



EUROFURENCE 1997

Welcome to Eurofurence !

Congratulations! You made it! Welcome to the biggest european furry convention ever. There has never been as much fuss about an Eurofurence as about EF3, putting the organizers's nerves to a test. But no matter how much work it was to get this convention going, the most important part is still YOU. This year, we are proud to welcome more than 50 guests, coming from all over the world to share their interests and have fun. It's the guests who make the convention succesful. Meeting people is what conventions are about. And you are part of it. Thanks for coming, and thanks for sharing. And thanks for your help to make it possible.

The Eurofurence Organization Team.

The Staff

Head Organizer, Video Show Director, Con Book, Finances, WebSite:

Location Organization:

Catering:

Catering:

Catering, Audio/Video Equipment:

Audio/Video Equipment:

Logistics, Web Space:

Art Show:

Video Projector:

T-Shirts:

Sven „Cheetah“ Tegethoff

Heribert „Raschkar“ Vogt

Peter „Akeela“ Plickert

Dirk „Lynard“ Lang

Andreas „Tabalon“ Jaekel

Stephan „Jumpy“ Bartels

Yannick „Cougar“ le Guern

Deon „Miavir“ Ramsey

Amarok

Daniel „Cetacean“ Buskens

The Rules

Well, most of these rules should theoretically go without saying, but they are stated here nonetheless, to emphasize their importance. If you have some common sense, you won't find anything surprising here ... *smile*

- **Please always follow the directions of the staff members.** There will be no discussions. If you're told to stop doing something by a staff member and you don't, you will be removed from the con.
- **Please do not smoke inside the buildings.** If you want to smoke, please do it outside. Not only because we have to comply to the rules that the owner of the building has set, it is also unpleasant for the non-smoking furries, and damaging to all the delicate stuff around, like plush animals, expensive artwork, and technical equipment.
- **If you bring your dogs to the con, please keep an eye on them.** You should not let your dogs roam around outside of the con area without supervision. And of course any droppings have to be removed immediately.
- **Please be polite and speak english when necessary.** This is especially directed at the german furries, who are the majority this year. Please speak english, whenever anybody joins you who does not speak german. Nobody should have the feeling of being excluded.

As I said, nothing extraordinary about these rules. And unnecessary to add, that certain activities should be kept to your private quarters. Thanks!

The History of Eurofurence

The history of Eurofurence is not a very long one, as the first european furry convention took place only two years ago. But it started out all different than the large american conventions. In the United States, Furry Fandom evolved from a subset of the fantasy fandom, people gathering at furry room parties at all the big SciFi and Fantasy conventions. These semi-public parties slowly began growing until the first independant furry convention was born: Confurence. In Europe, furies still have no recognizable presence at the conventions, instead Furry Fandom has been promoting itself silently through the Internet.

There is only a very tiny portion of european furies, who have no Internet connection, and are not involved in the furry newgroups, the MUCKs, or IRC. After a very long time of furry emptiness, the first handfull of european furies met each other on the net, discovering that they were obviously not the only ones on their continent ... and very soon, lots of emails



were being exchanged, and MUCK friendships formed. And after a short time, the wish to meet each other in real life became stronger and stronger: The idea of Eurofurence was born. And so it happened that, in Summer 1995, Gerrit „Tes-Tui-H’ar“ Heitsch hosted the very first Eurofurence at his parent’s house in Kaiser-Wilhelm-Koog, a small village in northwest Germany. 18 People

spontaneously arrived from all over Europe, and for many of them, it was the very first time that they met other furies in person. It was not much different from a room party, with no schedule, no events, and no real planning. But those who were there will surely never forget those days between the 30th of June and 3rd of July, many of them having found friendships for a lifetime. There was no doubt, that this meeting had to be repeated. And so it was.

The second Eurofurence took place in Linköping, Sweden. The Eurofandom had grown significantly, and EF2 with its more than 30 guests, was already too big to be held in somebody’s private rooms. So Snout organized the rooms of an elementary school, including kitchen, gym and showers. It took a little while for everyone to get used to the unusual surroundings, but soon all unpleasant childhood memories were forgotten, and the furies did, what furies do when they’re let loose. Lots of new artists were among the guests, and for the first time, their art could be seen in sketchbooks, on the school’s blackboards and even in the dust in the halls. EF2 was already looked a bit more like a “real” convention, with a video schedule, and some furies even showing up in costumes. Very unusual was, that everybody could prepare his own food in the school’s kitchen. Two classrooms were reserved as sleeping rooms, and the high jump mattresses from the gym made very nice beds. During one night, something disturbing happened, though: Somebody tossed a large cobblestone through one of the windows of the video room...luckily whoever did it, did not chose the window of the sleeping room, so nobody was hurt. It seems likely though, that the person was a frustrated student rather than a fanatic anti-furry activist.



Well, and now one more year has passed, and since EF2, european Furry Fandom has been booming, new furies joining in almost every day. This year’s Eurofurence is going to have more than 50 guests, and looks already like a „real“ convention, just at a much smaller scale. Renting a hotel as a convention center is still way above our budget, but for the first time, every furry is going to have his own bed. EF3 is taking place in a former children’s holiday camp near the village of Bodstedt, east Germany, close to the baltic sea. No Eurofurence before took so much planning and organizing, and everything went smoothly except for one big-time misfortune. Originally, EF3 was supposed to be held in Bingen, south Germany, as Markus „Whitepelt“ Graffe had announced to have access to a local school building, similar to EF2. The convention was scheduled for mid-July ... but in the middle of May, Whitepelt’s enthusiastic offer turned out to be wishful thinking rather than a real opportunity. Luckily Heribert “Raschkar“ Vogt was able to take over, and in a lighting operation, a new home for EF3 was found ... not a single minute too early. Bodstedt was the very last chance to find a new location in Germany, and the camp was only available at the end of August. So the convention had to be postponed. This is a very unfortunate fact, forcing many furies that originally had planned to come to stay home, causing much sadness and disappointment. On the positive side, Eurofurence has never been as international as this year. We have registrations from the United States of America, the Czech Republic, Denmark, Sweden, Finland, The Netherlands, Germany, Great Britain, and even South Africa. And again, most of the guests are rather new to the fandom, so there will be plenty of chances to find new friendships, and renew old ones.

EF3 Timetable

This is a list of the very few scheduled key-events. EF3 is a very small convention, and too much scheduling does not make much sense. As on every convention there will probably be plenty of sponatenously organized events, like Roleplaying Games, Storytelling, Costuming and the likes. So there is no need to worry what to do with your time.. *grin* So these are only the most important main events. We will provide a bulletin board for you for announcements in case you would like to organize something yourself. At the time of the writing of this timetable, it is not yet sure, if the art exhibition and the dealer's table will take place ... I've included them in the listing nontheless, better safe than sorry :)

Thursday, August 21st

14:00 Official Beginning of Eurofurence #3
15:00 Beginning of Check-In
17:00 Room Assignment (Meeting in the Dining Room)
19:00 Dinner
20:00 Beginning of the Video Programme

Friday, August 22nd

10:00 Breakfast Buffet (until 14:00)
15:00 Opening of the Art Exhibition
19:00 Dinner
20:00 Beginning of the Video Programme

Saturday, August 23rd

10:00 Breakfast Buffet (until 14:00)
15:00 Opening of the Dealer's Table
19:00 Dinner
20:00 Beginning of the Video Programme

Sunday, August 24th

10:00 Breakfast Buffet (until 14:00)
14:00 Cleaning Up, Official End of Eurofurence #3



EUROFURENCE 3



RWK 12/96
Cairyn

Food & Drinks

Everybody who was at EF2 knows, that feeding a pack of hungry furies is not as easy as it seems. So this time, food will be provided by the organizers, so there will be no need for you to hunt for your food on your own. Soft Drinks will be sold for the cost price throughout the entire con. Tea and coffee are free. Here is what our chef du cuisine has prepared for you:

Thursday, 19:00

Potato Fritter with Apple Sauce.

(Don't look at me that way, that was what my german/english dictionary said *grin*) Suitable for both carnivores and herbivores. Still taste good when they got cold, so there will probably be some left to munch on throughout the night :)

Friday, 10:00

Breakfast buffet

Friday, 19:00

Noodles with Goulash a la Canis Lupus.

Herbivores can have a meatless sauce for their noodles instead, but this must be pre-ordered. Guests from SylCon already know Akeela's famous Goulash!

Saturday, 10:00

Breakfast buffet

Saturday, 19:00

Barbecue on the grill outside

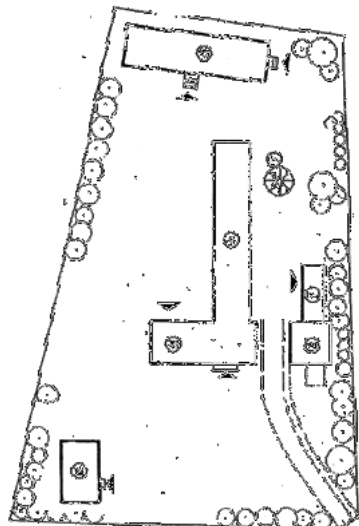
Meat for all you carnivores out there! Tabalon is going to prepare a large amount of **mixed salad**, too. Herbivores will get a double portion of salad, and believe me, Taba's salad is a complete meal on its own!

Sunday, 10:00

Breakfast buffet



Map / Room Assignment



This is the planned room organization. There is still a slight possibility that this might change, so watch out for further announcements...

Building 1 / 2	Management. Not available for EF3.
Building 3	Dining Room, Video Room, Kitchen
Building 4	Bedrooms, Showers
Building 5	Communal Room, more Bedrooms, Toilet/Showers
Building 6	Multi Purpose Room / Art Exhibition

The bedrooms will be assigned on thursday. If possible, there should be 4 furies per room, but we will probably be able to make exceptions, if there's a good reason. Each group of 4 will get one key to their room. Whatever you do in your private rooms, you do it on your own risk, and under your own responsibility. The same goes for lost/stolen items, you are responsible to keep your room locked if you keep anything valuable in there.

The Video Programme

The daily video programme starts at 20:00, movies beginning every 90 minutes. Since not all of the films are exactly 90 minutes long, there will be pauses in between. Before 20:00 and after 01:00 staff members will show any video cassette or laser disc you want on a first come-first served basis, if there is demand. Here is the schedule:

Thursday:

20:00 - Dragonheart
21:30 - The Secret of Nimh
23:00 - Felidae
00:30 - An American Tail

Saturday:

20:00 - Watership Down
21:30 - The Fox and the Hound
23:00 - Roar!
00:30 - Meet the Feebles

Friday:

20:00 - Bagi
21:30 - Balto
23:00 - The Lion King
00:30 - Robin Hood

Sunday:

- none -

DRAGONHEART



Long ago, when man was young and the dragon already old, the wisest of our race took pity on man, so he gathered together all the dragons, making them vow to watch over man always. And at the moment of his death, the night became alive with those stars.

And thus was born the Dragons' Heaven. But when we die, not all dragons are admitted to this shining place. No, we have to earn it! And if we don't, our spirit disappears as if we never were.

Draco, the last of the dragons

An action-packed blend of adventure, romance, humor and visual effects spectacle, Dragonheart is the story of an incredible alliance between a man of honor and a creature of legend-the very last dragon.

Dragonheart portrays the relationship between a brave and once beneficent knight, Bowen, and his companion, the 18-foot-high, 43-foot-long dragon he names Draco, the last of his species, who join in a heroic battle to free a country held in an iron grip by its tyrannical ruler, Eilonor, to whom both knight and dragon are connected in fateful ways.

Set in the war-torn 10th century, the tale begins with a 14-year-old prince stepping into the bloody fray of a peasant revolt after witnessing his father, a vengeful and violent king, killed in battle. An eager pupil, Prince Eilonor has been well trained in the way of the sword by his protector, Bowen, a powerful, noble knight dedicated to the lofty ideals of The Old Code-the creed of honor in the Arthurian tradition. But on this day, Bowen's watchful eye is not enough to protect his young charge, who is seriously wounded in the revolt.

Eilonor's desperate mother, Queen Aislinn leads the dying prince, in Bowen's arms, to a dark cave. Here she invokes the Celtic religious belief in the divine omniscient power of dragons, as she pleads for the supernatural intervention of one particular flying, fire-breathing creature to heal her son's wounds and save his life. It is not until Eilonor swears that he will rule with mercy, that tyranny and bloodlust will be forever buried with his father, that the dragon severs his chest and gives half his life force to Eilonor so he might live to fulfill this promise.

Eilonor does live, but emerges as a far more evil despot than his late father. Bowen, believing it was the dragon's heart that poisoned his young charge, vows to spend the rest of his life ridding the land of dragons.

Twelve years later, accompanied by Gilbert, a kindly monk with literary ambitions, Bowen has become a bitter, cynical nomad consumed by his obsession with dragonslaying, slaying dragons simply for gold. After his many conquests, he finally encounters the only dragon left for him to slay ...



The Secret of NIMH

Created in 1982 The Secret of N.I.M.H Was Don Bluth's first full length feature film after his 1979 walk out from the Disney studios. His team included other animators such as Gary Goldman and John Pomeroy along with several "followers" that formed a studio in his garage in Culver City, Ca. Shortly after production began, he signed on for financial backing with Aurora Productions which was formed by ex-Disney animators and production continued. At its release, the film failed due mainly from MGM's poor advertisement and support.

Mrs. Brisby was originally Mrs. Frisby in the novel but was renamed Brisby because of trademark conflicts. Apparently, trademark is based on sound not spelling and Frisby would be confused with the Hasbro toy Frisbee, and would have made it difficult to trademark the main character. The sound track was recorded with all the wording "Frisby" and some minor editing was done by adding the "br" sound to Frisby to stay within trademarks.

Mrs. Brisby was rough animated by John Pomeroy who also left Walt Disney Studios, and along with Don Bluth was an active role in her creation. Mrs. Brisbys features are more human than her true character in the book. She has very human hands, large round, blue eyes with even a hint of eye shadow. But for the most part, she is a mouse. Her character is rather timid, curious and caring. She has a family of four children to look after and was widowed when her husband Jonathon was killed.

Her quest begins when her youngest son falls ill and she seeks out the help of Mr. Ages, a cranky and recluse of a mouse who is knowledgeable of chemistry and medicine. He gives her medicine and advises her not to move her child. On the way home she meets Jeremy a clumsy, immature crow who she helps escape entanglement of string he is in.

The following morning she is stricken with panic as the farmers plow threatens her home. After managing to stop the plow with the shrews help, the shrew instructs her to seek the help of the owl. The owl who eats mice by night but gives advice by day tells her to seek out the rats in the rose bush near the farm house. Reluctantly, she follows his advice

The book was very specific in keeping Mrs. Frisby a mouse. She had a very typical rodent home and typical life style. The only fantasy that existed was the fact she could speak and the rats new found abilities. Obriens story is believable where as Don Bluths version gave her human abilities and features and placed her in a human home. But even so, Mrs. Brisby is believable and charming, and whose plane of existence can coincide with Obriens had Bluth followed the original story.

"Gorgeous to look at!" (Time), The Secret of NIMH will "delight kids everywhere" (Newsweek). You'll be mesmerized by the Oz-like kingdom of the rats, their charming leader Nicodemus, and the climactic showdown. The fun, drama and suspense of this delightful tale are brought to life by the voices of Dom DeLuise, John Carradine, Derek Jacobi, Hermione Baddeley and Elizabeth Hartman. With the music of Oscar winner Jerry Goldsmith beautifully underscoring every mood.





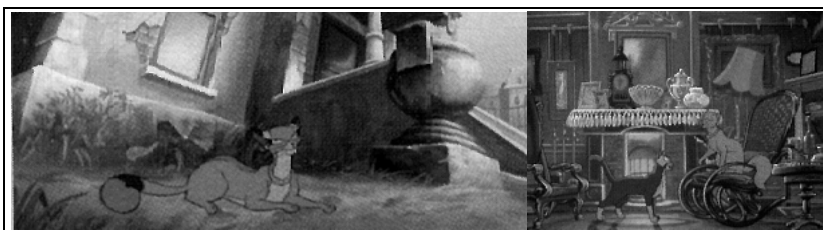
Felidae

Since the beginning of time, man has been trying to subjugate and to tame them. But despite these efforts, they never forgot their pride and their predatory past. Now, a series of brutal murders strikes the entire territory. Each day reveals new corpses, streaming with blood. There is only one who can uncover the wheelings and dealings of the psychopathic serial killer: Francis, cat detective by devotion. During his highly dangerous investigations, the gentle cat gets involved in an adventure of passion and wild sex, mysterious sects of religious fanatics, and brilliant computer freaks...

This movie was completed in 1995 after two years of production time, and is, with its 10 Million-Dollar Budget the most spectacular animation ever made in germany. Ironically, it was a complete box office failure, due to the fact that the Disney Company decided to release the german version of „The Lion King“ one week after Felidae started showing in german cinemas. This caused Felidae, the only furry animation that truly deserves to be called a Thriller, to be forgotten very soon. Rumours say, that this is also the reason why Felidae has never been released anywhere except in germany. This is why the original german language version is shown: There is no other version available. Rudolf Schaak and his „Trickkompany“ are known for a whole series of rather succesful german animations, like „Der kleene Punker“, „Werner“, „Werner II“ and „Das kleine Arschloch“, none of them ever reaching the international format or technical quality of „Felidae“.

Felidae is a stunningly realistic crime story set in the world of the cats, lacking any disney-esque cuteness or political correctness, coming up with a complex and intelligent plot instead, which takes lots of unexpected twists, and keeps the suspense rising until its spectacular finale.

This is definately not a children's movie, containing lots of graphic sex, violence and explicit language. But the sex and the violence are all vital elements of the story, and are not just added as an end in themselves. Nothing happens without a meaning. And I don't think I'm giving away too much of a secret if I say that humans don't get away too well....



Balto

He's part wolf, but he's all rebel. Universal Pictures' animated Balto is based on the true story of an Alaskan dog who once saved Nome from a diphtheria epidemic. Balto, a dead ringer for Tramp, grapples with the traumatic issue of being a half-breed and surmounts incredible odds to bring back a rescue team lost in the wild.

Set in 1925, Balto tells the story of a lonely half-husky/half-wolf who strives for acceptance among the town's dogs, the attention of Jenna, a beautiful red husky, and the chance to prove his worth on the local dogsled team. Being half-wolf, Balto is rejected by both the townspeople and the other dogs, perceived as wild and dangerous, and is cruelly picked on by the evil Steele, the sled team's lead dog.

When the town is stricken with an outbreak of diphtheria, the dogsled team is enlisted to embark on a long and treacherous journey through the Arctic blizzards to fetch a supply of antitoxin. To Balto, the expedition is the perfect opportunity to become a hero and win Jenna's affection. However, he is tricked by Steele into appearing savage and is not allowed on the team.

Sad and defeated, Balto gives up his dreams of glory until a few days later, when a desperate telegraph message reports that the dog team is stranded, having lost their way home. With his goofy friends Boris and the polar bears Muk and Luk, Balto sets out to rescue the sled team ...

Produced and made in London, Balto took three years to complete and visually was worth the wait. Directed by veteran animator Simon Wells (co-director, *An American Tail II: Fievel Goes West* and animator, *Who Framed Roger Rabbit*), the film features first-rate animation, especially its vast backdrop of scenic Alaska.

The character design is pretty well done, too. Film critic Sara Stewart once remarked: „The hero's voice is supplied by Kevin Bacon and his canine love interest, Jenna, is played by Bridget Fonda -- and looks amazingly like the actress herself. Balto and Jenna have convincing, lovelorn puppy-dog eyes. Thankfully, the characters never break into song, and there are no talking inanimate objects. It's that Bacon effect: Balto is just such a darn good guy, you can't help but root for him.“

Especially for german furries, this is a must-see, since due to some heavy troubles with the german release, Balto only made it to a small handful of cinemas, and disappeared as quietly as it showed up after only two or three weeks, with no significant publicity or merchandising.





Bagi



This is one of the lesser known masterpieces by Osamu Tezuka, creator of „Kimba, the Jungle Emperor“, who is also known as „Walt Disney of Japan“, or „The father of anime“, since it was his pioneer work which started a new industry in Japan: The animation industry. This TV movie from 1984 has never been released outside of Japan, and is only available through direct import. Bagi is a genetically-engineered anthropomorphic cat woman. She battles to stop further genetic experiments with the aid of her one-time master. They travel to South America to try to find the scientist who has been successful at gene-splicing and is now being funded by a dictator. Many consider this **the** furry film. The film is shown in the original Japanese version, but the plot is easy to understand, even without understanding the dialogues. If you really do not get what's going on, then you can of course read the summary, but you should wait until after you've seen the movie, if you don't want to ruin the fun.

Plot Summary

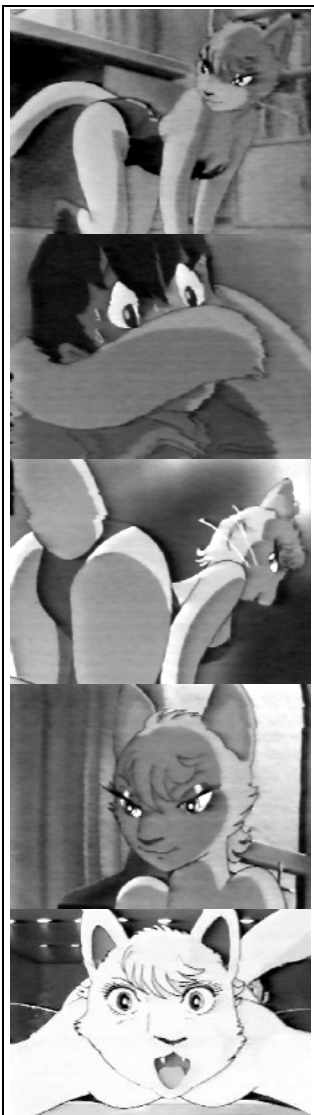
Spoiler Warning! This plot summary contains the whole story, including the ending. It is supposed to be a help to understand the film despite its Japanese dialogues. If you don't want to know how the movie ends, you should wait until after seeing the movie before reading any further.

The movie is a successive trail of flashbacks. I don't know the male main character's name, so I'll call him John. He's recognized throughout the movie by the characteristic curled-scar on his cheek. We see him in the beginning as an adult bounty hunter, hired to track down a group of felines who have been killing lots of humans. He picks up some local kid as a guide.

John flashes back to when he was hanging out with a motorcycle gang. They were picking on a cloaked woman, who turned out to be some inhuman monster who attacked and injures some of them. The rest of the gang tracks her down to an old shack, where all of them are taken out, except John. She approaches him, standing up, and explaining to him that she's his long-lost kitten, Bagi.

He can't believe what he has just heard and seen, taking off in fear. She tracks him down, outrunning him easily and talks to him some more. It's obvious that she is quite enamored with him. In another flashback, he remembers her as a kitten, where she was a cute white fluffball. However, this fluffball learned to walk, read and write. She soon attracted too much attention and ran away, never to be seen again ... until now. Bagi asks for John's help in finding out about her past, about which she does not remember anything any more, and finally, he agrees.

His mother, who disappeared soon after Bagi, worked at a genetic engineering plant, so the two travel there. They break in, Bagi showing that she's no ordinary furry. They find all sorts of atrocities done to animals and genetically engineered plants. They find the director, where Bagi reveals another of her powers: Mind Control. She forces the director to tell them that Bagi's mother was a 'resident' of the facility, and that there was a large escape. All the escaped animals were hunted down and killed, except Bagi. He tells her John's mother was involved, and where to find her. She forces him to write a check to pay for John and Bagi to travel to see his mother.



On the way there, Bagi travels as an animal in the baggage compartment on a plane. She runs amok of genetically engineered plant trying to kill her. John saves her, tearing the plant to pieces. The owner of the plant opens the cargo door, and Bagi, John, the remnants of the plant and a large tarp are sucked out. Bagi creates a parachute with the plant parts and the tarp, and they land more or less safely in the forest.

While John recovers, lying unconsciously and helplessly against a tree, Bagi catches fish for him, tenderly licks his wounds clean, and puts on a very cute dance for him. She cuddles up next to him as they sleep for the night. Lucky bastard.

They proceed on soon, Bagi hypnotizing a truck driver for a ride. They're stopped by some local General, and being asked where they are going. John tells the General that he's an animal trainer. He sets up some flaming hoops for Bagi to jump through. She barely does, and the General knocks them both out, not letting himself being fooled, kidnapping them.

John wakes up to the sight of his mother. She's been working for a local rich lord financing her genetic research. She has decided to continue her research on Bagi. John is put in a cell, her mother saying that she doesn't have a choice...

He cons the mercenary, which is watching the cells, into helping him. The mercenary believes in luck, and lets John call a coin toss: If John's right, the mercenary will help him.

John is a very lucky fellow. The mercenary helps John and Bagi to escape. Plenty of gunshots follow, Bagi and John being split up. In the ensuing chaos, John swipes a motorcycle. He sees Bagi running away with a basket of some sort in her jaws. She won't answer to John. He then sees his mother stagger out of a building, mortally wounded. She begins to speak, mentioning Bagi, but dies before she can finish. John believes Bagi killed his mother, and once again cons the helpful mercenary into training him as a gun-for-hire.

Now, we're back to where the movie began. Somewhere in this mess, we see a return to the 'present' gun for-hire John confronting one of the cougars/panthers menacing the local peasants. He confronts the feline, almost being killed, but is young guide saves him.

Finally, John tracks down the lair of the dangerous felines. He believes that Bagi is leading them. Suddenly, he is surprised by a small army lead by the guy who hired him arriving in two helicopters. John is pissed, because he wants to take out these cats by himself. He's pretty much told "You're not paid to think."

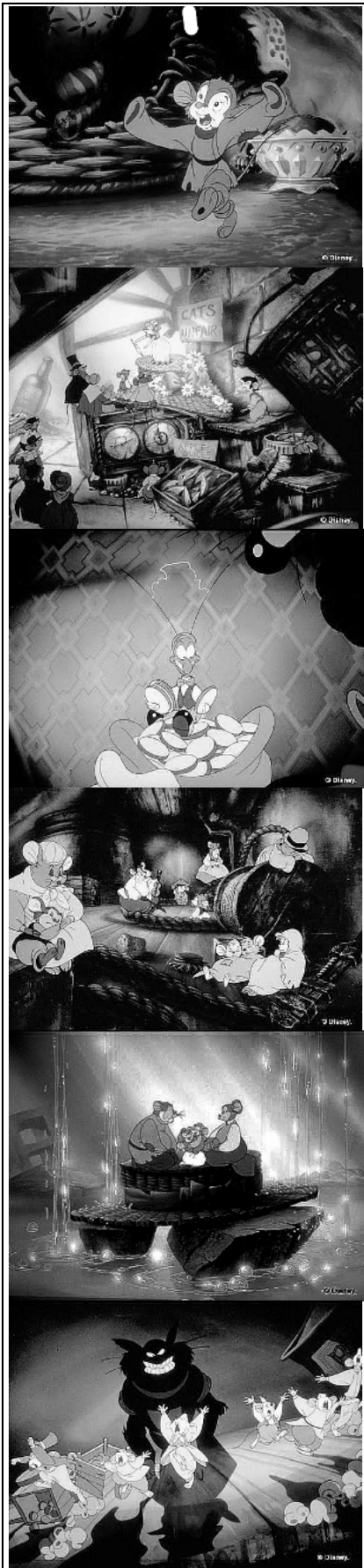
A flash of white, moving too fast to see, takes out all equipment and **everything** living in sight, except for John and his guide. John tries to take it out, but it's hopeless; the white blur is toying with him. It moves in to attack him, and it stops. It's Bagi! Just before she attacks him, she recognizes him; she smiles, in pleasure at seeing her old friend. But John is full of hate and fear, wanting to take revenge for the death of his mother. He pulls out his dagger, killing her with a stab in her guts before she is able to say a single word.

He sees a necklace with a locket on the chain. He opens it, and finds out that Bagi talked to his mother. She told Bagi that she was engineered to be a weapon ... genetically engineered to become killing machine upon reaching a certain age. The reason why Bagi ran away, was out of fear of hurting John, and she definitely did not kill his mother. He breaks down in tears. As he looks up, a trail of bloody pawprints leads from the place where he stabbed Bagi to the horizon.



* The End *

This text is based on Chythar's plot summary on the furry anime web site.



An American Tail

„An American Tail“, producer Steven Spielberg's first foray into feature film animation, is the story of the intrepid, boyish mouse Fievel, who is separated from his family while traveling to America. Washed ashore in New York harbor, he becomes determined to find his relatives, facing everyday perils and opportunities while canvassing over, around, and under the cobblestone streets of exciting 1885 New York. His humble and unexpected beginnings take dramatic and comedic turns as he enjoys "local hero" status and seizes the chance to bring his family together again. All the while, the adventures of Fievel Mousekewitz, his family, and the characters they encounter parallel the incredible human experiences of the time.

"An American Tail" was the second big-screen feature from respected animator Don Bluth, his first being "The Secret of NIMH.". He went on to direct other hits, such as "The Land Before Time" and "All Dogs Go to Heaven." The film, which features a score by Grammy Award-winning composer James Horner, received a nomination for an Academy Award for Best Song with the hit "Somewhere Out There," performed by Linda Ronstadt and James Ingram. Voices in the movie include Madeline Kahn, Dom DeLuise, and Christopher Plummer. "An American Tail" was created by David Kirschner, with a screenplay by Judy Freudberg & Tony Geiss. David Kirschner later on also created „Once upon a Forest“, which unfortunately was not able to repeat the success of its predecessors.

„An American Tail“ was Bluth's last chance to return to the animation business, after the financial failure of „The secret of NIMH“. MGM/UA did a lousy job releasing the film, doing it regionally instead of nationally all on the same date. Summer 1982 also saw the release of Steven Spielberg's „E.T. The Extraterrestrial“, which blew away all other family entertainment. That failure caused Aurora, the firm that had provided the financial background of Bluth's studio, to back out of producing Bluth's next film, East of the Sun, West of the Moon. Bluth's studio stayed alive animating two innovative video games, Dragon's Lair and Space Ace, which created a short-lived sensation in the summer of 1984. Luckily, through Jerry Goldsmith, who wrote the music for NIMH, Spielberg caught on to Bluth and An American Tail was released in 1986.

Somewhere out there

(performed by Linda Ronstadt and James Ingram)

Somewhere out there
Beneath a pale moonlight
Someone's thinking of me
And loving me tonight

Somewhere out there
Someone's saying a prayer
That we'll find one another
In that big somewhere out there

And even though I know how very
far apart we are
It helps to think we might be wishing
on the same bright star

And when the night wind starts to sing a
lonesome lullaby
It helps to think we're sleeping
underneath the same big sky

Somewhere out there
If love can see us through
Then we'll be together
Somewhere out there
Out where dreams come true

THE LION KING



Can you feel the love tonight?
The peace the evening brings
The world, for once, in perfect harmony,
with all its living things

So many things to tell her
But how to make her see
The truth about my past? Impossible!
She'd turn away from me



He's holding back, he's hiding
But what, I can't decide
Why won't he be the king I know he is
The king I see inside?

Can you feel the love tonight?
The peace the evening brings
The world, for once, in perfect harmony
With all its living things



Can you feel the love tonight?
You needn't look too far
Stealing through the night's uncertainties
Love is where they are



Robin Hood

Romance, swashbuckling adventure and unforgettable characters make the story of Robin Hood an all-time favorite! The animal kingdom serves up a feast of bowmanship, swordplay and daring deeds in Disney's classic version of this timeless medieval tale, first released in the year 1973.

England is at war and ruled by a phony king! Greedy Prince John and his slithering sidekick, Sir Hiss, are taxing Nottingham's residents to the limit. But roguish Robin Hood, along with his trusted companion Little John and his devoted band of merry men, hatch one exciting adventure after another to outfox the prince. Robin won't rest until he wins the hand of fair Lady Marian and restores King Richard to the throne!

For many furies, this movie awakens nostalgic feelings, as it brings up childhood memories of warm and friendly feelings for Robin and his love, Maid Marian. Even today, almost 25 years after its first release, the technical quality is still astonishing.

Love

It seems like only yesterday
You were just a child at play
Now you're all grown up inside of me
Oh, how fast those moments flee

Once we watched a lazy world go by
Now the days seem to fly
Life is brief, but when it's gone
Love goes on and on

Love will live
Love will last
Love goes on and on and on

Once we watched a lazy world go by
Now the days seem to fly
Life is brief, but when it's gone
Love goes on and on

Written by: Floyd Huddleston and George Bruns
Performed by: Nancy Adams



The Fox and the Hound

Walt Disney Studios proudly presents its 24th full-length animated film, *The Fox And The Hound* - hailed as "vintage Disney" by *The Washington Post*. This highly acclaimed classic blends vibrant animation and breathtaking action to tell the story of two best friends who didn't know they were supposed to be enemies.

The fun and adventure begin when a lonely widow adopts an orphaned fox cub named Tod. The mischievous fox soon meets up with Copper, an adorable hound puppy. As the innocent pair play and frolic in the forest, they become inseparable friends. But as Tod and Copper grow older, they also grow apart... until the day their friendship is put to the ultimate test.

As always, the animals are wonderfully drawn, especially in the dramatic scenes toward the end, despite the cheaper, rougher edges that dominated most of Disney's animation in the seventies and early eighties.

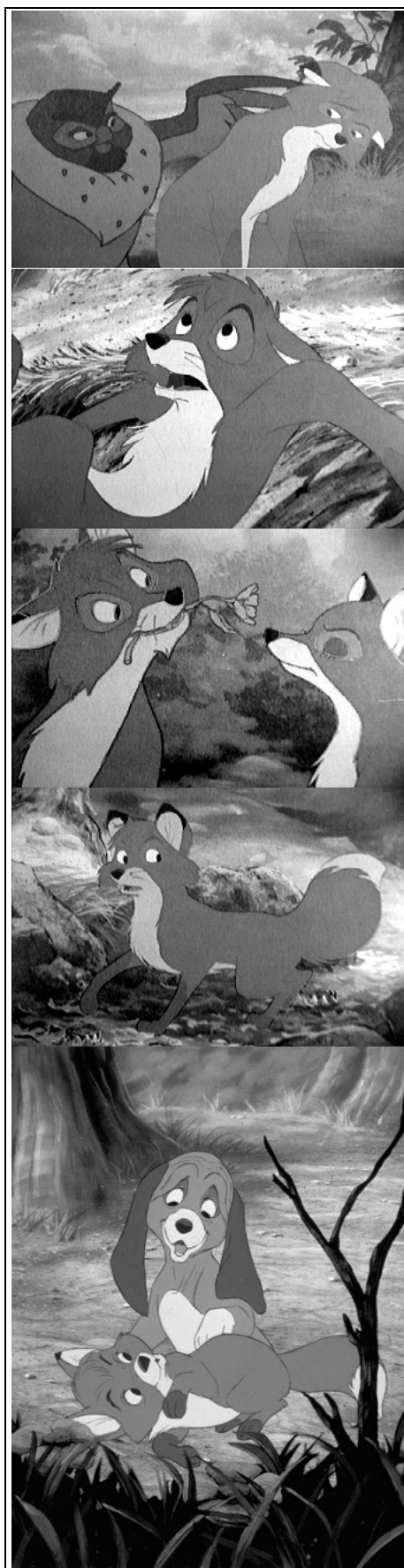
Appreciate the Lady

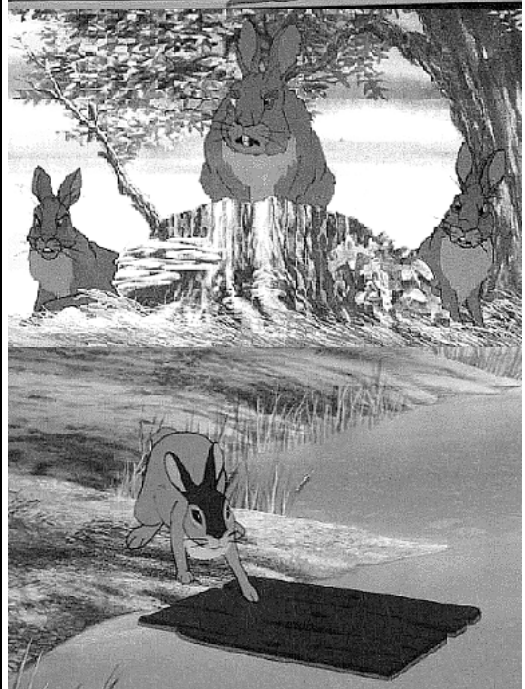
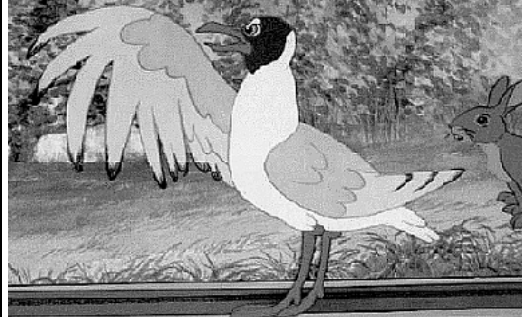
(Performed by: Pearl Bailey)

When you have a natural attraction
You deserve a mutual reaction
You're gonna get a whole lot of satisfaction
Here's all you gotta do

When you feel that natural affection
Lead you in a positive direction
You gotta stop showing off
Start showing up
With little natural you

Yes, you gotta appreciate the lady
And, now, that is a natural fact
'Cause when you be yourself
With a lady act
You're gonna be appreciated right back.





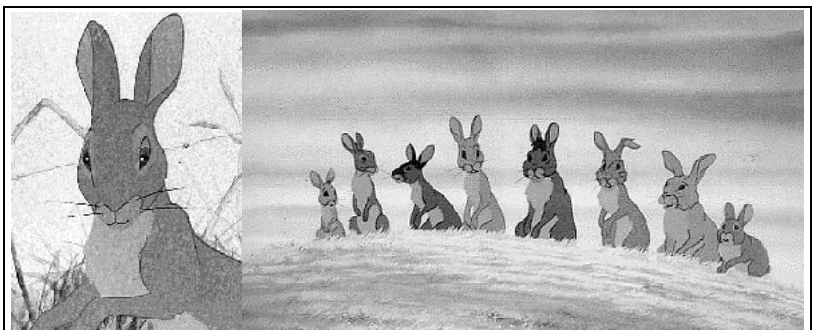
Watership Down

Long ago, Frith made the world. He made all the stars too and the world is one of the stars. He made them by scattering his droppings over the sky and this is why the grass and the trees grow so thick on the world. Frith makes the brooks flow. They follow him as he goes through the sky and when he leaves the sky they look for him all night. Frith made all the animals and birds, but when he first made them they were all the same. The sparrow and the kestrel were friends and they both ate seeds and flies. And the fox and the rabbit were friends and they both ate grass. And there was plenty of grass and plenty of flies, because the world was new and Frith shone down bright and warm all day...

Based on Richard Adams' popular novel, the movie opens under a warm May sunset near the Sandleford warren, home to Hazel and his brother Fiver. The warren appears to be at peace, but that is about to change. Fiver sees a vision that the warren is in terrible danger, and their only hope of survival is to leave the warren immediately.

Hazel is torn between his fear of the unknown dangers beyond the warren and his fear that Fiver may in fact be correct. He goes with Fiver to warn the Chief Rabbit, but the Chief Rabbit won't hear of any evacuation and politely sends them on their way. Hazel decides that he has enough faith in Fiver to believe what he says. They decide to gather as many rabbits as they can and leave that evening. So begins their incredible journey and struggle for survival.

Conventional wisdom is that animated films not targeted at children are doomed to failure. Perhaps from an economic standpoint, but Watership Down is a richly imagined, vividly realized film filled with some of the most beautiful, pastoral animation this side of Disney. But, make no mistake, Disney this isn't. Here are characters so compellingly written and acted that you may not even notice that they are rabbits. So much for conventional wisdom. The soundtrack is also a treat. One will be hard pressed to find a more directional soundtrack. Even dialog moves across the soundstage following the characters on screen, something very rare in the age of Dolby.

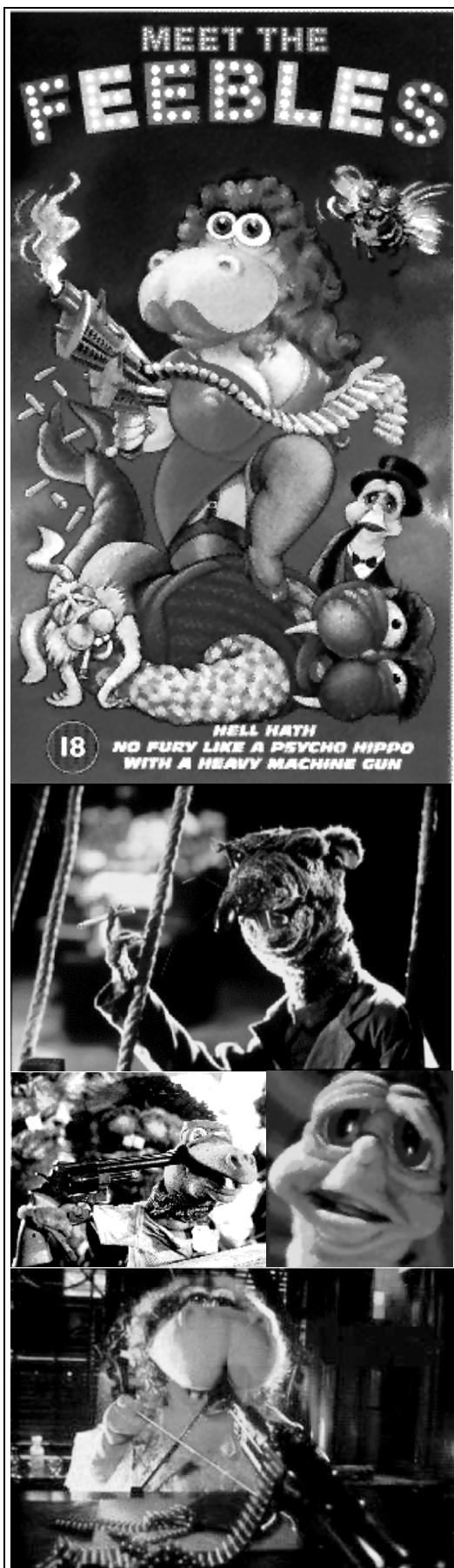


Roar!

Unfortunately, we could not find the english original version of this movie, and are showing the german language version. But do not worry. The pictures are going to speak by themselves. „Roar“ is the movie with the most breathtaking interactions between big cats and humans ever made. The story is simple. Noel, an ethologist, is running a unique experiment, doing research on human-animal relationships. His house is in the middle of a huge compound populated with large numbers of all kinds of wild cats. His family, living far away in the United States, has only a very vague idea of what kind of research he is doing, and so they plan to visit him in his house in Africa. Noel leaves his house to pick up his family from the Airport, but on his way, his boat sinks, and it's clear he won't make it to the Airport in time. The rest of the family decides to make it to his house on their own ... and get the surprise of their lifetime, as Noels kitties come in, wanting to play ... the next full hour is one huge sequence of the most amazing scenes involving humans and big cats ever seen on the big screen.

The high desert game preserve which was especially built to serve as the African-type Set for the movie, is now home to the felines and pachyderms. After the five year filming was completed, it became the current, non-profit center for big cat care and research. Perched on the edge of the Mojave Desert, forty miles northeast of Los Angeles, California, Shambala is a surprising paradise and the only game preserve of its kind in the United States. Since 1972, this unique eighty acre wildlife habitat has provided a haven for endangered exotic big cats. Currently, almost seventy animals live at Shambala, including African lions, Siberian and Bengal tigers, leopards, snow leopards, servals, mountain lions, a Florida panther, a cheetah, and two African Elephants. All of these animals were born in captivity, with many of them being orphans or cast-offs from circuses, zoos and private owners who could no longer care for them. None of them have ever been in the wild. All depend upon humans for their needs. With expert veterinary care, carefully planned diets and constant attention by a dedicated staff of professionals, Shambala provides a dignified life for these precious wild animals.





Meet the Feebles

It is very safe to say that if ever there was a movie that would offend just about everyone it would be "Meet The Feebles". There are only two kinds of people: Those who love this movie, and those who hate it. New Zealand's cult movie director Peter Jackson, known for satirical splatter comedies like „Bad Taste“ (as seen on EF1), „Brain Dead“, „Dead Alive“, „Heavenly Creatures“ and „The Frighteners“, managed to create a wonderfully sick satire on Jim Henson's „Muppets Show“.

Who exactly are the Feebles? They are a motley group of muppet like creatures who work in a theater production company. The Feebles - the creatures which populate this movie - are a cross between the Muppets and monsters from „Return of the Jedi“. But the denizens of Peter Jackson's dark, puppet demesne are not cute and cuddly. To the outside world, the stars of "The Fabulous Feebles Variety Hour" television special are celebrities worthy of adoration, but those who spend time behind-the-scenes know the real story. The Feebles are engaged in every kind of depravity imaginable, from pornography to homicidal shooting sprees.

In brief, there's Harry the hare, who thinks he's infected with a terminal sexually-transmitted disease; Bletch the walrus, who runs a porno video business on the side; Sebastian the fox, who writes and sings a song called "Sodomy"; Trevor the rat, who deals drugs and sounds Peter Lorre; Heidi the hippo, the aging, overweight star attraction; and Wynyard the frog, a Vietnam Vet hooked on heroin. The stories of these and a few other characters are told in a disgustingly graphic, obscenely offbeat, and caustically funny manner.

„Meet the Feebles“ is for those with a strong stomach and a seriously warped sense of humor. The film is so off the beaten track that it makes Monty Python seem mainstream. The mood of the viewer goes a long way to determining how much enjoyment is culled from „Meet the Feebles“. It probably helps to watch this film with a group of like-minded individuals. Calling this film "bizarre" is far too tame--it's sick, ribald, and willing to try just about anything. That makes for a nearly-unprecedented monument to bad taste.

It should be noted that grossing people out isn't the only objective of „Meet the Feebles“. Despite being buried beneath copious quantities of body fluids and other revolting material, Jackson's film contains a satirical message about not objectifying media stars. This movie was created in 1989, yet it doesn't take much stretch of the imagination to relate it to certain current high-profile news stories...

It is obvious why this masterpiece of bad taste never made it to the big screen, and you shouldn't watch this movie unless you can stand a big portion of really really black humour, and really really gross special effects. Don't even think of taking this Movie too seriously !

