

Guro Surence



Sir knight, whoever thou art,
I bid thee welcome!

Introduction

Welcome to Eurofurence! Strange things happen when you least expect them. When we announced our plans, offering to hold Eurofurence VII in Freusburg Castle, we thought that we knew what we were getting ourselves into. But nothing prepared us for the hell that suddenly broke loose: Within three weeks we received more registrations than last year's Eurofurence got in six months. We had carefully and conservatively estimated the number of visitors to 180 ... while I'm writing this we're way beyond 240. We're booked out solid.

On one hand, this is just great. Never before have so many European furies gathered together in one place, and in such a beautiful one, too. On the other hand, the overwhelming interest puts us organizers into a difficult situation: Managing such a large crowd isn't easy, and we're now seriously tight on function space. Obviously, people didn't care much about conventions 1000 years ago: While there are lots and lots of rooms, none of them is big enough to hold all visitors at once. And many of them are permanently used for convention purposes, like the artshow.

The capacity of the function space would easily have been enough for the too-conservatively projected 180 furies. But it's not really meant for 240. We could have sent 60 furies home, but we did not want to be that heartless! Instead, we took the risk and chose to improvise. Especially for the meals, there will be a **lot** of improvisation. Meals will be served in several small rooms all across the castle, and even some of the hallways. Please excuse the inconveniences that may arise.

We have put together a vast programme of events, catering to special interests on one side, and giving you lots of opportunities to socialize on the other side. There will be a campfire each night, and the ever-popular thursday-evening BBQ is back again, too. There will be funny events in the evening that everyone can join and which are not limited to special interests.

We would like to encourage you to attend one event that's outside the things you normally do. If you're an artist, go to the writer's workshop and learn how those characters you draw might think. If you're a costumer, go learn how to draw clothing for your characters. If you're here to see and socialize with your friends, visit a panel about animal behaviour. Our fandom, more so than many others, provides you with this opportunity. Take advantage of it.

We know that expectations are high, and we're going to try hard to fulfill them. Sometimes it seems to me like everyone expects Eurofurence to be bigger and better each year. But the biggest factors in making a convention successful are things which can't be planned: Inspiration, Friendship and Good Weather!

Have fun!

Cheetah

(And the rest of the Eurofurence VII Team!)





Code of Behaviour

Eurofurence strives to give as many people as possible a fun time. Most of the convention is for general audiences, except for the combined artshow and dealer's room. If you are under 18, your badge will be marked green, and you will only be allowed admittance to those areas or events which are for a general audience.

Badge Colours

Green - Junior Member
White - Regular Member
Yellow - Sponsor
Red - Staff

Please always wear your badge, think of it as your admission ticket. If you fail to show your badge when security asks you to, you might be asked some uncomfortable questions.

General Conduct and Behaviour

Eurofurence likes to present itself as a small, but professional convention. We also hope that each attendee has the fun that our wide-ranging community can provide. Please be considerate of how your actions reflect on the convention and how they may impact or affect others.

We take pride in our appearance and we want you to as well while still having fun. Offending newcomers, visitors and youth hostel personnel is not appropriate. Impressing them with how much fun and enthusiasm we have in our fandom is. What you consider to be acceptable behaviour may not be so for others. We encourage that courtesy from all participants in our community.

Costumes and Clothing

Use your common sense in public areas inside the castle, and especially when you are outside. If you have to ask or think twice about doing it in public, take it to your room. For example, kissing and holding hands, regardless of sexual orientation, is fine. Groping, tongue battles, nudity and beyond, regardless of sexual orientation, is not. While collars and leashes may be worn discreetly, blatant displays of bondage and BDSM

in public are not allowed. Public exposure of genitalia, buttocks or (female) breasts is not permitted. As a rule, a minimum of a non-thong bathing suit must be worn at all times in public areas. "Anatomically correct" costumes must be likewise clothed. Security may ask you to stop an activity or to move it to a private room. Repeat offenders may be required to leave the convention.

Harassment and Assault

No means no. Stop means stop. Go away means go away. If someone won't understand these simple rules, contact a member of security. They have the right to exclude attendees from the convention for not following these commands. Harassment is any behaviour that intentionally annoys or alarms another person. This includes unwanted physical contact, following someone in a public area without a legitimate reason, or threatening physical violence. If you are being harassed, immediately go to any member of security. The offender may be excluded from the convention and the matter may be referred to the proper law enforcement authorities.

Alcohol and Parties

Eurofurence does not tolerate the serving of alcohol to minors according to German law. Minors' badges are clearly marked. If you have a party at which alcohol is served, please designate a responsible adult to not drink, so that there is a fully competent person present to deal with any emergencies that might arise. Eurofurence does not tolerate the use of illegal substances. Violation of the above rules could subject you to the immediate exclusion from the convention and referral of the matter to other authorities. The last thing we want is for someone attending our convention to end up in the hands of the local law enforcement authorities, in the hospital, or even worse.

Water Pistols, Silly String and Weapons

Due to the potential damage to property, water guns, silly string and the like are prohibited inside the castle. When playing outside, please do not hit any bystanders. Generally all weapons must be checked by the security staff. If a weapon is part of your costume, please ask

someone of our security staff to approve it. If you are unsure if something you brought counts as a weapon, please consult the separate "Weapons Policy" leaflet that has been handed out to you at the check-in desk for details.

Photography and Videotape

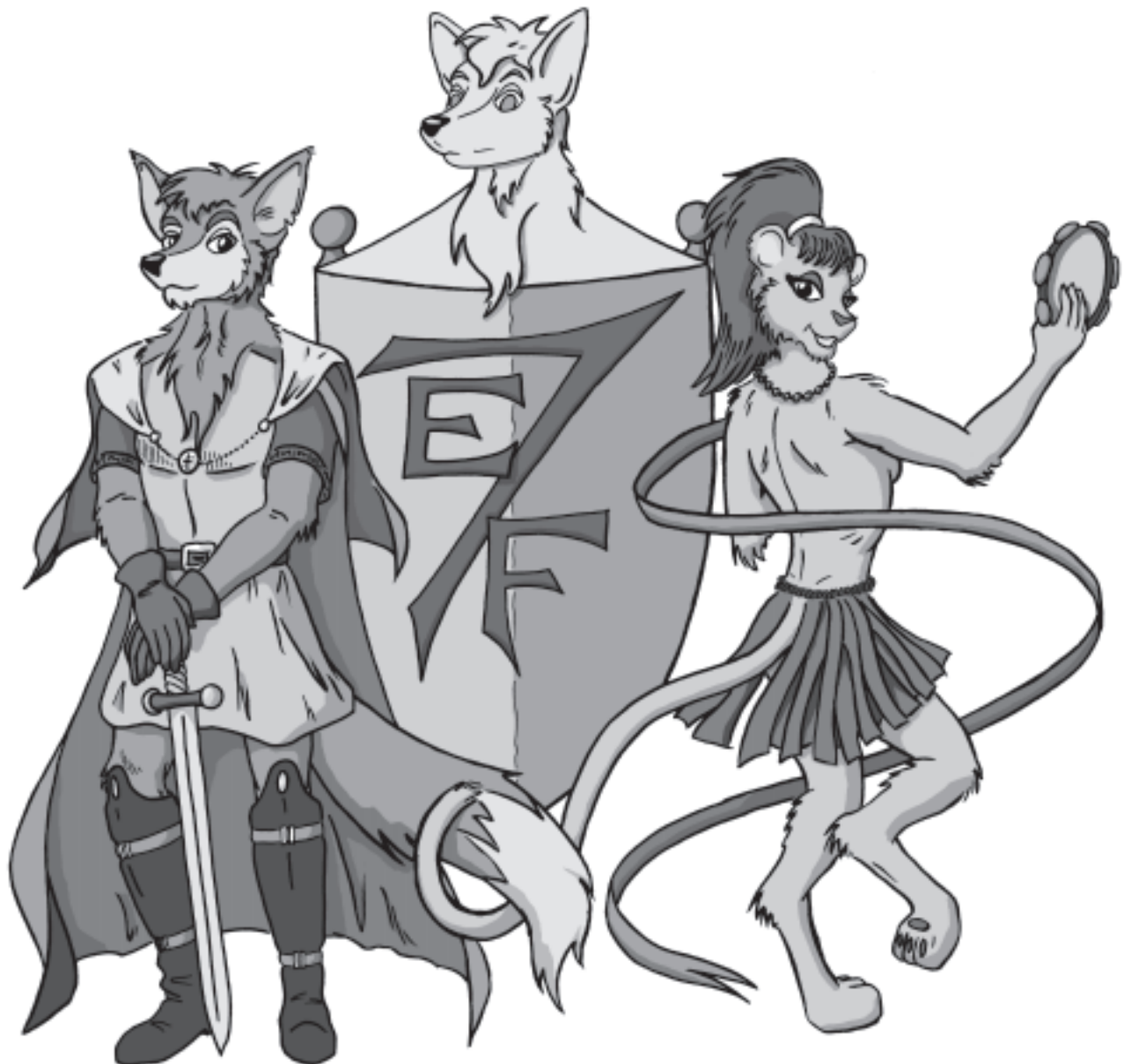
Eurofurence wants you to have great memories from a fantastic convention. Photographs and videotape footage by attendees are generally allowed in all common areas of the convention with the exception of the Art Show. Specific rules regarding these matters may exist for selected events.

When photographing or videotaping individuals or costumes, please use common courtesy and ask before photographing them. Please respect their rights if they do not wish to be photographed or videotaped.

Individuals may take pictures and videotapes for private viewing or sharing with friends. Photography or videography for the purpose of sale or publication to the press is expressly forbidden unless written permission has been obtained from Eurofurence e.V..

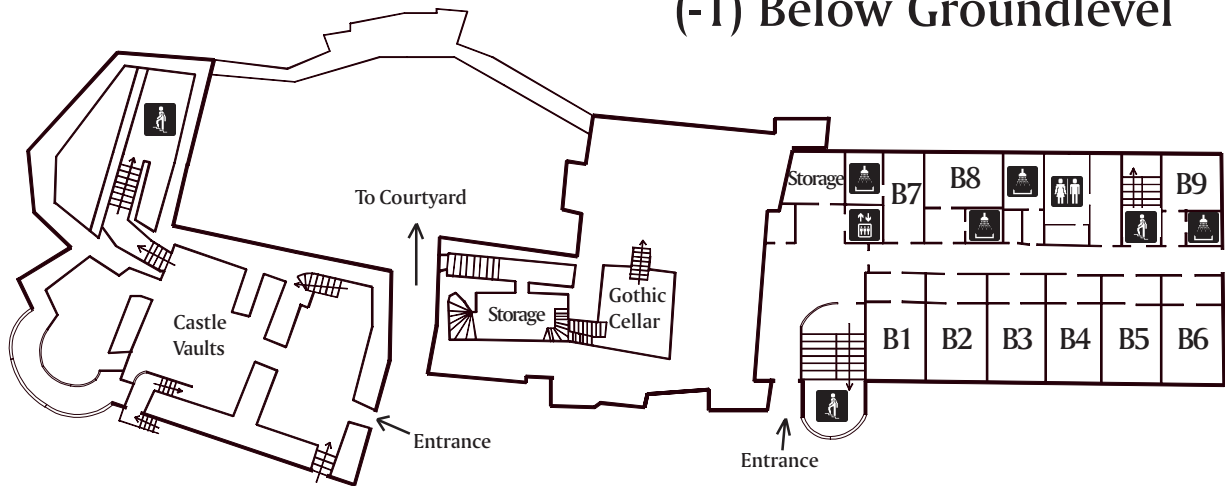
Some events will be videotaped for the purposes of producing the convention highlights video. Videotaping will also be conducted in public areas of the convention. No videotaping by convention staff will be conducted in guest rooms or in any other areas where an attendee has a reasonable expectation of privacy.

Attendees should be aware that footage gathered in public areas of the convention - including events and panels - may be used in a highlights tape, and that attendees may appear in that tape without compensation. Eurofurence will require a release only for footage that is obtained in areas that are not fully public (i.e. private functions and personal interviews.)



Floor Plans

(-1) Below Groundlevel



Function Space on this floor:

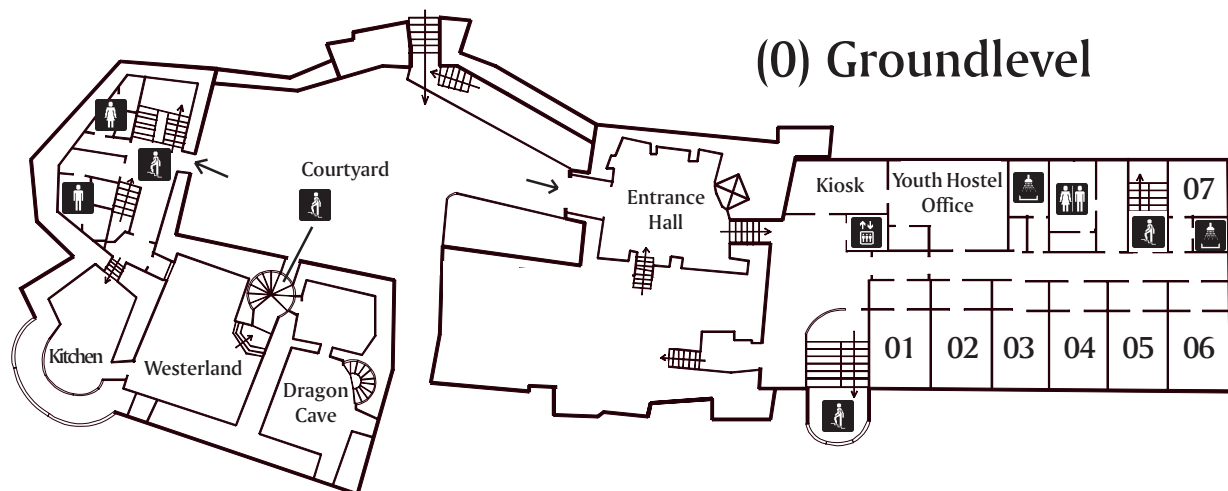
Castle Vaults - SIG Room
Gothic Cellar - Fursuiter's Lounge

- Staircase
- Elevator
- Shower
- Restrooms

Sleeping Rooms on this floor ("Lakes"):

B1 - Sorpesee (6 beds)
B2 - Biggesee (6 beds)
B3 - Edersee (6 beds)
B4 - Aggersee (6 beds)
B5 - Möhnesee (6 beds)
B6 - Wiesensee (6 beds)
B7 - Heisterberger Weiher (2 beds)
B8 - Tüschebachs Weiher (4 beds)
B9 - Silbersee (2 beds)

(0) Groundlevel



Function Space on this floor:

Westerland - Video Show
Dragon Cave - Sponsor's Lounge

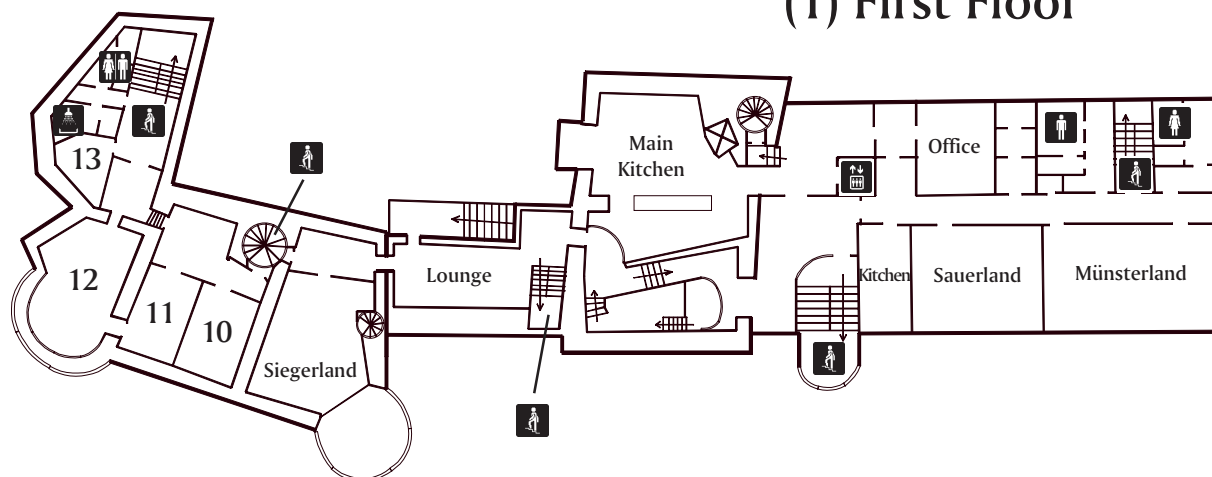
- Staircase
- Elevator
- Shower
- Restrooms

Sleeping Rooms on this floor ("Rivers"):

01 - Rhein (6 beds)
02 - Sieg (6 beds)
03 - Asdorf (6 beds)
04 - Heller (6 beds)
05 - Lahn (6 beds)
06 - Elbe (6 beds)
07 - Mosel (2 beds)

Floor Plans

(1) First Floor



Function Space on this floor:

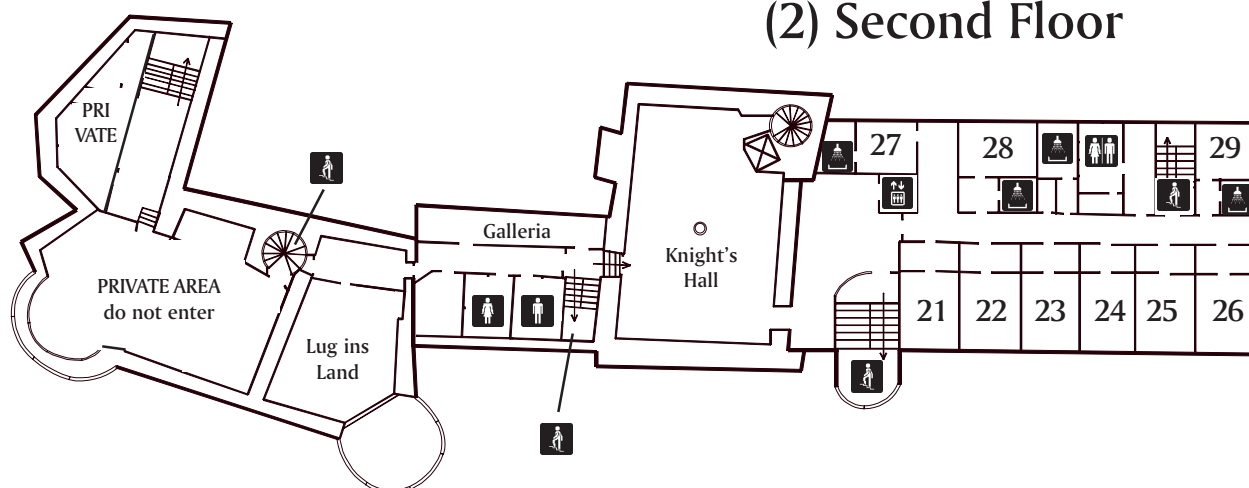
Sauerland	-	SIG Room
Münsterland	-	SIG Room
Siegerland	-	SIG Room

Sleeping Rooms on this floor ("Flowers"):

10	-	Schafgarbe (5 beds)
11	-	Veilchen (2 beds)
12	-	Mohnblume (7 beds)
13	-	Distel (1 bed)

	-	Staircase
	-	Elevator
	-	Shower
	-	Restrooms

(2) Second Floor



Function Space on this floor:

Lug ins Land	-	SIG Room
Galleria	-	Artist's Alley
Knight's Hall	-	Artshow/Dealer's Den

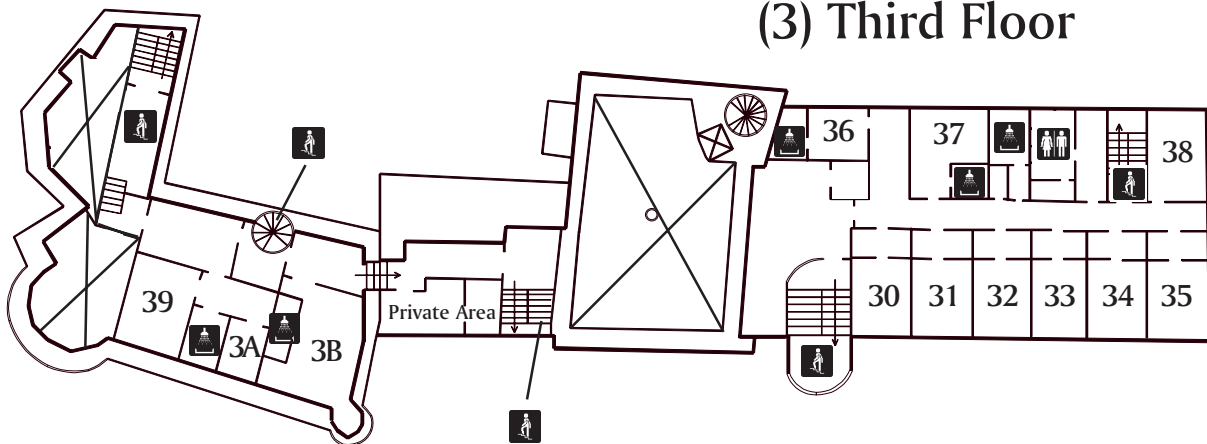
Sleeping Rooms on this floor ("Forest Animals"):

21	-	Füchse (6 beds)
22	-	Marder (6 beds)
23	-	Schnecken (6 beds)
24	-	Kaninchen (6 beds)
25	-	Mäuse (6 beds)
26	-	Hamster (6 beds)
27	-	Iltis (2 beds)
28	-	Igel (4 beds)
29	-	Eichhörnchen (2 beds)

	-	Staircase
	-	Elevator
	-	Shower
	-	Restrooms

Floor Plans

(3) Third Floor



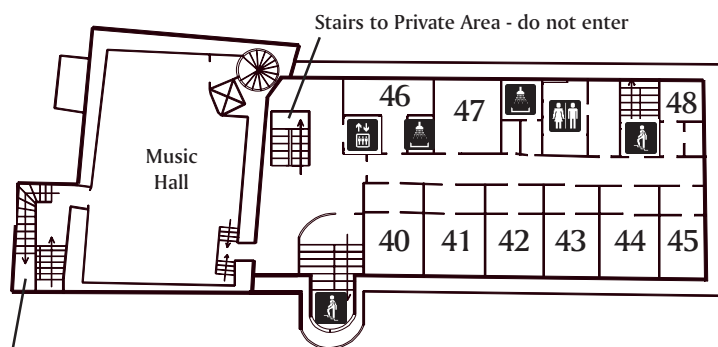
- Staircase
- Elevator
- Shower
- Restrooms

Sleeping Rooms on this floor ("Birds"):

- 30 - Amsel (6 beds)
- 31 - Drossel (6 beds)
- 32 - Kleiber (6 beds)
- 33 - Kiebitz (6 beds)
- 34 - Mauersegler (6 beds)
- 35 - Schwalben (6 beds)
- 36 - Dompfaff (2 beds)
- 37 - Rothkehlchen (4 beds)
- 38 - Meisen (2 beds)
- 39 - Molzberg (1 beds)
- 3A - Giebelberg (2 beds)
- 3B - Knappenkammer (2 beds)



(4) Fourth Floor



Function Space on this floor:

- Music Hall - Stage Events



- Staircase
- Elevator
- Shower
- Restrooms

Sleeping Rooms on this floor ("Nests"):

- 40 - Schwalbennest (5 beds)
- 41 - Falkenhorst (5 beds)
- 42 - Finkenschlag (5 beds)
- 43 - Käutchenhöhle (5beds)
- 44 - Spechtloch (5 beds)
- 45 - Kuckuck (3 beds)
- 46 - Taubenschlag (2 beds)
- 47 - Eulennest (2 beds)
- 48 - Ackerwinde (2 beds)

Eurofurence



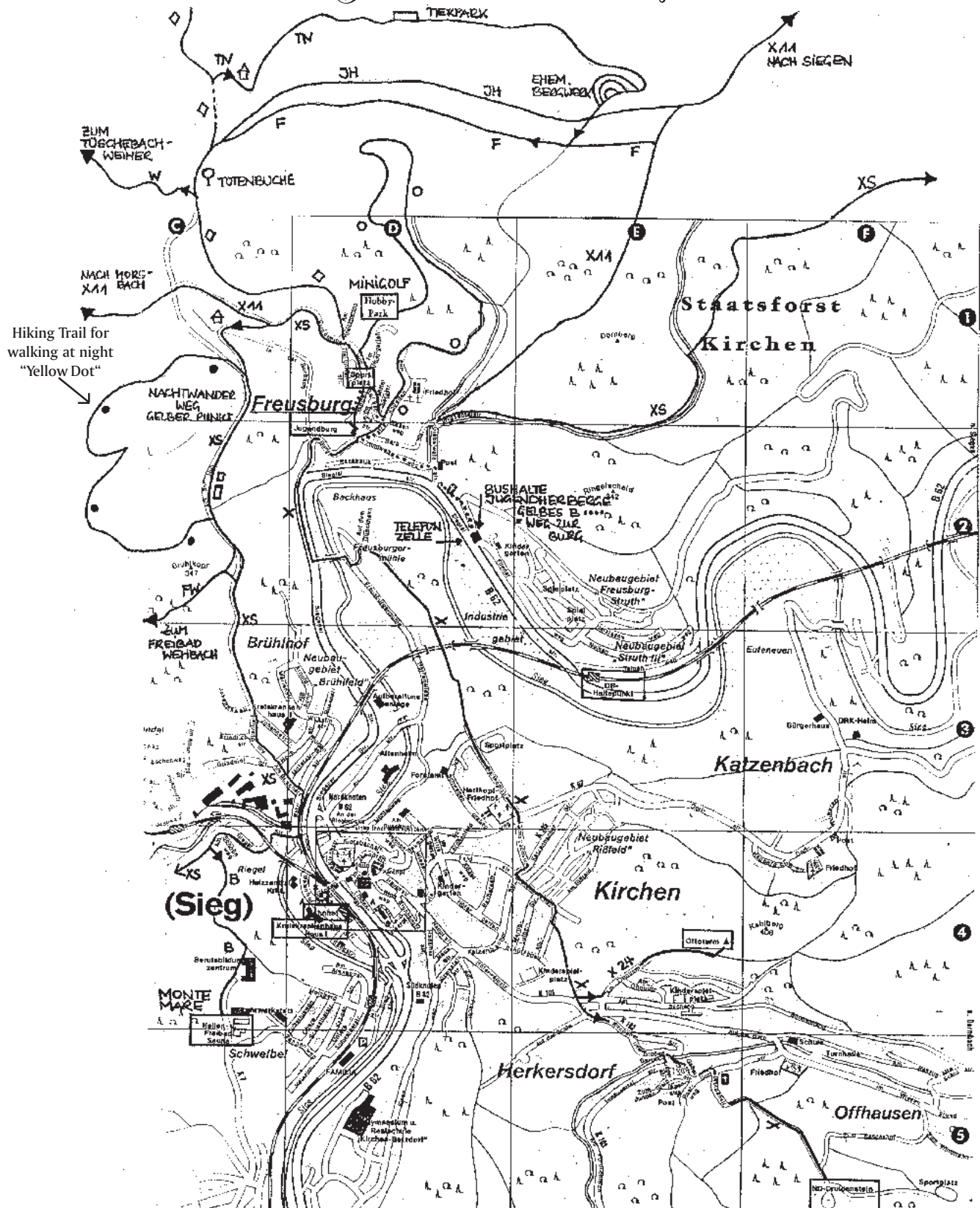
artwork © 2001, Manuel Jehkul (Lutra) <http://www.tigress.com/lutra>

History of the Freusburg

- | | | | |
|--------------------|---|--------------------|--|
| 913 | Documentarily mentioned for the first time as "Fruodesbrahderofanc". | 1626 | Fights for Freusburg Castle during the Thirty Years' War under commander Matthias Nagel |
| 1050 - 1200 | Home of the counts of Freusburg, symbolised by three boar heads on the crest. | 17/18 cent. | Freusburg Castle becomes home of the administration of the lordship of the same name, including Gebhardshain, Kirchen and Niederfischbach. |
| 1220 - 1292 | Home of Aleydis "Mistress of Freusburg", founder of the monastery of Marienstatt. | 1815 | Prussia becomes the legal successor of the Counts of Sayn |
| 1212 - 1246 | Home of Count Heinrich III, the Great of Sayn. | 1869 | Freusburg Castle becomes property of the Prussian forest management, and is used as a home for forest officials. |
| 1324 | Freusburg gets church privileges, especially the privilege of indulgence. | 1927 | Freusburg Castle changes owners again, this time it goes to the governmental youth hostel organisation of Sauerland. |
| 1372 | Emperor Karl IV is the new liege of Count Johann III of Sayn | 1928 | Freusburg Castle officially becomes a youth hostel. |
| 1467 | Emperor Friedrich III appoints Count Gerhard II as the prefect of the Westphalic free courts. | 1928-1985 | Freusburg Castle is used as youth hostel, military training camp, labour camp, army hospital, and then, finally again as youth hostel. |
| 1561 | Count Sebastian II of Sayn begins reformation of the lands of Sayn | 1986 | The castle gets completely modernized, and the second wing is built. It is re-opened by President Richard von Weizsäcker |
| 1580 | Count Heinrich IV of Sayn renovates Freusburg castle, and builds the Freusburg Chapel | 2001 | Eurofurence 7 |



vicinity Map



WARNING! IT'S HUNTING SEASON! DO NOT WALK IN THE WOODS AT NIGHT WEARING MAKEUP OR ANIMAL COSTUMES! THIS IS NOT A JOKE!

There is a hiking trail cleared for walking at night. It is marked with signs showing a yellow dot. Do not leave this path. There is a more detailed map at the Youth Hostel kiosk.



Thursday

	Outside	Vaults	Entrance Hall	Video Show
14:00-18:00			Registration Check-in Room Assignment	Trailers/Shorts
18:00-18:30	Barbecue			Sandokan The TV Movie (English, 76min)
18:30-19:00				
19:00-19:30				
19:30-20:00				
20:00-20:30				
20:30-21:00	Campfire	Truth or Dare	Registration Check-in Room Assignment	The Fearless Four (English, 78min)
21:00-21:30				
21:30-22:00				
22:00-22:30				
22:30-23:00				
23:00-23:30				Titan AE (English, 94min)
23:30-open				

Details on today's events:

The Barbecue: The BBQ is a great opportunity to eat, socialize, and to meet and greet new arrivals. Even though this is an „all you can eat“ type of meal, supplies aren't unlimited. Please make sure everyone gets their share.

Campfire: If weather permits it, there will be a campfire in the outer courtyard on each evening of the convention. Don't forget your guitar.

Akeela's Truth or Dare: Akeela is offering a round of the classic game to get to know one another. If you have never heard about Truth or Dare, Akeela will happily explain it to you. One rule however shall be mentioned here: Only people taking part in the game are allowed in the room. Admitting bystanders would make the game unfair.

Other places to check out:

The Video Show: The regular Video Programme starts at 19:30. Please check out the programme guide in the back of this booklet for details on each of the movies. When no features are running, there will be a show of trailers and short video clips.

Artshow Check-In: If you are an artist and want to have your artwork displayed at the art show, please check your artwork in at the registration desk. Thank you!

The Sponsor's Lounge: If you are a Sponsor, feel free to check out the Sponsor's Lounge to relax, have some coffee or snacks.



	Knight's Hall	Music Hall	Vaults	Siegerland	Lug ins Land	Münsterland	Videoshow		
08:00-8:30			Breakfast						
8:30-9:00									
9:00-9:30									
9:30-10:00							Trailers/Shorts		
10:00-10:30									
10:30-11:00				Animal Rights SIG	Organizing Conventions SIG		The Fearless Four		
11:00-11:30							(English, 78min)		
11:30-12:00									
12:00-12:30		Lunch					Trailers/Shorts		
12:30-13:00									
13:00-13:30									
13:30-14:00	Dealer's Den & Artshow	Costume Contest Briefing	World Tree RPG Session				Animal Behaviour (Part I)		
14:00-14:30									
14:30-15:00									
15:00-15:30									
15:30-16:00									
16:00-16:30									
16:30-17:00									
17:00-17:30									
17:30-18:00									
18:00-18:30		Dinner					Trailers/Shorts		
18:30-19:00									
19:00-19:30							Chicken Run		
19:30-20:00								Storyteller's Circle	
20:00-20:30		Costume Contest							(English, 84min)
20:30-21:00									
21:00-21:30		Advanced Dares&Dangers							Dinosaur
21:30-22:00									
22:00-22:30									Princess Mononoke
22:30-23:00									
23:00-23:30									
23:30-open									



Details on today's events:

Animal Rights SIG: Shadowfox gives a brief overview of the history of the animal rights movement, and addresses questions like: What is the concept of "Animal Rights"? Do animals have rights? And if yes, which rights, and why? What are the consequences?

Organizing Conventions SIG: Cheetah (Eurofurence 3,5-7) and Mark Merlino (Confurence 0-10) will be there to talk about the ups and downs of organizing furry conventions in Europe and in America, and how conventions work from the organizers' point of view.

Artshow/Dealer's Den: The Artshow is an exhibition of all kinds of two- and three-dimensional artwork. Combined into the same room is the Dealer's Den, a marketplace where all kinds of furry merchandise can be purchased. The Artshow also includes the possibility to place bids on pieces of artwork which are for sale. The highest bidder wins. The Artshow and the Dealer's Den may display and sell artwork which is not suitable for minors. We are sorry, but furies with a green badge will not be allowed to enter.

World Tree RPG Session: Bor is offering an afternoon pen&paper roleplaying session with pre-generated Characters as an introduction to the new „World Tree“ roleplaying game system. It's an adventure on a tree larger than any world. In a civilisation where magic is as common and intricate as modern day technology. Where anthropomorphic canines, bears and others, form the prime races of cities and villages. Where the civilised plot for power amongst themselves, while at the same time having to prove their worth against the rest of the dangerous denizens of the tree, to keep their place as prime species, the chosen of the gods. A world where literally everything can and will happen.

Animal Behaviour (Part I): "Keeping an eye on your animal - ways to learn from your best 'furry' friend." Anthropomorphic aspects are usually avoided during behavioural studies. But what about just letting go to experience the communication on *their* level?

This is part one of a two-part seminar held by behavioural scientist Dr. Frank Buschmann (aka Rhondil) on the psychology and ethology of behaviour and explain how trained perception can reveal information about basic mechanisms of behaviour. The first one puts emphasis on animal behaviour while the second one focusses on the interaction between the observer and observed.

Basic Drawing: Cairyn and Bander are offering this workshop for everyone interested in the art of drawing. The basic topics covered will be: Space, Shapes and Forms / Perspective / Camera / Basic body forms and measures / Basic head construction / Basic furrification of the human form / Art Materials / The deadly sins: How **not** to become an artist.

Play'nTell: Have you ever wondered what might have been the artist's inspiration when you listen to a song? Artists from the "Furry Fantasies" project will perform a small selection of furry-themed songs, and give you some insight on what inspired them to write them, and how the puzzle pieces finally came together. There will be both songs already known from the "Furry Fantasies II" CD and previously unreleased material.

Writer's Workshop: Lisanne Norman, internationally renowned science-fiction writer, is offering this opportunity to talk and discuss the art of writing. This workshop is aimed at amateur writers and those who want to be. **Important Change:** If you have submitted a story to Lisanne for discussion there will be the chance to discuss it with her in a smaller group after the Workshop. There have been so many submissions that not each of them can be discussed during the workshop.

Costume Contest: The Costume Contest comes in three parts. There is a briefing for those who want to take part, the Costume Presentation, and the announcement of the winner and handing over of the awards on Saturday evening during the Medieval Madness show. If you have brought your costume, you're wholeheartedly invited to join! Please come to the Briefing at 13:30, and Eisfuchs will be there to explain everything to you and to assist you. And do not worry about the competition, it's supposed to be fun and you'll have a great chance to show off your new suit!

Everyone else is invited to the Costume Presentation at 20:00, see all the new costumes and vote for your favourite!

Storyteller's Circle: This is the place to tell your own proud creations, epic works of hitherto unequalled proportions, poems, little literary ditties, stories, fables, furry or animal related, and of course also the part that has given name to this event; the Storytellers' Circle where everyone who wants can participate in a story that's being created as we tell it. It's usually a little bit crazy and very funny. Of course, listeners are welcome, too!

Advanced Dares & Dangers: This event experimentally replaces the traditional "pet auction". There is an extra page describing this event later in this booklet!

Saturday

	Knight's Hall	Music Hall	Vaults	Siegerland	Lug ins Land	Münsterland	Videoshow	
08:00-8:30			Breakfast					
8:30-9:00								
9:00-9:30							Trailers/Shorts	
9:30-10:00								
10:00-10:30								
10:30-11:00								
11:00-11:30				Animatronics SIG	Living a Furry Life		Käpt'n Blaubär (German, 78min)	
11:30-12:00								
12:00-12:30			Lunch					Trailers/Shorts
12:30-13:00								
13:00-13:30						Titan AE (English, 94min)		
13:30-14:00	Dealer's Den & Artshow		Werebeings Roleplay or Reality?		Animal Behaviour (Part II)		Live Action Roleplaying SIG	
14:00-14:30								
14:30-15:00								
15:00-15:30			The Howl		Advanced Drawing Workshop			
15:30-16:00								
16:00-16:30				Fursuit SIG	Brainstorming for Story Ideas			
16:30-17:00								
17:00-17:30		Dinner				Trailers/Shorts		
17:30-18:00								
18:00-18:30	Artwork Pick-Up						The Tigger Movie (English, 77min)	
18:30-19:00								
19:00-19:30		Medieval Madness Variety Show					Fantasia 2000 (English, 74min)	
19:30-20:00								
20:00-20:30								
20:30-21:00								
21:00-21:30								
21:30-22:00								
22:00-22:30								
22:30-23:00	The Furdance							
23:00-23:30								
23:30-open								

Saturday

Details on today's events:

Erich Leuzinger's Big Cat Show: Animal Training does not necessarily have to be cruel and inhumane. There is a special page for this event later in this booklet! The event takes place in the video room.

Animatronics SIG: "How to bring your fursuit to life" - Furvan is going to present his latest technical inventions, and demonstrate the construction and use of electronically controlled ears, facial features, tails and other costume parts.

Living a Furry Life : O'Wolf would like to offer a panel discussion with the title "living a furry life". This implies that he needs participants on the panel. If anyone's interested in volunteering for it just drop him a note. The topic is very broad and unspecific on purpose. His intention is to put a spotlight on numerous aspects of "furry" as he gets the growing impression that many newcomers feel a bit disoriented. Another topic would be the motivation why someone likes furry comics, artwork, role playing, or thinks he's living a furry lifestyle. It isn't about furry lifestyle per se -- the question is more "how does furry affect your life".

Artshow/Dealer's Den: The combined Artshow/Dealer's Den opens a second time today, giving you the chance to place your final bids! If you are the highest bidder on a certain piece of artwork, please come to the Artshow room at 19:00 to pick it up. Prepare to pay cash.

Animal Behaviour (Part II): "The Eye of the Beholder: how observer and observed are entangled." - Even if you don't interact with your observed object directly there is some kind of influence on its behaviour. What is the nature of such a connection? How is your way of subjective perception and evaluation distorting the overall impression?

This is part two of a two-part seminar held by behavioural scientist Dr. Frank Buschmann (aka Rhondil).

Werebeings - Roleplay or Reality?: This is a two-part event. The first part, held by Taketa, is an introduction into the were fandom, dealing with questions like: What are weres? What do they do? What are they like? Why are they weres? How do you become were? Are weres roleplayers? The second part is:

The Howl: This is an open meetingplace for werebeings and everyone else interested. You may join and leave as you please. There is plenty of time for chatting and exchanging experiences and ideas.

Advanced Drawing: Cairyn and Bander are offering this workshop for everyone who already has some experience in drawing. The advanced topics covered will be: Comparative anatomy / Cartooning / Species / Facial Expressions / Posing and Acting / Action lines / Image composition / Inking

Live Action Roleplaying SIG: Shirkadya, involved in the organization of many LARP conventions, gives an introduction into the Live Action Roleplaying genre. If you have never attended a LARP because you never knew what you would be getting into, this is your chance to extend your horizon and ask all the questions you have.

Fursuit SIG: Interested in making a fursuit of your own? Whether you're already building one or you're still stumbling around trying to figure out where to start, you'll find all sorts of useful information here: including design tips, construction tips, suggestions for materials, posing, acting and more.

Brainstorming for Story Ideas: Helen Lofting, friend and assistant of Lisanne Norman, is going to go over the process of how they developed a particular idea for one of Lisanne's books, then invite people to throw ideas around and see what everyone can come up with. See how you too can overcome your writer's block.

Medieval Madness: This time, the LSD Pawpet Show, the Variety Show, the Lottery and the Fursuit Contest Awards have been combined into one large show: The Medieval Madness show! Prepare for two hours of complete off-the-wall lunatic fun. If you want to take part in the lottery, drop your tickets into the barrel at the entrance! Prizes will be drawn during the show.

The Furdance: Traditionally, this is the last official event of this year's Eurofurence. Everyone is invited to come to the dancefloor! If you have a fursuit, bring it along! There will be a large wind machine providing the necessary ventilation for fursuiters.



Sunday

	Outside	Music Hall	Vaults	Siegerland	Lug ins Land	Münsterland
08:00-8:30			Breakfast			
8:30-9:00						
9:00-9:30						
9:30-10:00						
10:00-10:30	Breakdown / Check-Out					
10:30-11:00						
11:00-11:30						
11:30-12:00						
12:00-12:30	Group Photo		Eurofurence e.V. Member's Meeting			
12:30-13:00						
13:00-13:30						
13:30-14:00	This is the end, my friend.					

Details on today's events:

Too early to leave?

Group Photo: We are trying hard to keep this tradition up, we need as many participants as possible! Meeting point is the viewing platform outside the castle.

Eurofurence e.V. Member's Meeting: This meeting serves two purposes. Firstly, it's the second official annual meeting of the Eurofurence e.V., the furry support organisation. Guests who are not members of the organisation may attend, but are not allowed to take part in any of the official decisions, according to German law. There is a list of topics that has been previously announced and that we are legally obliged to stick to. BUT ... the last topic will be „miscellaneous“, and is the chance for everyone to give us feedback about the Convention, and ask questions about the organisation.

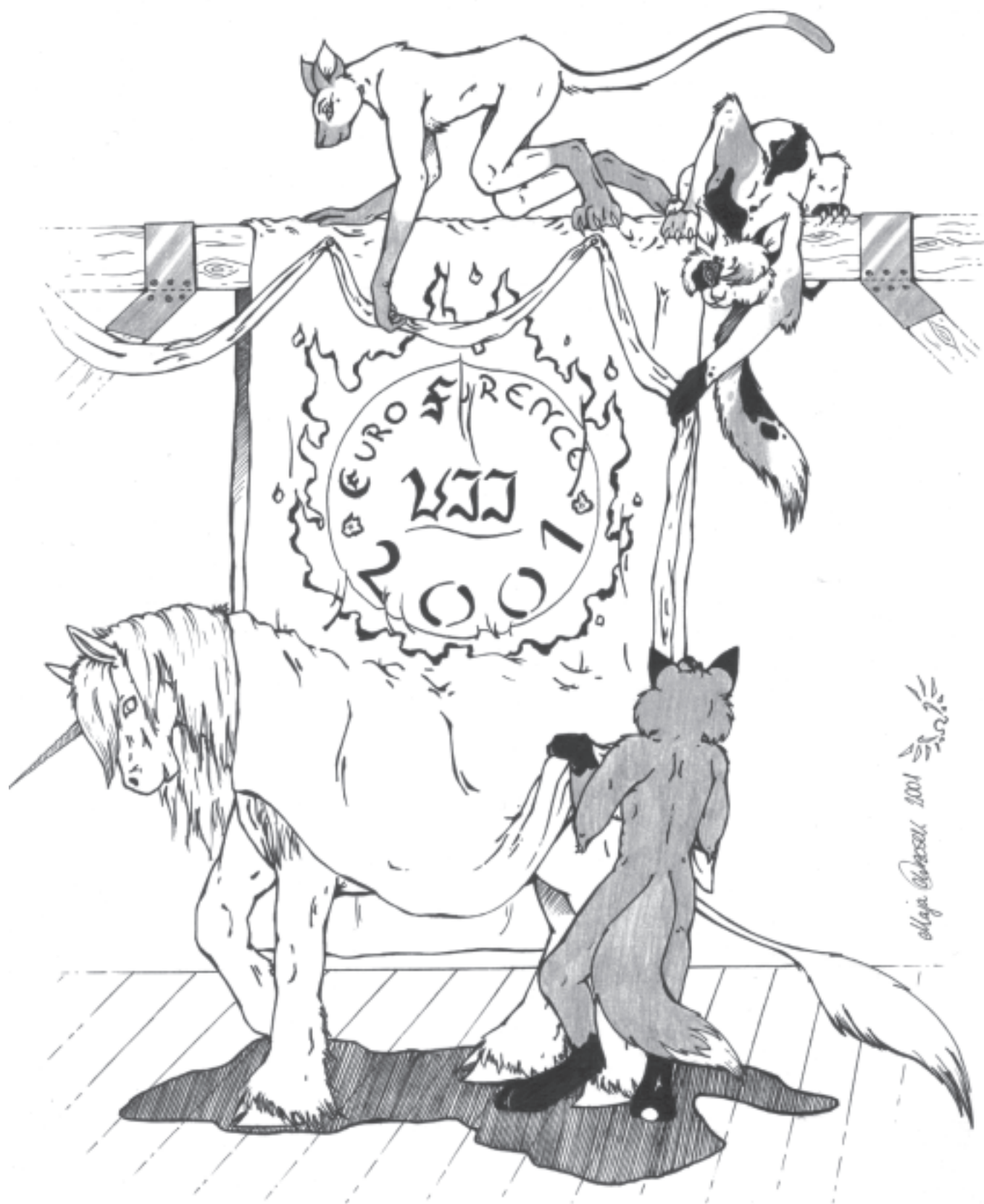
Checking Out: Please leave your room in the condition in which you have found it when you arrived. That means, please do not leave any trash behind. If you had bedsheets provided by the youth hostel, watch for announcements where to put them for collection by the cleanup crew.

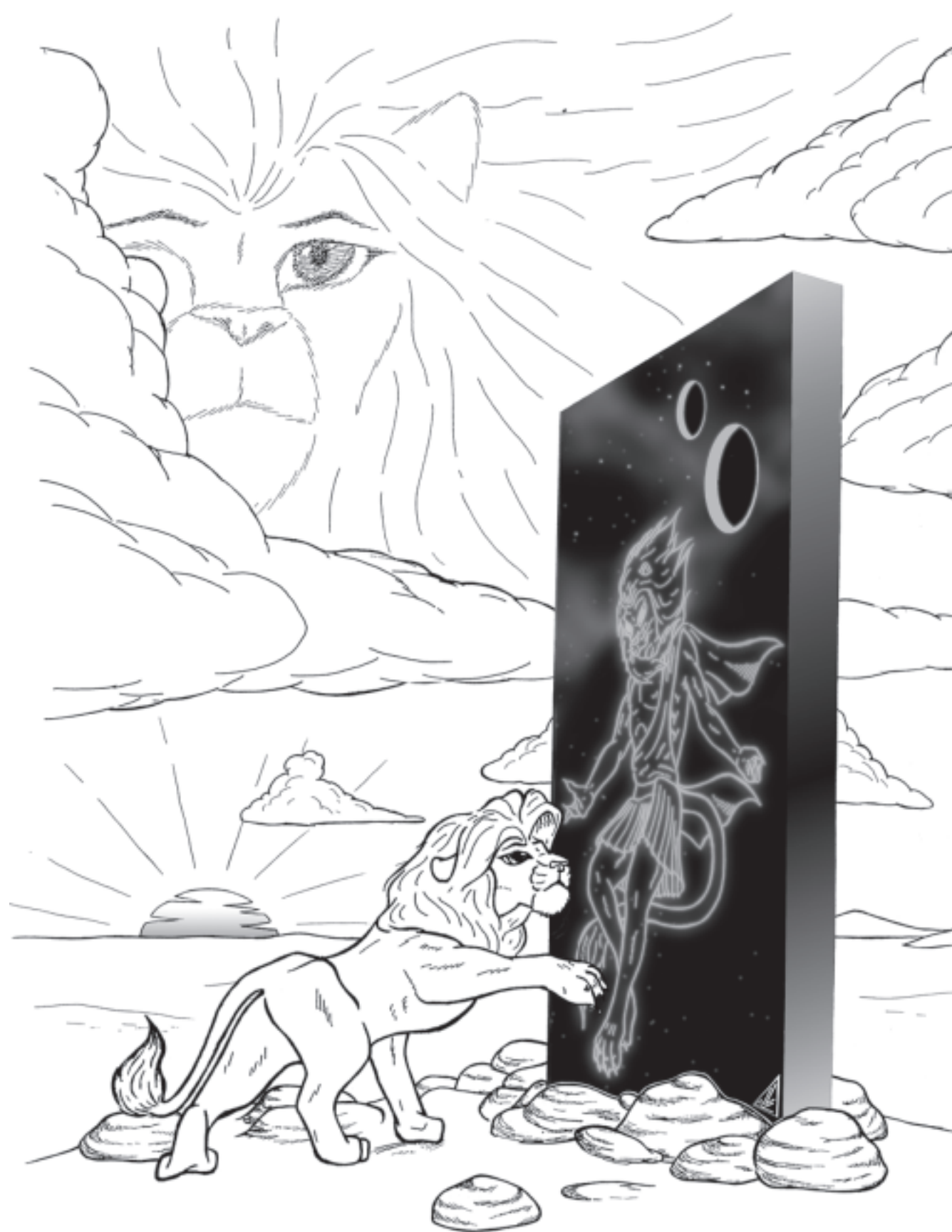
If you do not have to leave early but still have some time left, here are a few suggestions of what to do after having checked out:

Visit the Zoo in Niederfischbach: This is a small zoo/park, just a few minutes away by car. It focuses on smaller and native animals, and offers lots of space to walk and relax. (Tierpark Niederfischbach, Telephone: 02734/61175)

Go swimming at „Monte Mare“: The Monte Mare is an outside pool and recreational facility, complete with waterslides, sauna and all else you need to have fun. It is located in Betzdorf/Kirchen, have a look at the vicinity map on page 11. (Monte Mare / Auf dem Molzberg / 57548 Kirchen-Sieg / Telephone: 02741/62077)

Visit the „Society for Domestic Animal Research“: This is an organization making behavioral studies about the ancestors of today's domestic dogs. It's about 15 kilometers away from the Freusburg. There are lots of different breeds of feral or semi-feral dogs to be seen, in different stages of domestication. If you want to visit the station you **MUST CALL THEM FIRST AND MAKE AN APPOINTMENT FOR A GUIDED TOUR!** („Eberhard Trumler-Station“ / Wolfswinkel 1 / 57587 Birken-Honigessen / Tel. 02742/6746)



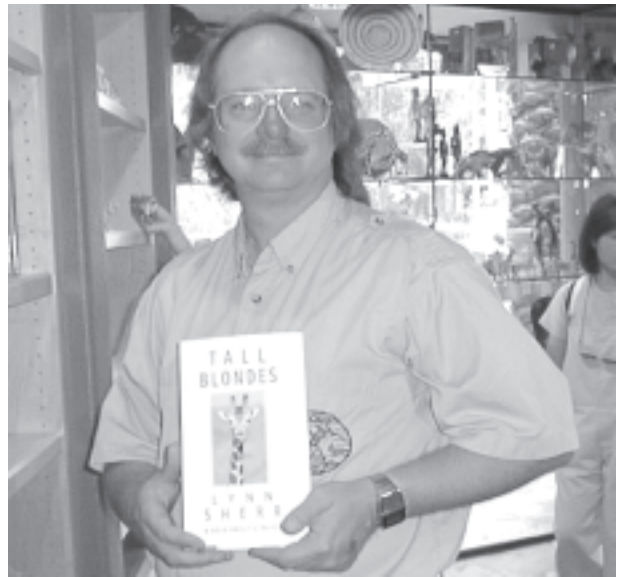


Our Special Guests

Mark “Syllys Sable” Merlino

Mark is best known for his involvement as the director of the first professional furry convention ever: Confurence. He started Confurence together with his friend Rod O’Riley in 1989 as a test baloon called „Confurence Zero“ at the Holiday Inn Bristol Plaza in Costa Mesa. After some initial problems, the Confurence idea became a huge success, and Mark stayed on the team for the next eleven years. He has always been a strong advocate of the furry fandom and alternative lifestyles, resulting in much praise, but also much controversy. „Furriness seems to be an inescapable part of our being, our psychological makeup“, he says.

Mark can be met at: The “Organizing Conventions” SIG and the “Living a furry Life” SIG



Lisanne “Hyperkitty” Norman

Lisanne is an internationally renowned Science Fiction writer, who has published six books until now, known as the “Sholan Alliance Series” about the story of Carrie, a Human female, Kusac, her mind-bonded feline companion, and the impact of the arrival of the human race on Keiss, the felines’ home planet. Lisanne generally is a huge fan of everything feline, and writing is both her profession and her devotion. She likes to take part in medieval re-enactment groups, and can frequently be found at furry and science-fiction conventions, among them Eurofurence 5 and Confurence 9.

Lisanne can be met at: The “Writer’s Workshop” and the “Brainstorming for Story Ideas” SIG



Lee “Chairo” Strom

In his “real life”, Chairo works as a System Administrator for XO Communications. But when work is over, he dedicates a significant part of his life to the furry fandom: During the time of Confurence 9 a small group of about 9 local furs got together to propose a Northern California convention to the area furs, and he was fortunate enough to be brought onto the founding group and helped in the initial planning. The outcome is known today as “Further Confusion“, one of the biggest and most influential new furry conventions. In the year 2000 he was the Business Assistant and Dealers Room manager, and was elected Co-Chairman of Further Confusion in the year 2001. Beyond his convention activities, he’s a dedicated fursuiter.

Chairo can be met at: The Fursuit SIG and the “Medieval Madness” show.





© Blair Bryant

Advanced Dares and Dangers

Goodbye, Pet Auction!

You might notice that the traditional "pet auction" is missing in the programme this year. Looking back, the pet auction has never been very popular. We tried numerous improvements, but none of them worked. Last year, we even eliminated the need for real money to take part, and still most of the participants found the event rather boring.

This year, we are going a different way, a way that hopefully provides more fun, both for those who take part, and the audience! The pet auction is dead. Long live Advances Dares & Dangers!

Win the Fair Maiden's Heart

There are still some aspects we took over from the pet auction: There is still a number of furies who offer themselves and a little service as the prize. This can be a custom drawing, a backrub, a poem, anything. The winner gets the prize. Just as it used to be with the pet auction.

The Rules of the Game

Here comes the new part: The participants do not simply place bids until currency runs out and there is a winner. Instead, the participants will have to prove they're worthy!

The person volunteering as the prize, formerly known as the "pet", is now dubbed "the fair maiden" to stay true to our medieval motto.

In each round, the fair maiden and "her" service is introduced. Our host, Akeela, will then call for candidates. Everyone who wants to play comes on stage. Then, Akeela will start reading dares. A dare is a little task that everyone has to perform on the stage, in front of everyone's eyes.

Dares come in different levels. The first dare will be easy. Every following dare will get more difficult, and demand more courage! After Akeela has read the dare, each of the candidates may choose: Either leave the stage, or perform the dare! This is repeated until there is only one candidate left, who will have to perform the final dare, and then wins the fair maiden!

The winner will get a free extra lottery ticket on top, and so does everyone who performs more than 5 dares in one row!





Erich Leuzinger

A Pioneer in Humane Animal Training

It is generally believed that animal training, especially when it's done for entertainment purposes, is usually a very cruel thing. If there is one man who might be able to prove that this is not necessarily true, it's Erich Leuzinger. Erich Leuzinger is a pioneer in humane animal training, and we are proud to have his wife Elfi Leuzinger among our guests. Today, Leuzingers have quit the show business and are running a sanctuary for abandoned exotic felines in Germany (<http://www.tigerranch.de/>). Elfi is going to present one of Erich's greatest shows on the big video screen, highlighting the differences between common training practices and Erich's special way to work with his animals which is based on trust, friendship and respect instead of violence and fear.

Friendship instead of Violence

Erich broke new ground in the circus business, and while most of the competition frowned upon his alternative approach, his success was incredible. His philosophy was not to present tigers as fierce beasts, but in the way they are: Respectable, playful individuals with strong personalities. The key to his success was not to force the

animals into something they're not willing to do on their own, but observing them closely from childhood on, and building upon their natural playfulness. Erich never saw his animals solely as a way to boost his career. He truly loves his big cats, just like any part of his family. In Erich's shows, you'll never see a cat jump through rings of fire, or other unnatural behaviour. Erich also never uses physical force.

A Different Kind of Big Cat Show

As mentioned before, Elfi Leuzinger is going to present a video recording of Erich's Show, recorded at the Friedrichstadt Palast in Eastern Berlin in 1986. After the presentation, we invite you to take part in a question & answer-session with Elfi Leuzinger and to discuss with her the ethics of animal training, big cat husbandry and the entertainment business.

We apologize, but Elfi does not speak English well. There will be helpers trying to translate the most important points, but please do not be angry if some of the discussion will take place in German.

Presentation and Discussion in the Video Room on Saturday at 17:00





EuroFurence VII

artwork, characters and outfits © 2001 by Chris "SewerRat" Hefele, Düsseldorf/Germany
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The Lottery

An old Tradition

The Lottery is an old Eurofurence tradition. It was first introduced to raise funds for the convention, but has more and more mutated into a general fun event and a way the convention thanks everyone for coming and helping. The more tickets you own, the bigger are your chances to win!

How to get Tickets

You can't buy lottery tickets, but you can earn them! The convention staff needs your help. There will be a list of tasks posted at the registration desk. Those who volunteer for one or more of the tasks will earn extra lottery tickets as a reward. If you take part in the costume contest, or if you become a candidate in "Akeela's Castle", or if you generally help the staff, all this will be rewarded with extra lottery tickets! Sponsors get one extra ticket from the start. Almost every kind of helpful involvement will be rewarded this way.

How to take part

Just drop your tickets into the barrel at the entrance when the show begins. There will be four drawings of prizes during the "commercial breaks" in the Medieval Madness show. In each drawing, tickets will be drawn from the barrel and the winners may then choose from the prizes presented on stage.

The Prizes

The prizes range from plushies to comics, from books to artwork prints. The prizes are mostly donations from kind furries. We are always searching for people donating prizes for the lottery. If you want to support the lottery by donating a prize, you can ask any staff member for assistance. All kinds of furry-related items are welcome!



CAF75

(c) Philipp Peteranderl 2001



The Videoshow

	Thursday	Friday	Saturday
9:00-9:30		Trailers/Shorts	Trailers/Shorts
9:30-10:00			
10:00-10:30			
10:30-11:00		The Fearless Four (English, 78 min)	Käpt'n Blaubär (German, 78min)
11:00-11:30			
11:30-12:00			
12:00-12:30	Trailers/Shorts	Trailers/Shorts	Trailers/Shorts
12:30-13:00			
13:00-13:30			
13:30-14:00		Redwall (English, 84 min)	Titan AE (English, 94min)
14:00-14:30			
14:30-15:00			
15:00-15:30		Fantasia 2000 (English, 74 min)	Bagi (Japanese with English subtitles, 90min)
15:30-16:00			
16:00-16:30			
16:30-17:00		Lady and the Tramp II (English, 70 min)	Erich Leuzinger's Big Cat Show / Discussion of the Ethics of Animal Training
17:00-17:30			
17:30-18:00			
18:00-18:30		Trailers/Shorts	Trailers/Shorts
18:30-19:00			
19:00-19:30			
19:30-20:00	Sandokan the TV movie (English, 76 min)	Chicken Run (English, 84 min)	The Tigger Movie (English, 77min)
20:00-20:30			
20:30-21:00			
21:00-21:30	The Fearless Four (English, 78 min)	Dinosaur (English, 82 min)	Fantasia 2000 (English, 74min)
21:30-22:00			
22:00-22:30			
22:30-23:00	Titan AE (English, 94 min)	Princess Mononoke (English, 134 min)	The Emperor's New Groove (English, 77 min)
23:00-23:30			
23:30-later			

Sandokan - The TV Movie

Thursday 19:30

(Spain 1995/76min/Language: English/Subtitles: None)



Cheated from his rightful place on the throne by the evil Rajah, Sandokan is forced to turn to piracy to feed himself and his loyal men. But when he learns of a secret passage into the Rajah's forbidding fortress, brave Sandokan sets sail to regain his kingdom.

This rather obscure production made it from Spain through the claws of low-budget DVD manufacturer Simitar entertainment right into the video show. Simitar are usually known for their collection of sleazy soft-porn titles, and brilliant stuff like „The Sports Bloopers Encyclopedia“, „Eva Braun - The Documentary“, „Sex Crimes Uncovered“ and „National Parks of America“. It really surprises me how this little gem slipped into their hands.

Its equally surprising how many furies I've talked to know the television series this movie is based on. So relax, and dwell in your sweet childhood memories!

The character design is cute at least, and animation is the usual average kid's TV show quality.

The Fearless Four

Thursday 21:00 / Friday 10:30

(Germany 1998/78min/Language: English/Subtitles: None)



The Fearless Four is very loosely based on the classic fairytale „The Musicians of Bremen“. We are proud to finally present the English version, which stars the singing voices of BB King, Oleta Adams and James Ingram. At first it seemed this very nice piece of animation would never make it out of Germany, but here it is:

A sad fate awaits all four at their present owners: Gwendolyn the cat, Buster the dog, Fred the donkey and Tortellini the rooster. So they take to their heels and meet up on the country road. Not only their refugee existence and loneliness forge them together - it is, above all, their love of music that proves to be a strong bond of friendship. They find unexpected fame and fortune as the musical stars of a TV commercial. But they soon discover that their corporate sponsor is actually a dastardly villain named Dr. Greed...

The movie is the debut of Germany-Based company „Munich Animation“, and was the first feature-length animation from Europe featuring the heavy use of rendered computer graphics. Munich Animation's latest production „Help, I'm a Fish“ is right now showing in theaters.

Thursday 22:30 / Saturday 1 3:30

(USA 2000/94min/Language: English/Subtitles: None)

Titan AE

Since the commercial failure of "The Black Cauldron" permanently scared Disney away from non-G-rated, non-singing animation, fans have been waiting for someone to step into the breach. The wait is over, courtesy of Disney ex-pat Don Bluth; this mix of CGI and traditional animation is not only one of the most spectacular cartoons ever made, but also a reasonably adult piece of sci-fi. It's the 31st century, and the vicious alien Drej have just blown up Earth. The good news is that a small group of humans made it off-world before the big bang; the bad news is that they're scattered across the universe and most other sentient species don't much like them. Enter Cale, who discovers that his father has stashed the Titan, a secret weapon capable of recreating Earth and destroying the Drej. Faster than you can say "Millennium Falcon," the unwilling and resentful Cale is pressed into service by spaceship captain Korso, an old friend of dad's, who reveals Cale has a map to his father's ship.

The film is an industrial design marvel full of impressionistic, painterly backdrops and cool CGI effects best displayed during a breakneck chase through Saturn-like rings of reflective ice crystals.



Friday 1 3:30

(Canada 1999/84min/Language: English/Subtitles: None)

Redwall

This is the feature-length abridged version of the Redwall TV series, a powerful tale of fantasy, courage and epic adventure.

It follows the story of a heroic mouse called Matthias and the beautiful and brave mousemaid Cornflower, who discover their destiny within Redwall. It is the story of the quest to find a legendary and lost weapon and follows the adventures of Matthias as he gradually learns all about the legend of Martin the great warrior mouse.

The movie is based on the world famous novel by Brian Jacques, and many furries were surprised at the quality of the animation and how true to the book the story was adapted. The TV series was a venture about which Jacques had some initial reservations. „I went into it [the TV series] with a lot of trepidation, but in the end it turned out a lot better than I thought it would,“ he says.

The series was produced by Nelvana in Canada, and is now currently going into its second season, called "Mattimeo".



Fantasia 2000

Friday 1 5:00 / Saturday 2 1:00

(USA 2000/74min/Language: English/Subtitles: None)



The original Fantasia, released in 1940, was the culmination of Walt Disney's idea to blend animated imagery with classical music. It was a daring feat, combining some of the world's most famous music with stunning visual interpretations, which set the standard by which animated films have been judged during the past 60 years.

Fantasia 2000 is Roy E. Disney's not so humble try to walk in his brother's footsteps, and it includes seven new animated segments. Veteran Disney animator Hendel Butoy was the film's supervising director, and more than 1200 artists, animators and technicians were involved in the making of the film. James Levine leads the Chicago Symphony Orchestra in recording the new musical selections.

Fantasia was first shown in IMAX theaters for a limited time, and then released on normal 35mm prints for a period of four weeks. Getting the movie into IMAX theaters proved to be more complicated than they had anticipated ... many IMAX theaters in the states are controlled by Museums or scientific institutions and Disney had a hard time booking the feature into many of them.

Lady and the Tramp II

Friday 1 6:30

(USA 2001/70min/Language: English/Subtitles: None)



As with most of Disney's direct-to-video sequels, this one isn't as satisfying as the original film. But in this case, the producers have obviously tried to keep up the spirit of the first installment instead of just cashing in, which makes this movie worth watching.

Tramp is settled down with Lady in the home of "Jim Dear" and "Darling" and they have four puppies, one of them Scamp, who's the image of his father. He seems to have inherited something else from his father as well: He dislikes family life, and wants to live the free life of a street dog! Leaving home in his quest for happiness, he finds that life on the outside isn't all he thought it would be. He meets and falls for the sweet-hearted Angel, but gets into trouble having to prove that he's "worthy" to join a gang of tough junkyard dogs whose leader Buster (Chazz Palminteri) has issues with adding a „house dog“ to his circle of hooligans. In the complex web of the plot, Buster is a bitter dog who feels abandoned by his previous leader, Tramp. Of course, he doesn't know Scamp is his son, otherwise he would be "kibble". As much as Scamp fears Buster, he still feels the need to become a wild dog. All the while, Angel continues to fall in love with Scamp, confused as to why he'd leave the good life.

Friday 19:30

(USA 2000/84min/Language: English/Subtitles: None)

Chicken Run

Chicken Run is from the creators of Wallace & Gromit and as everyone should know, it was done all from clay. While Wallace & Gromit were mostly 30-minute movie segments, creators Peter Lord and Nick Park created a feature-length movie, ultimately known as Chicken Run. From a script by Karey Kirkpatrick, the story is mainly about chickens trying to escape evil Mrs. Tweedy's farm, ironically looking like a death camp. Chicken Run offers some similarities to The Great Escape and Stalag 17, mainly poking a little fun at them.

While the chickens on evil Mrs. Tweedy's farm dream of a better life, a clever hen named Ginger is hatching plans to fly the coop - for good! The only problem is, chickens can't fly ... or can they? Every escape attempt goes wrong until Rocky, a smooth-talking All-American rooster, crash-lands into the coop. It's hardly poultry in motion, when Rocky attempts to teach Ginger and her fine feathered friends to fly. But with teamwork, determination and a little bit of luck, the fearless flock plots one last daring attempt in a spectacular bid for freedom!



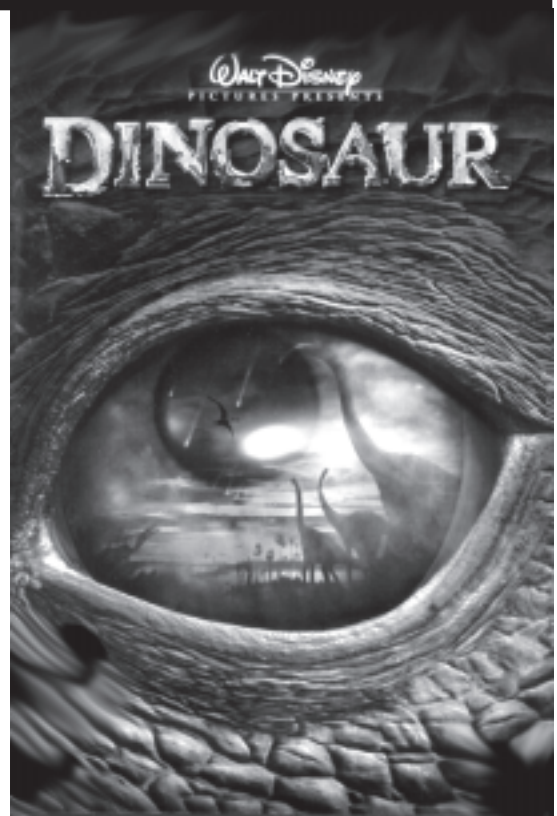
Friday 21:00

(USA 2000/82min/Language: English/Subtitles: None)

Dinosaur

Cinematic dinosaurs have always captured our imagination. Back in 1905, an early film called "Prehistoric Man" is believed to have featured the first animated dinosaur. Then animation pioneer Winsor McCay made "Gertie the Dinosaur" and Willis O'Brien did "The Lost World." Others followed. Disney showed a battle between a Tyrannosaurus Rex and a Stegosaur in the original "Fantasia" and, in 1993, "Jurassic Park" introduced the first computer-generated dinosaurs. IMAX then did a 3-D version with "T-Rex: Back to the Cretaceous." So this visually thrilling, technical marvel, "Dinosaur" continues the legacy, ingeniously depicting these giant reptiles with expressive, distinctive personalities in a wondrous "photorealistic" world, blending digitally enhanced live-action photography, special effects, and computer-animated characters.

The story revolves around Alador, an orphaned Iguanodon, who is raised from an egg by a lively clan of lemurs and, eventually, reunited with other herbivores in the midst of a desperate migration. Perils abound - from natural disasters, like a devastating meteor storm, to brutal attacks by voracious carnivores. Unusual for a Disney production is that there's no whimsy, no light-heartedness. „Dinosaur“ is heavy-going serious.



Princess Mononoke

Friday 22:30

(Japan 1997/134min/Language: English/Subtitles: None)



Princess Mononoke is a grand scale animated work by the masterful Miyazaki Hayao, and the second largest grossing film in Japanese history, beat only by the later released Titanic. Fans have been waiting anxiously for a home DVD release after the relatively small theatrical run, only to be hit with various delays. However, fans may now feel vindicated as Disney's release, in my mind, easily justifies the wait, and we may have been getting the DVD up to two years earlier than the Japanese.

The theme of Mononoke Hime is "Live!". It is more basic than the environmental message we have come to expect from a Miyazaki film, especially one that highlights the struggle between Man and Nature. But this is why Mononoke Hime stands out. While it casts the activities of Man in a disapproving light, it does not make it the main theme. It does not matter which side is right or wrong, nor if the conflict is resolved. What is important is that you are alive. And perhaps this is the strongest environmental message of all.

We are showing the English dub based on Neil Gaiman's excellent translation which received enthusiastic reviews.

Käpt'n Blaubär

Saturday 10:30

(Germany 1999/70min/Language: German/Subtitles: None)



We proudly present the latest production of Michael Schaak's "Trickcompany", which breaks both records in silliness and the shortest script-to-screen time in animation history. Unfortunately, there is only a German soundtrack available.

The character "Käpt'n Blaubär", created by German cartoonist Walter Moers, has already gone through a stunning media career: Paperclip animation in television shorts, starring in a puppet show, and appearing in his own novel. And now he's starring in an animation on the big screen. The movie is kid's stuff and it's incredibly colourful. But it's fun: Captain Bluebear needs to rescue his three grandchildren from the claws of his evil enemy Feinfinger, and has to fight crocodile pirates, wave dwarves, sea shadows, volcano moles, miniature monsters and other silly creatures directly springing from Walter Moers' weird imagination.

One needs to be a true genius to be one of the most censored and most controversial adult cartoon artists in Germany, at the same time producing large-scale award-winning children's movies. Moers does it. This should teach us paranoid furries a lesson.

Saturday 15:30

(Japan 1984/90min/Language: Japanese/Subtitles: English)

Bagi (Subtitled)

This is a Eurofurence Classic, first shown at Eurofurence 3. It took us 4 years, but we finally have a version with bearable picture quality and english subtitles! So we'll finally be able to fully understand what's going on.

The movie is one of Osamu Tezuka's lesser known productions. It is a television special that was only aired in Japan (and a year later in Spain), in the context of the Japanese government legalizing genetical engineering in 1984.

It is a very tragic story of the Boy Ryosuke and the unexpected reunion with his childhood pet cat Bagi, who suddenly shows up at night, turned into a very beautiful anthropomorphic cat girl. But soon he finds out, that Bagi has a dark secret: She is the result of genetical engineering designed to be a deadly weapon. Her intelligence is soon to vanish, threatening to turn her into a non-sentient killing machine as she matures...

It's not a brutal movie, but very emotional nonetheless. It is aimed at children, and the morale is typical for Tezuka's philosophy: He who tries to play god, is doomed to fail...



Saturday 21:00

(USA 2000/77min/Language: English/Subtitles: None)

The Tigger Movie

From deep in the Hundred Acre Wood comes this new feature, complete with five new songs from the Oscar-winning team of Richard M. Sherman and Robert B. Sherman. As we join our favorite cuddly friends, Winnie the Pooh, Piglet, Owl, Kanga, Roo, Rabbit, and the ever-exuberant Tigger, the whole gang is busy preparing a suitable winter home for the delightfully dismal donkey, Eeyore. Everyone's helping except Tigger, whose boisterous bouncing interrupts their efforts.

When Rabbit suggests that Tigger should go and find other "Tiggers" to bounce with, the notion seems absurd because he thinks he's the only one. But is he? Tigger begins an amazing journey through the hundred Acre wood in search of a family of Tiggers.

As has often been Disney's strong suit, it's a sweet message, conveyed in the completely innocent, guileless tone we've always associated with Pooh and friends. Considering how long it's been since Disney made those classic Pooh cartoons, it's amazing how much this one has the same look and feel. The characters still climb through the storybook, and they are drawn in that sketchy, not-quite-real style.



The Emperor's new Groove

Saturday 22:30

(USA 2000/77min/Language: English/Subtitles: None)



If Walt Disney were to wander into the multiplex tonight, he'd wonder which studio did this animated film. Unlike what's come to be known as the Mouse House formula, there's only one or two songs and no romantic subplot. The story begins with a lonely, braying llama being drenched by rain in Peru. Only he's not an ordinary llama. He's actually Kuzco, once the ruler of a pre-Colombian empire, who was accidentally transformed by his scheming, malevolent advisor Yzma. Her dim-witted, muscular assistant, Kronk, was supposed to kill him. Instead, he escaped in the back of a cart belonging to Pacha, a good-natured, hulking peasant, his pregnant wife Chica and five daughters whose village Kuzco had intended to raze to build a vacation resort. The adventure revolves around the emotional maturation of the not-quite-18 year-old selfish, sarcastic, obnoxious Kuzco as he tries to find an antidote for the llama spell and hoofs his way back to the palace with Pacha to claim his rightful throne.

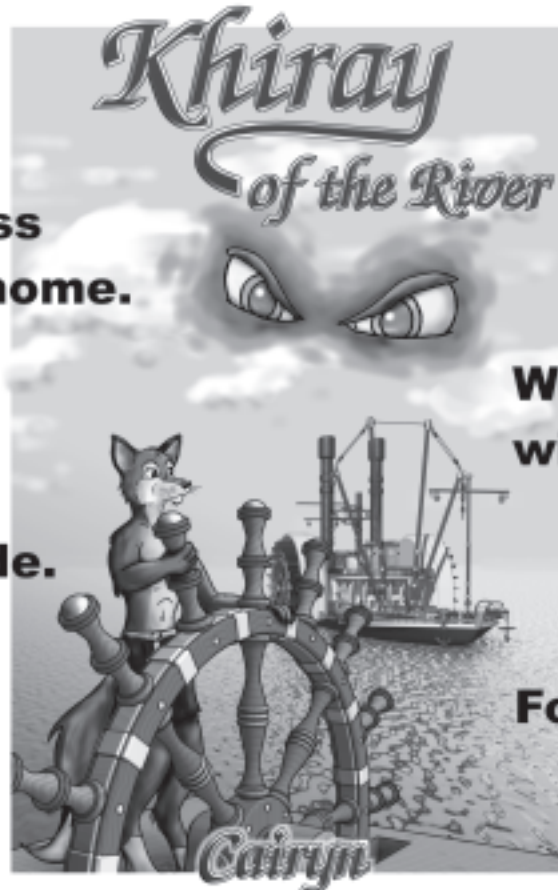
The movie started out as quite a different animal. Disney began developing it as a dramatic epic to feature a musical score by Sting. After four years, the studio scrapped the idea and salvaged some of the comedic characters for this little romp.

Storyfur Prime
presents:

**Foxtauress
far from home.**

**Rat with
an attitude.**

A novel by Cairyn.
Volume 1-3 available
in German and English.
Illustrated version.



In a world far from our own,
a young Fox is drawn
into a devious plot.
Struggling against murder and
magic, he soon discovers
that he faces ancient foes
for whom mortal Furrays are
nothing but playthings.
And what has been a quest
for justice...

...becomes a fight for survival.

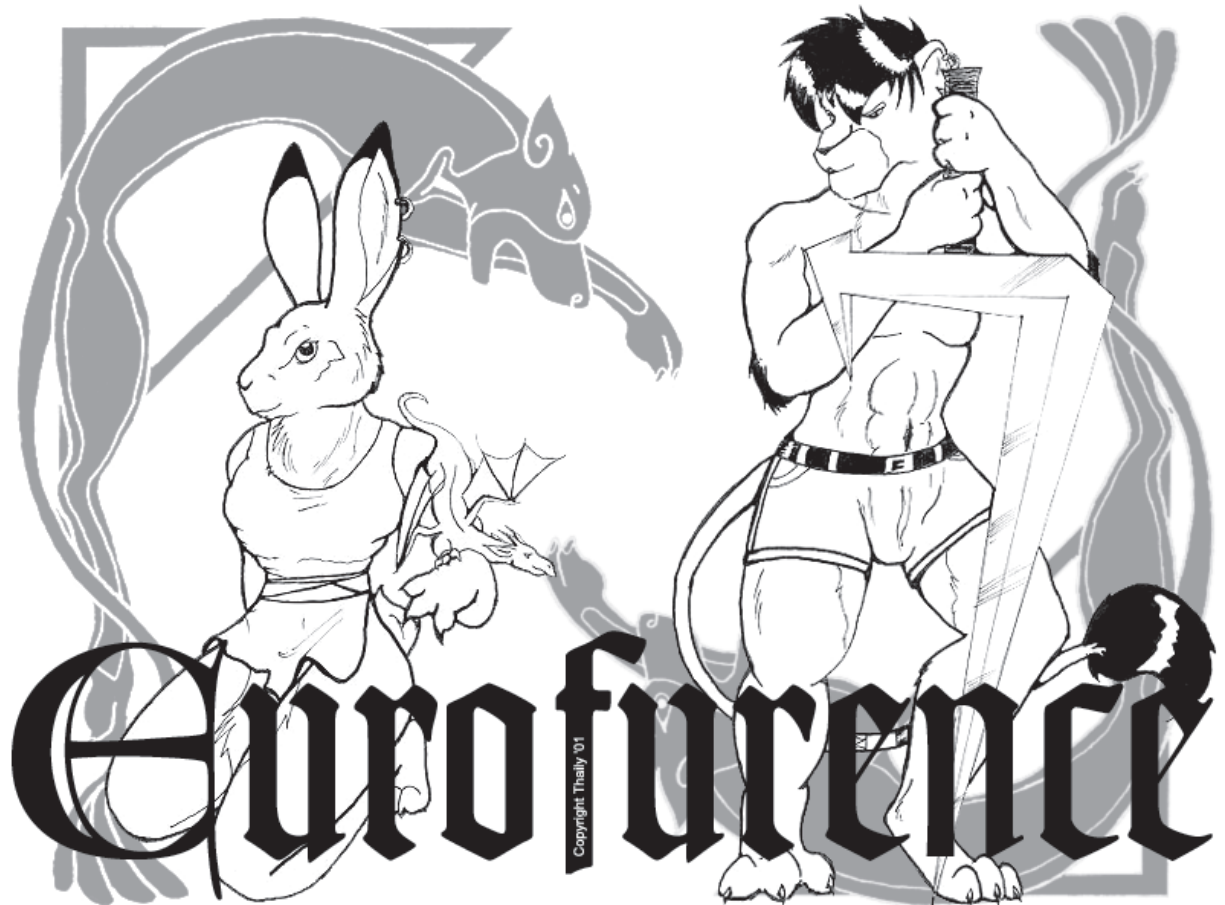
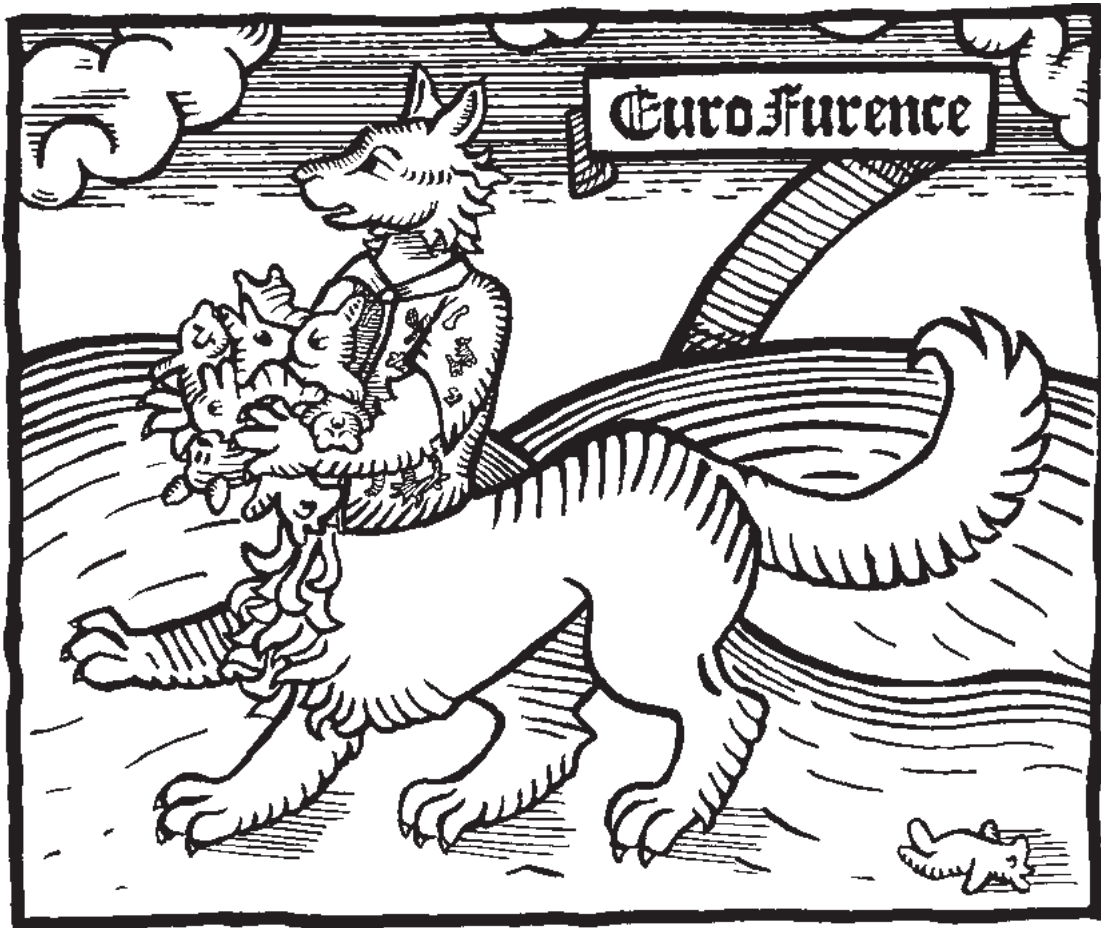
**Wolf
without mercy.**

Fox on the run.

Rating: NC-17.
Mature Readers only.



Colored by Pranki



Acknowledgements

Artwork

Page 1:	Xan (Dominik Walter)
Page 2:	MEZ (Thomas Mezösi)
Page 3:	Anbessa (Lothar Renz)
Page 5:	Cairyn (Ronald Klemp)
Page 8:	Nightdancer (Armin Kneesch)
Page 9:	Lutra (Manuel Jekuhl)
Page 10:	Nelena & Shira Sesikai (Daniela Böhler & Martin Reichelt)
Page 12:	Opal Weasel (Enrico Russo)
Page 17:	Tabalon (Andreas Jaekel)
Page 19:	Bloodhound Omega (Maja Wrzosek)
Page 20:	Kai Silvermane (Jens-Lee Ramsey)
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Page 23:	Radsha (Elke Thomasser)
Page 24:	Melantha (Dawn Fannin)
Page 26:	Sewerrat (Christian Hefe)
Page 27:	Vitani da Real (Tanja Freese)
Page 28:	Silber (Phillip Peteranderl)
Page 37:	Cap (Marc Schnakenberg)
Page 38:	Mbala (Roman Zenka)
Page 38:	Thaily Brimstone (Eva Palli)
Page 40:	Tarah Fae & Fangs (Landi van der Merwe & Modryd Faulkner)

Sorry to all the contributors who sent us their artwork but do not appear in this booklet. Please do not let this discourage you from contributing again next year! There just was not enough space left to fit all of your contributions in. Thanks to: Nautilus (Dominik Fahrni), Rasputch (Jeremie Doyonnard), Zwokkie (Bob Reijns), DTR (Dmitrij A. Semionoff), Tabalon (Andreas Jaekel), Eisfuchs (Dario Abatianni), Raiida (Klaus Zepf), Noda (Stephan Lesch), Zenny Lupo (Christoph Melzer) and Pranki (Matthias Stuempke).

Staff and Helpstaff

(in random order)

Cheetah (Sven Tegethoff):

Chairman, Head of Staff, Video Show, Con Book, Organizing Conventions SIG, Medieval Madness Sound Engineer

Jumpy (Stephan Bartels):

Accountant, Programmer, Registration Manager, Room Manager, Play'n'Tell SIG, Organizing Conventions SIG

Tabalon (Andreas Jaekel):

Co-Chairman, Artshow/Dealer's Den, Akeela's Castle Gameshow

Akeela (Peter Plickert):

Driver, Akeela's Castle Gameshow, Truth-or-Dare, Barbecue, Furdance DJ

Nightfox (Nico Buchmühlen):

Con Site Relations, Light Operator, Stage Technician

Fairlight (Marcus Hess):

Medieval Madness Show Director, Puppeteer

Bander (Richard Mulder):

Drawing SIG

Watani (Richard Wagensveld):

Accounting

Furvan (Gregor Hassler) :

Fursuit SIG, Animatronics SIG

Chama (Thomas Hagenfeldt) :

Play'n'Tell SIG, Storyteller's Circle, Medieval Madness Actor

Redlouts (Henning Stalke) :

Play'n'Tell SIG, Stage Technician, Sound Engineer, Puppeteer, Fursuit SIG

Thalian (Michael Göhre):

Head of Security, Medieval Madness Actor

Sewerrat (Christian Hefe):

Assistant Head of Security, Sponsor's Lounge

Eisfuchs (Dario Abatianni):

Puppeteer, Arrival Desk, Costume Contest

Cairyn (Ronald Klemp):

Drawing SIG

O'Wolf (Jörg Reuter):

Living a Furry Life SIG, On-site Badge Printing

Pegla (Danny Palic):

Shuttle Service Manager

Teenwolf (Ralf Bauerfeind):

Shuttle Service

doco (Jürgen Roßkamp):

Shuttle Service

Lynard (Dirk Lang):

Puppeteer

Tigerseye (Tobias Schweitzer):

Fursuit Badges

Bor (Pieter Schreuder):

World Tree RPG Session

Shirkadya Twilightmoon (Doris Holtorf):

Live Action Roleplaying SIG

Cougar (Yannick Le Guern):

Lottery Manager, Pienzelchenbesitzer

Reesa (Barbara Mader):

Check-In Desk, Medieval Madness Actress

Kiroja (Robbert Gerritsen):

Accounting, Key Desk, T-Shirt Sales

Taketa (Stefan Girgnhuber):

Werebeings SIG, The Howl

Rhondil (Dr. Frank Buschmann):

Animal Behaviour Seminar

MOW (Mark-Oliver Wolter):

T-Shirt Printing

Shadowfox (Dag Frommhold):

Animal Rights SIG

Hyperkitty (Lisanne Norman):

Special Guest, Writer's Workshop

Helen Lofting:

Assistant to Mrs Norman, Brainstorming SIG

Syls Sable (Mark Merlino):

Special Guest, Organizing Conventions SIG, Living a Furry Life SIG

Chairo (Lee Strom):

Special Guest, Fursuit SIG, Puppeteer

As usual it's very likely that we have forgotten to mention some of you, so here's an extra-big

THANK YOU

to everyone without whom this convention would never have been possible!



EuroSurence vii