



FAN GUIDE

EVERYTHING YOU NEED TO KNOW

San Diego Comic-Con Málaga
2026

málaga



Andalucía



BBVA





MARVEL STUDIOS

VENGADORES DOOMSDAY

18 DE DICIEMBRE SOLO EN CINES

Contents

1 Before You Go

- 1.1 Hours
- 1.2 The SDCC Málaga App
- 1.3 If You're Under 16
- 1.4 SDCC Málaga Policies

2 Getting There

- 2.1 Getting There

3 When You Arrive

- 3.1 Welcome Pack
- 3.2 Online Order Pickup
- 3.3 Lockers
- 3.4 Accessibility
- 3.5 Venue Map
- 3.6 The Village
- 3.7 Where Do I Find...?

4 Experience the Show

- 4.1 Programming
- 4.2 Reservations and Entry
- 4.3 Hall M
- 4.4 Studio M
- 4.5 Auditorium 1 and 2
- 4.6 Creators' District
- 4.7 Meet the Artist

5 Discover Every Universe

- 5.1 Exhibitor Halls
- 5.2 Artists' Alley
- 5.3 Crystal Hall
- 5.4 Cosplay
- 5.5 Asian Culture · K-Zone
- 5.6 Portfolio Review
- 5.7 Role Play
- 5.8 DUNA

6 Shopping and Payment

- 6.1 Payment Methods
- 6.2 Official Stores
- 6.3 Official Funko Store

7 Need Help?

- 7.1 If You Need Help
- 7.2 Medical Services and First Aid
- 7.3 In Case of Evacuation
- 7.4 Lost Children and Persons
- 7.5 Lost & Found
- 7.6 Emergency Numbers
- 7.7 Frequently Asked Questions

8 Stay Connected

- 8.1 Newsletter and Social Media

EL TORCAL DE ANTEQUERA
TE ATRAPA

MÁLAGA



SURRENDER TO THE
**ANDALUSIAN
CRÜSH**

Andalucía

 cofinanciado por
la Unión Europea

 GOBIERNO DE
ANDALUCÍA

 Fondos Europeos

 Junta
de Andalucía

andalucia.org

1

Before You Go

Hours · The SDCC Málaga App · If You're Under 16 · SDCC Málaga Policies

1.1 Hours

The venue is open from 10:00 to 22:00 all four days.

Exhibitor Hall Town and Exhibitor Hall Garden: 10:00 to 20:00.

Artists' Alley: 10:00 to 21:00.

Crystal Hall: 10:00 to 22:00.

Village: 10:00 to 22:00, the same hours as the venue.

Official stores: 10:00 to 20:00, the same hours as the Exhibitor Halls.

Welcome Pack booths: 7:00 to 19:00.

Lockers: outdoor lockers are accessible 24 hours a day; indoor lockers follow venue hours, 10:00 to 22:00.

Meet the Artist stays open until the last photo op or signing scheduled that day ends. Each artist's schedule is published on the official [website](#)[↗] and [app](#) on September 21.

All other areas stay open throughout venue hours. What varies is the activity: when each panel, signing, or session starts. Check the official [website](#)[↗] and [app](#), which have the schedule for every area.

1.2 The SDCC Málaga App

All SDCC Málaga programming is in the official app, available on the [App Store](#) and [Google Play](#). Use it to check up-to-date schedules and build your own plan around what interests you most. Room reservations are made on sandiegocomicconmalaga.com.

Register before you go: you need an account to make reservations. First buy your ticket, then sign up on the [SDCC Málaga Portal](#). Keep your QR code handy: it will be scanned in line.

The full programming is now available on the website and in the app. Reservations open on September 25 and are made on sandiegocomicconmalaga.com. We'll give advance notice on our social media. Do it ahead of time, before you arrive: smaller rooms fill up in minutes, and there's no time to set up your account the day of the event.

1.3 If You're Under 16

If you're under 16, you can't enter without an adult.

If you're under 16, you may attend with a valid ticket when accompanied by an adult with a direct relationship to you, a parent or legal guardian, or by a supervising adult responsible for the visit. **You also need express written authorization,** signed by that person and including their ID number.

At the entrance, staff may ask for ID from both of you: yours and your companion's.

If you're 16 or 17, you only need that authorization if you come without a companion aged 18 or over.

If you're 18 or over, staff may ask for your ID card or passport at the entrance to confirm you're old enough to enter unaccompanied.

1.4 SDCC Málaga Policies

SDCC Málaga has a few policies that are necessary for the safety and comfort of everyone attending. We appreciate your cooperation in helping to make it a place everyone can enjoy.

CODE OF CONDUCT

Attendees must respect common-sense rules for behavior in public spaces, practice common courtesy, and respect private property.



Harassing or offensive behavior will not be tolerated. SDCC Málaga reserves the right to revoke, without refund, the credentials of anyone who does not comply with this policy.

Anyone who feels their safety is at risk, or who becomes aware that someone is not complying with this policy, must find the nearest security or staff member so the situation can be resolved quickly.

No running. Not at opening, not in the aisles, not to get to a line. We know you're in a hurry to reach a booth or a panel, but running among thousands of people is dangerous for everyone. Staff will stop you.

COSPLAY POLICY

For safety reasons, only prop weapons made of harmless materials such as plastic, foam, cardboard, or similar are allowed. Real weapons, firearms, metal or wooden weapons, blunt objects, and replicas that could be mistaken for the real thing are not allowed. Pyrotechnic or flammable materials are not permitted either.

SDCC Málaga reserves the right to assess any item that poses a safety risk. If deemed necessary, security staff will not allow that item in.

Ask permission before photographing cosplayers and minors. No means no.

If you're in costume, you have your own entry lane, next to the other special entry lanes. It's clearly marked and can be used by anyone attending in cosplay, professional or amateur. It's there so you can get in with bulky or delicate costumes without getting squeezed, and so security can check your props carefully.

NO PETS ALLOWED

The event involves noise, intense visual stimulation, and crowds, which can be stressful or harmful for animals. For that reason, and for everyone's safety, **pets are not allowed.**

Assistance dogs recognized under Andalusian Law 11/2021, such as guide dogs, are allowed, as are emotional support animals with official accreditation. Bring their official identification documents with you, as you may be asked for them at the entrance.

PRODUCT SALES

No products may be sold anywhere inside FYCMA except in the designated areas. Sales are limited to exhibitors at their booths and stalls in the Exhibitor Halls and the Village, to creators in Artists' Alley, and to artists in Meet the Artist.



DISTRIBUTION OF PROMOTIONAL MATERIALS

Handing out flyers, stickers, or any promotional material around the venue is not allowed. This is only allowed from inside a booth.

AIRSPACE (BALLOONS, DRONES, ETC.)

No devices may be flown anywhere on the event grounds, inside or outside the building. This includes drones, helium balloons, and other lighter-than-air objects, powered or unpowered.

NO SELFIE STICKS OR SIMILAR DEVICES

Selfie sticks are not allowed, nor is any device that extends your camera or phone away from your hand or body. If you have one, you'll be asked to put it away in the appropriate place and not use it.

NO SITTING IN EXHIBITOR HALL AISLES

For safety reasons, sitting in the Exhibitor Hall aisles is not allowed.

Rest areas are available inside each hall.

NO SMOKING, INCLUDING E-CIGARETTES

Smoking is not allowed anywhere inside FYCMA: no cigarettes, vapes or e-cigarettes, pipes, or cigars. FYCMA is a smoke-free venue. Smoking is only permitted in the designated outdoor areas. Please don't smoke right next to doors and entrances, so the smoke doesn't get into the building or bother people waiting in line.

PHOTOGRAPHY AND RECORDING

You may bring professional photography equipment, as long as you follow the rules of conduct and respect areas where it's indicated that filming or photography is not allowed.

No recording of panels for public display. Cameras and recording devices are permitted in panels but cannot be used to reproduce the presentation and must not interfere with other attendees' enjoyment.

Any recording of panels is for personal use only and may not be shared in any way. No video or audio recording is allowed of the footage shown on screen during film and TV panels. The material shown in these panels is exclusive.

WHAT YOU CAN'T BRING

Sharp, pointed, or dangerous items, including cosplay pieces, must be left in a locker at the entrance. Security won't hold anything that can't go through the checkpoint: you'll need to leave it in a locker yourself, to the right of the main



entrance. It's a paid service (see 3.3).

Outside alcoholic beverages. Bags may be checked at the entrances.

Glass, in any form.

Cans.

Real weapons, firearms, metal, wooden, or bladed weapons of any kind, blunt objects, and replicas that could be mistaken for the real thing.

Pyrotechnic or flammable materials.

Drones, helium balloons, and any lighter-than-air object, powered or unpowered.

Selfie sticks and any accessory that extends your camera or phone away from your hand.

Folding chairs. Exception: if you have a certified disability, you may bring a lightweight folding seat. Show your documentation at the accessible (PMR) lane at the main entrance.

Flags on poles, banners of an ideological or political nature, and racist or xenophobic symbols, or symbols that incite violence or undermine human dignity. Exception: a flag or banner that is part of a cosplay is allowed like any other prop, as long as it's made of harmless material.

Bicycles, scooters, skateboards, roller skates, and similar vehicles, motorized or not.

Pets. Exception: properly identified and accredited assistance animals.

Large quantities of food or drink not for your own consumption, such as jugs or bulk containers.



WHAT YOU CAN BRING

FOOD AND DRINK You may bring food and drink for your own consumption, under these conditions:

Water, soft drinks, and beverages in any container other than glass or cans, with the cap on. Caps are not removed at the entrance.

Refillable reusable bottles of any material except glass, to fill at the venue's water fountains.

Any packaged food for your own consumption, whatever it is: a bag of chips, supermarket groceries, whatever you bring from home.

Baby food, medical food, and food for people with allergies or celiac disease: always guaranteed to get through security, with no hassle.

If you're coming in cosplay, check the [Cosplay Policy](#) in this same section: it lists the materials allowed for prop weapons and props.

STROLLERS Strollers are not allowed in the programming rooms. You can leave yours in a locker if it fits: there are several sizes, and you can check the dimensions when you book.

2

Getting There

2.1 Getting There

So you can enjoy the event worry-free, the city of Málaga has put on extra transportation and mobility services:

DIRECT SHUTTLE TO SDCC MÁLAGA (FYCMA)

During all four days of the event, **EMT's special L64 Comic-Con Málaga line connects downtown Málaga with FYCMA**, using articulated buses branded with the event's artwork.

It leaves from Alameda Principal, next to Calle Larios, and drops you off right at the door of the convention center. **It starts running at 7:00 and keeps running as long as there are people waiting at the stop.** EMT has inspectors at the venue throughout the event and adds buses in real time if needed.

FROM ALAMEDA TO RECINTO FERIAL

- 1 Alameda Principal Norte
 - 2 Avenida de Andalucía
 - 3 Perchel-Mercado
 - 4 Tilos-Estación de Buses
 - 5 Paseo de los Tilos
 - 6 Tilos-Cruz de Humilladero
 - 7 Camino San Rafael
 - 8 San Rafael-Santa Julia
 - 9 San Rafael-Asunción
 - 10 San Rafael-Santa Isabel
-

-
- 11 San Rafael-EMT
 - 12 San Rafael-El Copo
 - 13 San Rafael-Recinto Ferial

FROM RECINTO FERIAL TO ALAMEDA

-
- 1 San Rafael-Recinto Ferial
 - 2 San Rafael-El Copo
 - 3 San Rafael-EMT
 - 4 San Rafael-Cerámicas
 - 5 San Rafael-Colegio
 - 6 La Unión-Concepción
 - 7 La Unión-Planetas
 - 8 Unión-Santa Marta
 - 9 Unión-Edison
 - 10 Tilos-Estación de Buses
 - 11 Perchel-Mercado
 - 12 Alameda Principal Sur

HEADS UP: THE RETURN STOP IS DIFFERENT

The return trip doesn't follow the same route as the outbound trip, and it ends at Alameda Principal Sur, on the opposite side of the street. If you came from Alameda Principal Norte, your return stop is not the same one.

REGULAR BUS LINES TO FYCMA

You can also get there on these regular lines:

Line 4: Paseo del Parque – Cruz Humilladero – Cortijo Alto (every 12 to 18 min Thursday and Friday; every 15 to 22 min Saturday and Sunday). To get there, toward Cortijo Alto: Max Estrella – FYCMA stop. To head back, toward Paseo del Parque: FYCMA stop.

Line 19: Paseo del Parque – Campanillas – Maqueda (every 20 to 30 min Thursday and Friday; every 30 to 45 min Saturday and Sunday). Toward Maqueda. Stop: FYCMA.

Line 20: Ciudad Jardín – Alameda Principal – Los Prados (every 10 to 20 min). Toward Los Prados. Stop: FYCMA – Recinto Ferial.

Line 22: Avda. de Moliere – Tiro de Pichón – Universidad (every 20 to 35 min Thursday and Friday; every 30 min Saturday and Sunday). To get there, toward Universidad: Max Estrella – FYCMA stop. To head back, toward Avda. de Moliere: FYCMA stop. It's also the connection from the airport: take Line A to Avenida de Velázquez and transfer to the 22.

Málaga's city bus service is run by Empresa Malagueña de Transportes (EMT). [Check where the stops are ↗](#).

[See the map of the regular lines that go to FYCMA here ↗](#).

BUS FARES AND PAYMENT

You can use your multi-trip or monthly bus card (tarjeta-bus), the Consorcio card, or pay for a single-ride ticket in cash, by bank card, or with a QR code.

CERCANÍAS

Two Cercanías lines serve FYCMA: the C1 (toward Fuengirola) and the C2 (toward Álora). Both stop at Victoria Kent, the closest station to the venue. From Victoria Kent to the event entrance it's about a 12 to 15 minute walk.

GETTING THERE FROM MÁLAGA AIRPORT

Bus: Line A connects the airport with downtown Málaga, but it doesn't go near FYCMA. You'll need to transfer at the Avenida de Velázquez stop to Line 22 (toward Universidad) and ride it to the Max Estrella – FYCMA stop.

Cercanías: Line C1 (toward Málaga-Centro Alameda) to Victoria Kent station. Recommended option.

GETTING THERE FROM MARÍA ZAMBRANO TRAIN STATION

The easiest option is the event shuttle: it stops on Paseo de los Tilos, across from the bus station, just steps from María Zambrano, and drops you off at the door of the convention center. You can also take regular lines 4, 19, or 20, or the Cercanías C1 or C2 to Victoria Kent station.

BUS

Line 4 (toward Cortijo Alto) to the Max Estrella - FYCMA stop.

Line 19 (toward Maqueda) to the FYCMA stop.

Line 20 (toward Los Prados) to the FYCMA - Recinto Ferial stop.

CERCANÍAS

Line C1 (toward Fuengirola) or C2 (toward Álora) to Victoria Kent station. Check the [frequencies](#) and [routes](#) of the Málaga Cercanías lines.

BY CAR

Take the MA-20 (Málaga's ring road), the MA-21 (from the airport and Torremolinos), or the A-7 to Avenida de José Ortega y Gasset, 201. All three have marked exits for the Palacio de Ferias. **Remember that FYCMA's usual parking lots are not available this year:** use the event parking lots listed below.

More information on getting there: [how to get to FYCMA](#)

TAXI OR RIDESHARE (VTC)

Agrupación Local y Provincial de Taxis de Málaga (+34) 952 345 693. Unitaxi (+34) 952 333 333. Taxi Unión (+34) 952 040 804 / (+34) 952 040 090.

The taxi stand is at [this spot on the map](#).

Rideshare (VTC) services have their pickup point at [this other spot](#).

PARKING

FYCMA's usual parking areas are part of the event grounds this year, so they're not available.

There are four public parking lots, P1 to P4. All four are free, unattended, and have no time limit for picking up your car. Follow the signs to them from the Feria de Málaga roundabout, south of the venue. Tap the link for each one and your navigation app will take you there.



In the parking lots, members of an association of people with disabilities help out as parking attendants. Anything you choose to give them is always voluntary. Please treat them with respect: if you see threats or inappropriate behavior, let staff or security know.

P1 The open lot on Avenida de las Malagueñas, next to the Mercadillo. It's the largest, 40,800 m², about a 10-minute walk from the entrance. [Directions to P1 ↗](#).

P2 Between that open lot and the MA-20, 9,000 m², about a 10-minute walk. [Directions to P2 ↗](#).

P3 On the other side of the MA-20, next to Calle Mahler, 7,500 m², about a 15-minute walk. [Directions to P3 ↗](#).

P4 On the other side of the MA-20, on Bulevar Adolfo Suárez, 7,500 m², about a 20-minute walk. [Directions to P4 ↗](#).

ACCESSIBLE (PMR) PARKING On Calle José Blánquez el Maño, between Avenida de las Malagueñas and Calle de la Bandolá. Free, with no time limit. It can be used for parking and also for dropping off or picking up people with reduced mobility, for example by taxi.

3

When You Arrive

Welcome Pack · Online Order Pickup · Lockers · Accessibility · Venue
Map · The Village · Where Do I Find...?

3.1 Welcome Pack





The Welcome Pack is SDCC Málaga's welcome gift. It's a backpack-style bag with promotional and informational materials, and it also includes the venue map so you can find your way from the very start.

WHERE TO PICK IT UP At the marked booths outside the venue, before you go through the entry checkpoint. They're also shown on the map. There are six in total, and **one Welcome Pack is given out per ticket QR code**. Each booth has its sign on top: three say Wave 1 and three say Welcome Pack.

WHEN The booths are open from 7:00 to 19:00. You can pick it up anytime during the day, but don't leave it until the end: they close three hours before the venue does. If you don't grab it when you arrive, you can step out to get it later and come back in.

Don't open the bag until you're through the checkpoint. It's handed out outdoors, so the backpack comes sealed with a sticker that peels off without leaving a mark. You can't enter the venue with an open bag.

If you bought your ticket on or before July 7, you're part of Wave 1 and you get an extra gift: a special edition print by Jorge Jiménez. Three of the six booths are for Wave 1 only and have that sign. You need to go to one of those three, because the print is not given out at the Welcome Pack booths. Show your ticket QR code and you'll get both: the Welcome Pack and the print.

3.2 Online Order Pickup

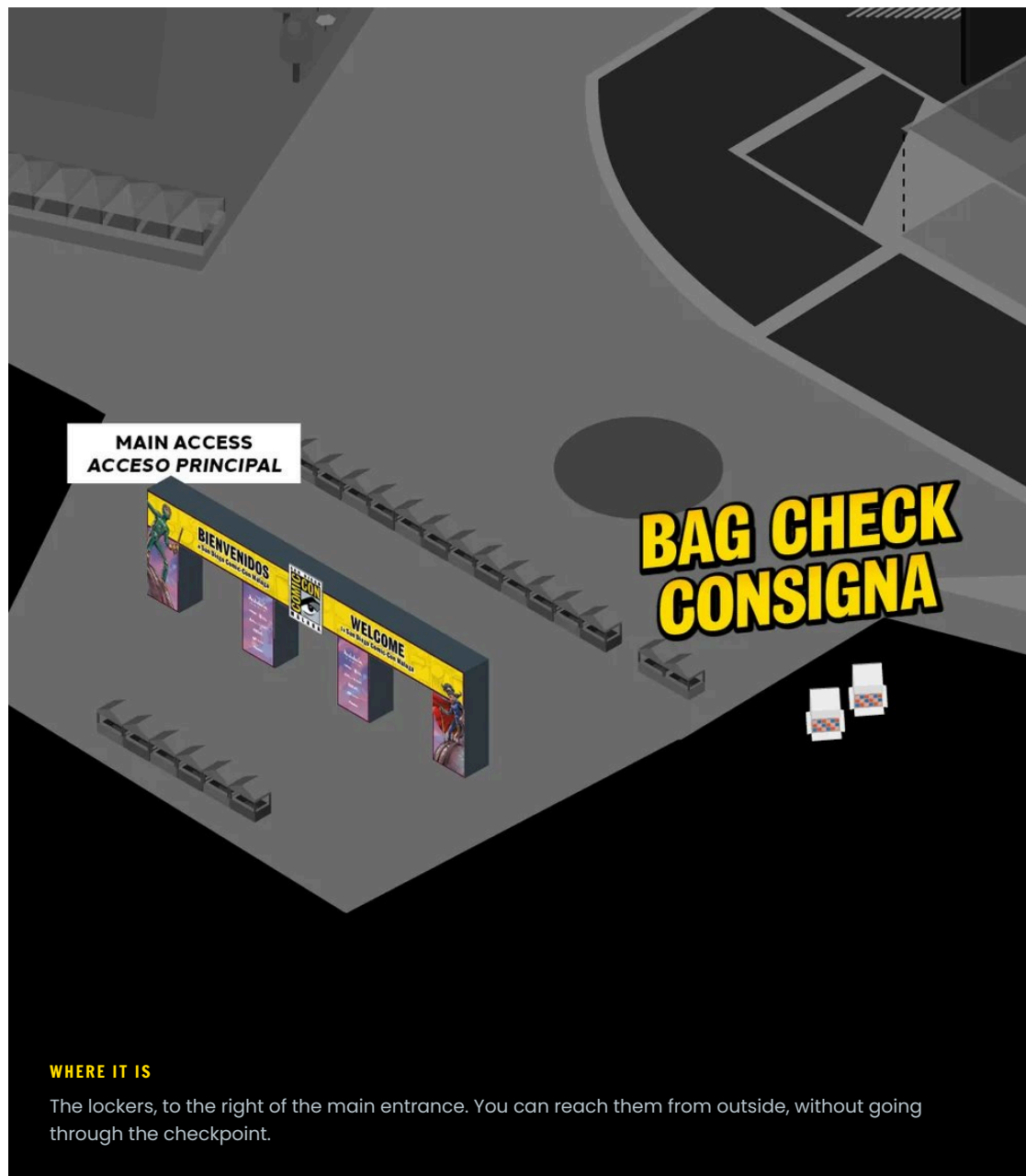
If you added the exclusive pin or the exclusive lanyard when you bought your ticket, they won't be mailed to you: you pick them up during the event.

WHERE At the pickup counter of the official store in Exhibitor Hall Garden, in the Village. **It's the only pickup point:** orders can't be picked up at the Exhibitor Hall Town store.

WHEN 10:00 to 20:00 all four days, the same hours as the store.

WHAT TO BRING The person who made the purchase has to come with their ticket QR code: it's scanned to release the order.

3.3 Lockers



The lockers are to the right of the main entrance, so they're handy when you arrive and when you leave. Some lockers can be reached from outside the venue, without having to go in: those are the ones to use for dropping off your suitcase as soon as you arrive, or for storing something security won't let you bring through the checkpoint.

HOURS The outdoor lockers are accessible 24 hours a day, including overnight. The ones inside the venue follow event hours, 10:00 to 22:00. You can open your locker as many times as you need.

This is a paid service, and payment is by card only: cash is not accepted. You can book one in advance or rent one when you arrive, subject to availability, but we recommend booking because the number of lockers is limited. Reservations, sizes, and rates are all here: [book your locker](#).

They come in handy if you're bringing a suitcase, if you want to drop off the day's purchases and keep exploring the convention hands-free, or if you're in cosplay and need a safe place to leave your clothes. You can enter the venue with your suitcase, but four days of convention are a lot more fun without dragging luggage around.

Lockers open with a code, and that code can be shared, so several of you can use the same locker. Every locker has a USB power outlet inside so you can charge your phone, but you need to bring your own cable (no charger needed, just the cable).

The service is provided by Mobile Locker. For rates, issues, or any questions about your locker: phone (+34) 629 89 19 42 and email events@mobilelocker.es. You can also read the [general terms and conditions](#) and the [service FAQ](#).

3.4 Accessibility

SDCC Málaga wants to make sure that everyone, regardless of physical, sensory, or cognitive ability, can take part, enjoy the event, and get around independently, safely, and comfortably.

You don't need to request anything in advance, but do bring the card certifying your degree of disability: you'll be asked for it at the accessible (PMR) entry lane and at the reserved parking lot.

Here are the services and where to find each one:

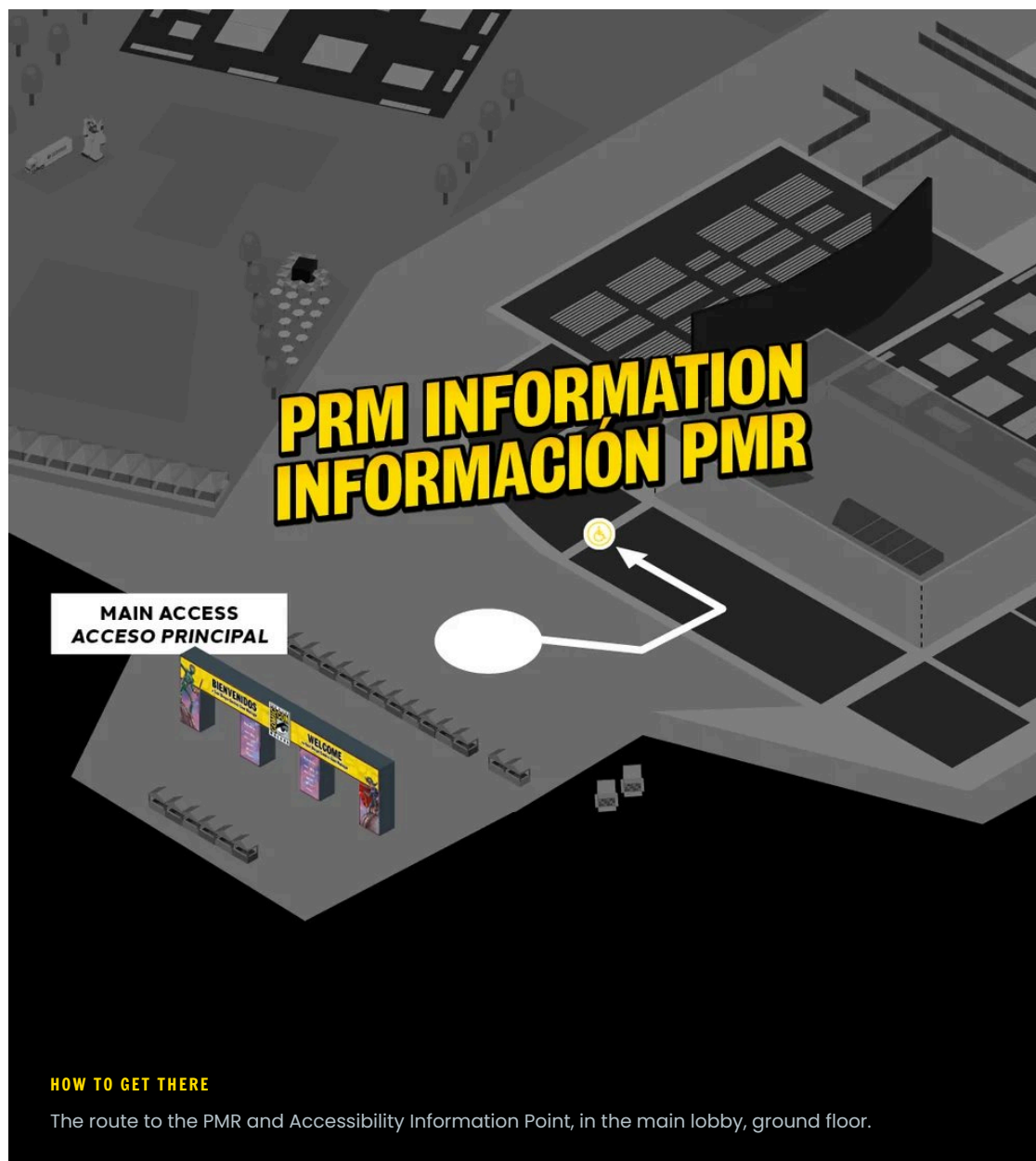
Priority entry. A dedicated lane for people with reduced mobility at the main entrance, next to the other entry lanes, so you don't have to wait in the general line. From there, routes through the venue are accessible.

Reserved parking. On Calle José Blázquez el Maño, between Avenida de las Malagueñas and Calle de la Bandolá. It's free, with no time limit for picking up your car. It can be used for parking and also for dropping off or picking up people with reduced mobility, for example by taxi.

Reserved seating in Auditorium 1 and 2. There's a reserved area in the front rows. Enter through the PMR lane at the main entrance, turn right, and follow the signs along the outside of the convention center to the door of Auditorium 1 or Auditorium 2, on the side of the convention center facing the highway, following the path that runs around the venue.

Accessible restrooms. Every restroom area in the venue has an accessible (PMR) restroom, and they're marked on the map.

PMR and Accessibility Information Point. In the convention center's main lobby, ground floor, staffed throughout the event. This is the place to go if any problem comes up.



Quiet Area. On the first floor (upstairs). A calm space for anyone who needs to get away from the noise and crowds for a while: people with disabilities or who are highly sensitive, pregnant women, and people with babies. To get there, stop by the PMR and Accessibility Information Point on the ground floor: staff will tell you where it is and walk you there.

Nursing rooms. There are two: one inside Exhibitor Hall Town, next to medical services, and another on the first floor (upstairs).



Translation and transcription. Panels are captioned on the room's screen, and each room also has a QR code that takes you to the app so you can follow them in audio on your own phone. You don't need to download anything before you come.



3.5 Venue Map

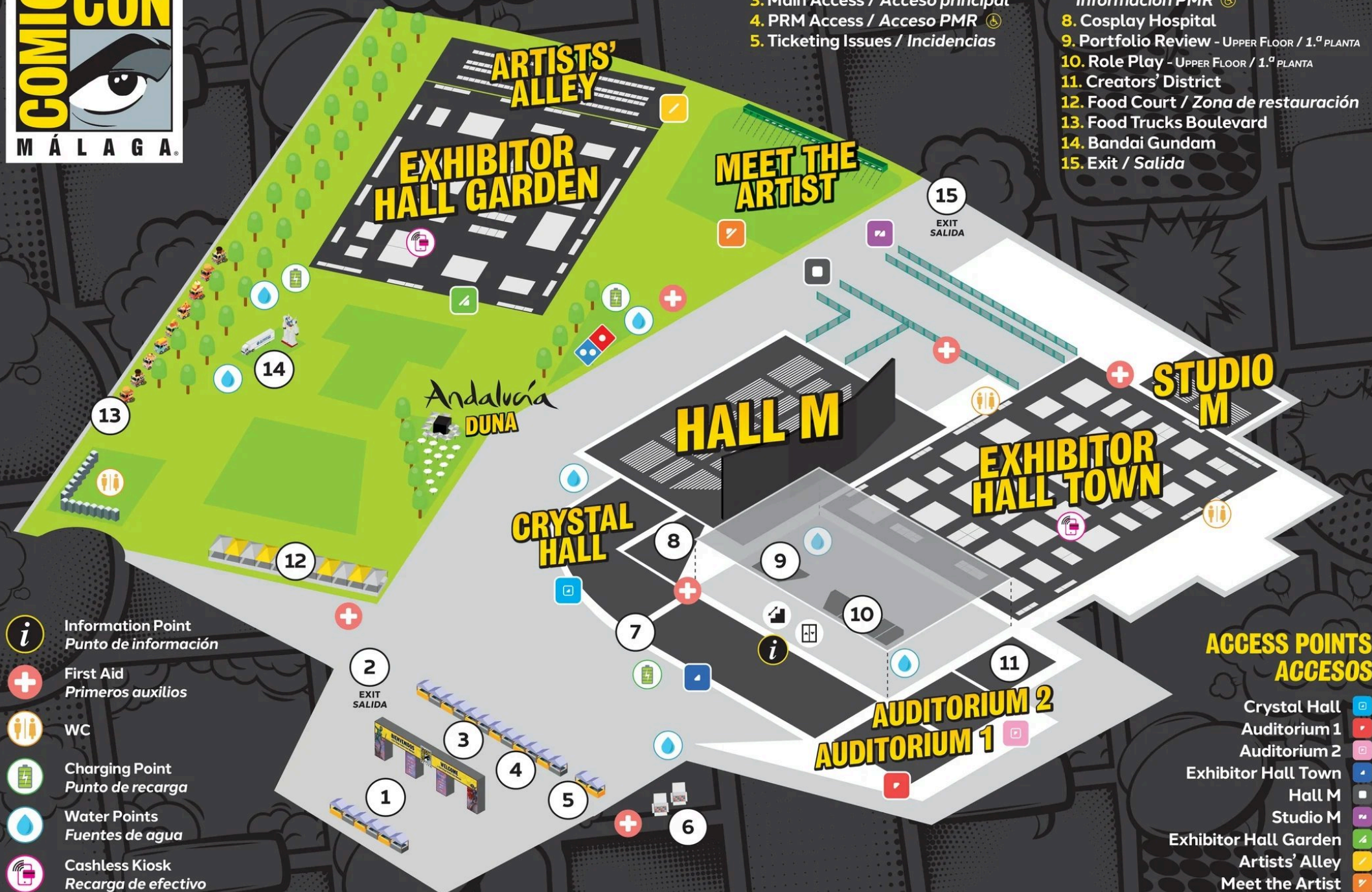
The venue map comes inside your Welcome Pack, with the rest of the informational materials. Keep it handy on your first day: the venue is big, and the areas are spread between the convention center and the Village.

It's on the next page, full size.



1. Welcome Pack
2. Exit / Salida
3. Main Access / Acceso principal
4. PRM Access / Acceso PMR
5. Ticketing Issues / Incidencias

6. Bag Check / Consigna
7. PRM Information / Información PMR
8. Cosplay Hospital
9. Portfolio Review - UPPER FLOOR / 1.ª PLANTA
10. Role Play - UPPER FLOOR / 1.ª PLANTA
11. Creators' District
12. Food Court / Zona de restauración
13. Food Trucks Boulevard
14. Bandai Gundam
15. Exit / Salida



- Information Point
Punto de información
- First Aid
Primeros auxilios
- WC
- Charging Point
Punto de recarga
- Water Points
Fuentes de agua
- Cashless Kiosk
Recarga de efectivo

ACCESS POINTS ACCESOS

- Crystal Hall
- Auditorium 1
- Auditorium 2
- Exhibitor Hall Town
- Hall M
- Studio M
- Exhibitor Hall Garden
- Artists' Alley
- Meet the Artist

3.6 The Village

The Village is everything outside the convention center: **more than 45,000 square meters** of grounds, open-air and under tents, with a big part of the event inside it. If the convention center is the building, the Village is everything else, so plan on heading outside.

The biggest part is an 11,000-square-meter tent that brings together **Exhibitor Hall Garden** and **Artists' Alley** under one roof. Exhibitor Hall Garden is also home to the **K-Zone**, one of the two official stores, the **Funko** store, and Asmodee's **Sit & Play** area.

Outdoors you'll find **Meet the Artist**, for autographs and photos, and the two places to eat: the **Food Court** and the **Food Truck Boulevard**, a tree-lined avenue with natural shade and a lot less noise, a good spot to sit down, eat, and get a break from the sun. The Village also has a **Domino's Pizza** location.

Then there are the activations, like **Bandai Gundam's**, and **DUNA**, the Junta de Andalucía's professional space, which we cover in [section 5.8](#).

The Village also includes the entry and waiting area, where the Welcome Pack booths and the lockers are, and the side of the convention center facing the highway, following the path that runs around the venue, where you enter Auditorium 1 and 2.

3.7 Where Do I Find...?

Welcome Pack. At the marked booths outside the venue, before the entry checkpoint. There are six, with Wave 1 and Welcome Pack signs. The three Wave 1 booths are only for those who bought on or before July 7. Open from 7:00 to 19:00.

Online pin and lanyard pickup. At the pickup counter of the official store in Exhibitor Hall Garden, from 10:00 to 20:00.

Information Points. Two inside each Exhibitor Hall, one near the entrance and one near the exit. Plus the reception desk in the main lobby.

Hall M. Enter from the Village, next to the north gate entrance. At the end of the main walkway, as you head toward the north entrance, there's a door on your right with a sign for Hall M and Studio M.

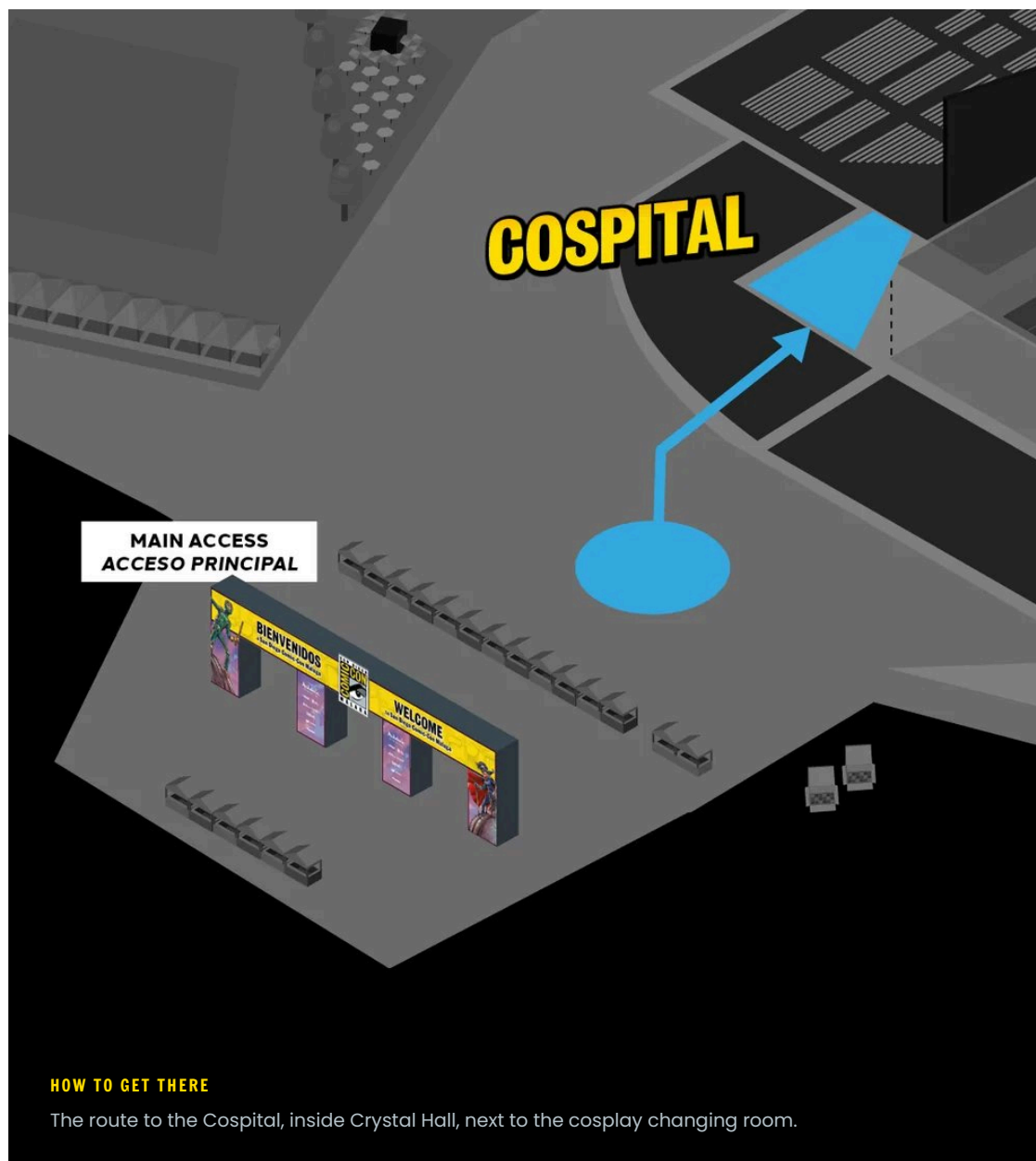
Studio M. Also from the Village, right across from Meet the Artist, through that same door.

Auditorium 1 and 2. Entry is from outside, on the side of the convention center facing the highway, following the path that runs around the venue. As soon as you enter the venue, turn right and follow the signs for both Auditoriums.

Creators' District. Next to the Auditoriums, but you enter through the convention center's main door, beside Auditorium 2.

Crystal Hall. At the front of the main building, to the left of the convention center's main door. You can't miss it: the whole space is walled in glass.

Cospital and cosplay changing room. Inside Crystal Hall. A marked inside corridor takes you to both.



HOW TO GET THERE

The route to the Cospital, inside Crystal Hall, next to the cosplay changing room.

Exhibitor Hall Town. Inside the venue.

Exhibitor Hall Garden. In the Village.

K-Zone. Inside Exhibitor Hall Garden.

Artists' Alley. In the Village.

Meet the Artist. In the Village.

Central inner courtyard. In the center of the convention center. From here you go up to Portfolio Review and Role Play, via their marked desks.

Portfolio Review and Role Play. Both on the first floor (upstairs). Go up from the two marked desks in the convention center's central inner courtyard. At the Role Play desk, a staff member will help you, sign you up, and assign you a table and a game on a first-come, first-served basis. They'll then walk you up to the first floor and show you where your game is being played.

Official stores. One in Exhibitor Hall Town and another in Exhibitor Hall Garden.

Lockers. To the right of the main entrance. You can reach them from outside the venue, without having to go in.

First aid. Two medical care rooms inside the venue and four advanced life support ambulances outside. All are marked on the map.

PMR and Accessibility Information Point. In the main lobby, ground floor.

Quiet Area. On the first floor (upstairs), reached through the PMR and Accessibility Information Point.

Nursing rooms. One inside Exhibitor Hall Town, next to medical services, and another on the first floor (upstairs).

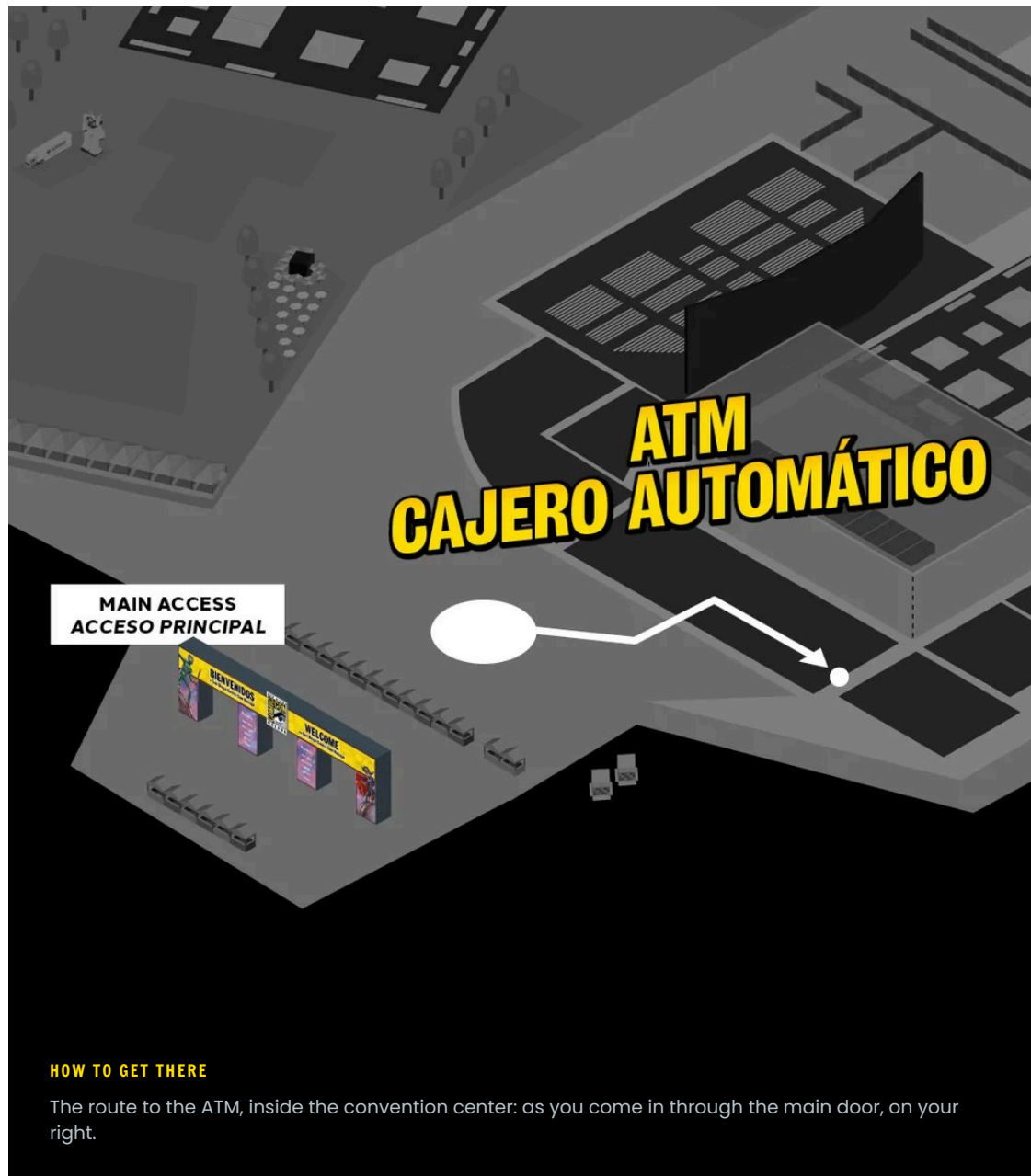
Lost & Found. At the reception desk in the main lobby.

Complaint forms. Also at the reception desk in the main lobby.

Ticketmaster support booth. At the entrance, as you come in, to the left of the row of entry lanes. This is where to go for any problem with your ticket.

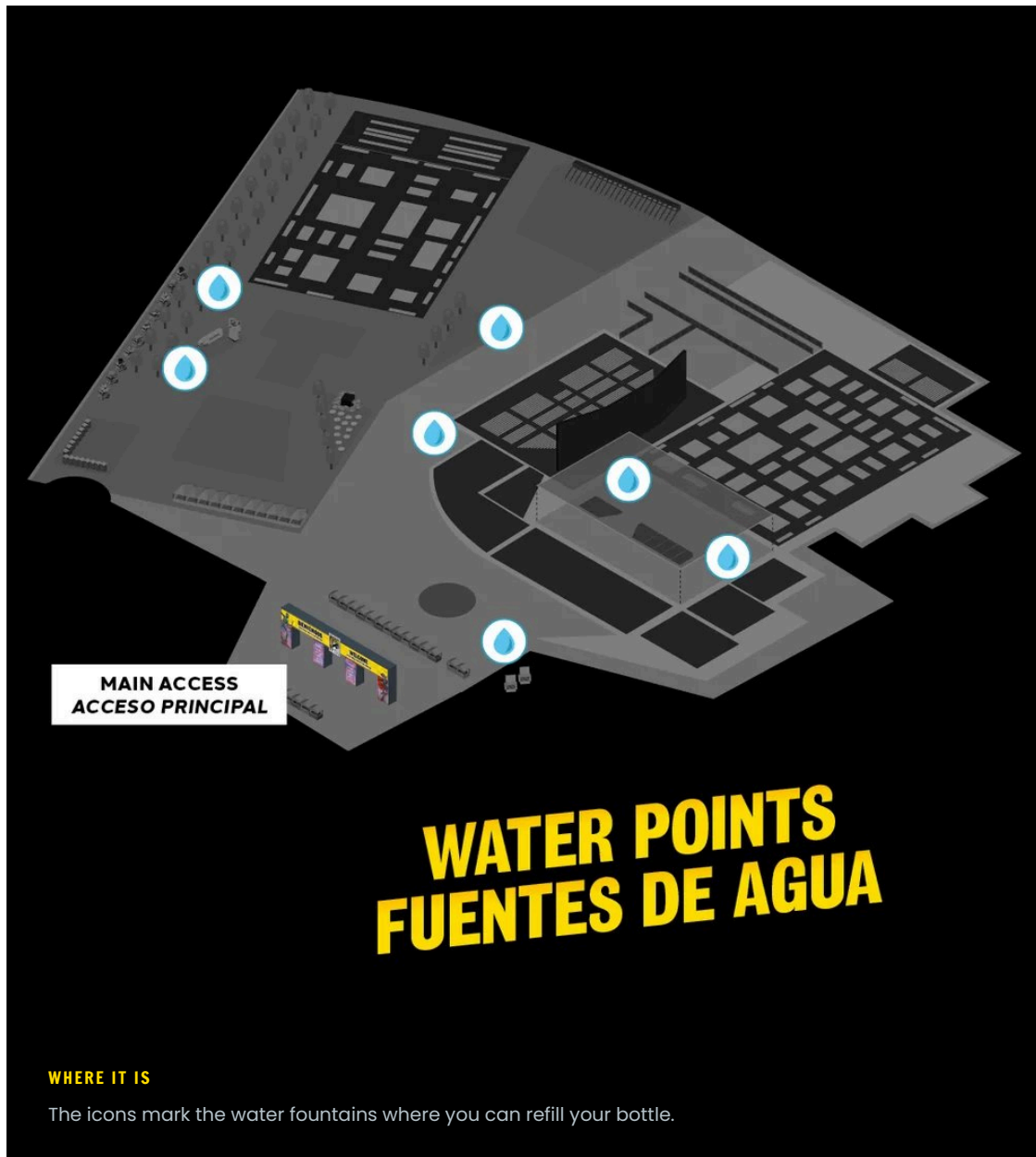


ATM. There's an ATM inside the convention center: as you come in through the main door, on your right.



Cosplay entry lane. At the entrance, clearly marked, next to the other special entry lanes.

Water fountains and phone charging points. Spread around the venue and marked on the map.



Food areas. The Food Court and the Food Truck Boulevard, both in the Village.



NO RESPIRES



WHALEFALL

IMAGINE

16 DE OCTUBRE SOLO EN CINES



PELÍCULA PENDIENTE DE CALIFICACIÓN

4

Experience the Show

Programming · Reservations and Entry · Hall M · Studio M ·
Auditorium 1 and 2 · Creators' District · Meet the Artist

4.1 Programming

SDCC Málaga offers a big program of activities. To make the experience as enjoyable as possible, we ask you to follow a few guidelines.

Each space has its own entry method, explained in the [Reservations and Entry section](#). Some rooms require a reservation, one combines the Reserved Lane and the General Lane, and others are first come, first served. **Having a ticket to the event does not guarantee you a seat in any of them**, so if there's something you especially want to see, check how that particular space works ahead of time.

Keep in mind that programming may change at any time, so we suggest you check the official [website](#) [↗] and [app](#) to stay up to date.

A tip: take your time with the schedule and pick three priorities per day. You won't make it to everything, and that's okay.

To keep everything running smoothly, please:

Don't save seats for others or leave bags or other items on the seat next to you.

Don't leave gaps between seats; fill every available seat.

You won't be able to stand in an auditorium. For safety reasons, you may be asked to find a seat or leave.

When a room reaches maximum capacity, it will be closed and no one else will be allowed in.

Be respectful when asking questions of the people on stage.

Silence your phone when you go in.

If you need to step out to the restroom and you're in a room that doesn't have its own restroom, **ask the room staff for an exit ticket**: you'll be asked for it when you come back in, and your seat won't be taken while you're out. The ticket is only for short absences. If you leave the panel, your seat is released and you can't come back in.

Be considerate of the people around you at all times.

Take your trash with you. Remember that other people will attend events in the same room after you. Don't leave trash on the chairs or in the area around your seat.

Remember that a panel may be canceled for reasons beyond SDCC Málaga's control. Please note that all programs, events, and announced appearances are subject to change.

You can see all the up-to-date programming in [the official app](#), available on the [App Store](#) [↗] and [Google Play](#) [↗].

We want you to share your experiences and enjoy them as a community. If you keep these rules in mind at all times, everyone will be able to enjoy a safe, respectful, and fun experience at the event!

4.2 Reservations and Entry

At SDCC Málaga there are four ways to get into a space, and it's a good idea to know which one applies to each before you plan your day.

RESERVED LANE ONLY Without a confirmed reservation you can't get in, and there's no General Lane.

RESERVED LANE PLUS GENERAL LANE You get in with a reservation, and any seats left free are filled the same day from the General Lane, first come, first served.

GENERAL LANE ONLY You don't need to reserve anything, but capacity is limited and entry is first come, first served. Here, arriving early makes all the difference.

OPEN ENTRY You don't need to reserve anything: go in whenever you like, during the space's opening hours.

Reservations open on September 25 and are made on [sandiegocomicconmalaga.com](#) [↗]. We'll give advance notice on our social media. The full programming is already available on the website and in [the app](#), so you can arrive with your list ready. Don't leave it until the last minute: smaller spaces fill up in a matter of minutes.



When you book, you choose how many seats you want for the people on your purchase. If you're coming with minors, their tickets stay in the Portal account of the adult who bought them and can't be transferred. That person makes the reservations from their account: when booking, request as many seats as there are people in your group, including the minors. If you request just one, theirs aren't added.

FIVE RULES THAT APPLY TO EVERYONE

No entry once the panel has started. When a session begins, entry closes. If you arrive late, you'll have to wait for the next one. We recommend being in your line in good time before the start time, whether or not you have a reservation.

If you have a reservation, show up in good time. Your QR code is scanned in the line itself, not at the room door. If you don't show up in time, your seat is released. Both points apply to Hall M and Studio M. Released seats go to the General Lane: in Hall M, from the start of the block; in Studio M, at the room door, ten minutes before the panel starts. For the Creators' District, just get to your line early enough.

You can't have two reservations at the same time. The system won't let you reserve two activities that overlap.

Allow for that margin when you book back-to-back reservations. If you reserve two activities in a row, make sure you'll have time to get to the second line, because you won't be able to do it from inside a panel.

If you're not going, don't reserve. Every seat left empty means someone else was left out.

Spaces with the Reserved Lane only: the three Creators' District rooms. Reservations are made on the Portal, the same as for Hall M and Studio M.

Spaces with a reservation plus the General Lane: Hall M and Studio M.

Spaces with the General Lane only: Auditorium 1 and 2, Role Play, and Meet the Artist.

At Meet the Artist there will be surprises: a few exclusive photo op and signing sessions will go on sale in advance. The general schedule comes out on September 21, and the advance sale opens on September 24, on the website and in the app.

Open-entry spaces: Exhibitor Hall Town, Exhibitor Hall Garden, Artists' Alley, Crystal Hall, the Village and its rest and food areas, the official stores, and the K-Zone.

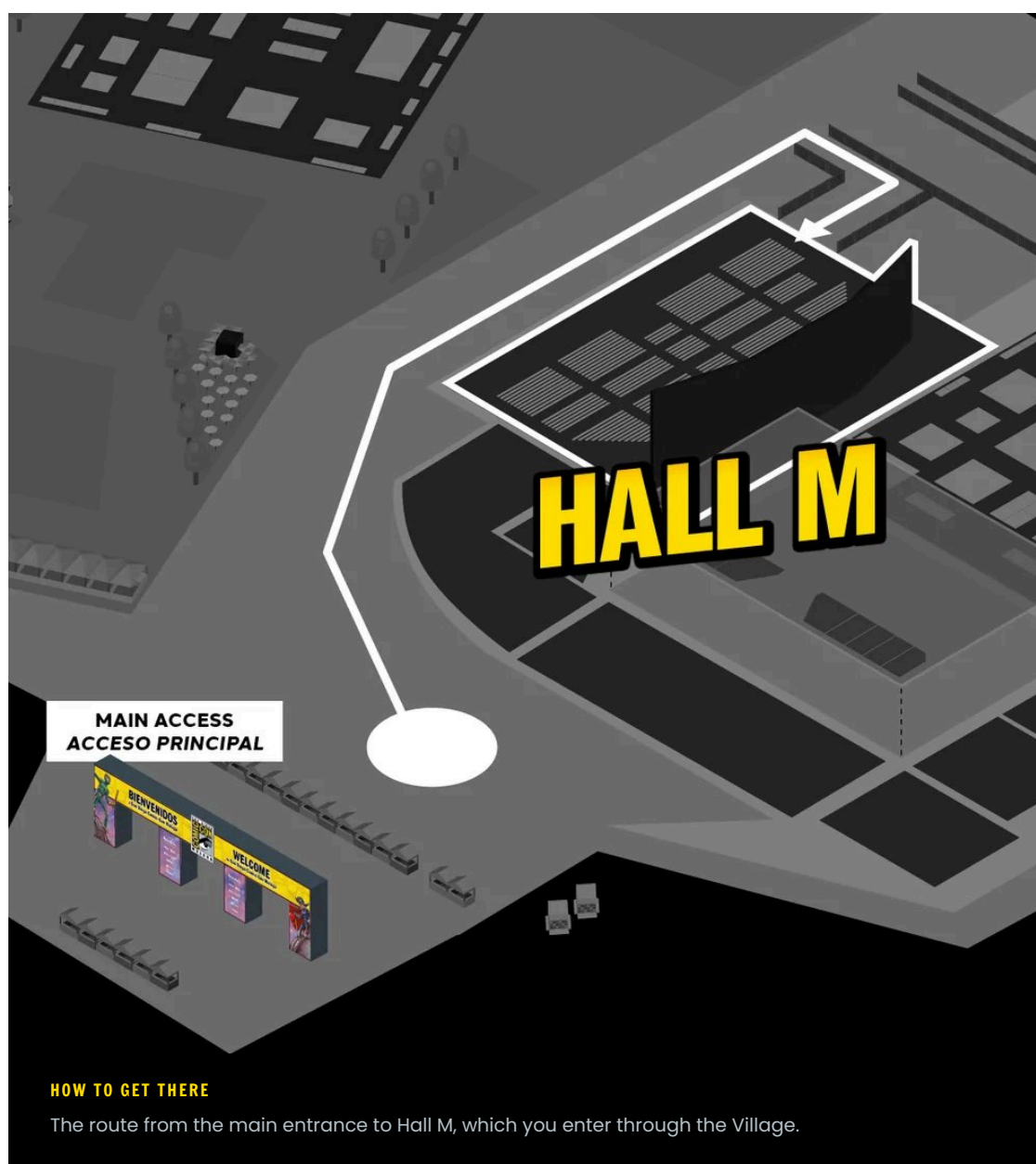
EACH ROOM WORKS DIFFERENTLY

In Hall M, programming runs in blocks: several panels in a row that are reserved together. You can stay from one panel to the next within the same block without leaving, and the room is only cleared when the whole block ends.

In Studio M you reserve panel by panel, and everyone leaves when each one ends.

In Auditorium 1 and 2 you don't need a reservation and the room isn't cleared: people go in as others leave, so getting in line early makes all the difference.

4.3 Hall M





Hall M is the main and most important space at SDCC Málaga. It's a large auditorium that hosts the biggest panels and the most anticipated activities with special guests and Spanish and international stars.

With room for 2,850 attendees, it's designed for enjoying and discovering new things and experiencing SDCC Málaga from the inside.

HOW IT WORKS

Hall M programming is organized into three blocks a day: Matinée, Golden Hour, and After Dark. Each block contains several panels in a row, usually two or three. Some blocks are a single activity that fills the whole block, like a concert or a special session: you'll see it marked on the website and in the app.

You reserve the block, not the panel. On sandiegocomicconmalaga.com [↗] you choose the whole block. With that reservation you go in when the block starts and can stay from one panel to the next within it, without leaving or lining up again.

The main entry is at the start of each block: the Reserved Lane goes in first, followed by the General Lane. With or without a reservation, get in your line in good time before the block starts. **The capacity of each block is split 70% for the Reserved Lane and 30% for the General Lane.**

The General Lane has a cutoff: staff measure it by counting the seats actually left and visibly mark the last place likely to get in. If you're told you're behind the cutoff, believe it: it's so you don't waste hours in a line that won't get you in.

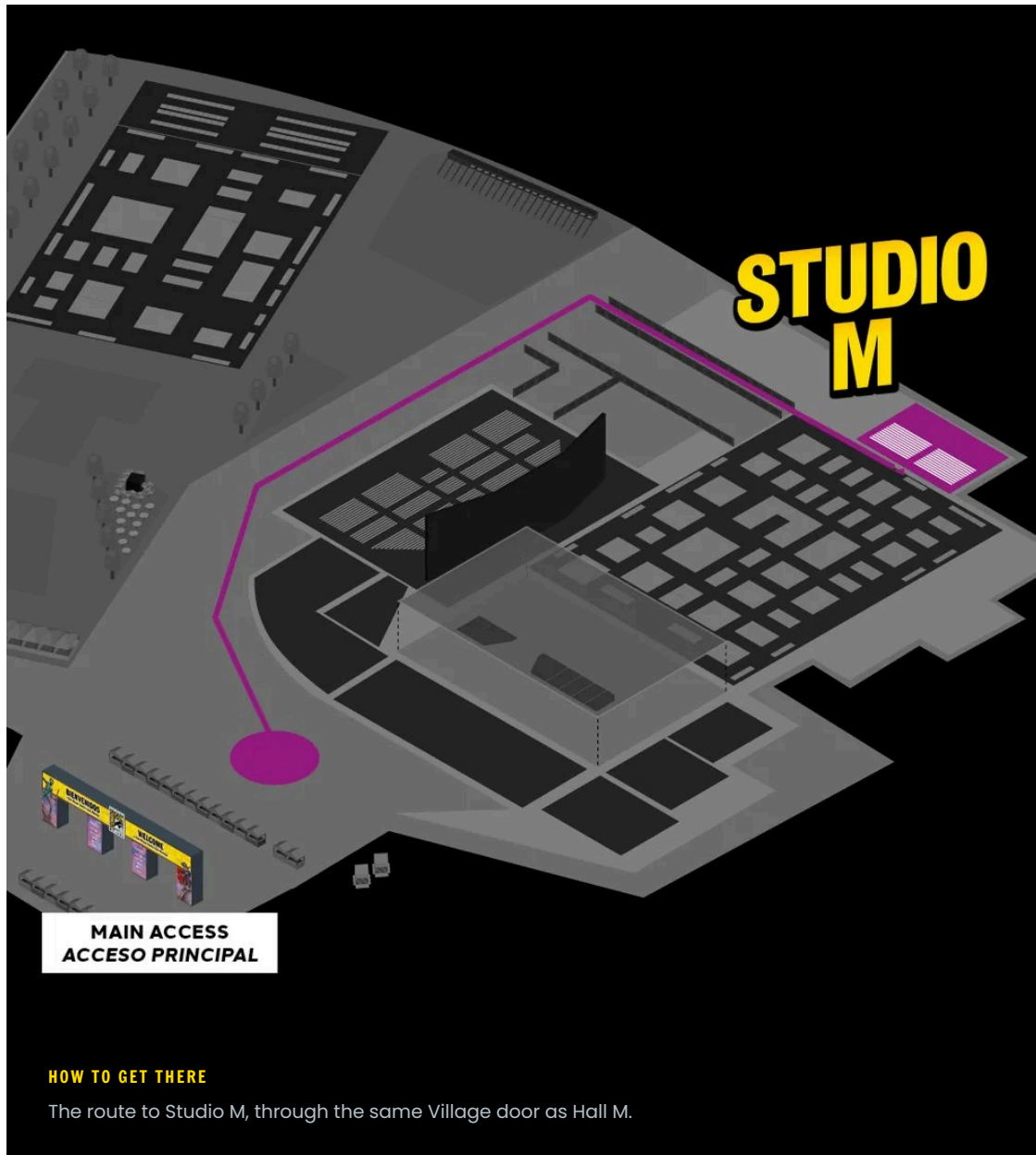
You can leave whenever you want, but if you leave there's no re-entry: your seat is released and goes to the General Lane. **Hall M has its own restrooms, so going to the restroom doesn't count as leaving the room** and you don't need to ask for any ticket.

If you don't have a reservation, you don't need to wait for the next block: seats that become free are refilled from the General Lane between one panel and the next. Stay in it even if the block has already started.

The room is completely cleared when each block ends, and then the audience for the next block goes in.

You can check the full Hall M programming on the official [website](#) [↗] and in the [app](#).

4.4 Studio M



Studio M is SDCC Málaga's most exclusive and up-close space. Designed as an intimate version of our Hall M, **Studio M has a capacity of 400 people.**

Thanks to its smaller capacity, every event in this room becomes a one-of-a-kind occasion, offering a privileged atmosphere to experience the convention's most special moments from an unbeatable spot.

ENTRY AND RESERVATIONS

To ensure maximum comfort and organization, entry to Studio M works by prior reservation, and any seats left free are filled from the General Lane:

100% reserved capacity: all 400 seats are booked on sandiegocomicconmalaga.com[↗], and **a reservation is the only way to guarantee your entry.**

Entry management: if you have a reservation, show up in your line in good time before the panel starts: your reservation is scanned there and, if you don't arrive in time, the seat is released. We recommend planning your visit and managing your reservations in advance to secure your spot at the activities that interest you.

No reservation: the General Lane is at the Studio M door, for people without a reservation. If seats are left free because someone with a reservation didn't show up, that lane goes in, first come, first served, ten minutes before the panel starts. Seats aren't guaranteed: it depends on how many are released.

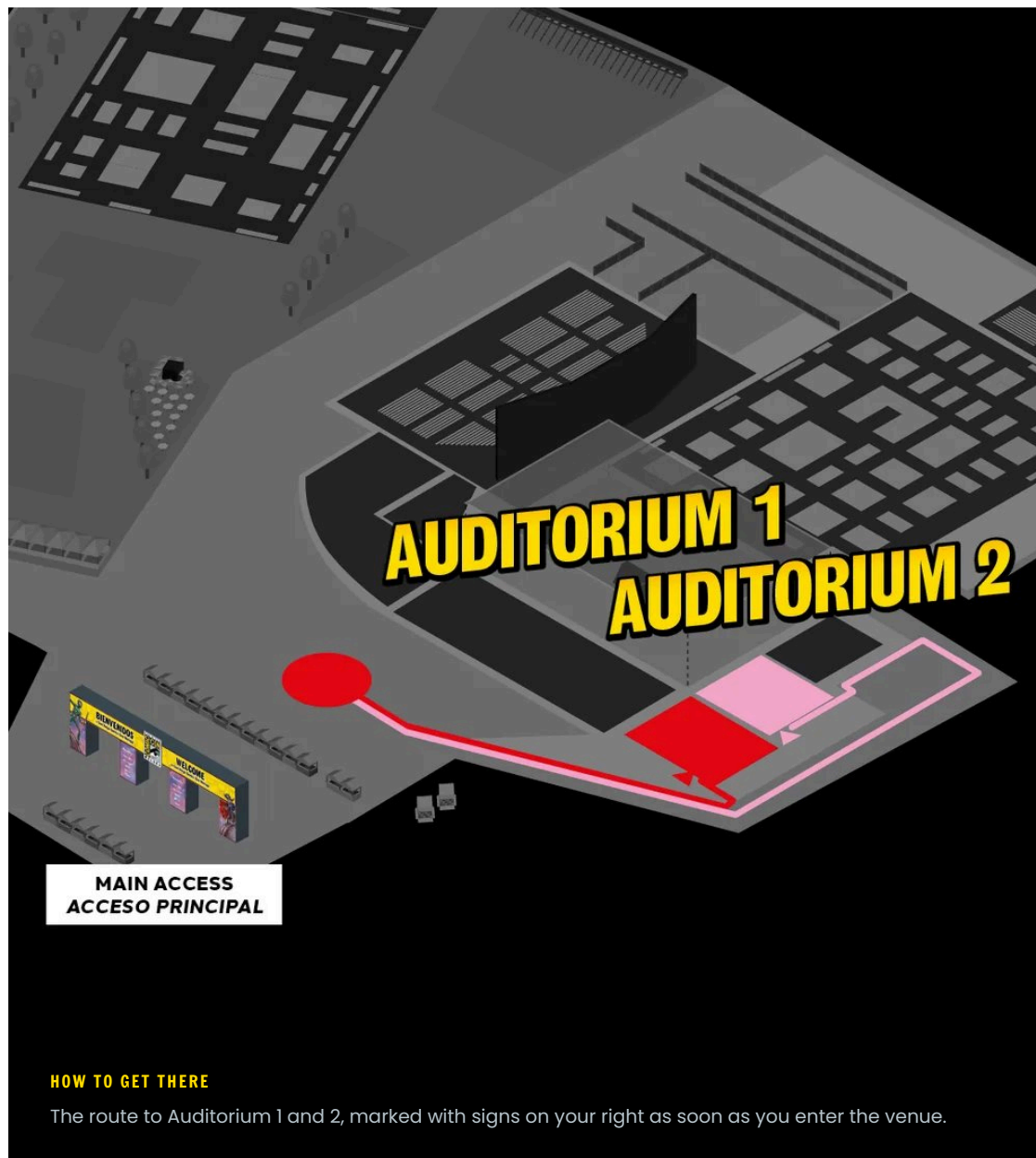
ROOM CLEARING POLICY

Studio M programming is organized as individual panels.

Unlike Hall M, **Studio M will be cleared at the end of each panel.** The entire audience must leave the room when the session ends so attendees for the next panel can go in.

You can see the Studio M programming on the official [website](#)[↗] and in the [app](#).

4.5 Auditorium 1 and 2



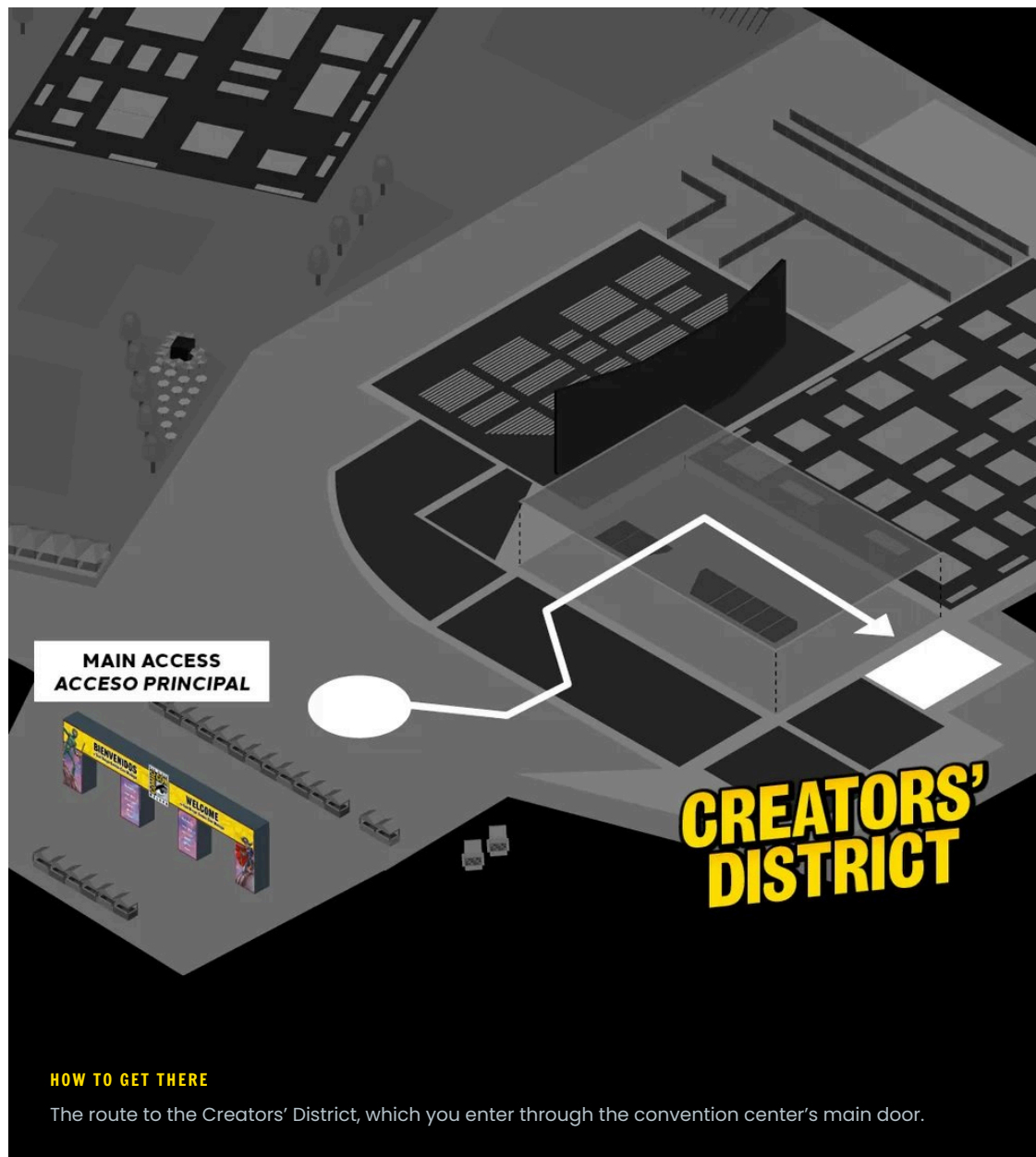
Two presentation rooms, with 900 and 600 seats, that host a large part of the daily programming.

Auditorium 1 and 2 open with the first talk of the day and close when the last one ends, even though the venue opens at 10:00. Check each panel's times on the official [website](#) and in the [app](#). We recommend being in line in good time before the panel you're interested in starts: **once a panel has started, the doors are closed until the next one begins.**

You don't need a reservation: entry is through the General Lane, first come, first served. These rooms aren't cleared between panels, so seats open up as people leave. Our staff mark where capacity ends, so you know whether you'll get in and don't wait longer than you need to.

If you need to step out to the restroom, ask the room staff for an exit ticket: your seat won't be taken while you're out. The ticket is only for short absences, so if you leave the panel your seat is released.

4.6 Creators' District



CREATORS' DISTRICT 1 Workshop room with long tables, 50 seats.

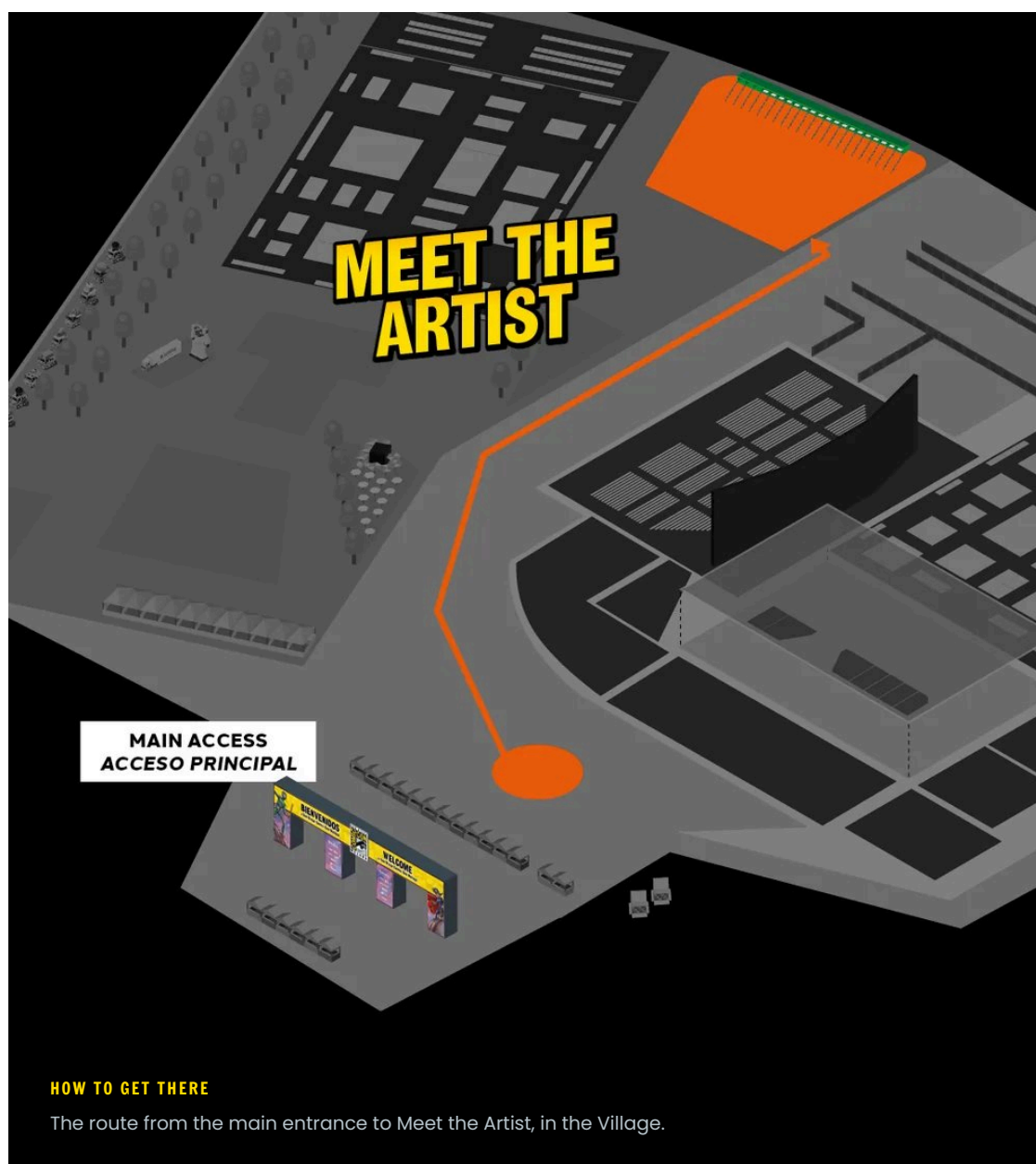
CREATORS' DISTRICT 2 Talk room, 100 seats.

CREATORS' DISTRICT 3 Talk room, 50 seats.

A reservation is required. All three rooms require a prior reservation on sandiegocomicconmalaga.com; without one, you can't get in. The room is completely cleared at the end of each activity, so every session starts with all seats free.

Each room has its own line, all three inside the convention center. You enter through the main door, next to Auditorium 2, where signs point the way; they're also marked on the map. The exit is at the same spot. There's no set time to show up: get to your line early enough.

4.7 Meet the Artist





Meet the Artist is the SDCC Málaga space where you can get up close with the many personalities who shape the world of comics, film and TV, animation, fantasy, and pop culture.

It's a unique opportunity for fans to interact directly with the artists and take home an autograph, a souvenir photo, or both from SDCC Málaga. A space to celebrate art, creativity, and the direct bond between artists and fans.

Meet the Artist offers an up-close, accessible experience, designed so you can:

Meet Spanish and international guest artists.

Attend signing sessions and photo ops.

Exchange a few words with the artists.

Each artist will have specific times and sessions, which may change over the course of the event.

HOW SESSIONS WORK

No reservation needed: entry is through each artist's General Lane. Signings and photo ops are paid, with some exceptions. Each artist's prices and those exceptions are published in the Meet the Artist schedule, on the official [website](#) and [app](#), on September 21.

There will be surprises: a few exclusive photo op and signing sessions will go on sale in advance. The general schedule comes out on September 21, and the advance sale opens on September 24, on the website and in the app.

One payment, one signing. Each ticket entitles you to one signing. If you bring three items to be signed, you pay for three signings. There's no limit: buy as many tickets as you need signings.

One photo, up to two people. Each photo ticket covers one photo, and up to two people can be in it. The one exception is families: an adult can be in the photo with their children, up to two, so in that case there are three of you.

You always pay at the payment point at the start of each artist's line, never at the artist's table. Cash is not accepted there: you can pay by bank card, with your cashless card, or with the QR discount voucher you received by email.

When you pay, you'll be given a ticket for each signing or photo op, with the code of the line you need to go to: F plus the number of the signing line, or P plus the number of the photobooth. If you've paid for three signings, you get three tickets. Keep them with you and leave them on the artist's table when your turn comes: one for each item they sign.



Your photo, in digital too. Your printed photo carries a code. With it, you can download it from the SDCC Málaga website with no sign-up, as many times as you like. It will be available 24 to 48 hours after it was taken.

YOUR QR DISCOUNT VOUCHER Each voucher is used in full, in a single payment, and cannot be split. Since each signing here is paid for separately, one voucher is spent on a single signing: if that signing costs less than the voucher, the difference is not saved or refunded. You can, however, combine several vouchers in one payment.

Do the math at home before you come. Check your artist's price in the app, count the items you want signed, and multiply. That way you'll reach the payment point knowing what you'll pay, and the line keeps moving for everyone.

Keep in mind that each session has an end time. At some point, staff visibly mark the last place in line with a guaranteed signing, and if you're behind it they'll tell you right there so you can decide whether to wait or come back later. As a guide, each person takes about three or four minutes.

GENERAL RULES

To ensure a positive experience for everyone:

Respect the schedules and follow staff instructions.

Follow each artist's specific rules.

Be respectful to artists and attendees.

Equipment that blocks the way or interferes with other participants' experience will not be allowed.



BBVA

Make it epic

Enjoy our exclusive experiences and,
if you're a BBVA customer,
hop aboard our Time Machine
— **your next stop could be
San Diego Comic-Con 2027!**
See you there!

5

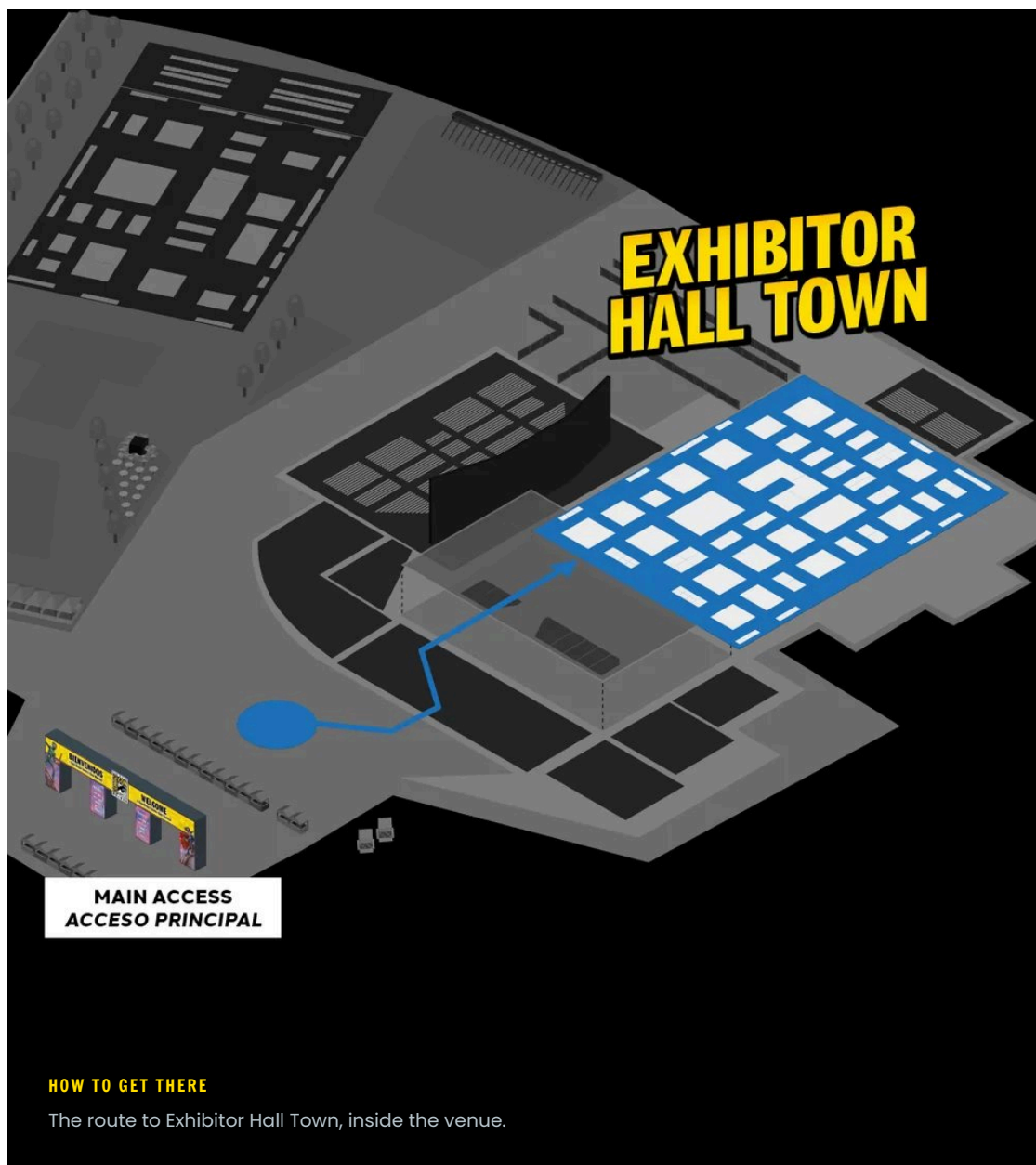
Discover Every Universe

Exhibitor Halls · Artists' Alley · Crystal Hall · Cosplay · Asian Culture ·
K-Zone · Portfolio Review · Role Play · DUNA

5.1 Exhibitor Halls

The Exhibitor Hall is the event's big showcase: publishers, specialty stores, official distributors, and the biggest brands in pop culture, all in one place.

This year we've doubled the space and split it into two settings: Exhibitor Hall Town, inside the venue, and Exhibitor Hall Garden, in the Village. More exhibitors, more brands, more collectibles, and above all, more room to move around. And it's not just about shopping: both halls host activities and content open to everyone, and each has its own Sit & Play area where you can sit down and play: Devir's in Exhibitor Hall Town (booth 1B06) and Asmodee's in Exhibitor Hall Garden (booth 2B38).



Both Exhibitor Halls are open from 10:00 to 20:00. They close two hours before the venue does, so don't leave your shopping until the end of the day.

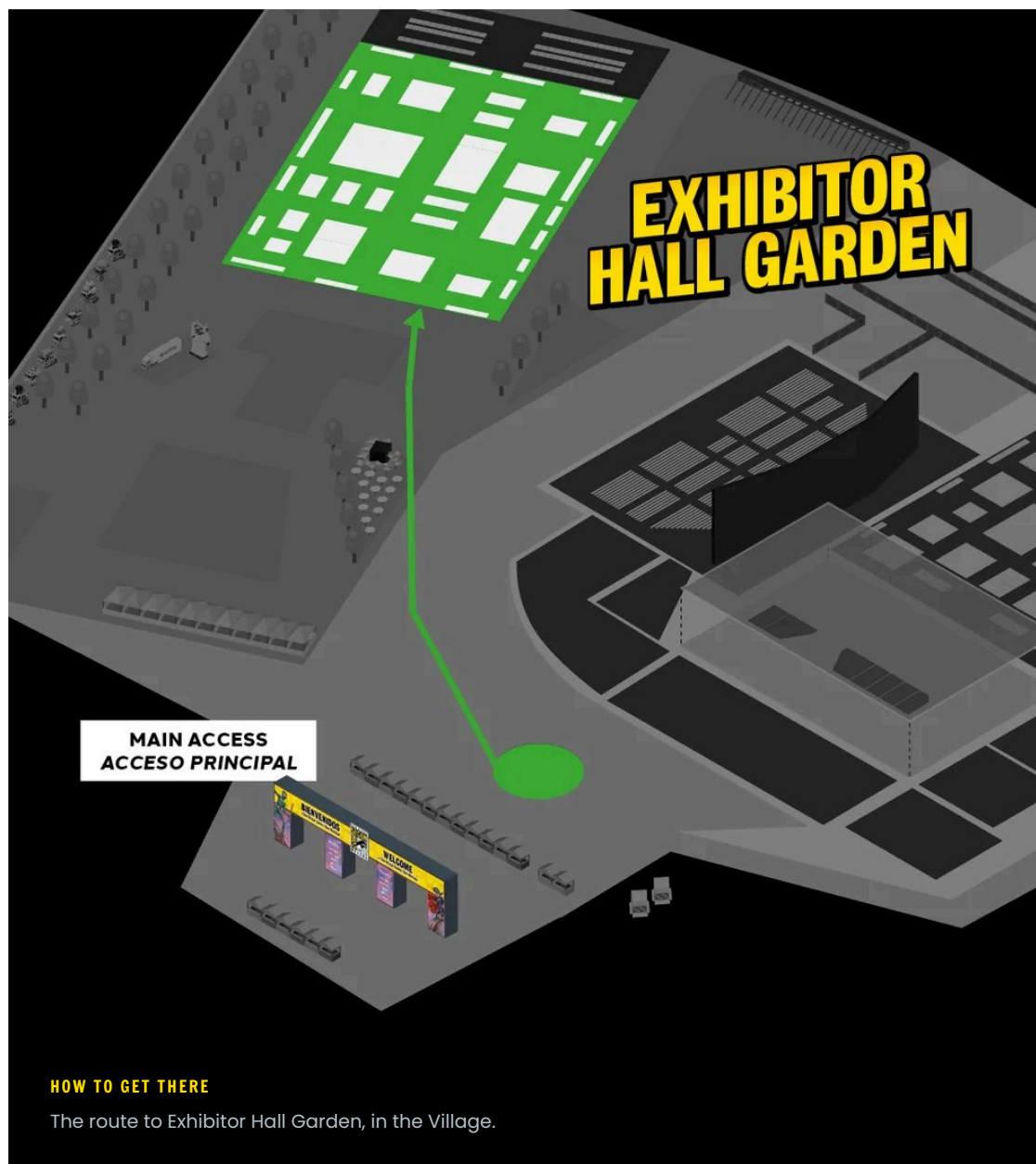
Inside each Exhibitor Hall there are two Information Points, one next to the entrance and one next to the exit.

IF YOU BUY A KATANA

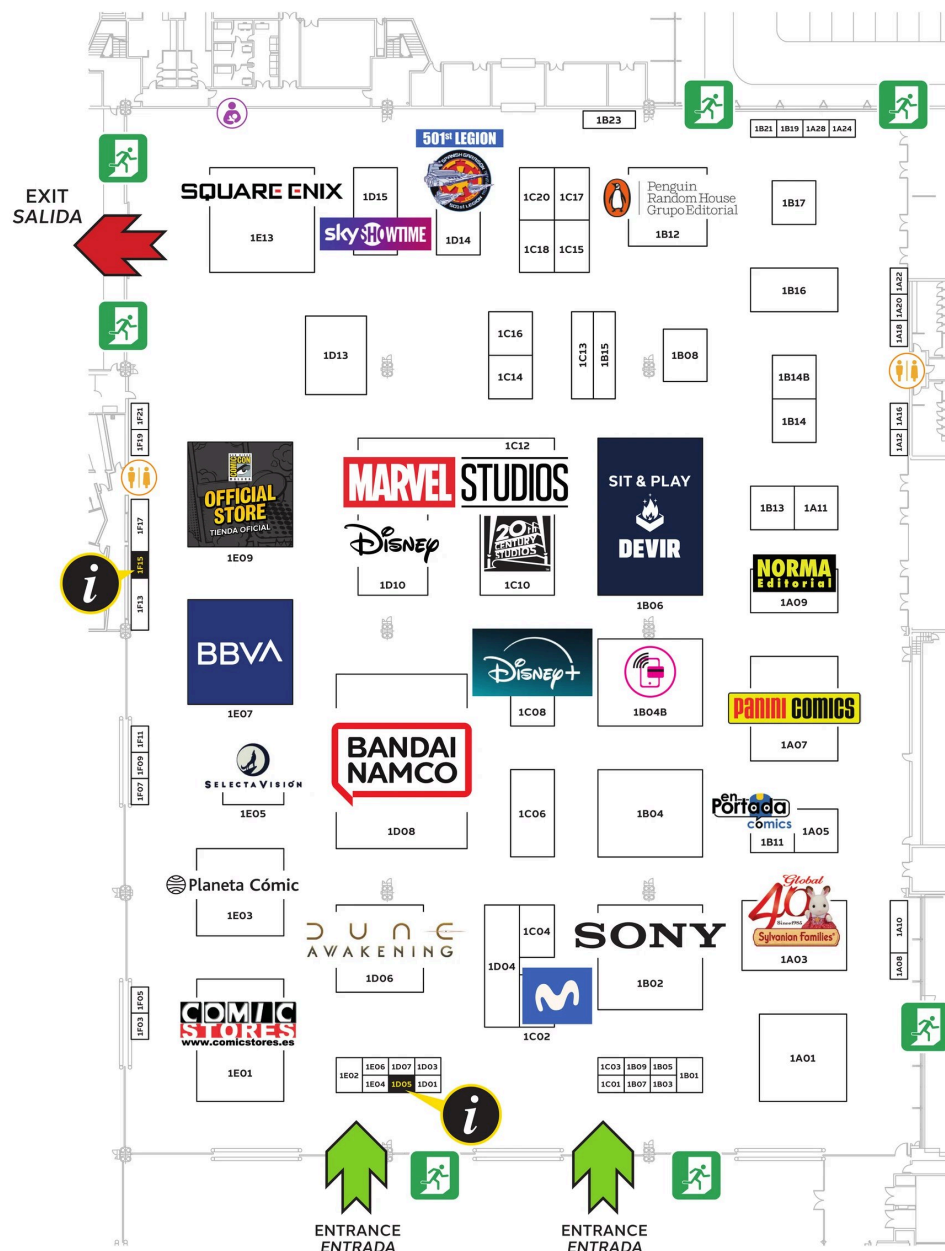
If you buy a katana at a booth, you don't take it with you right away. The exhibitor gives you a purchase ticket and sticks an identical one on your katana, which stays packed and stored at the booth, so you can keep exploring the convention hands-free.

When you're ready to leave the venue, go back to the booth with your ticket. The exhibitor calls security, and someone will walk you and your katana to the exit. It's only handed over then, on your way out.

Pick it up before 20:00, when the Exhibitor Halls close. And keep your ticket safe: it's what lets you collect it.



The full list of exhibitors is below, and also in the official app, on the map inside the Welcome Pack, and at the two Information Points in each hall.



Information Point
Punto de información



WC



Lactation Room
Sala de lactancia



Cashless Kiosk
Recarga de efectivo



Emergency Exit
Salida de emergencia

Exhibitor Hall Town

#	
20th Century Studios	1C10
42Málaga Fundación Telefónica	1B07

A	
Agapea	1B17
AkaiiNeko	1A16
Atakitoshop	1C16

B	
Badan Studios	1D01
Bandai Namco	1D08
BBVA	1E07
Blue Star Import	1B15
BrickMálaga	1A22

C	
Camichan	1A08
CGC	1B14b
Chalauras / Los Patitos del 22	1C01

Comic Stores	1E01
Correos	1C15
Cultura Anime	1A10
Curious Imp	1B19

D	
Devir - Sit & Play	1B06
Dibbuku	1D07
Disney	1C12
Disney+	1C08
Dune: Awakening	1D06

E	
El Puño del Dragón	1A24
Empezadores	1B01
En Portada Comics	1B11

F	
FaySyl	1E04
Feeling Geek	1F19
Feroxa	1C06
Freakpoint	1F17
FriKazo	1B23

G	
GalegoBricks	1A20
Gameplay Stores	1C13
Geek Atmosphere	1A01
Geekkaos	1B14
Genshikencs	1C14
Geosan Battle	1F13
Grupo Erik	1B16

H	
Hollow Geek	1D03

I	
Information Point / Punto de información	1D05, 1F15

J	
Jada Toys	1D13

K	
Kuroma Store	1A11

L	
Legión 501	1D14
Little Badger	1E06
Lotus Valley	1F07
Lymo3D	1A18
Lynxi	1C03

M	
Marvel Studios	1D10
Moulin Comic	1F03
Movistar	1C02
Moztros	1B08

N	
Norma Editorial	1A09

O	
OtakuMori	1A12

P	
Padis	1B13
Pamplung	1C20

Panini Comics	1A07
Penguin Random House	1B12
Pixelatoy	1C18
Pixienara	1B03
Planeta Cómic	1E03
PokeElite TCG	1F05

R	
Real Casa de la Moneda	1C17
Rest Area /Área de descanso	1B04b

S	
SDCG Málaga Official Store / Tienda oficial	1E09
Selecta Visión / AnimeBox	1E05
Shadowlands Ediciones	1B09
Skadia	1F11
SkyShowtime	1D15
SONY	1B02
Square Enix	1E13
Superjupiter / Frikimasters	1E02
Sylvanian Families	1A03

T	
Tienda CPU	1A28

U	
Unbox It	1B05
Uxartea	1B21

V	
Voxel School	1F09

W	
Warner	1B04

Y	
Yermo Ediciones / Arechi Manga	1A05
Yuukyne	1F21

Z	
Zero Stock	1D04

Download the Official APP
Descárgate la APP oficial





Exhibitor Hall Garden

A

Acrylicos Vallejo	2A02
AerisMP Gaming	2B24
AK Interactive	2A24
Amay Sancha	2E17
Armour-Factory	2B45
Artists in the Alley	2A37
Asmodee - Sit & Play	2B38

B

Breo Álvarez	2E01
--------------	------

C

Casa del Libro	2E15
CatoMaker	2A31
ComixExtremos	2C05
Console Corp	2A43
Cultura Anime	2B06

D

Dan Da Dan	2D02
Delirium Games	2B18, 2B20, 2B22
Descuadros	2A33
Dolmen	2C01

E

ElaikArt	2E18
Escultura creativa rodante	2A19
Expo Rubén Belloso - VISIONS OF MIDDLE EARTH / MIRADAS DE LA TIERRA MEDIA	2E13

F

Fandogamia Editorial	2B43
Fatum	2A11
Flora Crochet	2B26
Funko	2B02

G

Galactus	2D10
GAME	2C02B

H

Hanabi	2A03
Hard Rock Cafe Málaga	2A01
Hello Geek and Freak	2A21

I

Information Point / Punto de información	2B08, 2C03
--	------------

J

Jugapop / January 6	2A27
Toy World	
Junius Seven	2A23

K

K-Zone	2C10
KING	2D04

L

L'Idem Animation School	2A13
Legión 501	2B42
Level Up	2D12
LUDIC SHOP	2B38b

M

Madrid in Game	2C06
MediaMarkt	2C04B
Médicos Sin Fronteras	2D17
Mesas para juegos	2A09
Mikomakers	2B32
Misión Andalucía	2D06
Mokuren	2B10

N

NC Otaku	2A45
Nintendo	2C08

O

Otakuzein	2B30
-----------	------

P

Passarella Pop	2A15
Phoenix Technologies	2C04
Pig Rabbit	2E09
Pokémon GO	2D01
Punikuni	2B36

R

Ramezware	2B34
Rest Area / Área de descanso	2C02
Riftbound - Riot Games	2A22

S

SDCC Málaga Official Store / Tienda oficial	2A20
SimonV TCG	2A35
Spider-Man Brand	2C02
New Day Experience	
Super Arcade	2A07
SuperVázquez	2E11

T

The King Protectors	2D15
Topps	2B40
Tubbz	2C15
Tukitsu	2B12

U

UDIT	2D03
------	------

X

Xpoly TCG Store	2B28
XPPen	2A47

i Information Point
Punto de información

l Lactation Room
Sala de lactancia

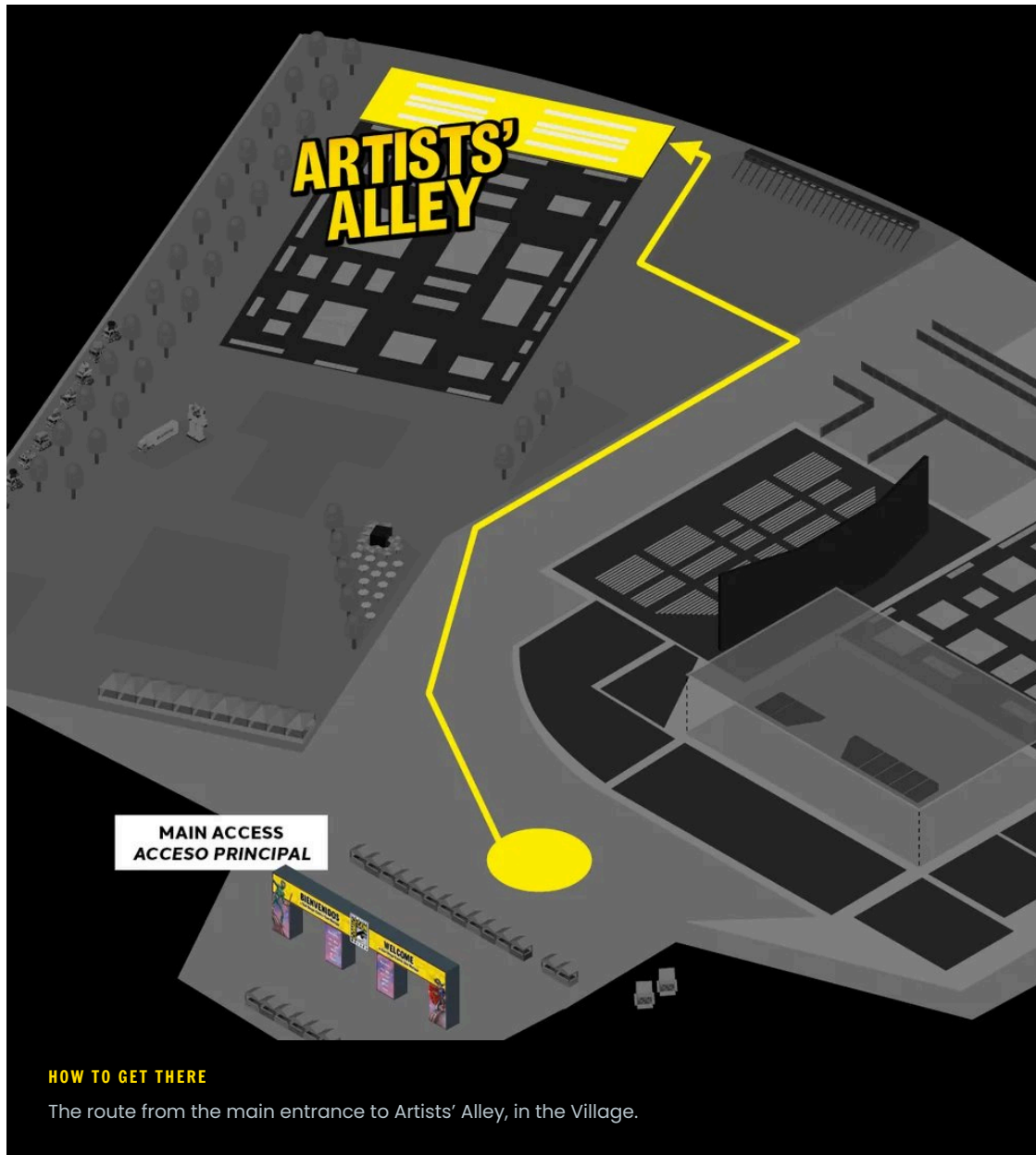
📱 Cashless Kiosk
Recarga de efectivo

🚪 Emergency Exit
Salida de emergencia

Download the Official APP
Descárgate la APP oficial



5.2 Artists' Alley

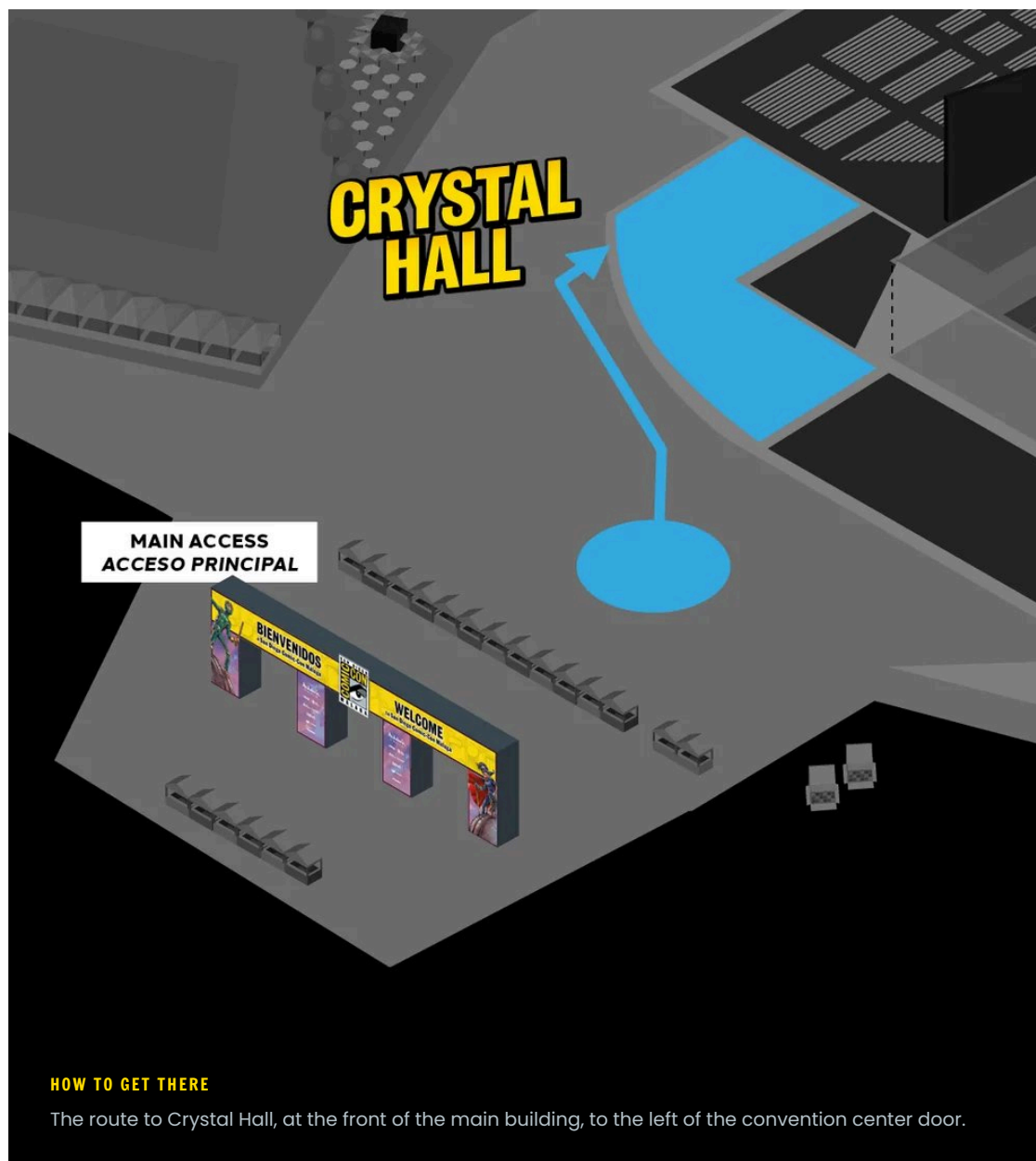


Artists' Alley is a separate space dedicated to artists and the world of comics. It's the ideal setting to discover firsthand the work of up-and-coming creators and established professionals, where original art and stories take on a life of their own.

This year, **more than 90 artists will be taking part in Artists' Alley**, making it a must-visit for anyone looking to connect directly with the heart of the convention.

It's the perfect opportunity to chat with the creators about their techniques and creative processes.

5.3 Crystal Hall



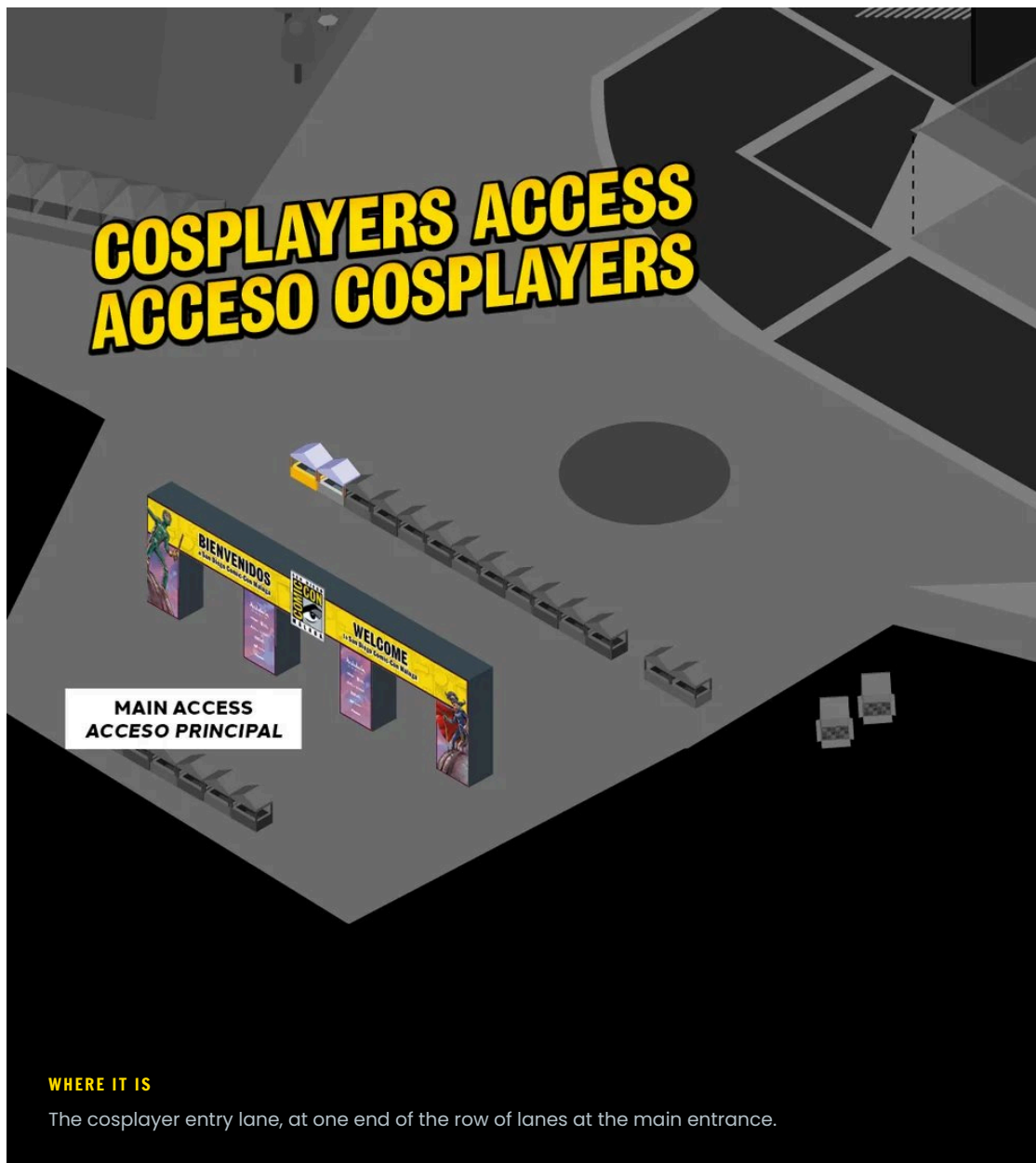
Crystal Hall is an all-glass space at the front of the main building, to the left of the convention center door.

Inside there's a museum-style collectibles exhibit, with pieces displayed in glass cases, and a car exhibit.

Crystal Hall is also home to the cosplay changing room, where cosplayers can change and get ready, and to the Cospital, the emergency costume repair station. Both have marked entrances off the inside corridor.

Crystal Hall and the Cospital are both open from 10:00 to 22:00.

5.4 Cosplay



SDCC Málaga is a key date for cosplay and costume lovers, a space where every corner turns into a runway for a dedicated community that has spent months preparing its latest costumes for this big moment.

It's the ideal setting to shine, share your passion, and surround yourself with people who understand the effort behind every cosplay. Cosplayers will find a place designed both for competing at the highest level and for enjoying the experience together and sharing great moments.



Throughout the event, this community will become the center of talent and excitement, in a setting prepared down to the last detail with the services and support cosplayers need to enjoy the experience with complete peace of mind and comfort.

WHAT YOU'LL FIND

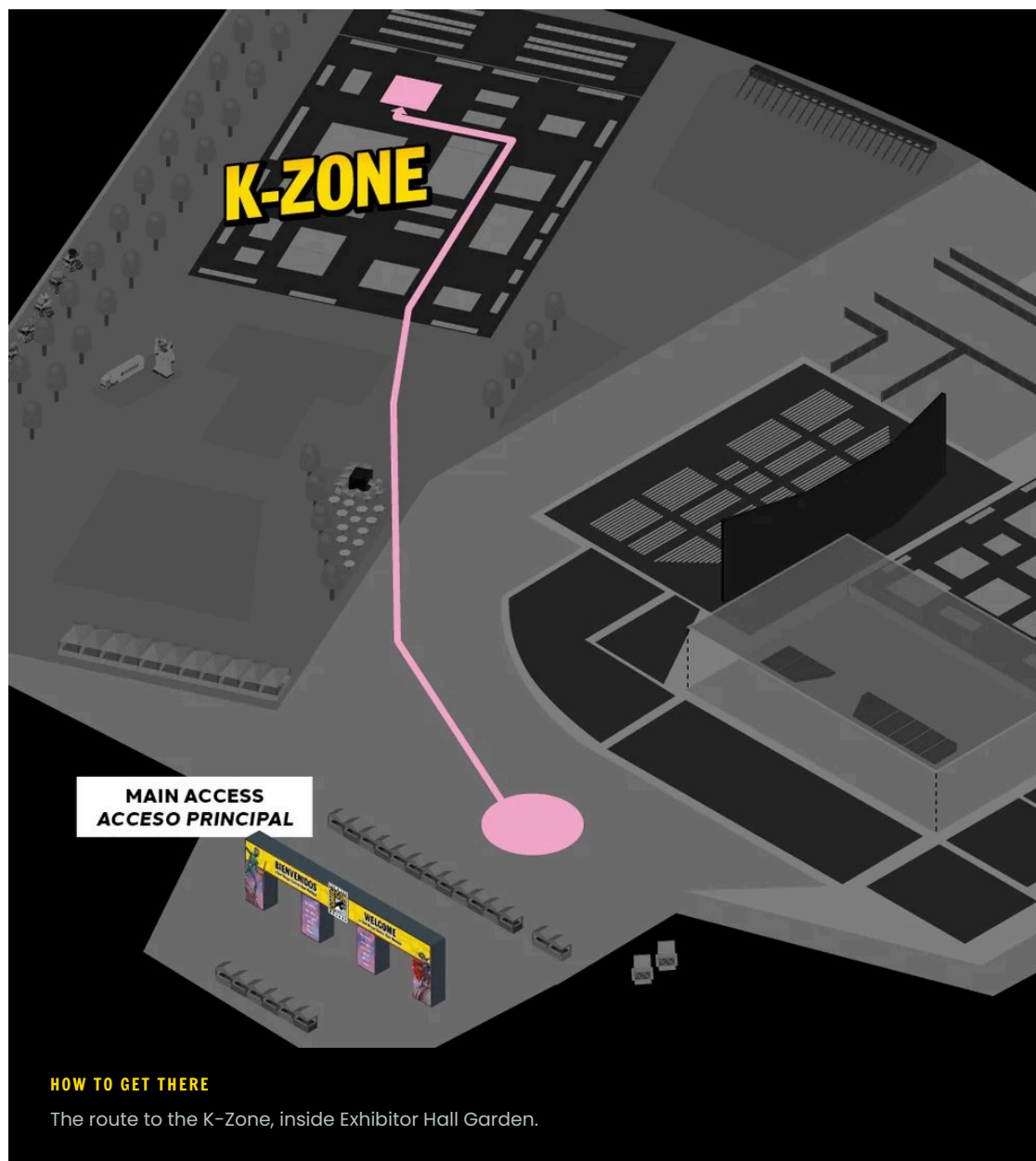
BBVA Cosplay Contest San Diego Comic-Con Málaga. The most anticipated contest of the event, with €5,500 in prizes. **Registration closed on August 21**, so the list of participants is now complete.

It takes place in Hall M, in its own block. To watch it, reserve that block like any other or join the General Lane. You'll find the day and time on the official [website](#) and in the [app](#).

CHANGING ROOM A space set up so cosplayers can change and get ready comfortably, inside Crystal Hall.

COSPITAL The emergency assistance and repair station for your costume, also in Crystal Hall, next to the changing room. Open until 22:00.

5.5 Asian Culture · K-Zone



Asian culture is spread throughout the convention. Meetings with mangaka, animators, and creators, and their signings, are part of the general programming: you'll find them on the official [website](#) and in the [app](#) like any other panel.

There's also **the K-Zone, inside Exhibitor Hall Garden, dedicated entirely to the Korean phenomenon.** It has two areas.

The stage, with Random Play Dance sessions, K-pop masterclasses, DJ sets, challenges inspired by Squid Game, and talks on K-pop, K-dramas, Korean fashion, webtoons, and manhwa. On Thursday and Friday, **Territorio 9**, Radio 3



(RNE)'s comics program, broadcasts from here.

The workshop area, with traditional Korean craft workshops run by the associations In-Yeon and Kaijus Games Klub: paper hanbok, kites, norigae, toploader decorating, and more. No reservation needed: just head to the association running the workshop.

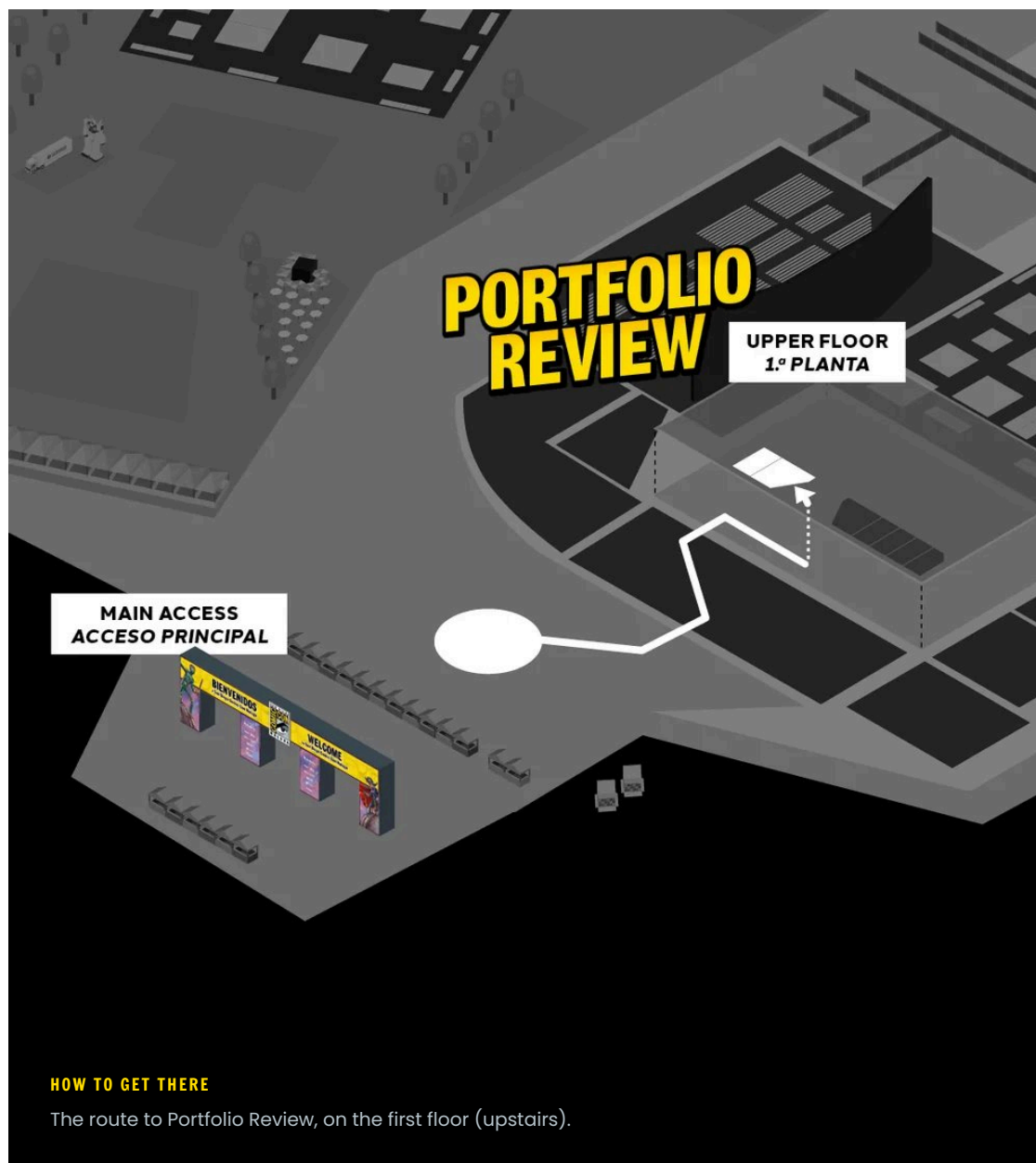
Every day, from 11:00 to 14:45, the workshop area becomes an open trading space for the fandom.

K-DANCE CONTEST Dancers from all over Spain compete in solo, duo, and group categories for €3,600 in prizes. It takes place on Saturday in Auditorium 2, followed by a meet-and-greet with the judges on the K-Zone stage.

Registration is open from September 1 to 20, or until all spots are filled, through [the contest form ↗](#).

The full K-Zone schedule is on the official [website ↗](#) and in the [app](#), along with those for every other area.

5.6 Portfolio Review



Portfolio Review is a professional activity for creative talent in comics, animation, video games, and other visual entertainment disciplines. In one-on-one meetings, selected participants present their portfolios to participating professionals, publishers, and studios, receive expert feedback, and open the door to potential contacts.

Participation is by prior selection, and those selected receive all the information by email before the event: schedule, meeting point, access, and rules.

No sign-ups or review requests are accepted on the spot during the event: appointments are set in advance, and so are the reviewers' schedules.

For reasons of capacity, privacy, and confidentiality, access to the area is restricted. Companions and anyone without a confirmed appointment may not enter.

If you have an appointment, arrive at FYCMA at least an hour early and check in at the area fifteen minutes before your time. Appointments run back to back: if you're late, your review will be shortened or canceled.

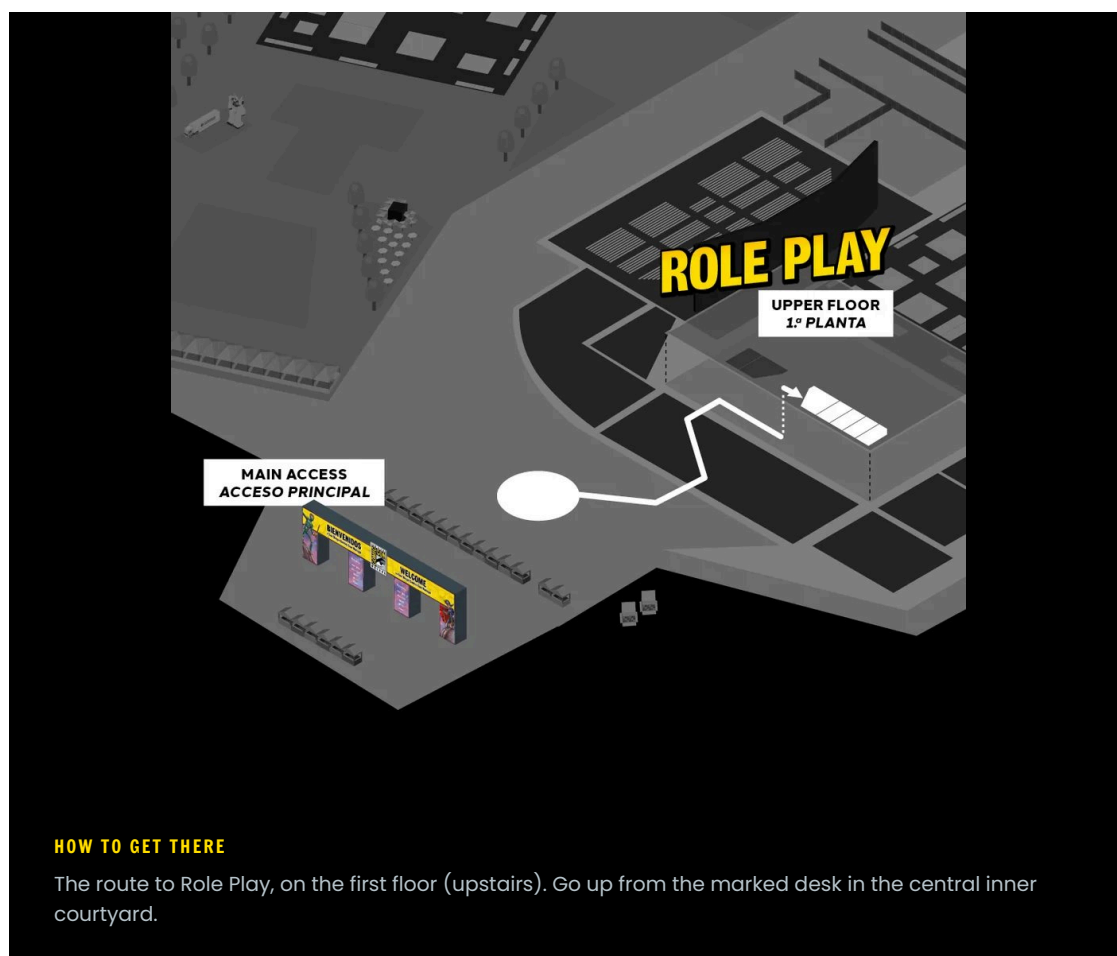
It's on the first floor (upstairs). Go up from the marked desk in the central inner courtyard.

FROM PORTFOLIO REVIEW TO MARVEL

At the first edition of SDCC Málaga, in 2025, artist Rafael Pérez Granados (Iznájar, Córdoba, 1999) took part in the Portfolio Review. **In 2026 he signed his first job for Marvel.**

We invite you to read [his story on our website](#) ↗.

5.7 Role Play





Role Play is SDCC Málaga's role-playing game area, on the first floor (upstairs) of the convention center. There are tables and games all four days, whether you've been playing for years or it's your first time sitting down at a table.

No reservation needed and no advance list: games are played on a first-come, first-served basis. At the Role Play desk, in the convention center's central inner courtyard, someone will help you, sign you up, assign you a table and a game, and walk you up to the first floor (upstairs) to show you where yours is being played.

Go up from the marked Role Play desk in the central inner courtyard.

WHAT YOU CAN PLAY

There are three areas. The Shadowlands themed rooms: three rooms with contemporary, horror, and fantasy settings, where you can play The Troubleshooters, Fanhunter, Call of Cthulhu, Trail of Cthulhu, Raven, Kingsmouth, Swords of the Serpentine, and ROOT.

The large Devir room, with Cosmere, Delta Green, The Lord of the Rings, and more. On Saturday afternoon it hosts a special Ace of Spades event with its creator, David Amorín, and a game mode created exclusively for the convention.

The deduction room, dedicated exclusively to Blood on the Clocktower and hosted by Villacuervos del Farol, with several difficulty levels.

SCHEDULE

Classic role-playing, in the Shadowlands and Devir rooms: two sessions a day, from 11:30 to 14:30 and from 16:30 to 20:30.

Blood on the Clocktower: three sessions a day, at 12:00, 15:30, and 18:30, every day starting Thursday.

Games are played on a first-come, first-served basis.

TABLES AND PLAYERS

At the busiest times there are eleven games going on at once: six tables in the three Shadowlands rooms, two per room; four in the large Devir room; and one large game in the Blood on the Clocktower room.

In the role-playing rooms, tables seat 4 to 5 players, with a recommended age of 10 and up, which may vary depending on the adventure. In Blood on the Clocktower, each session has 12 to 14 players.



5.8 DUNA

DUNA stands for *Developing Universal Narratives from Andalusia*. It's an initiative that connects small and medium-sized Andalusian companies from the audiovisual and tourism sectors with top-tier production companies with international track records.

During the convention, DUNA arranges a series of meetings aimed at creating business opportunities and helping Andalusia's audiovisual industry grow and reach international markets.

It is driven by SDCC Málaga, the Junta de Andalucía's Consejería de Turismo y Andalucía Exterior, LAND-Clúster Audiovisual, and Andalucía Film Commission.



COMIC-CON® INTERNATIONAL PRESENTS

WONDERCON®

MARCH 26 - 28, 2027

ANAHEIM CONVENTION CENTER



GET YOUR BADGE TODAY!
WONDERCON.ORG



Comic-Con, the Comic-Con logo, WonderCon, and the WonderCon logo are registered trademarks of San Diego Comic Convention.



6

Shopping and Payment

Payment Methods · Official Stores · Official Funko Store

6.1 Payment Methods

EXHIBITORS In Exhibitor Hall Town, Exhibitor Hall Garden, and Artists' Alley, **each exhibitor is free to decide which payment methods they accept:** card, cash, mobile payment, or whatever they set at their own booth. The organizers don't require any particular method and aren't involved in the transaction. Check which payment methods are accepted before you buy.

CASH-FREE OFFICIAL POINTS OF SALE **Official points of sale don't accept cash. Use your bank card or your cashless card** at the SDCC Málaga official stores, the Village food trucks, the Village food tents, Meet the Artist, the Asmodee store in the Sit & Play area of Exhibitor Hall Garden, and the Funko store in Exhibitor Hall Garden.

IF YOU'RE BRINGING CASH You can load it onto the cashless card at the top-up kiosks inside Exhibitor Hall Garden and inside Exhibitor Hall Town.

At Meet the Artist, you always pay at the payment point at the start of each artist's line. Artists don't take payment at their table. You pay per signed item: one payment, one signing, and you get a ticket for each one.

YOUR QR DISCOUNT VOUCHER The voucher you received by email can only be used at the SDCC Málaga official stores and at Meet the Artist. How much it's worth, how to redeem it, and what happens if your purchase costs less: see [section 6.2, Official Stores](#).

THE CASHLESS CARD

What is the cashless card for? **You only need it if you're bringing cash.** Official points of sale don't accept cash, so if you're going to pay with bills, first load that money onto the card at one of the kiosks, then pay with the card.

If you have a bank card, you don't need any of this: just pay with your card.



The card is free. Keep it safe, because it works just like cash: if you lose it, you lose whatever balance is left on it.

MONEY LEFT ON YOUR CASHLESS CARD?

We'll refund it. Just request the refund online. Keep the card until the process is complete: the codes printed on it are the only way to access your balance, and without them there's no refund.

The request period runs from **Monday, October 5 to Wednesday, October 7**, the three days after the convention closes. Requests can't be made outside that period.

1. Go to [the refund form](#).
2. Enter the long code on your card in the "Card code" field. It's the code linked to the QR code.
3. Check the "I accept the Terms and Conditions" box and click "Continue".
4. Once you're in, you'll see your remaining balance and the transactions you made during the event.
5. Go to the "Refund" tab.
6. Enter the security code, which is the short code, and click "Next".
7. Enter your email address and continue.
8. Fill in the first and last name of the bank account holder and the IBAN.
9. Check that your details are correct and click "Next". Before you finish, the screen shows you the amount that will be refunded to you.

When the money arrives: all requests are processed together once the request period closes. From then on, allow 10 to 15 business days.



Keep in mind:

Refunds are online only, and only after the event. No balance is refunded at the venue.

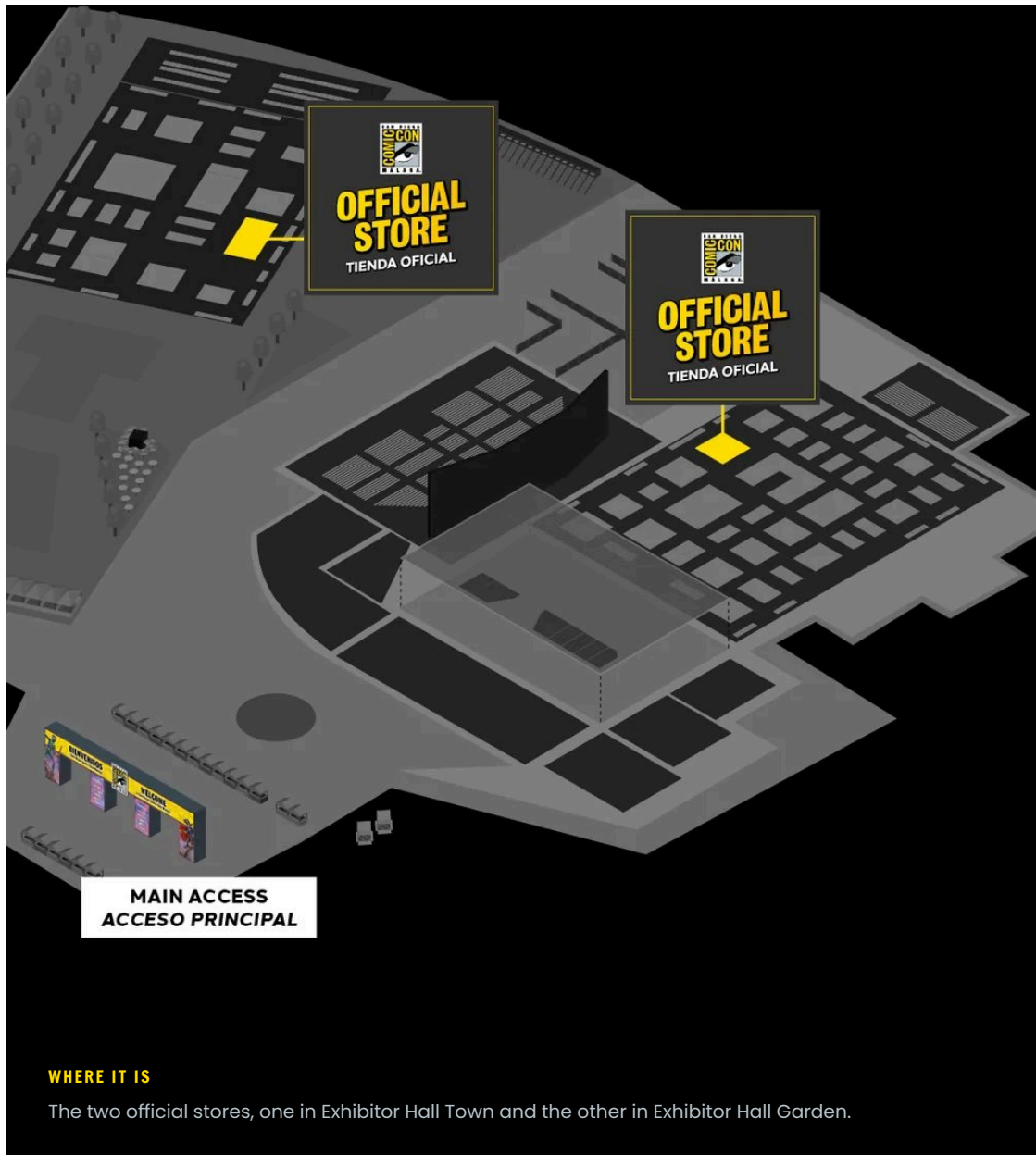
Refunds are free for European (EEA) bank accounts. For accounts outside the EEA, any bank fees are paid by the person receiving the money.

Only money you loaded and didn't spend is refunded. Promotional balance, if any, is not refunded.

If your card breaks during SDCC Málaga, go to the cashless point: they'll replace it and move your balance to the new card.

Questions or problems: use the same [refund form](#) [↗].

6.2 Official Stores



The SDCC Málaga Official Store is the perfect place if you want to take home a souvenir of the event. Here you'll find official licensed merchandise from your favorite franchises alongside exclusive pieces from the convention itself, with new items that change every day of the show.

WHAT YOU'LL FIND

Officially licensed merchandise: T-shirts and gift sets.

SDCC Málaga's own brand collection: T-shirts, sweatshirts, caps, keychains, lanyards, mugs, bottles, stickers, magnets, and illustrations exclusive to the event.

Franchise of the Day: each day of the event, we spotlight a different franchise from our officially licensed collection.

HOW TO PAY

The official stores don't accept cash. You can pay with your bank card or with the SDCC Málaga cashless card.

If you're bringing cash, load it onto the cashless card at the top-up kiosks inside Exhibitor Hall Garden and inside Exhibitor Hall Town.

Your QR discount voucher arrives by email, one for each day on your ticket: **€20 if you bought by July 7 (Wave 1) and €15 if you bought between July 8 and 10.** It's only valid here and at Meet the Artist. To redeem it, show the QR code at the registers of the two official stores or at the Meet the Artist payment point. Each voucher must be used in full, in a single payment: it can't be split, and if your purchase costs less than its value, the difference isn't saved or refunded. You can, however, combine several vouchers in one purchase: with a four-day ticket you have four vouchers and can use them together, for example on an €80 purchase.

POINTS OF SALE

Store in Exhibitor Hall Garden

Store in Exhibitor Hall Town

Both stores are open from 10:00 to 20:00, the same hours as the Exhibitor Halls.

If you added the exclusive pin or lanyard when you bought your ticket, you pick them up at this same store, the one in Exhibitor Hall Garden. Details are in [section 3.2, Online Order Pickup.](#)

6.3 Official Funko Store

WHERE IT IS AND HOW IT WORKS The Official Funko Store is in Exhibitor Hall Garden, booth 2B02, and is open from 10:00 to 20:00 all four days. It isn't a self-service store: it's a counter with 8 registers where you ask for what you want and staff hand it to you.

WHAT'S FOR SALE There are two types of merchandise, and they work differently.

Anyone can buy regular merchandise, with no requirements. Get in the marked Regular Lane and order whatever you want at the register.

The exclusive merchandise is seven Funko items made for SDCC Málaga, available all four days. Until 12:00, they can only be bought with a ticket won in an advance drawing. Before then, they aren't sold first come, first served, and they can't be reserved. If you come without a drawing ticket, you can buy any of the regular merchandise, but exclusives only from 12:00 on.

WHY IS THERE A DRAWING? The exclusive POP! figures Funko is bringing have limited stock, and many people want them. The drawing gives every fan who wants a chance to buy them fair access.

HOW DO I ENTER, STEP BY STEP

1. Buy your ticket. Without a ticket, you can't take part.
2. Sign up on the San Diego Comic-Con Málaga Portal and activate your account.
3. From Monday, September 21 at 10:00 to Thursday, September 24 at 20:00, log in to the Portal and click the entry button on the home page. You don't need to fill in anything else.
4. Entries are per user, and you're entered in the drawing for the day your ticket is for.

If you bought tickets for other people, assign them. If you bought four tickets and keep them all in your name, only you are entered in the drawing: you get a single entry and the other three go to waste. If you assign each ticket to its holder and that person activates their account on the Portal, they're entered on their own, and your group gets four chances in the drawing instead of one. Do it as soon as possible, and in any case before 8:00 on Monday, September 21: tickets assigned after that time don't count.

HOW DO I KNOW IF I'VE WON? The drawing takes place on Friday, September 25. If you've won, you'll get an email between Friday, September 25 and Monday, September 28, and you'll also see it in your Portal account. If you haven't won, you won't get an email, so log in to the Portal from September 25 onward to check.



WHAT HAPPENS ON THE DAY OF THE EVENT? If you've won, a QR code is activated in your Portal account on the morning of your day. It doesn't exist before that day, so don't look for it.

Bring a charged phone. You show the QR code from your Portal account, so if your battery dies, you won't be able to get into the Exclusives Lane. There are phone charging points around the venue, marked on the map. If you have any problem with your QR code, go directly to the Exclusives Lane supervisor.

From 10:00 to 12:00 there are two lanes, separate and clearly marked. In the Exclusives Lane, a staff member checks your QR code and gives you a paper ticket; that's the ticket you hand in at the register, and it stays there. You don't need anything to join the Regular Lane, and you can't buy exclusives from it.

The Exclusives Lane closes at 12:00. From then on, everything merges into a single line, and at the register you can buy any Funko, exclusive or regular, with no ticket needed: any remaining exclusives go on open sale. If you won the drawing and come in the afternoon, there's nothing special to do: the ticket is no longer required.

You can give your QR code away. If you would rather pass it on to a friend or a relative, you can, but it is single use: if that person redeems it in the Exclusives Lane, you will no longer be able to use it.

HOW MUCH CAN I BUY? One of each of the seven exclusive items, that is, **up to seven pieces**, plus as much regular merchandise as you want. You can't take two of the same item on the same day. The rule is the same in the morning with a drawing ticket and in the afternoon without one.

If you have tickets for more than one day, a single entry puts you in the drawing for each of them, but you can only win once: if you win, the drawing ticket is for just one of your days, and the Portal tells you which one.

And what if the item I wanted is sold out? It can happen. The drawing ticket gets you into the Exclusives Lane; it doesn't reserve any specific piece or guarantee that stock is left. Each item is sold until that day's stock runs out, in order of arrival, so the most popular ones may go quickly. We'll announce on the venue screens which items have sold out, so you don't wait for nothing.

Choose before you reach the register. While you wait, you'll be given a leaflet with all the available Funko items, with the exclusives and the regular items marked, so you know what you want when you reach the counter. The faster you order, the faster the line moves for everyone.

HOW TO PAY With a bank card or your cashless card. Cash isn't accepted here, and neither is the QR discount voucher: the voucher is only valid at the two SDCC Málaga official stores and at Meet the Artist.

7

Need Help?

If You Need Help · Medical Services and First Aid · In Case of Evacuation · Lost Children and Persons · Lost & Found · Emergency Numbers · Frequently Asked Questions

7.1 If You Need Help

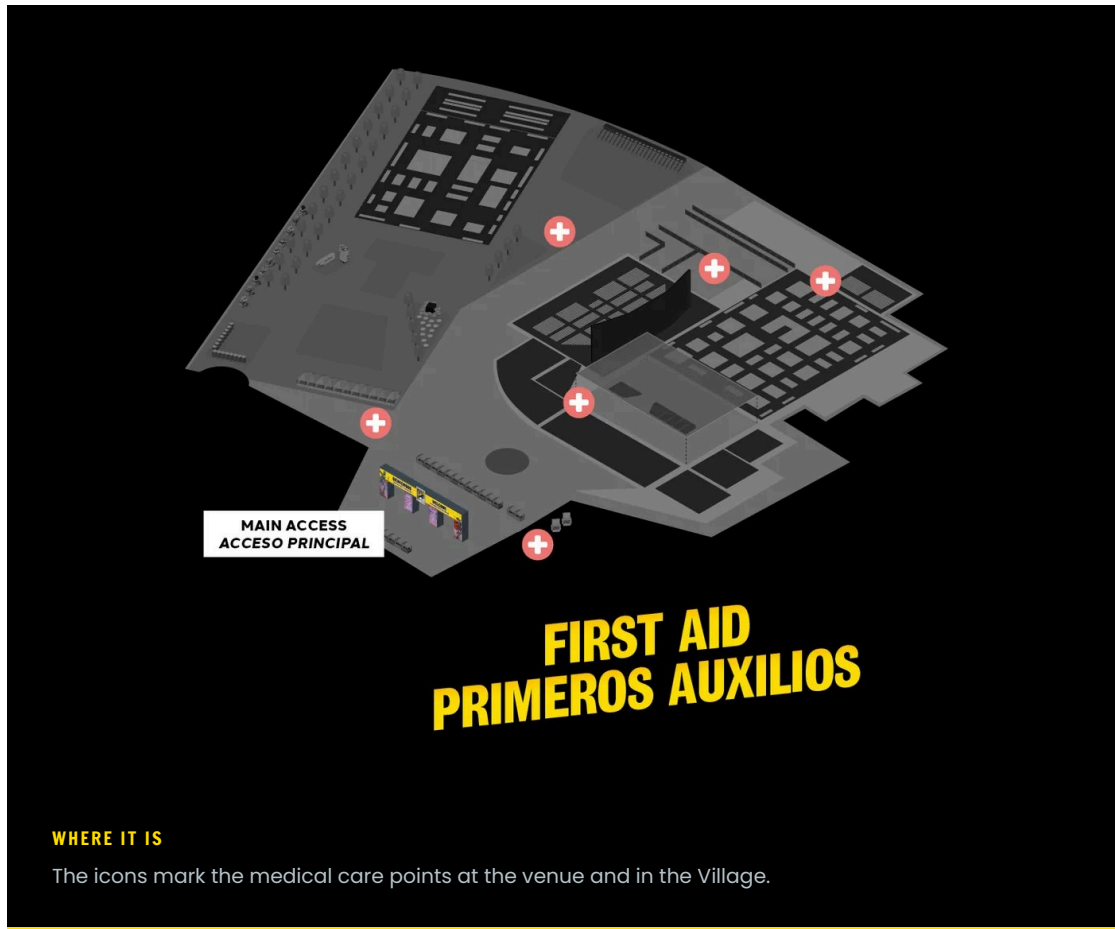
During all four days, event, security, and medical staff are stationed all over the venue and the Village. **Our team can be identified by their staff vests and credentials.** If you have a problem, stop any of them and ask for help. That's what they're there for.

You can also go to any Information Point: you'll find them at the reception desk in the main lobby and inside each Exhibitor Hall.

If the problem is with your ticket, you need to go somewhere else: at the entrance, as you come in, to the left of the row of entry lanes, there's a Ticketmaster support booth. Tickets and accounts are managed by Ticketmaster, not by the organizers, so they'll sort it out there much faster than anywhere else.

COMPLAINT FORMS If you want to file a formal complaint, ask for a complaint form at the reception desk in the main lobby. The forms are provided by Cosmic Legends Productions, the company organizing the event. You can also file it online through the Junta de Andalucía's Hoja@ system, with a digital certificate or with your own account.

7.2 Medical Services and First Aid



There are two medical care rooms inside the venue, staffed by doctors and nurses during all opening hours. Outside, there are four advanced life support ambulances, each with medical and nursing staff and a driver.

All the medical care points are marked on the map. Go to the one closest to you: you'll receive the same care at any of them.

If you need medical help, or see someone who does, tell the nearest staff or security member. They'll put out the call by radio and help will come to where you are. **Do not try to move an injured person yourself.**

7.3 In Case of Evacuation

At some point you may hear an announcement over the public address system or see staff directing people to an exit. If that happens:

Stay calm and follow the instructions of security and staff. There are staff at every exit waiting to help you.

Leave through the exit you're directed to or through the nearest marked exit, even if it isn't the door you came in through. All exits are marked and visible from anywhere in the venue.

Walk, don't run, and don't push.

Don't stop to pick up purchases, backpacks, or cosplay pieces. Don't go back for anything.

If you're with children or an older person, hold their hand and don't let go.

Don't use the elevators.

Once outside, keep walking to the open areas of the Village and move away from the doors and entrances. They must be kept clear for firefighters and ambulances.

Stay there and don't go back inside until the organizers authorize it.

WHERE TO GO The Village is the venue's safe zone. There is no single meeting point to head for, so don't look for one: move away from the tents and the building, get out into the open, and wait for instructions. If the Village also needs to be evacuated at any point, staff will guide you out of the venue.

IF THE EMERGENCY IS IN THE VILLAGE Leave through the nearest emergency exits and move away from the perimeter of the grounds. Stay outside and wait for instructions. When re-entry is authorized, it will be through the event entrance.

7.4 Lost Children and Persons

Before you go in, agree on a meeting point and a time with your group in case you get separated. Cell service can be spotty in the most crowded areas.

If you're bringing children, ask for a white ID wristband at any Information Point. Write your phone number on it and put it on your child before you start exploring. It's free, and you can ask for one at any time of day.



Also explain to your child that, if they get lost, they have to look for someone in a staff vest and show them the wristband, or go to any Information Point.

If you lose sight of a minor or someone in your care, tell staff or security immediately, or go to the reception desk in the main lobby. Staff there will start a search and, if needed, make an announcement over the P.A. system.

Minors who are found stay in the care of event staff at the reception desk in the main lobby until the responsible adult arrives. If you get separated from a child, that's where you need to go.

7.5 Lost & Found

If you find an item, or have lost something, go to the reception desk in the main lobby.

7.6 Emergency Numbers

General emergencies: 112

Medical emergencies: 061

National Police: 091

Local Police: 092

Guardia Civil: 062

Fire Department: 080

Inside the venue, the fastest way to get help is always to tell staff or security. They're in direct contact with the FYCMA control center and the event's medical services.

7.7 Frequently Asked Questions

All the frequently asked questions are on [the SDCC Málaga website ⁷](#). Here are the ones we get asked most.

Can I buy a ticket at the box office the day of the event? No. Tickets are sold online only, through Ticketmaster.

How do I get my ticket? This convention uses mobile tickets only: there are no PDF or paper tickets. You can add it to your Google Wallet or Apple Wallet, or access it from the Ticketmaster app.

I've lost access to my Ticketmaster account. Any issue with your ticket or your account is handled by Ticketmaster support, not by the organizers. Throughout all four days, there's also a Ticketmaster support booth right at the entrance, as you come in, to the left of the row of entry lanes.

How much do children pay? Children aged 0 to 3 get in free, but you have to add their ticket when you buy, and free spots are limited. Children under 12 get a reduced-price ticket. Check the current price on Ticketmaster.

Where do I find out if my favorite artist or actor is signing autographs? In the signing listings on the official [website](#) and [app](#), published on September 21. If that person is associated with a booth or publisher, check directly at that booth. Last-minute changes are also posted there.

How do I check up-to-date schedules and plan my visit? All the programming is on the official [website](#) and in the [app](#), which are updated constantly. There you can build your own plan, and reservations are made on [sandiegocomicconmalaga.com](#).

How do I reserve a seat at panels? First, buy your ticket. Then sign up on the San Diego Comic-Con Málaga Portal. Reservations open on September 25 and are made on [sandiegocomicconmalaga.com](#). Reservations are required for Hall M, Studio M, and the three Creators' District rooms. The full programming is already available on the website and in the app. When you book, you choose how many seats you want for the people on your purchase. If you're coming with minors, their tickets stay in the Portal account of the adult who bought them and can't be transferred. That person makes the reservations from their account: when booking, request as many seats as there are people in your group, including the minors. If you request just one, theirs aren't added.

If I have a ticket, am I guaranteed a seat at panels? No. Each space has its own entry method: check the Reservations and Entry section.

Does my ticket include photo ops and signings? No. Meet the Artist signings and photo ops are paid, with some exceptions, and you enter through each artist's General Lane, with no reservation. Each artist's prices and those exceptions are published in the Meet the Artist schedule, on the official [website](#) and [app](#), on September 21. There will be surprises: a few exclusive photo op and signing sessions will go on sale in advance. The general schedule comes out on September 21, and the advance sale opens on September 24, on the website and in the app. You pay per item signed: one payment, one signing. If you bring two figures, you pay for two signings and get two tickets, one for each. Up to two people can be in the photo, and an adult can be in it with their children, up to two. If you buy your printed photo, it carries a code to download it digitally from the website 24 to 48 hours later.



Can I save a seat for a friend inside a room? No. You also can't leave empty seats in between: seats must be filled consecutively. And for safety reasons, standing is not allowed.

Can I leave the venue and come back in? Yes, as many times as you need on the same day. Both your exit and your entry will be recorded at the entrances, so always go through the checkpoint with your ticket ready.

Can I pay in cash? At official points of sale, such as the stores, food trucks, food tents, Funko, Asmodee, and Meet the Artist, cash is not accepted. Pay there with a bank card or the cashless card. If you bring bills, first load them onto the cashless card at the top-up kiosks in both Exhibitor Halls. Exhibitor booths and Artists' Alley tables are different: each one has its own payment terms, so ask before you buy.

Are there ATMs at the venue? Yes, there's an ATM inside the convention center: on your right as you come in through the main door.

Can I bring a suitcase? Yes, you can, but we recommend leaving it in the lockers: you'll get around the venue much more easily. You can reach the lockers from outside, without having to go in.

Can I bring outside food or drink? Yes, for your own consumption. You can bring any packaged food, and drinks in any container other than glass or cans, with the cap on. You can also bring refillable reusable bottles of any material except glass to fill at the water fountains. Glass, cans, outside alcohol, and large quantities not for your own consumption are not allowed. Baby food, medical food, and food for people with allergies or celiac disease always get through security, with no hassle.

Can I bring my pet? No. Only assistance dogs recognized under Andalusian Law 11/2021, such as guide dogs, and emotional support animals with official accreditation are allowed. They must always have their official identification documents, which you may be asked to show at the entrance.

What prop weapons can I bring for my cosplay? Only props made of harmless materials: foam, plastic, cardboard, or similar. Real weapons, firearms, metal, wooden, or bladed weapons, and pyrotechnic or flammable materials are prohibited. Security staff check and assess items at the entrances.

I bought a katana at a booth. Can I take it with me? Not right away. It stays packed at the booth with a ticket that matches yours. When you're leaving the venue, go back with your ticket before 20:00: the exhibitor calls security, who will walk you to the exit.

Is there an entrance for cosplayers? Yes. Next to the other special entry lanes, there's a clearly marked lane for anyone attending in costume, professional or amateur. It's designed so you can enter with bulky or delicate costumes and so security can check your props carefully.

Is there somewhere I can change clothes? Yes, if you're coming in cosplay you can use the cosplay changing room, inside Crystal Hall.

What if part of my cosplay breaks? Go to the Cospital, the emergency repair point, also in Crystal Hall, next to the changing room. It's open until 22:00. Even so, we recommend bringing your own emergency kit for quick fixes.

Can I enter the K-Dance contest? Registration is open from September 1 to 20, or until all spots are filled, through [the contest form](#).

How does entry to Hall M work? Programming is organized in blocks, not individual panels, and you reserve the entire block on [sandiegocomicconmalaga.com](#). If you don't have a reservation, join the General Lane in good time. If you don't get in at the start of the block, stay in it: seats that become free are filled between panels.

Can I sign up for Portfolio Review during the event? No. Appointments are finalized in advance, and so are the reviewers' schedules.

How early should I arrive for my portfolio appointment? Get to FYCMA at least an hour early and check in at the area fifteen minutes before your time slot. Appointments run back to back: if you're late, your review will be shortened or canceled.

Can I park in FYCMA's usual parking lots? No, this year they're part of the event grounds. There are four public parking lots, P1 to P4, around the Feria de Málaga roundabout. Their Google Maps links are in section 2.1.

How do I get there by public transportation? During all four days, the special EMT line L64 runs from Alameda Principal to the door of the convention center, from 7:00 for as long as there are people waiting at the stop. The full route, the outbound and return stops, and all other options are in the [Getting There section](#).

Are there lockers, and how much do they cost? Yes, to the right of the main entrance, with access from outside the venue. It's a paid service, and you pay by card. Prices vary by locker size and the number of days booked, and they're listed here, along with reservations: [locker reservations and rates](#). Lockers open with a code you can share, so several of you can use the same locker.

Can I attend if I'm under 16? Yes, but you can't enter without an adult. With your valid ticket, accompanied by an adult with a direct relationship to you or by a supervising adult responsible for the visit, and with express written authorization signed by that person and including their ID number. At the entrance, staff may ask for ID from both of you. If you're 16 or 17, you only need that authorization if you come without a companion aged 18 or over.

I'm coming from outside Spain. You can buy your ticket from any country. If you're coming from a country that requires a visa, you may be asked for a letter of invitation, which a person residing in Spain requests from the National Police;



a confirmed and paid hotel reservation also works as proof of accommodation. The nearest airport is Málaga–Costa del Sol. There are English-speaking staff at the Information Points, and venue signage is also in English.

What accessibility services are there? A dedicated entry lane, reserved parking, priority entry and a reserved area in the front rows of the Auditoriums, accessible restrooms, a Quiet Area, nursing rooms, and translation and transcription on the room screen and in audio on your phone. You don't need to request anything in advance, but bring your official disability card. The accessible (PMR) Information Point is in the main lobby.

8

Stay Connected

Newsletter and Social Media

8.1 Newsletter and Social Media

Stay up to date with all the latest SDCC Málaga news. You can subscribe to the newsletter from the home page of sandiegocomicconmalaga.com, and you'll receive useful information, news, and convention highlights by email.

Follow the latest news on our social media too: [Instagram](#), [TikTok](#), [X](#), [Facebook](#), and [YouTube](#).

© Comic-Con and the Comic-Con logo are registered trademarks of San Diego Comic Convention.



Movistar, the network that brings us together

It's for Álvaro.
It's for Judit.

It's for those who write the stories.
For those who illustrate them.
For those who animate them.
For those who enjoy them.
For those who share them.

It's for those who work in Burbank,
Paris or Chiyoda,
but live in Torremolinos.
In Torrevieja. Or in Torrejón.

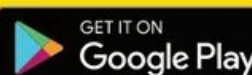
It's for those who meet online.
For those who play online.
It's for those who turned their passion
into their work.
Their work into a community.
And their community into fans.

For those who are at
San Diego Comic-Con Málaga.
For those who are following from home.
Or from anywhere in the world.



is for everyone.

Full
SCHEDULE
in our APP



Toda la
PROGRAMACIÓN
en nuestra APP

Andalucía

Co-financiado por
la Unión Europea



Fondos Europeos

Junta
de Andalucía

málaga



Ciudad
de Málaga

Junta
de Andalucía



Agencia Digital
de Andalucía

BBVA



movistar

Domino's