the Asylum XIII championship will also get to take part. Whoever wins will then be the reigning World Tea Duelling Champion for the next 12 months and they will receive a medal to prove it.
13:00	MADAM MISFIT	Castle Bandstand	Following on from Sunday evening's performance at Time Travellers, Madam Misfit will be pulling out all the stops on the Bandstand for an explosive show, likely to include a host of styles including chaphop and electroswing.
13:00	REBEL STEAM MEET-UP	Castle Marquee	One of the largest group meet-ups each year is Rebel Steam who invite all steampunks with a soft spot for the Galaxy Far Far Away to come and meet up in the marquee in advance of their 'spot' on the castle banjo.
13:30	MADAM MISFIT MEET/MERCH	Exhibitors Marquee	This will be your chance to catch up with Madam Misfit after her Bandstand performance to catch a few words or some of her fabulous merch.
13:30	REBEL STEAM PHOTO-OP	Castle Banjo	Come, see and hear from the splendid folk of Rebel Steam (and their friends from the Dark Side) as they gather on the castle banjo to tell you about themselves and to grab some excellent photos.
13:30	POST APOCALYPTIC 101	Heritage Centre	Everything you wanted to know about the Post-Apocalyptic scene but were too shy to ask while the world was tumbling around you; come and meet the

FINAL MONDAY PROGRAMME

Time	Feature	Location	Description
			Asylum's PA experts and find out more about the scene and how to get involved.
14:00	THE GUILD OF OCCULT STEAM SCIENCES	Assembly Rooms	The Guild of Occult Steam Sciences invite you to a spoof presentation, a part real and part humorously fictionalised account of occultism in Victorian times. We may also show and tell some stories/poems, items we've made, and even perform a mysterious ritual.
14:00	WHERE NEXT FOR THE MOS?	Exhibitors Marquee	For 15 years the MoS have worked to encourage, support and develop steampunk. This short session allows you to learn more about our other events before our reveals for Asylum XV at the closing ceremony. If you have a great idea for an innovative feature this is the place to sound us out.
14:00	THE WITCHES DANCE	Castle Banjo	Come and see the Witches of Boston perform the 'witches dance' along with any new converts they persuaded to join them at their dance workshop earlier today (at the Westgate School carpark).
14:00	STEAMPUNK SALLYS	Westgate School Playground	This will be your final chance of the weekend to experience the craziness and awesomeness of the Steampunk Sallys in all their glory. Not to be missed!
14:30	VICTOR AND THE BULLY	Castle Bandstand	Come along to hear Victor and the Bully play the final Bandstand set of the festival, which could very well include the Hokey-Cokey – you have been warned!
14:30	PENNY DREADFUL CREATIVE WORKSHOP	Heritage Centre	<p>Our festival's final creative experience invites you to free your imagination and prepare a sensational story or scandalous illustration for Asylum's very own Penny Dreadful publication. This popular session has previously generated bizarre tales of Button Murders, Sea Creatures, and the startling discovery of Cream Cakes as a power source!</p> <p>Comic artists Colin Mathieson (Chancer, Zulu) and David Morris (Norton, Quantum) will guide you through the editorial process to create your very own Penny Dreadful broadsheet to take home.</p> <p>All materials provided in this informal workshop, suitable for all.</p>

FINAL MONDAY PROGRAMME

Time	Feature	Location	Description
15:00	VICTOR AND THE BULLY MEET/MERCH	Exhibitors Marquee	You've heard them play and danced the Hokey-Cokey, so it's now time to come and meet up with Victor and the Bully and buy their merch!
15:30	GRAND CLOSING CEREMONY	Castle Bandstand	<p>The final feature of the daytime festival at Asylum XIV will be very special this year as in addition to looking back on this year's Festival and awarding all of the medals to their worthy winners, we will be revealing our plans for next year, up to and including Asylum XV!</p> <p>This is your chance to be amongst the very first to hear our plans for the very special celebration of Steampunk that will be Asylum XV.</p> <p>Be there if you possibly can!</p>

All times and performances listed above are correct as of the date at the top of the page.

Despite the Minister of Time Travel's best efforts, time can be a little fluid at *The Asylum*, so please expect some slippage in the published times. And of course the features, times and locations are dependent on performer availability, weather and a host of other factors outside of our control.