

ANTHRO NEW MEXICO'S

# HAUNTED MANSION!



Con Book 26





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***Haunted Mansion***

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***Congradulations to our winner Zia mac martin on winning our YCH***

***special thanks to Doki Creations for doing the art***



# Con hours

## REGISTRATION

|                 |                 |
|-----------------|-----------------|
| <b>THURSDAY</b> | <b>5PM-8PM</b>  |
| <b>FRIDAY</b>   | <b>9AM-8PM</b>  |
| <b>SATURDAY</b> | <b>10AM-8PM</b> |
| <b>SUNDAY</b>   | <b>10AM-2PM</b> |

## DEALERS DEN/ ARTIST ALLEY

|                 |                  |
|-----------------|------------------|
| <b>FRIDAY</b>   | <b>11AM-6PM</b>  |
| <b>SATURDAY</b> | <b>10AM-6PM</b>  |
| <b>SUNDAY</b>   | <b>11 AM-5PM</b> |

## AD dealers Den

|                 |                 |
|-----------------|-----------------|
| <b>FRIDAY</b>   | <b>6PM-12AM</b> |
| <b>SATURDAY</b> | <b>6PM-12AM</b> |
| <b>SUNDAY</b>   | <b>3PM-7PM</b>  |

## OPS, LOST AND FOUND

|                 |                 |
|-----------------|-----------------|
| <b>FRIDAY</b>   | <b>9AM-12AM</b> |
| <b>SATURDAY</b> | <b>9AM-12AM</b> |
| <b>SUNDAY</b>   | <b>9AM-6PM</b>  |



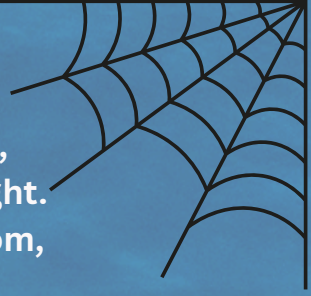
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# Welcome



Come step inside, don't fear the night,  
You've reached the Manor, warm with light.  
Through shadowed halls and velvet gloom,  
We gladly make for you... more room.

From distant lands, both near and far,  
You've followed whispers as you are.  
With wagging tails or quiet tread,  
You're welcome here—the living... and dead.

The candles flicker just for you,  
The doors creak wide as guests come through.  
Each corridor and haunted space  
Now brightens with your welcome presence and grace.

Our spirits hum in soft delight,  
To host such souls on this fine night.  
With art, with laughter, songs, and cheer,  
We're ever so pleased to have you here.

Pray wander freely, young and bold,  
Through rooms of wonder, new and old.  
Meet friends anew, both strange and kind,  
Leave earthly worries far behind.

And should you feel a gentle chill,  
A watchful gaze, a presence still  
Do not distress, nor turn away...  
The Manor greets you all this way.

For every guest who passes through  
Becomes a part of something true  
A gathering rare, both grand and clever...

And now you're here...

You're ours forever.

So rest, explore, enjoy the view  
The Manor has been waiting...  
Just for you.



# Letter from the con chair

Welcome, foolish mortals...

*On behalf of our incredible staff, volunteers, and everyone who helped bring this dream to life, I want to personally welcome you to the very first Anthro New Mexico. Whether you've traveled across the country or just across town, thank you for joining us. Your presence means more than you may realize, because together we're making history. For more than fifteen years, the furry community has called New Mexico home. Throughout that time, countless friendships were formed, local meets were organized, and our community continued to grow.*

*We've seen groups rise and groups fall. We've celebrated incredible successes, and we've endured hardships that no community should ever have to face. Through every challenge, however, one thing has always remained true: furries do what they do best. We stick together. We roll up our sleeves. We support one another. And together, we make the impossible happen.*

*I've been a part of this community for those fifteen years, and during that time I can't count how many conversations I've had where someone told me, "New Mexico will never have its own furry convention." For a long time, it felt like that dream would always remain just out of reach.*

*That changed in 2023.*

*What began as a small gathering of just eight people sharing a common dream slowly grew into something much larger. We believed New Mexico deserved a convention that celebrated the creativity, friendships, and welcoming spirit of our local community. It wasn't an easy journey. Building ANM took more than two years of planning, countless late nights, hundreds of meetings, difficult decisions, and the unwavering dedication of an incredible team of volunteers and staff who refused to let that dream fade.*

*People often ask how something like this becomes possible. The answer is simple: no one person can build a convention alone. Anthro New Mexico exists because hundreds of people believed in a shared vision. Volunteers donated their time. Staff poured their hearts into every detail. Artists, vendors, sponsors, and community members stepped forward to help however they could. Together, we accomplished something that many believed could never happen.*

*Today, as you walk through these doors, you're seeing the result of thousands of hours of work and the passion of a community that never stopped believing.*

*This weekend is more than just panels, dances, games, shopping, and fursuiting. It is the beginning of a new tradition for our state. Years from now, people will look back at the very first ANM and remember that this is where it all began. Every friendship made, every laugh shared, every photo taken, and every memory created this weekend becomes part of the story we'll tell for years to come.*



# Letter from the con chair

*Our Haunted Mansion theme reminds us that every old house is filled with stories. Some are whispered through the halls, some are hidden behind locked doors, and some are only written because someone was brave enough to begin them.*

*This weekend, you become part of Anthro New Mexico's very first story.*

*I encourage you to explore something new. Attend a panel you've never considered. Support our incredible Dealers Den, artists, and charity. Cheer during our events. Introduce yourself to someone new. But most importantly, remember that every person here shares one thing in common: a love for this amazing community and the fandom.*

*I'd also like to extend my deepest gratitude to our volunteers, staff, sponsors, vendors, performers, and everyone working behind the scenes. Conventions are never built by one person. They are built by a community willing to give their time, creativity, and heart to create something bigger than themselves.*

*As Con Chair, there is one thing I am especially proud of. We didn't just build a convention, we built New Mexico's first furry convention. After more than fifteen years of our fandom calling this state home, we finally have a place we can proudly call our own.*

*And this is only the beginning.*

*I cannot wait to put New Mexico on the world stage and show the furry community everywhere just how amazing, welcoming, creative, and special our state truly is. I hope Anthro New Mexico becomes a destination where people from around the world come to experience the warmth of our community and the spirit that makes New Mexico unlike anywhere else.*

*More than anything, I am honored that each and every one of you is here to share in that vision. Years from now, I hope you'll be able to look back with pride and say,*

*"I was there at the very first Anthro New Mexico."*

*The spirits have awaited your arrival. The doors now stand open... and your story is about to begin. Welcome to the mansion.*

**Tetris**

**Con Chair**

**Anthro New Mexico**





# Letter from the co-chair

*A Letter from the Co-Chair*

*Welcome to Anthro New Mexico!*

*Hello! My name is Y'meetra, and I have the privilege of serving as your Co-Chair for Anthro New Mexico.*

*When I first met Tetris and everyone in the ABQ Fursuit Group, I honestly didn't know what to expect. What I never expected was how kind, welcoming, and supportive everyone would be. Before joining this community, I spent most of my free time at home playing games on my computer or crafting. If someone had told me then that I'd one day be helping organize New Mexico's first furry convention, volunteering in the community, and working alongside so many amazing people, I would have told them they were crazy. But this community changed my life.*

*Because of Anthro New Mexico and the ABQ Fursuit Group, I found lifelong friends who have always been there for me. They taught me how to build my very first fursuit, stood beside me on one of the biggest days of my life by helping with my wedding, and gave me the confidence to do things I never imagined I could. I even helped organize and marched in my very first Pride parade, something I never thought I'd have the courage to do. They introduced me to experiences, opportunities, and adventures I never would have found on my own.*

*Looking back, it's amazing how much can change simply by taking a chance and meeting new people. That's why I have one piece of advice for everyone attending this weekend.*

*Go explore. Try something you've never done before. Attend a panel that catches your eye. Meet someone new. Go on an adventure, because you never know where it might take you or who you'll meet along the way.*

*I took that chance, and it led me here.*

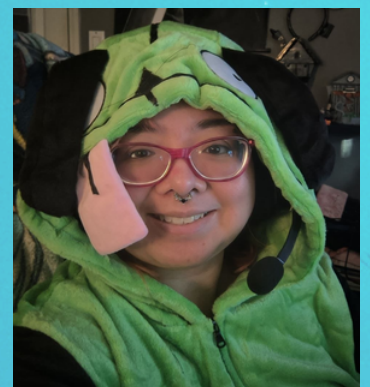
*It has been an incredible honor helping build Anthro New Mexico, and I can't wait to share it with all of you. I hope when you leave this weekend, you'll take home wonderful memories, new friendships, and a little piece of what makes New Mexico and its people so special.*

*Welcome to the mansion, and enjoy your stay!*

*Y'meetra*

*Co-Chair*

*Anthro New Mexico*





# Guests of Honor

## Kyell Gold

Kyell Gold has published over forty queer books and one straight one, and has won multiple Ursa Major awards and Coyo! Awards for his stories and novels.

His acclaimed novel *Out of Position* co-won the Rainbow Award for Best Gay Novel of 2009. He has also worked as a publisher, editor, and instructor in the furry writing community. In 2015, he helped create RAWR, the first residential furry writing workshop, and has instructed at each of its sessions.



## Rukis

Rukis lives on a farm, where she spends most of her time working on art, caring for her animals, and hanging out doing nerdy stuff with her friends. She is a huge fan of old school tabletop gaming, as well as studying and collecting exotic fish, gardening, mountain biking, and hiking. Her menagerie includes dogs, fish, rabbits, ducks, and a whole mess of chickens.

She is the author of many other novels and a graphic novel series that take place in the world of Red Lantern.





# Our charity



Wild Spirit Wolf Sanctuary is a 501(c)(3) non-profit organization dedicated to rescuing displaced, unwanted, and non-releasable captive-bred wolves, wolfdogs, and other wild canid species.

To further support our rescues, the team also focuses on educational efforts that seek to inform the general public about the animals in our care, both in the wild and in captivity.

As a non-profit organization, we do not receive government funding and rely almost entirely on donations to support our operations.



# OUR HISTORY



## OUR ETHICS

Wild Spirit Wolf Sanctuary is an inclusive organization, dedicated to being a home for all. We believe in fostering an environment that is safe and welcoming for people of all races, genders, sexualities, religions, and any other ways that individuals may identify! We strive for nothing less than treating all humans with the integrity and respect they deserve.

Wild Spirit Wolf Sanctuary was founded in 1991, originally as The Candy Kitchen Wolf and Wolfdog Rescue Ranch, by the late Jacque Evans, a local artist who used the profits from the sales of her paintings to support the rescued wolves and wolfdogs. News of Jacque's compassionate devotion to the rescues spread, leading the ranch to expand and to the partnership with Barbara Berge, credited as the co-founder, in 1993.

Barbara Berge was rescuing wolfdogs in Albuquerque, New Mexico when Jacque met her in June of 1992. Over the course of 10 years, Jacque and Barbara collaborated to transform the young rescue into a fully operational non-profit organization regulated by the USDA.

In October of 2003, Leyton J. Cougar, Education Director, was promoted to the position of Executive Director, and thus the transformation of the ranch into Wild Spirit Wolf Sanctuary began. In time, Wild Spirit Wolf Sanctuary evolved into an internationally renowned sanctuary, which currently cares for coyotes, New Guinea singing dogs, and red foxes in addition to the wolves and wolfdogs.

In the 2000's, Leyton frequently traveled throughout the United States with Raven, an educational ambassador animal. Raven helped Leyton teach the public about wolves, wolfdogs as a truly unique species, the importance of rescue, sanctuary, and education, and the effects of taking on an animal without the proper understanding and preparation beforehand, which results often in the animal requiring relocation such as to a facility like Wild Spirit Wolf Sanctuary.

In November of 2018, Leyton adopted the new title of Director of Development while Crystal Castellanos, Assistant Director and team member since 2011, was voted in to be the Director of Operations. Both worked diligently as leaders of the sanctuary until the summer of 2020. Leyton soon moved out to Washington state, whereas Crystal decided to make a huge move to Hawaii after spending her 20's at the sanctuary. Driven by compassion, respect, and love for the rescues, Crystal was an exceptional caregiver whose passion was infectious. All chapters must conclude, however, and Crystal decided to pursue new growth and goals after having learned a great deal at Wild Spirit Wolf Sanctuary.

In June of 2020, Brittany McDonald, Executive Director, traveled across the country to accept her new role and to build upon the foundation set by Jacque, Leyton, and Crystal before her. Brittany arrives with a great deal of wildlife experience having worked at other sanctuaries, as well as a zoo. Fresh with ideas and new perspective, Wild Spirit Wolf Sanctuary has undoubtedly transformed under Brittany's direction.

In just a few years after taking over the Executive Director position, Brittany has rescued more animals than in the entire decade prior! She has strived to build relationships with all communities, and facilitate networks to aid in the relocation of wolfdogs and their continued protection. Above all else, Brittany has implemented practices at Wild Spirit Wolf Sanctuary that have improved the quality of our rescues' care!



# Code of conduct

The following is a summary of the rules and regulations of ANM. For a complete listing, please see convention operations.

The most important thing is that you have fun and we want you to have the best experience as possible. With that being said lets get a few things out of the way first, shall we.

## Badges and convention identification:

The convention badge provided to you at registration is property of ANM and must be surrendered upon request if a staff member or security requests it. Failure to surrender it may result in your removal from the convention with no refund

Please remember to have your badge visible at all times when you are in the convention space. This is your Identification when entering events within the space.

By accepting your badge, you are agreeing to abide by all ANM policies as well as any other agreements set by ANM.

## General rules:

- No sleeping in public areas of the hotel.
- Attendees are required to follow any and all reasonable instructions given by a member of ANM or hotel staff. If you believe an instruction is not reasonable, please feel free to address it with a manager of that department or a senior member of staff. Disputes are escalated as nessessary but the decision of the director and co chair are final.
- Convention spaces are open ONLY to registered attendees or visitors being escorted by staff.
- Badges are issued only to one person and may not be shared or transferred at any time for any reason. Attendees caught doing this will be removed from the convention and escorted off the property.
- merchandise sales may only be performed in the dealers' den and artist alley or similar area designated by ANM staff and only by parties who have prior arrangements with the convention or hotel to conduct business.



### **1. Acceptance of Terms**

**All attendees are assumed to have read, understood, and agreed to Anthro New Mexico's Code of Conduct and all associated policies upon registration, badge pickup, or attendance at the convention.**

### **2. Staff Authority and Assistance**

**Anthro New Mexico seeks to make its staff available to attendees. Staff members will be identifiable by special badges, lanyards, branded apparel, or other designated markings.**

**If you experience a problem, witness a rule violation, or require assistance, please notify a staff member immediately.**

### **3. Right to Refuse or Revoke Attendance**

**Anthro New Mexico reserves the right, at its sole discretion, to deny, suspend, or revoke attendance privileges at any time for violation of convention policies, safety concerns, disruptive behavior, legal requirements, or any conduct deemed detrimental to the convention, its attendees, staff, venue, or reputation.**

**Individuals removed from the convention must surrender their badge immediately and leave all convention spaces. Removal does not entitle an attendee to any refund, compensation, or reimbursement.**

### **4. Sex Offender Restriction**

**Anthro New Mexico does not permit attendance by any individual listed on any state, federal, or international sex offender registry.**

### **Registration and Identification**

### **5. Government-Issued Identification**

**All attendees, except qualifying minors described below, must present a valid government-issued photo ID showing their full legal name and date of birth before receiving a badge.**

**Acceptable forms of identification include:**

**State-issued identification cards**

**Driver's licenses**

**Military identification**

**Passports**

**The following are not acceptable forms of identification:**

**School IDs**

**Employee IDs**

**Any identification not issued by a government authority**

**Failure to present valid identification will result in denial of badge issuance and convention access.**

### **6. Minor Attendance**

**Minors ages 5-17 are not required to present government-issued photo identification but must be registered and accompanied at all times by a parent or legal guardian while in convention spaces.**

**Parents and guardians assume full responsibility for the conduct, safety, and damages caused by minors under their supervision.**

### **7. Convention Badges**

**Convention badges must be worn visibly at all times within convention spaces and presented upon request to convention staff, security personnel, or hotel staff.**

**Badges may not be altered in a manner that obscures identifying information, badge numbers, or attendee names.**

**Lost or damaged badges may be replaced at the discretion of Anthro New Mexico for a replacement fee.**



## **Conduct and Behavior**

### **8. Harassment, Disruptive Conduct, and Interference with Convention Operations**

**Anthro New Mexico is committed to providing a safe, welcoming, and enjoyable environment for all attendees, volunteers, staff, vendors, performers, sponsors, hotel personnel, and guests.**

**Harassment, intimidation, discrimination, stalking, threats, bullying, retaliation, or any behavior that creates an unsafe, hostile, or disruptive environment is prohibited.**

**Prohibited conduct includes, but is not limited to:**

**Unwanted physical contact or repeated unwanted attention**

**Verbal abuse, threats, intimidation, or attempts to provoke confrontations**

**Deliberate disruption of panels, performances, meetings, events, or convention operations**

**Interference with staff, volunteers, security personnel, vendors, performers, hotel staff, or convention activities**

**Coordinated efforts to disrupt, damage, interfere with, or undermine convention operations**

**Encouraging, organizing, or participating in conduct intended to interfere with the convention, its attendees, staff, vendors, venue, reputation, or business relationships**

**Knowingly providing false information, false reports, or misleading allegations regarding attendees, staff, volunteers, vendors, performers, sponsors, or the convention itself**

**Retaliation against any individual who reports rule violations, cooperates with an investigation, or assists convention staff in enforcing policies**

**Any conduct determined by Anthro New Mexico staff to be disruptive, threatening, unsafe, or detrimental to the convention experience**

**Anthro New Mexico reserves the right to investigate reports of misconduct and take appropriate action, including warnings, badge revocation, removal from convention spaces, permanent bans from future events, notification of hotel management, and referral to law enforcement when appropriate.**

**Individuals removed from Anthro New Mexico for violations of this policy shall not be entitled to any refund, compensation, or reimbursement.**

### **9. False Reports and Bad-Faith Complaints**

**Knowingly submitting false, misleading, malicious, or retaliatory complaints against attendees, staff, volunteers, vendors, performers, sponsors, hotel personnel, or Anthro New Mexico may result in disciplinary action up to and including removal from the convention and permanent exclusion from future events.**

### **10. Prohibited Public Behavior**

**The following conduct is prohibited in public convention spaces:**

**Public displays of affection beyond reasonable, family-friendly conduct**

**Excessively loud behavior**

**Use of portable speakers**

**Sleeping in public areas**

**Display of adult-themed or explicit material**

**Running**

**Skateboarding**

**Hoverboards or wheeled footwear**

**Throwing objects**

**Operating drones or remote-controlled aircraft**

**Selling goods or services outside approved convention commerce areas**

**Disrespect toward hotel staff**

**Damage to hotel property**



### **11. Compliance with Hotel Policies**

**Attendees must comply with all hotel policies and instructions from hotel staff while on hotel property.**

### **12. Smoking and Vaping**

**Smoking and vaping are prohibited in all indoor hotel and convention spaces except where specifically designated by the hotel.**

### **Safety and Security**

### **13. Weapons and Props**

**No weapons are permitted at Anthro New Mexico.**

**This includes, but is not limited to:**

**Firearms**

**Live steel weapons**

**Replica weapons**

**Projectile-launching devices**

**Paintball markers**

**Airsoft guns**

**Water guns**

**Similar launching devices**

**Costume props must be approved by Anthro New Mexico before being displayed publicly.**

### **14. Alcohol Policy**

**Any gathering where alcohol is served or consumed must verify that all participants consuming alcohol are at least twenty-one (21) years of age through valid government-issued identification.**

**Serving alcohol to minors or permitting underage consumption will result in immediate intervention and possible removal from the event.**

### **15. Illegal Drugs and Controlled Substances**

**Possession, use, sale, distribution, or manufacture of illegal drugs or unlawfully possessed controlled substances is prohibited.**

### **16. Illegal Activity**

**Any attendee suspected of engaging in illegal activity may be removed from convention spaces and referred to law enforcement.**

**Anthro New Mexico reserves the right to cooperate fully with law enforcement investigations.**

### **17. Hygiene and Costume Safety**

**Attendees are expected to maintain reasonable personal hygiene.**

**Costumes, fursuits, and props may not create unsafe conditions, obstruct emergency exits, interfere with convention operations, or present hazards to other attendees.**

**Anthro New Mexico reserves the right to require modification or removal of any costume, prop, or accessory deemed unsafe.**

### **Photography, Recording, and Privacy**

**Any attendee who interferes with official convention photography, videography, livestreaming, or media operations may be directed to cease such interference by convention staff.**



### **18. Photography, Video Recording, and Media Release**

**Anthro New Mexico takes place in public and semi-public spaces, including convention areas, hotel common areas, event rooms, hallways, and other shared spaces.**

**Attendees should expect that photography, video recording, livestreaming, and other forms of media capture may occur at any time while present in these areas.**

**event for promotional, educational, archival, operational, or commercial purposes. No compensation shall be owed to any attendee for the use of such media.**

**By attending Anthro New Mexico, all attendees, vendors, performers, sponsors, volunteers, and guests acknowledge and agree that they may be photographed, filmed, recorded, livestreamed, or otherwise captured in visual or audio media while present in convention spaces.**

**Attendance at Anthro New Mexico constitutes the attendee's irrevocable consent to the use of their likeness, appearance, voice, costume, character, badge name, and participation in photographs, video recordings, livestreams, promotional materials, publications, social media content, websites, broadcasts, and other media formats by Anthro New Mexico and its authorized representatives without compensation, notification, inspection rights, or approval of the final product.**

**Attendees acknowledge that Anthro New Mexico cannot control photography, recording, livestreaming, or social media activity conducted by other attendees, hotel guests, members of the public, media organizations, or third parties.**

**Individuals who do not wish to appear in photographs or recordings should understand that complete avoidance of photography or recording in convention spaces cannot be guaranteed.**

**Anthro New Mexico reserves the right to photograph, record, livestream, and distribute media from the event for promotional, educational, archival, operational, or commercial purposes. No compensation shall be owed to any attendee for the use of such media.**

**Any attendee who interferes with official convention photography, videography, livestreaming, or media operations may be directed to cease such interference by convention staff.**

### **19. Privacy and Restricted Recording**

**Photography, recording, livestreaming, or surveillance in private areas, including restrooms, changing areas, staff-only spaces, or hotel rooms without consent, is strictly prohibited and may result in immediate removal from the convention and referral to law enforcement.**

## **Financial Policies**

### **20. Refunds, Transfers, and Cancellations**

**All registration fees, vendor fees, sponsorships, donations, and other convention-related purchases are considered final and non-refundable unless otherwise expressly stated by Anthro New Mexico.**

- **Refunds will not be issued for:**
- **Failure to attend the event for any reason**
- **Personal scheduling conflicts**
- **Transportation or travel issues**
- **Hotel accommodation issues**
- **Illness, injury, or medical conditions**



- **Family emergencies**
- **Changes in employment or financial circumstances**
- **Dissatisfaction with programming, attendance levels, venue facilities, guests, or other event-related matters**
- **Removal from the convention for violation of convention policies**
- **Voluntary withdrawal by a vendor, sponsor, exhibitor, performer, attendee, or volunteer**

**Vendor spaces, sponsorship opportunities, and exhibitor placements are reserved specifically for the individual or business that purchased them. A vendor's inability or unwillingness to attend after payment does not create an obligation for Anthro New Mexico to issue a refund. Anthro New Mexico may, at its sole discretion, allow transfers, credits, or deferrals to future events. Approval is not guaranteed and will be evaluated on a case-by-case basis.**

## **21. Chargebacks and Payment Disputes**

**Any attendee, vendor, sponsor, or exhibitor initiating a chargeback, payment dispute, or payment reversal without first attempting to resolve the matter directly with Anthro New Mexico may be subject to:**

**Revocation of attendance privileges**

**Cancellation of registrations**

**Disqualification from future events**

**Permanent exclusion from future Anthro New Mexico events**

**Anthro New Mexico reserves the right to contest any payment dispute and provide supporting documentation to financial institutions, payment processors, and dispute resolution authorities.**

## **22. Convention Cancellation and Force Majeure**

**Anthro New Mexico shall not be liable for cancellation, postponement, interruption, or modification of the event resulting from circumstances beyond its reasonable control, including but not limited to acts of God, natural disasters, severe weather, pandemics, government action, labor disputes, utility failures, terrorism, civil unrest, or venue-related issues.**

# **Liability and Property**

## **23. Personal Property**

**Anthro New Mexico is not responsible for lost, stolen, damaged, or abandoned property.**

**Attendees are solely responsible for securing their personal belongings at all times.**

## **24. Hotel Rooms and Private Spaces**

**Anthro New Mexico accepts no liability for activities occurring outside convention spaces.**

**Hotel room occupants assume full responsibility for damages, complaints, violations of hotel policy, guest conduct, and any other incidents occurring within their room or private space.**

## **25. Indemnification and Limitation of Liability**

**All attendees agree to indemnify and hold harmless Anthro New Mexico, its officers, directors, staff, volunteers, contractors, sponsors, venue partners, and affiliates from claims arising out of the attendee's actions, participation, or conduct at the event.**

**Attendance at Anthro New Mexico is voluntary and at the attendee's own risk**



# About the hotel



*Every great mansion has a story.*

*For years, the Crowne Plaza Albuquerque has welcomed travelers, celebrations, and communities from all walks of life. This weekend, it welcomes something new: history in the making as it becomes the home of the very first Anthro New Mexico.*

*Welcome to the Crowne Plaza Albuquerque, the home of the very first Anthro New Mexico!*

*Long before the mansion's doors opened to our community, this property had already built a legacy of bringing people together. Originally opening in 1971 as the Hilton Inn, the hotel quickly became one of Albuquerque's premier destinations for business, celebrations, and social gatherings. Over the decades, it welcomed conferences, weddings, banquets, and visitors from around the world, becoming a familiar landmark in the heart of the city.*

*As Albuquerque continued to grow, so did the hotel. After joining the Crowne Plaza family, the property evolved into one of the city's premier convention destinations while preserving the warm Southwestern character that has made it a local favorite for generations. Today, its sprawling 14-acre campus, beautiful courtyards, and expansive meeting spaces make it the perfect place to bring communities together—and we're honored that Anthro New Mexico is now part of that history.*

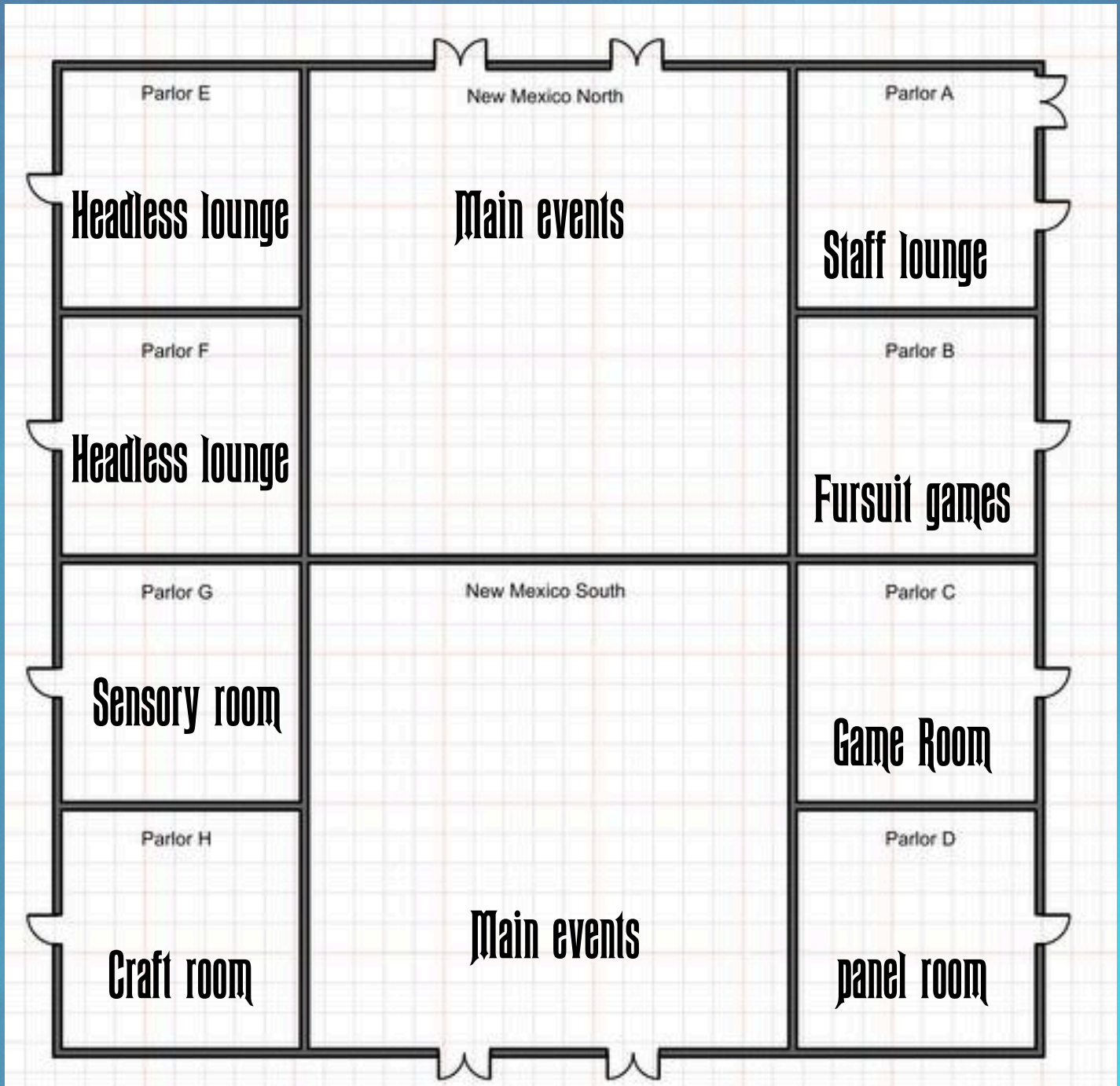
*During your stay, you'll have access to a wide variety of amenities designed to help you relax between events. Enjoy complimentary Wi-Fi throughout the hotel, a 24-hour fitness center, an indoor pool, a seasonal Olympic-sized outdoor pool, convenient on-site dining, spacious gathering areas, and free self-parking. Whether you're attending panels, grabbing a bite to eat, relaxing by the pool, or simply spending time with friends, the Crowne Plaza offers everything you need for a memorable convention weekend.*

*As the home of the inaugural Anthro New Mexico, the Crowne Plaza is now part of our own story. We extend our heartfelt thanks to the incredible hotel staff for welcoming our community and helping make our very first convention possible.*

*Enjoy your stay, explore the mansion, and help us make history together.*

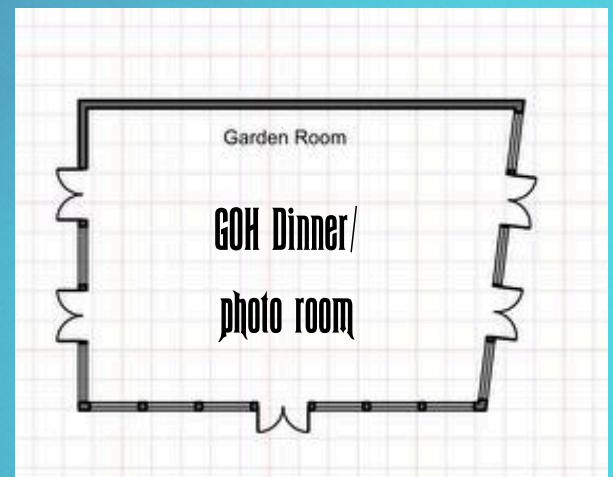
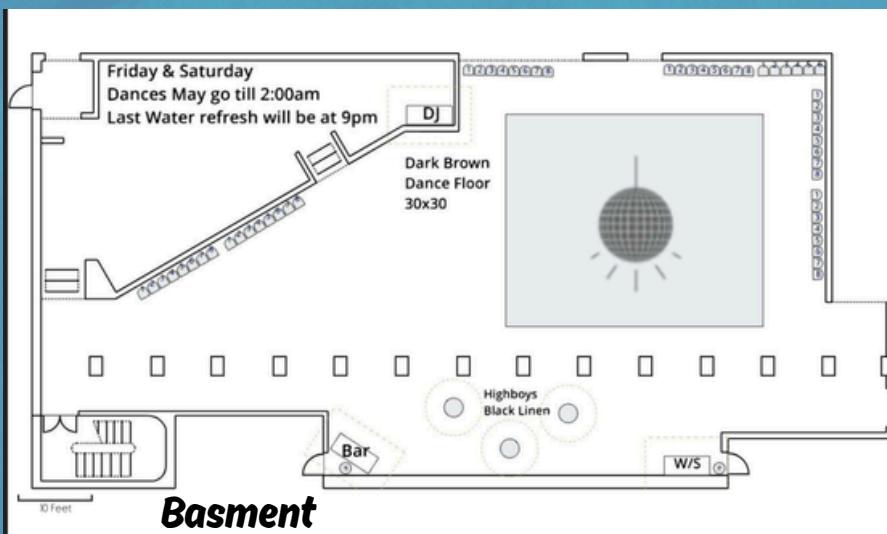
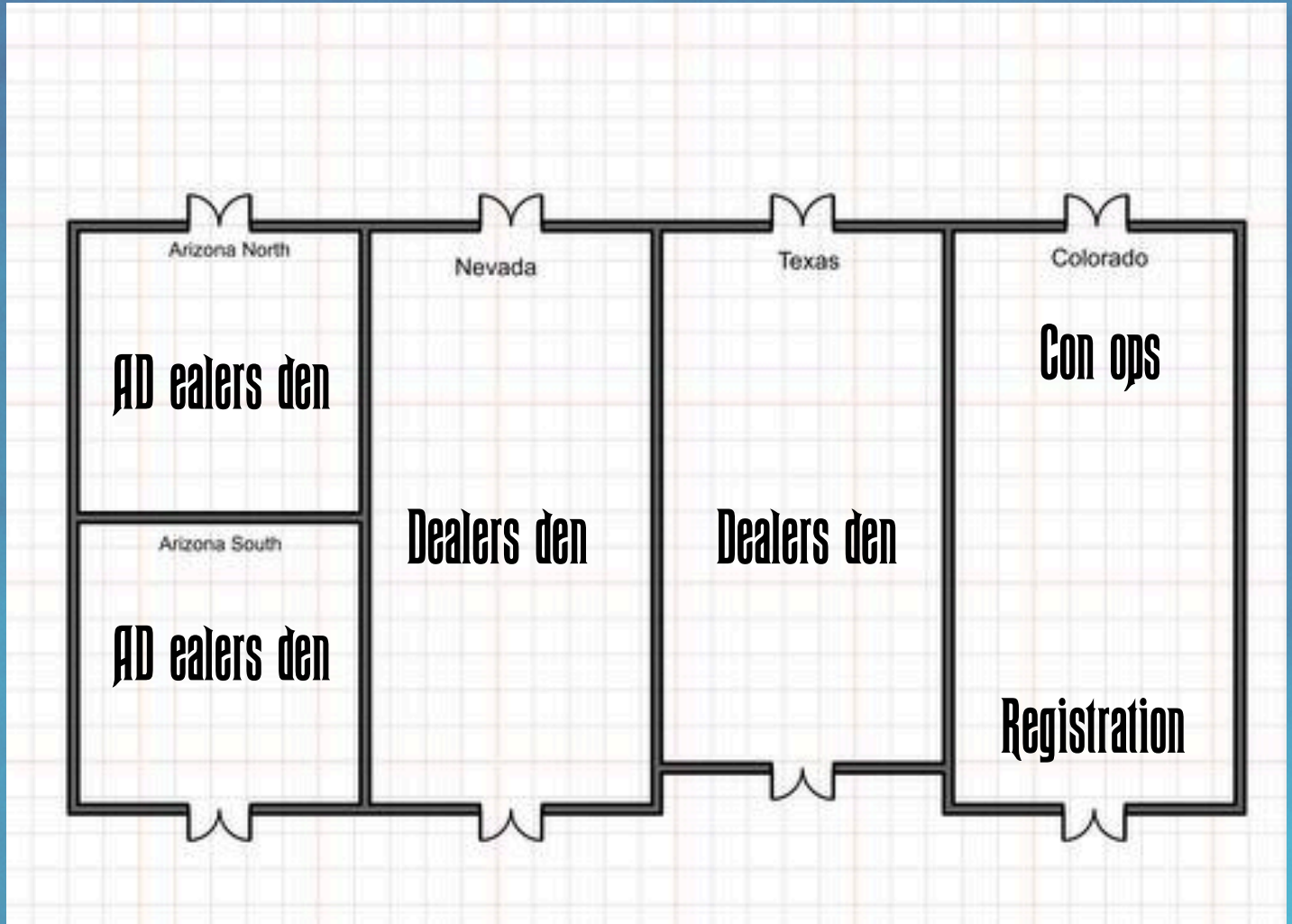


# Hotel map





# Hotel map





# Panel Types available

## **EDUCATIONAL PANELS:**

*Educational panels are designed for attendees who want to learn, grow, and create. These sessions cover a wide range of topics from fursuit making and music production to running a business and developing new skills led by experienced members of the community eager to share their knowledge.*

## **ENTERTAINMENT PANELS**

*Entertainment panels are all about fun and high energy! From performances and interactive shows to games and audience participation, these panels are designed to keep you engaged, laughing, and fully immersed in the convention experience.*

## **MEET & GREET PANELS**

*Meet & Greet panels give you the chance to connect with Guests of Honor, creators, and community members. These sessions are perfect for asking questions, hearing stories, and getting to know some of the amazing people who help make the fandom special.*

## **Social Event Panels**

*Social event panels are designed to bring people together in a relaxed and welcoming environment. From mixers and themed gatherings to group activities, these events are all about making connections, sharing experiences, and building lasting memories.*

## **Gaming Panels**

*Gaming panels are perfect for players of all kinds, featuring everything from video games and tabletop sessions to party games and tournaments. Whether you're looking to compete, collaborate, or just have fun, there's something here for everyone.*



# Panel scheduling

## Friday Panel Room

| Time                                | Name               | Panel Name           | Panel Description                                                                                                                                                                                                                                                                                                                                                                                            |
|-------------------------------------|--------------------|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 9am-11am                            | Opening Ceremonies |                      |                                                                                                                                                                                                                                                                                                                                                                                                              |
| 11am-12pm<br><i>Anti Social</i>     | Staff              | Quite Time           | <i>This special time is for those who need a break after all the fun and excitement of con time, if you need a quite relaxing place to spend an hour this is the time to relax for a minute.</i>                                                                                                                                                                                                             |
| 12pm-1pm<br><i>Meet &amp; Greet</i> | Y' Meetra          | Dragon Meet & Greet  | <i>calling all dragons! do you have a love for gold, treasure, and hording random things? If s your welcome to join our dragons meet and greet where we talk about all things shiny and cool</i>                                                                                                                                                                                                             |
| 1pm-2pm                             | Tetris             | Sewing repair 101    | <i>Learn the basics of fursuit repair! From loose seams and popped threads to quick emergency fixes, we'll cover simple techniques and essential tools to keep your suit looking its best.</i>                                                                                                                                                                                                               |
| 2pm-3pm<br><i>Educational</i>       | kyell Gold         | kyell Gold spotlight | <i>Like ghosts? Werewolves? Gay football tigers and their activist boyfriends? This panel is for you! Join Kyell Gold as he discusses past, present, and upcoming projects, including a short reading from his upcoming novel Unlawful Possession, the third book in his urban fantasy Wolftown series. Bonus: Attendees get a free ebook of the first book in the Wolftown series, Unfinished Business.</i> |
| 3pm-4pm<br><i>Meet &amp; Greet</i>  | Y' Meetra          | plushy meet          | <i>this panel is for those who love plushies</i>                                                                                                                                                                                                                                                                                                                                                             |
| 4pm-5pm<br><i>Social</i>            | Staff              | Sticker trade        | <i>This is an open panel for those interested n trading or sharing stickers. As always please be respectful of the space and do not stick them on hotel property.</i>                                                                                                                                                                                                                                        |



# Panel scheduling

## Friday Panel Room

| <b>Time</b>                           | <b>Name</b>                                     | <b>Panel Name</b>                 | <b>Panel Description</b>                                                                                                                                                                                                                                                            |
|---------------------------------------|-------------------------------------------------|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>5pm-6pm</b><br><b>Gaming</b>       | <b>Mighty Yeen</b>                              | <b>Magic the Goonering</b>        | <b>A meetup for Magic nerds and way for new fans to learn about the commander format, after the learning there will time to break into pods and trade cards</b>                                                                                                                     |
| <b>6pm-7pm</b><br><b>Gaming</b>       | <b>Mighty Yeen</b>                              | <b>Magic the Goonering</b>        | <b>A meetup for Magic nerds and way for new fans to learn about the commander format, after the learning there will time to break into pods and trade cards</b>                                                                                                                     |
| <b>7pm-8pm</b><br><b>Social panel</b> | <b>Gogurt<br/>Heads &amp; Tails<br/>Studios</b> | <b>Pokemon Card<br/>Swap</b>      | <b>Hey Trainers! Looking for something to complete your collection? Maybe you're trying to master set? Need that last Wooper card to finish your binder? Grab those boxes, binders, and even the loose cards at the bottom of your bookbag because we're trading Pokemon cards!</b> |
| <b>8pm-9pm</b>                        | <b>kyell Gold<br/><br/>Rukis</b>                | <b>Adult Furry Fiction</b>        | <b>Join Kyell Gold and Rukis in this After Dark panel as they talk about the spicy side of storytelling. They'll share</b>                                                                                                                                                          |
| <b>9pm-10pm</b>                       | <b>Tetris</b>                                   | <b>Cards against<br/>Humanity</b> | <b>Join us as we play a few rounds of cards against humanity, If you play your card right you may even get some cool con swag OwO</b>                                                                                                                                               |
| <b>10pm-11pm</b>                      | <b>Tetris</b>                                   | <b>Cards against<br/>Humanity</b> | <b>Join us as we play a few rounds of cards against humanity, If you play your card right you may even get some cool con swag OwO</b>                                                                                                                                               |
|                                       |                                                 |                                   |                                                                                                                                                                                                                                                                                     |



# Panel scheduling

## SATURDAY Panel Room

| Time                             | Name                             | Panel Name                                    | Panel Description                                                                                                                                                                                                                                                     |
|----------------------------------|----------------------------------|-----------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 10am-11am<br><br>Social event    | CottonCandy<br>and Fruit<br>Tart | hanted Hidout<br><br>A furry youth<br>hideout | Calling all young Furries, therians, artists, and creatives! Step into our Haunted Art Studio, a relaxed, youth focused space to make art, meet other young attendees, and enjoy some low key convention fun.                                                         |
| 11am-12pm<br><br>Social event    | CottonCandy<br>and Fruit<br>Tart | hanted Hidout<br><br>A furry youth<br>hideout | We'll have themed drawing prompts, art activities, kandi-making, and other non messy fun, and plenty of time to simply hang out and create. No art experience is required, make something spooky, silly, or completely adorable make a few new friends along the way! |
| 12pm-1pm<br><br>Meet & greet     | Bjorn                            | Skulldogs<br>meet and Greet                   | Are you a skulldog or skull creature? If so this panel is for those who have or wanna get a skull based suit or character, or if you just think they are neat then stop on by and make some cool new friends.                                                         |
| 1pm-2pm<br><br>Educational Panel | Kyell Gold<br><br>Kit silver     | Novel Writing 101                             | Have a great idea that you think will make a great novel? Come join Kyell Gold as he talks about his process of putting ideas into words and answers your questions about getting started on the difficult but incredibly rewarding journey of novel writing.         |
| 2pm-3pm<br><br>Educational Panel | Kyell Gold<br><br>Rukis          | Creative<br>Collaborations                    | When creators come together on a single project, the outcome can be magical. Join an esteemed panel of creators as they share their experiences working with others and discuss the benefits, the drawbacks, and the magic of creative collaboration                  |
| 3pm-4pm<br><br>Meet & Greet      | Celest                           | VR Suiter meet                                | Anybody who plays VR chat can meet new friends and find new people. This meet is gonna be IRL if you wanna bring your head set feel free to.                                                                                                                          |
| 4pm-5pm<br><br>Social event      | Celest                           | Gender non<br>conforming<br>meet and greet    | Meeting, talking, and getting to know our community and creating a support network for those under the gender non conforming umbrella.                                                                                                                                |



# Panel scheduling

## Saturday Panel Room

| Time                            | Name                               | Panel Name                    | Panel Description                                                                                                                                                                                                                                                                                                |
|---------------------------------|------------------------------------|-------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5pm-6pm<br>Entertainment        | Staff                              | tik tok panel                 | are you a tiktoker looking to make content with other creators ? If so then come down to this panel and meet other furs looking to do the same, make some friends make some meories.                                                                                                                             |
| 6pm-7pm                         | Gogurt<br>Heads & Tails<br>Studios | Fursuit maker<br>meet & greet | Chat with other makers and see the artist behind the profile! Bring an example of your work and make some friends! Share stories, techniques, and experience. We're all colleagues here.                                                                                                                         |
| 7pm-8pm<br>Educational<br>panel | Gogurt<br>Heads & Tails<br>Studios | Fursuit Maker<br>Thread Talk  | We're talking about the scary stuff. Setting boundaries, building a good TOS, and the big bad queue hole. Join other suit makers and share your stories about the ugly side of this craft.                                                                                                                       |
| 8pm-9pm<br>Educational          | miles<br>(DarkwolfTS/<br>Nikson)   | "TSC how to<br>analog horro   | teaching those who don't know about analog while showing how to make it, and what makes analog horror well analog horror! Teaching and showing both new people and people who already are making it! And showing examples of other people works of theirs! (18+ due to blood, heavy topics, and dark images etc) |
|                                 |                                    |                               |                                                                                                                                                                                                                                                                                                                  |
|                                 |                                    |                               |                                                                                                                                                                                                                                                                                                                  |



# Panel scheduling

## Sunday Panel Room

| Time                   | Name                                   | Panel Name                               | Panel Description                                                                                                                                                                                                                                                                |
|------------------------|----------------------------------------|------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 10am-11am              | <b>Closing ceremonies</b>              |                                          |                                                                                                                                                                                                                                                                                  |
| 11am-12pm              | <b>Kyell Gold</b><br><b>Kit silver</b> | <b>Novel Writing 102</b>                 | <b>So you've started writing. Great! Now what? Join Kyell Gold as he shares his strategies for getting past the hurdles that keep your first draft from being completed. He'll field your questions and share tips and tricks for staying motivated as you write your novel.</b> |
| 12pm-1pm               | <b>Alpha</b>                           | <b>Creature Collector meet and greet</b> | <b>Do you like Pokemon? Palworld? Digimon? Or other games where you have to catch creatures and battle? Come meet fellow creature collectors at this meet!</b>                                                                                                                   |
| 1pm-2pm                | <b>Tetris</b>                          | <b>Fursuit maker Meet &amp; Greet</b>    | <b>Whether you're a beginner or a pro, this panel is a chance to connect with makers of all experience levels! Share your knowledge, ask questions, learn new skills, and network with fellow creators.</b>                                                                      |
| 2pm-3pm                | <b>Yuri</b>                            | <b>Furries in Aviation</b>               | <b>Furries in Aviation is a meet and greet for those working in aviation or thinking about breaking into the field.</b>                                                                                                                                                          |
| 3pm-4pm                | <b>Yuri</b>                            | <b>Furries in Aviation</b>               | <b>Furries in Aviation is a meet and greet for those working in aviation or thinking about breaking into the field.</b>                                                                                                                                                          |
| 4pm-5pm<br>Educational | <b>Isabella</b>                        | <b>Cosplay on a budget</b>               | <b>have you ever wanted to build a cool cosplay but didnt know where to start or how to buget for it? Well have no fear I have over 12 years of cosplay expierence and have made dozens of cosplays.</b>                                                                         |



# Main events

## Opening Ceremonies

Friday 9am-11am

Get ready to kick off the convention in style! Join Con Chairs Tetris and y'meetra as we launch into an unforgettable weekend packed with excitement. Be the first to hear about all the incredible events we have planned, meet our amazing Guests of Honor, and get the inside scoop on this year's theme. We'll also spotlight our fantastic charity and show you how you can be part of making a difference. Don't miss this, it's the perfect way to start your con experience!

## ***GOH Dinner***

Saturday September 5<sup>th</sup> 6pm-8pm

Our Guests of Honor invite our most devoted supporters to an enchanting evening of delicious food, great conversation, and unforgettable company. Enjoy a chance to dine, mingle, and get to know our Guests of Honor in a more intimate setting while surrounded by the eerie elegance and mysterious atmosphere of the Mansion.

This special dinner is reserved exclusively for attendees registered at the Super Sponsor level and above. Come dressed for the occasion, bring your appetite, and prepare to spend an evening among friends, phantoms, and furry VIPs!

## ***Charity Auction***

Saturday 3pm-5 pm

The doors to the mansion are open, and its treasures await! Join us for an evening of discovery as we unveil a collection of wonderful treasures you can bid to take home, with every winning bid helping support our charity.

But don't leave just yet! The mansion still holds one final surprise! At the end of the auction, we'll be holding a special raffle for a premade fursuit from Heads and Tails Studios!

Come explore the treasures, place your bids, and help us make a difference and if your lucky you might even walk home with a new friend !

## ***Closing Ceremonies***

Sunday 6<sup>th</sup> 10am-12pm

Come celebrate everything that made this convention special ,From the amazing suits, costumes , the unforgettable events to the friendships, laughter, and memories we created together. We'll take a look back at the highlights of the weekend, recognize the incredible people who helped make it possible, and share some exciting announcements for the future.



# DJ

**ToxicSpeaker wolf:**  
**headbanger and**  
**hard edm. Some**  
**melodic dubstep**

**DJ Soff Snep Mikos:**  
**deep/progressive**  
**house,**

**Ivy Catty:**  
**techno,DNB,Hardstyle,**  
**EDM**

**DJ Mr. Happy:**  
**everything**





# DJ schedule

| <i>Friday</i>               | <i>Name</i>                  | <i>Genre</i>                                         |
|-----------------------------|------------------------------|------------------------------------------------------|
| <b>8pm-<br/>9:15PM</b>      | <b>DJ Soff<br/>Snep</b>      | <b>deep/progressive house</b>                        |
|                             |                              |                                                      |
| <b>9:15pm-<br/>10:30pm</b>  | <b>Ivy catty</b>             | <b>techno,DNB,Hardstyle,EDM</b>                      |
|                             |                              |                                                      |
| <b>10:30pm-<br/>11:45pm</b> | <b>DJ<br/>Mr.Happy</b>       | <b>Everything</b>                                    |
|                             |                              |                                                      |
| <b>11:45pm-<br/>1am</b>     | <b>Toxicspeaker<br/>wolf</b> | <b>Headbanger and hard EDM. Some Melodic Dubstep</b> |



# DJ schedule

| <b>Saturday</b>             | <b>Name</b>                  | <b>genre</b>                                         |
|-----------------------------|------------------------------|------------------------------------------------------|
| <b>8pm-<br/>9:15PM</b>      | <b>DJ Soff<br/>Snep</b>      | <b>Deep/progressive house</b>                        |
|                             |                              |                                                      |
| <b>9:15pm-<br/>10:30pm</b>  | <b>Ivy catty</b>             | <b>techno,DNB,Hardstyle,EDM</b>                      |
|                             |                              |                                                      |
| <b>10:30pm-<br/>11:45pm</b> | <b>DJ<br/>Mr.Happy</b>       | <b>Everything</b>                                    |
|                             |                              |                                                      |
| <b>11:45pm-<br/>1am</b>     | <b>ToxicSpeaker<br/>wolf</b> | <b>Headbanger and hard EDM. Some Melodic Dubstep</b> |



# DJ schedule

| <i>Sunday</i>             | <i>Name</i>                  | <i>genre</i>                                         | <i>Description</i> |
|---------------------------|------------------------------|------------------------------------------------------|--------------------|
| <b>5pm-<br/>6:15pm</b>    | <b>DJ<br/>Mr.Happy</b>       | <b>Everything</b>                                    |                    |
|                           |                              |                                                      |                    |
| <b>6:15pm-<br/>7:30pm</b> | <b>Toxicspeaker<br/>wolf</b> | <b>Headbanger and hard EDM. Some Melodic Dubstep</b> |                    |
|                           |                              |                                                      |                    |
| <b>7:30pm-<br/>8:45pm</b> | <b>Ivy catty</b>             | <b>techno,DNB,Hardstyle,EDM</b>                      |                    |
|                           |                              |                                                      |                    |
| <b>8:45pm-<br/>10pm</b>   | <b>DJ Soff<br/>Snep</b>      | <b>Deep/progressive house</b>                        |                    |



# Dealers hours

## DEALERS DEN/ ARTIST ALLEY

**FRIDAY**  
**SATURSAY**  
**SUNDAY**

**11AM-6PM**  
**10AM-6PM**  
**11AM-5PM**

## Dealers Den Booths by name

Sofawolf Press

Deer Hudson

Shinigamigirl

Pinkus Craft Cottage

Rukis

Heads and Tails

Dead Bomb Art

Fangtastic Studios

Golden Wolfen

Spainimation

Wolfsisters

Rainy Day Pancake

Ravens Tail Jewlery

Sour Citrus

501<sup>st</sup> legion

Certified Badges

Wild Spirit Wolf Sanctuary

ANM Con store





# 18+ Dealers hours

## AD dealers Den

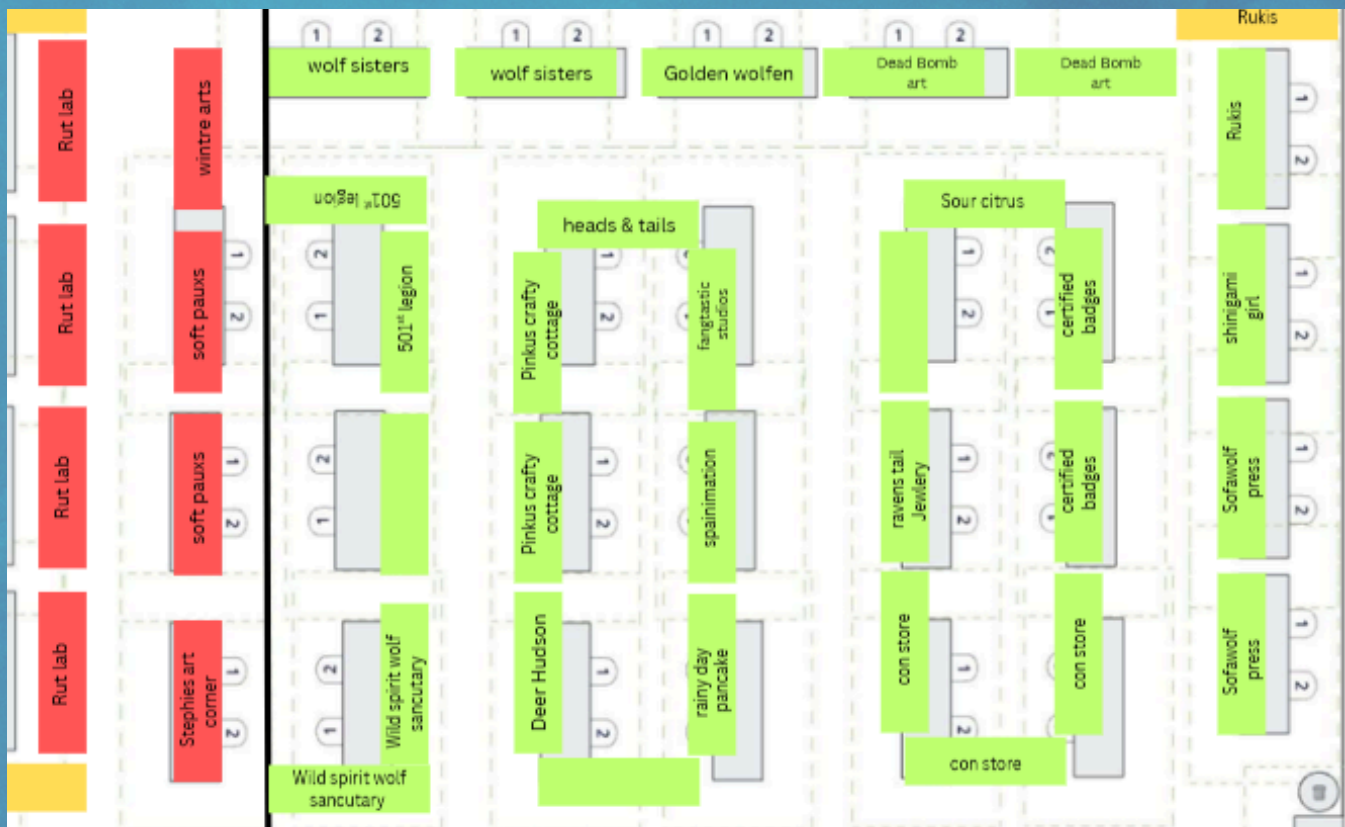
**FRIDAY**  
**SATURDAY**  
**SUNDAY**

**6PM-12AM**  
**6PM-12AM**  
**3PM-7PM**

## Dealers Den Booths by name

Rut Labs  
Stephies Art corner

Soft pauxs  
winter Arts





# Art and Stories

*"The One With The Spooky House"*

© Kyell Gold writing as T. Susman

*Three little white-tipped russet tails twitched back and forth behind the bush. Three sets of gleaming eyes peered out of the bush at the tall metal fence, and the forbidding house beyond. Peeling white paint covered the old wooden boards of the house, and on the roof, dark patches showed where shingles had dropped off over the years. The dark windows reflected the starlight—all except for one, and that was where the eyes were focused.*

*"I told you you threw it too hard, Sharlin," one voice whispered.*

*"I think we should go get Mom and Dad."*

*"Hush up, Crystal." Sharlin looked at the shattered window and chewed his paw.*

*"Well, if we don't get them, how will we get our ball back?"*

*"I think Sharlin should go get it. He threw it."*

*"You're the one who was teasin' me, Bridgie!"*

*"You still threw it." Bridget smiled smugly and rested her muzzle on her paws. "Anyway, I din' say you should throw it at the old house. I just said you throw like a girl."*

*Sharlin bit back a reply. It didn't do any good to tell his sisters they threw like girls too. He looked at the old house again and listened. No sounds came over the breeze to him except the creaks of settling wood.*

*"Maybe they're not home," he said.*

*"Of course they're home," Crystal said. "That's why Daddy said never to go in there."*

*"If he never goes in there, how would he know? Maybe they don't live there any more."*

*Bridget snorted. "Don't be stupid."*

*Sharlin flattened his ears and growled his best big-fox growl. "Well, how do YOU know they still live there?"*

*"The gate's locked. They wouldn't move out and leave the gate locked."*

*"Well...maybe they went out and locked the gate behind them." Sharlin hated it when his sister was right. He lifted his nose to the wind. "Besides, I can't smell them."*

*"The wind's coming from behind us, dope. You're just afraid to go in there."*

*He tossed his head in the direction of the house. "Am not! Those old biddies don't scare me!"*

*"Then why don't you go in and get our ball?"*



*"I..." No use; she had him well and truly trapped now. The house seemed to sneer at him in the shadowed starlight, and then the moon came out from behind a cloud. White sticks below the door gleamed at him like the bones of foolhardy fox cubs.*

*"I heard there was a cub who went in there and he was so scared his fur turned all white and he had to go away and if you said 'boo' to him now he might die."*

*"Oh, hush, Crystal," Sharlin said, shifting his paws. "That couldn't happen."*

*"Gregory's fur is all white."*

*"His mom and dad are white, too. They're from somewhere where it snows all the time."*

*Crystal flicked her ears. "So? They had to get all white somehow."*

*"Yeah," Bridget chipped in. "Maybe they went in there and got scared and were so scared even their cub went white!" She seemed excited by the possibility.*

*"Hmph. Well, maybe if my fur goes white, yours will too."*

*Crystal dismissed that with a paw. "An' did you hear Mommy and Daddy talk about Miss Poplar? They said she had her nerves break down. I bet she saw something scary."*

*"Maybe she looked in the mirror." Bridget giggled.*

*"Jake said she had mange and had to go 'way," Sharlin said. "Anyway, I'm not some ol' vixen. I'm a big tod! I bet I coulda chewed up whatever scared her."*

*Bridget sniggered. "As long as it didn't look like a grasshopper."*

*Sharlin felt his ears flush and he pinned them back. "That was two years ago!" Bridget laughed, and he pounced on her. The bush shook with their tussling for a few moments as Crystal backed away from the yips and growls.*

*"Ow! Okay, lemme up!" Sharlin squeaked finally. Bridget clambered off him and sat in front of the bush while he licked his fur back into place, tail curled under himself sulkily. "You're still scared to go in there," she taunted him*

*"Am not." He felt he had something to prove now, and stood up, arching his tail behind him. "You'll see. I'll get the ball back."*

*"You're not really going in, are you?" Crystal said as he padded towards the fence.*

*"Sure I am." The fence looked cold and forbidding, making him pause. "I gotta get our ball back." And show Bridgie I'm not scared, he said to himself.*

*"I think we should get Daddy."*

*"Oh, Crystal, go get him yourself, then. I'm gonna get our ball." He marched resolutely toward the fence, barely noticing when Crystal took off up the hill. At the fence, he sat on his haunches and looked up at the metal links. They rose up several feet higher than his ears, and gleamed in the moonlight. He put his paw on one of the links. He could climb it. Probably.*

*"It's not as high as the tree you fell out of last summer," Bridget teased him.*



*"I'm goin', I'm goin'!" He put a paw further up the fence, then jumped up onto it, catching his hind legs on some links at the bottom.*

*It took him a few minutes to get the hang of climbing the fence. More than once he snagged a claw in a link and had to work it free. He looked back at Bridget when he did, but she was back under the bush and he could only see the shine of her eyes watching him.*

*He placed his paws carefully on the jagged top of the fence and surveyed the yard. It was empty and still, scattered with patches of feeble weeds that looked sickly and pale. Dead grass littered the open spaces, gleaming pale against the dark ground. Sharlin swallowed and gathered himself to jump down.*

*His paws sank into soft ground, softer than outside the fence. The house smelled old and rank, now that he was closer, and behind the old wood he could smell the mustiness of cobwebs, dead bugs, and a whiff of something else. Yes, they were home. He stood still in the yard, not even letting his tail twitch, then cautiously put one paw forward. Nothing stirred. He looked around and then, bolder, took two steps toward the door. A glance back across the fence confirmed that Bridget was still watching him, her eyes glowing with reflected starlight.*

*Resolutely, he padded as quietly as he could up to the door, ignoring the white sticks (they were definitely only sticks, he was sure) and nosed at it. It creaked open slowly, and he jumped back. He could smell more of the interior now, and hear rustlings and murmurings. Tentatively, he poked his nose into the door again, and then stepped inside.*

*The inside of the house seemed, strangely, to be one big room. Lofts rose up along each wall, evenly spaced, the lowest just high enough that he could see over it. He could see the starlight through the dirty windows near the ceiling, and every so often a waft of fresh air drifted through the broken window and down to his nose.*

*He could see as well as smell them now. Three lofts lined each wall in the lowest tier and there was someone asleep on most of them, in a rough bed of straw. Sharlin lifted his nose and was surprised to find that amidst the old, decayed smell of the house, their smell was oddly alluring. His cub's curiosity grabbed hold of him for a moment and lifted his muzzle up to get a better look.*

*Some were dark and some were light. They were not much bigger than he was, but they were curled up so that he couldn't see their heads (if they had heads, a little voice in his mind whispered). Eyes wide, he inched his nose closer to one of them, drawn by the smell. Only a couple pawlengths away, his eye was distracted by a white gleam in the corner. Their ball!*

*Forgetting his curiosity, he padded across the floor. The ball was on one of the unoccupied lower lofts, amidst a pile of straw. He headed toward it quietly, walking as carefully as he could, but his paws still raised clouds of dust. It crept into his nose and eyes, making him blink, and as he sat up next to the ball, he could feel a pressure in his muzzle.*

*"Aaahh.." Oh no! He clamped his paws over his muzzle, eyes watering.*

*"MmmMMMMM..." He tried to bring his tail over his muzzle, but it only made things worse. The tickling in his nose was getting worse and worse. He grabbed the ball with one paw and got two steps toward the door before the pressure became irresistible. He staggered forward, trying to keep going as his eyes squeezed shut and his head snapped forward. "Ah-CHOO!"*

*Bridget had watched Sharlin creep into the house. After a few minutes of silence, she crept up to the fence and put her paws on it, ears cupped forward. She heard a small noise from inside, and then a chorus of shrieks and screams surprised her enough to make her jump backwards. Some thumps and cracks were added to the din, and just when she was convinced they were beating up her brother, he came bolting out the door with their ball in one paw. His eyes were wide as saucers, and if his fur wasn't white, it was at least bristled out so he looked twice his normal size. He sprang for the fence as the first of his pursuers came hurtling out the door after him, followed by a dozen of her sisters. Their white and brown feathers were fluffed out in fury and their beaks clacked fiercely.*





*"Climb, Sharlin!" Bridget shrieked.*

*"I can't, I can't!" He had latched three paws onto the fence about halfway up, but couldn't climb any higher without letting go of the ball.*

*"Throw it!!"*

*Sharlin yelped as the beaks grabbed at his tail. Desperately, he lofted the ball high over the fence in a perfect lob, then scurried up the metal links, out of reach of the outraged hens. Bridget backed up, paws over her head to catch the ball. "I got it!" she called, and closed her paws around it as it fell.*

*\**

*Sharlin maintained stoutly thereafter that he sincerely thought he had grabbed their ball, and in his rush to get out hadn't noticed how odd it felt. He pointed out how he had offered to help lick Bridget's muzzle clean after the egg burst in her paws, covering them and her muzzle in sticky goo. Bridget, for her part, only knew that he'd been laughing so hard he practically fell off the fence, and claimed he had planned the whole thing on purpose, even down to Crystal returning with their parents at that precise moment. She sulked the whole time their mother was licking her clean, and even after their father got them another ball, it was months before she would play catch with Sharlin again.*





# Secrets of the artist's Studio

*The story behind the art is just as magical as the masterpiece itself.*

*Here at ANM, we like to do things a little differently.*

*New Mexico has long been known as an artist's state, rich with creativity, craftsmanship, and imagination. We wanted our very first convention to celebrate not only the finished artwork displayed throughout these haunted halls, but also the passion and dedication that brought it into existence.*

*Every illustration, every prop, every backdrop, every logo, and every piece of décor began as a simple idea. That idea became a sketch. The sketch became a draft. The draft became another draft. Some designs changed completely. Others were set aside so something even better could take their place.*

*Most conventions only show you the finished piece. We wanted to show you everything it took to get there.*

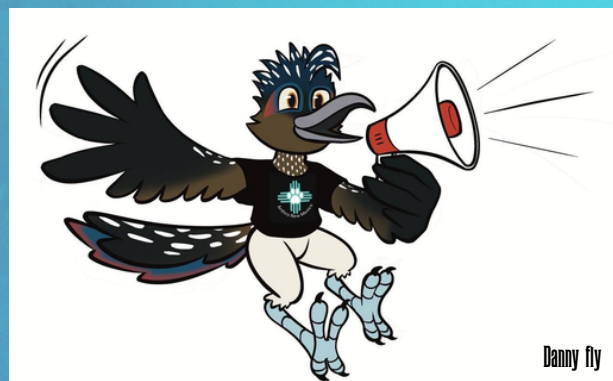
*Our artists and staff pour hundreds of hours into every piece you see around you. Behind every finished work are sketchbooks filled with ideas, color studies, prototypes, revisions, and concepts that may never have reached the convention floor, but without them, the final piece would never have existed.*

*Every line drawn, every brushstroke, every late night revision*

*They all mattered.*

*Because creativity isn't a straight line. It's a journey filled with experimentation, discovery, mistakes, breakthroughs, and countless moments that often go unseen.*

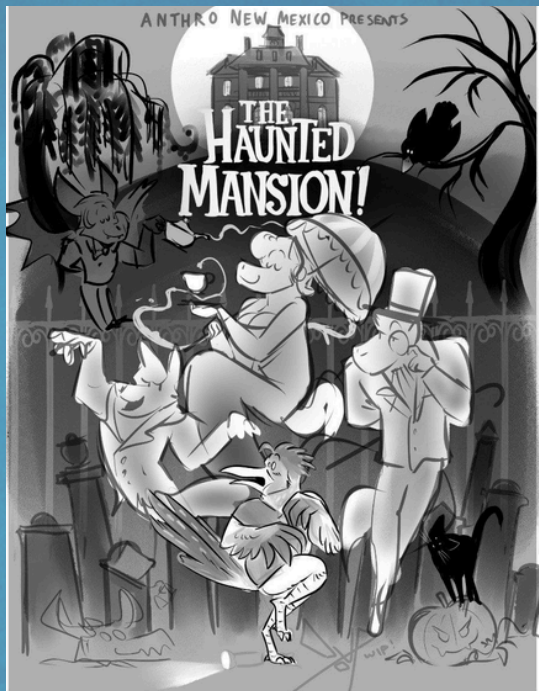
*As you turn these pages, you're stepping behind the curtain to experience those moments for yourself.*



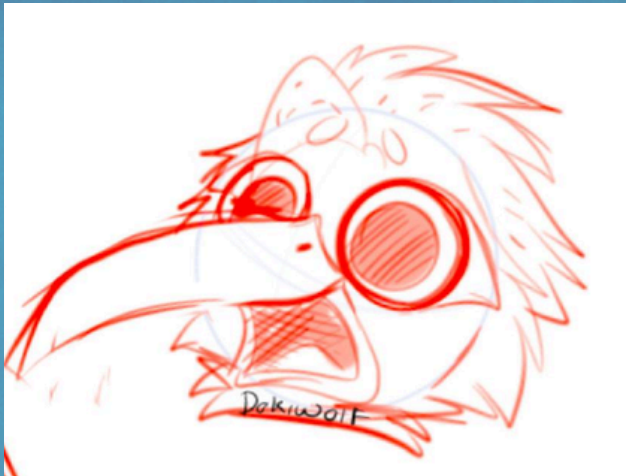
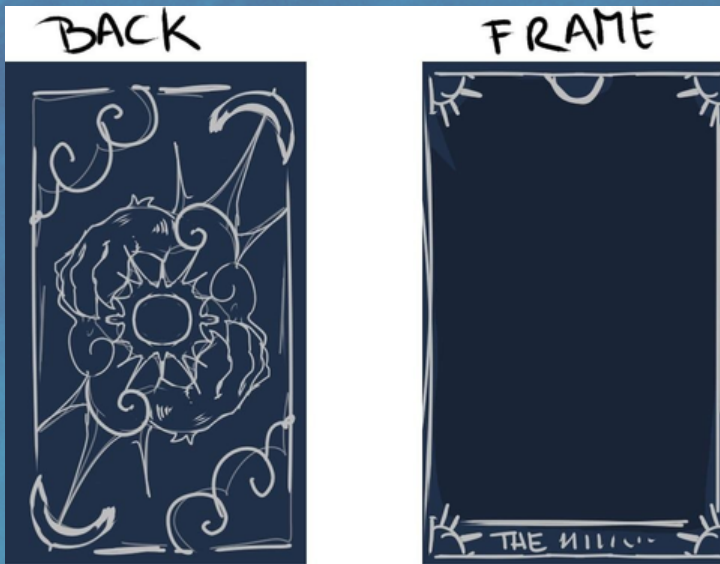
















# *Meet our artists* *special thanks to our artists*



Blue guy now  
Captain showtime  
Zed beef  
Danny Fly  
Desja Rocket

Tetris  
Y' Meetra  
Doki wolf  
Adam  
Allie  
Juli

## *Every mansion has its secrets. Ours has its artists*

*Long before these pages found their way into your hands, Our talented artists helped fill our mansion with color, character, and imagination. From the first sketch to the finished piece, every work you see throughout this book represents someone's time, creativity, and passion for our community. Their artwork helps set the mood, tell our story, and make ANM more than just a convention, It helps make it an experience.*

*So as you wander through these pages and explore everything our mansion has to offer, take a moment to meet the artists who helped make it possible.*

*To every artist who lent us their talent, imagination, and a little piece of their magic , thank you.*  
*The mansion wouldn't be the same without you.*



# Restaurants near me

## ***La Sierra: New Mexico Restaurant 8 AM-9 PM***

*Serving breakfast, lunch, and dinner, La Sierra specializes in authentic New Mexican comfort food with a menu full of local favorites.*

*Breakfast burritos and huevos rancheros, Carne adovada and chile rellenos, Enchiladas, tacos, and combination plates, Stuffed sopapillas, Fajitas and sizzling skillet meals, Green chile cheeseburgers, Homemade sopapillas and desserts, Vegetarian options, Fresh aguas frescas and other beverages*

## ***Twisters Burgers and Burritos 5:30 AM- 9 PM***

*Serving breakfast, lunch, and dinner, Twisters is a New Mexico favorite offering a delicious mix of classic American comfort food and authentic New Mexican flavors. Their menu features famous breakfast burritos, hearty lunch burritos, green chile cheeseburgers, chicken sandwiches, tacos, enchiladas, combination platters, nachos, quesadillas, crispy fries, chile cheese fries, churros, sopapillas, and vegetarian options.*

## ***Urban 360 Pizza, Grill and Tap 11 am-11 pm***

*Serving lunch and dinner, Urban 360 Pizza, Grill & Tap House offers a diverse menu featuring artisan New York-style pizzas, burgers, wings, sandwiches, calzones, gyros, Philly cheesesteaks, fresh salads, Asian inspired entrées, vegetarian options, local New Mexico craft beers on tap, and a full bar.*

## ***Stripes Burritos 5:30 AM-8 PM***

*Serving breakfast and lunch, Stripes Burrito Co. offers made-to-order burritos, breakfast burritos, tacos, burgers, hand-breaded chicken, carne adovada, barbacoa, carnitas, green chile cheese fries, fresh-cut fries, homemade brownies, and vegetarian options.*

## ***Napoli Coffee 7 AM-5 PM***

*Serving breakfast and lunch, Napoli Coffee is a locally owned café known for its handcrafted espresso drinks, specialty lattes, fresh-brewed coffee, breakfast burritos, bagels, pastries, sandwiches, oatmeal, chai, teas, Italian sodas, frappes, and a variety of non-coffee beverages.*



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F.U.R.E.A.L. Presents

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AnthroSoCal.org  
September 18-20, 2026  
Ontario Convention Center  
Ontario, California

*A furry convention, the chilean way!*



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Omaha NE

Oct. 9th - 11th

Brand New Downtown Venue

Three Spellbinding Nights

Registration Open

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Brewing Up A Weekend of Fun

Party Floor Applications Open

Raves  
Parties  
Vendors  
Cage  
Core



**HEARTLAND HOWLOWEEN**

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**This fall, New York City turns furry!  
Pre-reg is open!**



**NEW ANTHRODAM**

**November 19th-22nd, 2026**

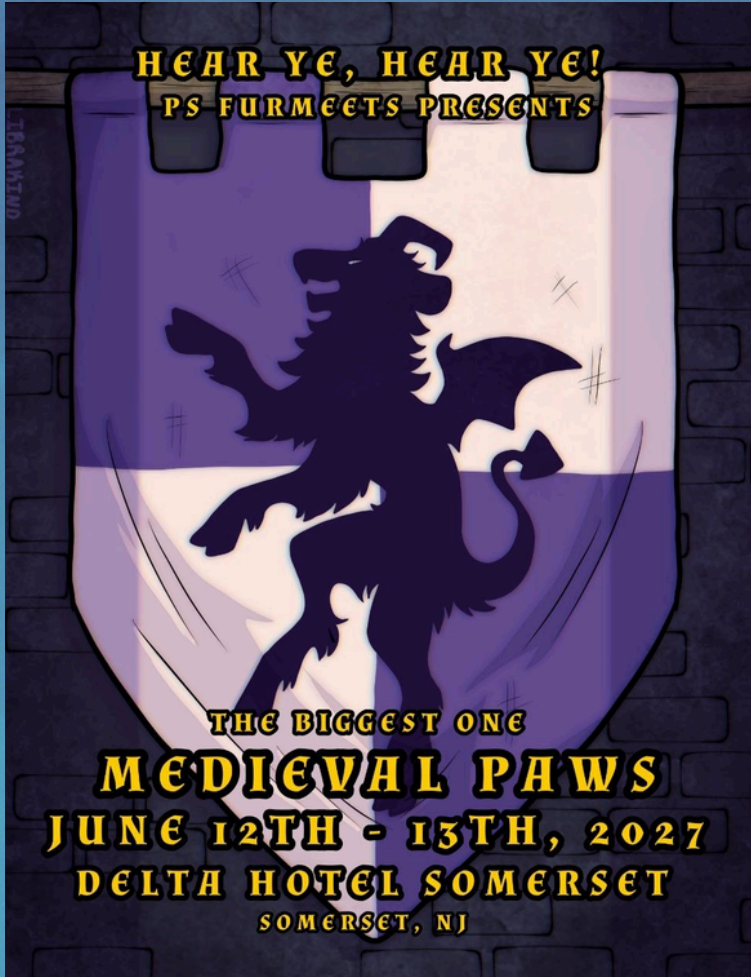
@ The New York Marriott  
at the Brooklyn Bridge

NewAnthrodam.com

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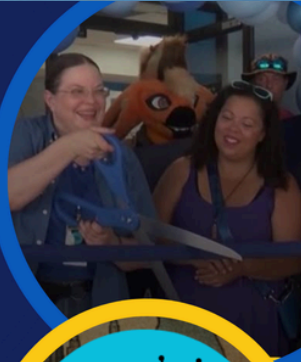


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<https://quellab.net>



Family is important to us! It is a priceless legacy of resources, inspiration and expertise. And our particular family extends to the two previous owners of this business who lend us their knowledge and insight on a regular basis.

We believe in building strong relationships with our customers and our local community.

Many of you have given us advice, posted wonderful reviews on our social media accounts, or simply just stopped by to say, "Hello". Know that we appreciate you and we are so excited to help ANM.

5606 Menaul Blvd NE, Albuquerque, NM



Are you wasting a bunch of time using  
a spreadsheet? Do you think  
software could be doing this work?we  
can build that software, give us a call  
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[sales@noventum.us](mailto:sales@noventum.us)



# Acknowledgments

## Attendees

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