

# Crime Scene Berlin

Eurofurence 20









# Wel Come To EuroFurence

Where did all the time go? It seems we've dashed through two decades of fandom history with barely any time to blink. Keeping the convention running often feels like trying to lay new tracks in front of a runaway high speed train. And just when we thought we had finally gotten ahead to a safe distance, you - dear attendees - decided to bring us the biggest spike of growth in our history. Attendance went up from about 1300 to roughly 1900 in only one year. Of course we had extrapolated a fair bit of growth, but not anything like 45%. You not only managed to book out our entire room block, but also completely blow up our initial resource planning. Congratulations!

This year's con may carry the number 20, but in reality, this is the new Eurofurence 1. What you are going to experience is essentially a new convention, taking place for the first time. We built a new operations department from scratch. We grew and reorganized our security department from the ground up. We have a new programming department. In fact there's almost no team not undergoing fundamental changes.

We're amateurs playing in the professional league for the first time. You might see a few rough edges while we're still figuring out how the new location works. Rooms may be full. There may be lines. Events may start late. But rest assured that we will learn, improve, and do everything we can to make this convention a wonderful experience!

I would like to take this opportunity to thank everyone who joined us on our path during all those years - especially our founders and former leaders on whose shoulders we stand today:

Unci Narynin (Founder, Eponym), Tes Tui-H'ar (Founder), Divine Vixen (Chairman), Snout (Vice Chairman), Cougar (Vice Chairman), Samarindus (Chairman), Jumpy (Accountant), Tabalon (Vice Chairman), Watani (Vice Chairman).

Now go forth and mult ... I mean, let's have some good, clean fun!

Yours sincerely,

Sven "Cheetah" Tegethoff  
Chairman, Eurofurence e.V.







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Unidentified subject apparently got rolled over by his own Jeep while installing a secondary tank to feed the Jaegermeister tap machine on his dashboard. Was it an accident? Or is there more to it? Need to investigate.



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# CONDUCT

# RULES OF

Eurofurence likes to present itself as a professional convention of friendly, respectful and open-minded members of the furry community and their friends. As a condition of membership, all Eurofurence attendees are required to abide by these rules of conduct for the entire duration of their stay, even prior to opening or after closing of the convention. When in doubt about any of these rules, please ask - we will gladly answer all your questions. However, please understand that we will not debate these rules with you during the convention. The rules of conduct will be strictly enforced by Eurofurence security volunteers who will be clearly identified as such on site. If you have any problem with any action taken by a staff member you may take the matter up with the Chief of Security or the Chairman.

## General Rules

Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Eurofurence's relationship with its guests, its venues or the public is strictly forbidden and may result in permanent suspension of membership. This general rule supersedes all others listed below and may be invoked at any time.

- Please treat each other respectfully.
- You are liable for any damage you might cause.
- Always follow the directions by convention staff and security.
- Harassment of any kind, including physical assault, battery, deliberate intimidation, stalking, or unwelcome physical attentions, will not be tolerated.

Please be aware that the lobby, the foyers, and the restaurants are public areas, and that there may be regular hotel guests around who are not taking part in our convention. Please help us to give them the best possible impression of our fandom!

## Registration and Badges

- You must be at least 18 years old by the first day of the convention.
- Eurofurence functions are open only to registered attendees.
- Attendees are identified by their personal membership badge.
- A badge is valid only for the person to whom it was issued and may not be shared.
- Badges must be presented and/or surrendered to any staff member requesting it.
- Changing or obscuring information on your badge is not allowed.



## Hotel Rules

- The consumption of food or drink purchased from outside of the hotel is not permitted in the hotel's public areas.
- It is strictly forbidden to throw/dangle/hang anything out of any windows, balconies or any other elevated location. Violators will be expelled from the convention.  
This includes all backstage areas, service elevators, the rooftops, emergency exits and all areas marked as "staff only".
- Disabling or deliberately triggering fire-protection devices (such as smoke detectors, sprinklers, door alarms) is strictly prohibited.
- The sale of any kind of merchandise outside the official Dealers' Den requires explicit permission by the Eurofurence Board of Directors.
- No sleeping in the lobby, the hallways or the meeting rooms.  
Get a room, please!



# CONDUCT

# RULES OF

## Parties and Gatherings

- Gatherings in hotel rooms must not generate any noise that can be heard in neighboring rooms during nighttime hours.
- Hotel doors must be kept shut during such gatherings and guests are not permitted to congregate in the hotel corridors.
- Loud parties will be given a single warning to remain quiet. No second warnings will be given before action is taken by the hotel to remove the offending individuals.
- Hotel guests who host any gathering are responsible for cleaning up afterward. Excessive amounts of scattered trash must not be left for housekeeping staff to clean up (it's just plain rude).

## Clothing and Decency

- Wearing costumes, accessories or displaying items made out of real fur is not allowed.
- Nudity exceeding the equivalent of a non-thong bathing suit is not allowed in public.
- To prevent damage to costumes and hotel property, body paint requires an individual permission by the Chief of Security. Face makeup does not require permission.
- Sexual behavior that goes beyond a mere display of affection is not allowed in public.
- Display of fetish gear is not permitted in public, even if it is part of a costume.
- Display of adult material (such as room signs, flyers, business cards, posters and drawings on public message boards) is not permitted in public areas of the hotel and convention center. The limit for "adult themed" material is the equivalent of what you can see on the magazine covers at an average German newsstand. Drawing the line for "fetish gear" is a little bit more tricky. To avoid unexpected differences with our Security Staff, please ask us in advance if you're unsure about the adequacy of an item.

When used as a fashion statement or part of a costume, the following items are usually allowed:

- Collars without leash
- Leather wristbands
- Working gear

The following items are explicitly NOT allowed in public:

- Full-body rubber or inflatable vinyl costumes.
- Costumes that are visibly "anatomically correct".
- Costumes or accessories related to age-play, pet-play or BDSM.

We may take the liberty to allow additional exceptions if your outfit is exceptionally discrete, tasteful and/or good looking - no promise, though.

## Alcohol and other Substances

- Individuals who are intoxicated to the point of incapacity will be escorted to their room, and may consequentially be banned from the convention.
- Any individual found to be in possession of or distributing illegal or controlled substances will be removed and reported directly to the local authorities.
- Smoking is not permitted anywhere inside the hotel and convention center, except for the smoker's lounge.

You are expected to drink responsibly. You will be held responsible for what you do, even when drunk.



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# RULES OF CONDUCT

## Weapons

- All weapons, including look-alikes, replicas, tools and toys must be approved immediately after your registration on site. Please go to the ConOps office for approval.
- Security may require your weapon to be peace-bound. Tampering with the peace bonding is not allowed.
- No water pistols, silly string, or any thrown or projectile-type toy may be used in any area of the hotel or convention center.
- Mock fights, swordplay, fire breathing or any other dangerous activities are not allowed.

## Photography and Video

- Eurofurence e.V. reserves all rights to video and photo material gathered at the convention with the exception of footage from private rooms.
- Eurofurence e.V. grants you the right to use videos and photos you have taken at the convention for private and/or non-commercial purposes.
- Publication in for-profit media requires written permission by the Board of Directors.
- Official Eurofurence camera teams may record video and take photos in the public areas of the convention and during events to be used for publication.  
You agree that videos and pictures taken of you can be used in such publications without release or compensation. A release will only be required for material filmed in situations where a reasonable expectation of privacy exists.
- Photography and filming is strictly forbidden in the Art Show. Cameras and cell phones will have to be left outside.
- Other restrictions or rules may apply for certain events, and will be announced on location.

## The Bottom Line

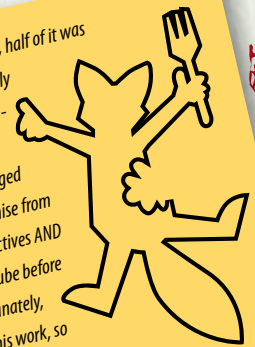
That being said, many of the above rules involve "worst-case" scenarios and are put into place to ensure the safety and comfort of our members. In the past, Eurofurence has generally been a quiet and pleasurable experience, and we anticipate no difficulties, as our members as a whole are rational and responsible adults. Eurofurence is prepared to deal with any or all of the above scenarios in a rapid and efficient a manner, should they occur. We thank our members for their past cooperation and for their continued assistance in making this a safe and enjoyable experience for everyone. Have fun - just please remember to be courteous of those around you while doing so! We hope you will have a great time!

## INTERNET

**This year Eurofurence doesn't provide this service.**

Any guest with a room at the Estrel can go to the reception and ask for a Wifi-Key. Further information can be found in the service brochure at the room.

When we found the body, half of it was already missing, probably carried away by scavengers. Weirdly enough, he apparently managed to film his own demise from 6 separate perspectives AND upload it to YouTube before he died. Unfortunately, he didn't sign his work, so we have no idea who he is.









# CONOPS

The department for Convention Operations (ConOps) offers help and assistance to all guests. If you encounter any problem and your friends or neighbors can not help you, feel free to visit us.

But please keep in mind that Eurofurence is a large convention and our number of volunteers is limited, so we need to prioritize all tasks by importance.

**For example, we can help you with:**

- Lost or found items
- Forwarding messages to Eurofurence staff members
- Information about the convention, events and panels
- Volunteer applications

The ConOps office can be found in the hallway leading from the hotel reception to the Eurofurence registration and panel rooms. If you stand in front of the reception while looking at it, turn right, go through the door left of the elevator, the office is on the left. See also: Event map page 22-23.

Also, please note that we do our best to be available for you during our busy opening hours (between 10:00 and 22:00), but if we happen to not be in our office when you arrive, please wait for a few minutes.

Darkwing, Director of ConOps

White Dragon, Vice Director of ConOps



## EF PRIME

## EF PRIME

Find us on  
Channel 130!



**EF Prime is back, and better than ever!**

As always, we're here to provide you with the latest information on upcoming events, straight to your hotel room on TV channel 130. We'll even show you stage events live! Even when the stage crew isn't ready for the next event yet, we'll have something for you: with many years of conventions behind us, there are plenty of highlights to show. For the social media fans amongst you, the @EF\_prime Twitter feed is back as well. Just mention us, and you might end up on the screen!





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# THE MOBILE APP

Your number one tool for surviving, plus getting the most out of Eurofurence. Never again will you lose valuable time looking for your pocket schedule, when you could be using that time looking for your mobile phone instead. The app includes the following helpful features:

- The official schedule for events and panels
- Map of the Dealers' Den and artist descriptions
- Messages from the staff
- Travel and parking information
- State of the art note-taking tool
- Hotel bar drinks menu
- ... and more!

Free to download for both iOS and Android devices. Download your copy today!



Schieber



## BLACK - PAW - PRODUCTIONS

FINEST ANTHROPOMORPHIC PUBLICATIONS IN EUROPE

### MEET US IN THE DEALERS DEN!

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- Uncovered
- Red Devil
- DIGGER Omnibus
- The Art of Hibbary
- The Art of Henrieke
- ...and much more!



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# OF HONOR



# GUESTS



## Kyell Gold

Kyell Gold began writing furry fiction a long, long time ago. In the early days of the 21st century, he got up the courage to write some gay furry romance, first publishing his story "The Prisoner's Release" in Sofawolf Press's adult magazine "Heat". He has since won twelve Ursa Major awards for his stories and novels, and his acclaimed novel "Out of Position" co-won the Rainbow Award for Best Gay Novel of 2009. His novel "Green Fairy" was nominated for inclusion in the ALA's "Over the Rainbow" list for 2012. He was not born in California, but now considers it his home. He loves to travel and dine out with his husband Kit Silver, and can be seen at furry conventions around the world.

More information about him and his books is available on [www.kyellgold.com](http://www.kyellgold.com).



## Sardyuon

If you ask any fursuiter, they will tell you that they literally can't see past their big furry noses, this is Sardyuon's talent. Sardyuon, a Japanese performer, breaks out of the bondings every fursuiter ever had and combines Japan's grace in art with anthropomorphic animals. His spectacular performance shows acrobatic moves that require incredible precision, endurance and skill in pure kinesthetics. For each trick he does he takes the proverbial bull by the horns, If you've thought walking up ordinary stairs in a fursuit was hard, watch Sardyuon walking up a stairway made of chairs!

Comfortable on and off the stage he enjoys entertaining others, performing his tricks on the street too with all the added difficulty that entails. Many have asked why he does this, what his motivations were and how difficult it is to do; for his upcoming Eurofurence 20 performance he wants you to know:

*"I always dreamed about standing on the stage outside from where I was born: Japan. Anthrocon, the largest furry convention in the world, was my first goal. And yet, when I achieved that goal, I realized my path stretched even further: now my goal is to show my performance to my friends around the world in every convention. I want to convey **possibility**. That there is any kind of possibility for what a fursuit can do. I want everyone seeing my performance to discover their own new possibilities of fursuits. I only make performances because I want you to seize the moment."*



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## Sofawolf Press

Sofawolf Press was founded in 1999 by two guys with a passion for great art and storytelling that was almost as strong as their passion for animals. These interests had led them individually into the midst of the Furry scene, where they were immediately impressed with the breadth and variety of the talent there. Struck with inspiration, and more than a little insanity, they joined forces and set out with the goal of finding and promoting the finest of this talent and bringing it to a larger audience.

In the fourteen years since the debut of their first publication, the short-story anthology *Anthrolations*, they have produced over 75 publications including: novels, shared-world and thematic anthologies, short story collections, graphic novels, artists' sketch books, and some things that defy categorization. Along the way the two founders were joined by two others who shared their passion, and together they became the board of Sofawolf Press, Inc. Their publications, and the talent featured within them, have been the recipients of numerous nominations and awards, including: 23 Annual Anthropomorphic Literature & Arts awards, one Russ Manning Promising Newcomer nomination for Teagan Gavet's work on the graphic novel *Nordguard: Across Thin Ice*, and both the 2012 Hugo Award for Best Graphic Story and the 2013 Mythopoeic Society Adult Literature award for Ursula Vernon's fantasy graphic novel *Digger*. Jeff and Alopex are delighted to represent the company at Eurofurence 20 and promise to assist the authorities to the best of their ability in their investigation of Crime Scene Berlin.

You can read more about all of the Sofawolf Press publications on [www.sofawolf.com](http://www.sofawolf.com).



## Ursula Vernon

Ursula Vernon is the author and illustrator of the Hugo-award winning graphic novel *"Digger,"* the story of a lost wombat's epic adventure, as well as the children's series *"Dragonbreath,"* *"Hamster Princess,"* and various other weird little projects. She's been drawing anthropomorphic animals since before she knew what the word "anthropomorphic" meant. She also does the podcasts *"Kevin & Ursula Eat Cheap"* and *"The Hidden Almanac,"* both with her husband Kevin. She likes wombats, gardening, and interesting birds. In her free time, she sleeps.

You can check out her artwork on [www.redwombatstudio.com](http://www.redwombatstudio.com).



Subject apparently died of a heart attack while carrying a box of 2000 business cards of people he had recently received payments from. Probably a drug dealer. His paypal account has been suspended for years. No surprise.





# Cleaning Up

by Kyell Gold

Raz pulled the plastic booties on over his feet and took a couple steps. It reminded him of the padded booties he'd worn as an EMT, only lighter and more flimsy. The fox rubbed the fabric between his fingers, then reached around back to pull the tail flap around his bushy tail. It sealed at the top with a Velcro strip.

"Don't get your fur caught in the Velcro." His new boss, Kilik, a squat vulture with a thin neck and scarred beak, grinned at him from the protection of his own plastic suit.

"Yeah, yeah. I've worn suits before." Raz brushed a black paw over the plain plastic front of his suit. "Lost fur to Velcro, too."

"Soon's Brike gets here we can go." The vulture leaned against the big van, obscuring the "R" in "Recoveries." He tapped a wing against the metal, below the letters that read, since 1997. "You nervous?"

Cars roared by. Raz watched them go, not really looking. "Nah." The fox checked his pockets for his gloves.

"How's the foot?" Kilik asked.

"Fine." The fox pressed it down into the asphalt. Familiar pain tingled up through his pads and calf muscle. "Long as I don't have to run or do anything important."

"Sure, sure." The vulture's beak clacked. "Hey, there's Brike."

A black pickup pulled into the driveway next to the building and paused so a tall brown rat could wave at them. They waved back, and it bumped up over the ramp and disappeared behind the Recoveries offices. A few minutes later, the big rat hurried around the corner of the building, plastic booties shuffling along the ground. "I'm here, I'm here, let's go."

They piled into the van, Raz taking the back while Brike slid into the driver's seat. When Kilik had buckled himself into the front passenger side, they pulled out.

"You nervous?" Brike had a brash voice loud enough to make Raz's ears flick back.

"I'm fine," the fox said.

"Good." The rat turned back to the front. "So boss, tell us about this 'plague lab.' Sounds dicey."

Kilik brought up his tablet and scraped claws along the surface. "Basement, two rooms, up in Rahnsdorf."

"Rahnsdorf?" Brike whistled as he guided the van around a corner. "Don't get to go up there often. What the hell is a plague lab doing there?"

Kilik held up the tablet.

"You remember that guy, Red March, the squirrel? Vicious Vixen picked him up last week?"

"That's his place? Ha! How 'bout that?" Brike called back to Raz. "Your first job's a super-villain."

"Great." Raz leaned his ear against the window and looked outside. "You guys do many super-villains?"

"This is only my third." Brike laughed. "This part of Berlin ain't really a hotbed of super-villainy."

"I like it that way," Kilik said. "I've done four since I started the company. Friend of mine does CTS decon down in Berlin proper, he gets a couple a year."

CTS Decon: Crime and Trauma Scene Decontamination. Glorified janitors: That's what he was now. Raz rubbed a paw along his plastic-suited leg. "I met Blink Coyote once," he said.

"Yeah?" Kilik didn't turn around.

"Bad traffic accident. We were first on the scene. He helped, teleported some of the people out of cars. And he stuck around after, shook everyone's paws, thanked us for doing the job we did."

"Cool." Brike chuckled. "The supers are long gone by the time we show up."

Raz fell quiet again, all the way out through the dirty brick industrial buildings and then past the big shopping mall, as the van wound its way through small houses and big parks and then past a few larger houses that each had a yard the size of a small park.

That stirred Raz's interest slightly. He hadn't had much call to come out here: rich people didn't have their accidents out in public. They had them in private and called discreet ambulance services and went to their own hospitals. He curled his tail up around his knees.



Houses rolled by, big three-story otter houses with the shimmering light of pools inside, sprawling two-story houses with big open rooms for wolves, quirky four-story houses with small windows that Raz knew would have hallways and narrow passages where foxes and weasels and martens would feel comfortable, and houses built with large trees poking out of the roof or forming a corner of the building.

It was by one of these that the van stopped, a stone house whose walls met three large oaks. Yellow police tape surrounded the rightmost tree and extended back around the side of the house, and a big plastic tarp stretched across the wide double front door. "Ginsterwäldchen-Straße 21. This is it," Brike put the van in Park.

"Yup," Kilik unbuckled his seat belt. "That's a squirrel house, all right."

They opened up the back of the van, and Raz hung back while the others grabbed their gear. "You're lucky," Brike said, passing Raz a biohazard helmet.

Raz snorted and laid his ears back, examining the filters, the thick plastic shields, the extended muzzle. It looked like a generic canid model, rather than the more expensive fox-specific model, which meant his ears would be cramped and his muzzle slightly too long. "Lucky? We're cleaning up a plague lab. Who knows what's in there?"

"Yeah, but it's just a super-villain lab. The supers got anything really bad out. We gotta be careful, but you won't have to sniff out body fluids, and we won't be scraping horrible stuff off the walls or sponging it up off the floor."

"And we can just do the cleaning," Kilik added. "No weepy relatives to coddle."

There it was. They'd talked to Raz a lot about his background dealing with people, and he'd gotten the impression that neither of them really liked it, mostly because they talked so much about how Chauncey, the armadillo who'd retired, had been great at putting people at ease.

They paraded up to the house with their biohazard gear, Raz pushing the big cart that held the cleaners and the buckets. At the plastic-tarped front door, Kilik pulled out his phone. "I called him from the van," the vulture muttered, and dug around in his pocket just as a red squirrel about twenty years older than Raz came running around the corner in a pale yellow collared shirt and corduroys.

"There you guys are!" He beckoned, his disheveled tail fluttering behind him.

"You have to come around the back. Sorry. They won't rebuild the front door until the basement's cleaned up. I've been living in the treehouse out back."

Around the side of the house, the police tape proliferated, stretched across ground-floor windows, a wide perimeter from the corner tree to the stone corner in the back, and across a recessed stairway leading down into the ground. Raz's eyes rested on the stairs, the bright red and white tape across them. That's where they'd be going.

"You can get in and out through the back door, it leads to the kitchen and there's stairs, that's what the police used." The squirrel barely paused for breath. "All the food in the kitchen has to go, they told me that, even the Chanterey Walnut Paste. Can you believe it? That stuff costs eighty an ounce, it's in a sealed container, and we were living here the whole time, but now it's no good."

"Things might've spilled during the fight," Kilik said. They rounded the back corner of the house. The oak at the center of the back wall was larger than either of the two in the front, and up in its branches sat a neat little wooden frame house. In the back wall to the left of the oak, a single door with one strip of red and white tape across it waited.

Kilik ripped the tape off and let it fall to the ground. "Let's have the cart," he said, beckoning to Raz as he and Brike put their head coverings on. So the fox threw his on as well and fastened it, then pushed the cart up while Brike held the door, but as he was pushing the cart over the threshold, he turned his head to work one of his ears free of a fold in the plastic and paused for a moment.

The squirrel stood at the base of the tree, his paws clasped together. For the first time, Raz noticed that his shirt had been buttoned wrong, the top button hanging along on a corner of the collar while the second button had been fastened into the top buttonhole. He was breathing quickly, too, and his eyes were slightly wider than Raz thought were usual. It was easy to overlook stress in squirrels because of their natural excitability. Raz had learned not to do that.

"Hey, Brike," he called. "Can I stay out here and talk to this guy for a few minutes?"

The rat turned and held up a paw, then called ahead to Kilik. A moment later he turned back and made an



"OK" sign with his paw, then held up all five fingers. "Five minutes," he called, and grabbed the front of the cart.

Raz stepped back and took his head covering off. "Hey," he said, "I know I don't have a name tag yet. It's my first day. I'm Raz."

"Oh, yeah," the squirrel said, his eyes flicking down to Raz's chest and then back up. "It's cool. I didn't notice. I'm, I'm, uh, Del. Del Masters."

"You were his...dad?"

The squirrel—Del—nodded. "Yeah, it was just me and him. His mom, uh, she left fifteen, sixteen years ago."

Raz waited. He could feel in his whiskers the words building up in the squirrel, and a moment later they burst out.

"Look, whatever you find in there, just..." Del wrung his paws.

"Is there anything you want out of there?"

"No. Maybe." The squirrel looked toward the back door and then down at the ground. "There's a microscope—he probably doesn't use it much anymore. I gave it to him for his birthday when he was ten."

"I'll keep an eye out for it." Raz put on his best smile. "And I'll tell the guys that whatever we can sterilize, we will. Then you can decide what you want to do with it."

"No," Del said again. "No, just—I just want the microscope. Anything else, I don't want it. I don't want to know about it."

"Okay. No problem, Mr. Masters."

Del looked him in the eyes. "How old are you?"

"I'm twenty-four."

"Been doing this long?"

"Uh." Raz's ear itched, but he'd trained himself to ignore itches when in his plastic gear. "This is my first time, but I was an EMT before that for four years."

"You just get tired of trauma?"

Raz shook his head. "No, sir. I slipped and landed on a piece of metal torn up from a car door. Angled just right, punched through the plastic and sliced up the back of my ankle."

Del winced. "Jesus."

"Partly severed tendon. I had to get surgery, stay off it for six months, crutches for three more, and now I can walk, but it'll probably always hurt. I can't be an EMT if my leg might give out at any moment."

His foot throbbed. "But I can do this."

"Helping people." Del exhaled, and Raz caught the smell of acorn paste and bread.

"Your parents must be proud of you."

The fox kept his ears upright—training, again, only for emotional safety rather than physical contaminant safety. "Actually, they wanted me to study finance."

Del watched him, waiting for him to say more. Raz rubbed one plastic-coated paw along his plastic suit.

"I dropped out halfway through college. It wasn't the numbers, it was my classmates, everyone just out to make money, nothing about what to do with that money. Charity was a way to get out of taxes, philanthropy something you did when you had literally too much money to do anything else. I hated it." He bit off the rest of the rant; who knew if Mr. Masters was a stockbroker or something? "I mean, that was just me, but my mom is a VP at a bank and my other mom is an investment counselor." They'd wanted him to go finish his degree when he'd injured his foot, had paid for his surgery on that condition.

The squirrel didn't say anything right away, but when Raz didn't go on, he looked up at his house, and then back to Raz. "So they probably think this is like a slum or something."

"They live in Grunewald."

"Yup." Del looked again at his house.

Raz cleared his throat. "I like your house a lot. I live in the city. My apartment is about the size of that tarp on the front door."

The squirrel laughed, and Raz was pleased to see him relaxing. "I need to go in," he said, "but don't worry about it. We're going to get this all cleaned up in a day—two, tops—and I'll get that microscope for you."

"Thanks." Del shook his head, staring at the back door. "A super-villain. I still can't believe it. It just doesn't make any sense. That's..." Raz waited while the squirrel scraped for words. "It's just not this world."



"Well, uh." Raz pulled words back from his training. "You'll have your basement back and usable soon, and you can start to put this..." Not 'all behind you,' because his son was still alive and in jail. "Uh, into perspective, I guess? I don't know."

"Thanks again."

At least he'd calmed down the squirrel, and Raz found to his surprise that he felt good about that. He turned impulsively after a few steps to the squirrel, still staring at the back door, lost in thought. "Mr. Masters?"

"Oh." Del's eyes focused on him. "Hm?"

"If you want to talk about it... I mean, I know with friends and relatives, it can be difficult, but... you can call Recoveries and they'll give you my number. I'd be happy to sit down and meet you for a beer."

For the first time, the squirrel smiled what looked like a genuine smile. "Thanks. I might just take you up on that." He looked down at Raz's plastic booties. "You take care of that foot. Don't step on anything."

Raz nodded. "Thanks. It'll be fine. I mean... it hurts, but I can deal with it."

The squirrel smiled at him and walked back to his tree. Still, Raz tried not to limp as he crossed the back door and closed it behind him. His paw lingered on the door handle for a moment. These were still people here who needed help, who needed healing, and he could still help them. Maybe he wouldn't meet any superheroes, but in that moment, that didn't seem to matter so much.



Note to facility management, July 5th, 11:00

- Please clean out the

fridge in the forensics

lab. Someone let a sample

go bad, and now we have a bug

infestation. -- Note to facility

management, July 5th, 12:00 - Please ignore

my earlier memo. Found out that the bug IS the

sample. I wonder what's the story behind this.





# Wildlife Charity

## Stiftung FLEDERMAUS



Bats are fascinating and mysterious creatures! In every day life, the small nocturnal hunters are not seen very often. They have been existing for about 52 million years and are the most diverse order of mammals after rodents. 44 species of bats exist in Europe and 23 of them in Germany. Of all mammals, only bats are capable of true, sustained flight. They use ultrasonic sounds for hunting and orientation in the darkness of the night.

Bats are seen as indicator animals for an intact nature: Where bats feel good, the environment is still in order.

Unfortunately, all European bats are highly threatened by extinction. If they are to succeed in their struggle for survival, they need our help. The greatest threat is not coming from one of their natural enemies like martens, owls or domestic cats, but from us humans. Every year bats lose more and more of their natural insect-rich hunting grounds and wintering areas by the large-scale reforming of the natural landscape. Their habitat becomes smaller every day by reducing shrubberies, meadows and hedges, and so the progress of humans brings with it many negative consequences for the bat population.

The young foundation *Stiftung FLEDERMAUS* is the first and only foundation in Germany which specializes on the protection of bats and their population. Currently the foundation is focusing on operational activities: Planning and realization of projects in the field of bat research. But they are also working on protection of habitats, public relations and communication, as well as creating a community of people who are engaged in the protection of bats. At the moment the foundation's funding comes mainly from several nature protection organizations. In the medium-term, their own capital will be used to realize bat projects nation-wide.

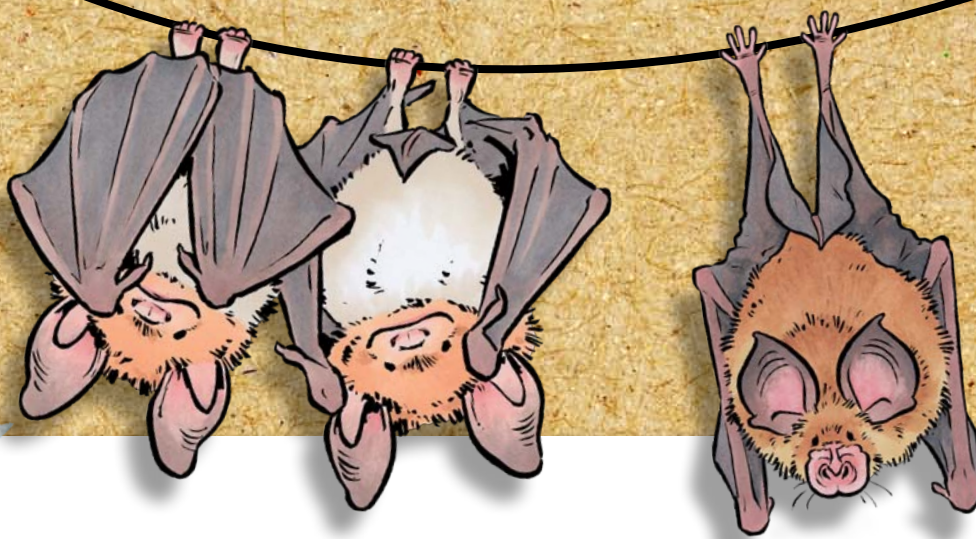
In the federal state of Thuringia the main focus is put on a species which in Germany is now almost extinct, namely the lesser horseshoe bat. Projects were initiated to create a summer habitat for spreading the species once again.

In Germany as well as in the entire European Union, Stiftung FLEDERMAUS supports all efforts to improve and coordinate the work of experts and helpers. Stiftung FLEDERMAUS is also a founding member of the European umbrella-organization BatLife Europe and is working on a federal association of bat protectors. To promote this idea, high profile projects which can serve as models are organized by the Stiftung FLEDERMAUS with the help of partners nation-wide.

Find out more at [www.stiftung-fledermaus.de](http://www.stiftung-fledermaus.de)







### Charity Auction

Like last year, there will be a special Charity Auction, held by Onkel Kage, where you have the chance to bid on unique items (all sales go 100% to charity). There will be no Art Show panels with charity artwork to bid on. Instead the charity items will be on display in a dedicated area of the Art Show during the convention so you can have a look at them, but you cannot bid on them as they are sent directly to the auction. You can see when the Charity Auction will take place in the time table in this Conbook.

### Charity Concert

By popular request, the charity concert will yet again take place this year. However, we have decided to revamp the format a little. You will get the chance to experience an intimate concert with the talented Fox Amooore, and the lovely Amadhia will again accompany him with her ethereal soft voice. In addition there will also be some surprise performances! Tickets cost 5€ and can be purchased in the Charity Lottery Booth. But a word of advice: Be fast – they quickly sell out! You will also have the chance to buy one of the special Charity Concert posters afterward and get them signed by the artists for a little extra fee (all the money goes 100% to charity). For the exact time, please see the time table.

### The Lottery Booth

Watch out for our Charity Lottery Booth! Like last year, we are selling lottery tickets to benefit the charity. Take your chance and win one of our various prizes.

### Collecting Fursuiters / Donation boxes

As always, we have two Charity Fursuiters collecting in donation boxes with our official sticker on them (to avoid fraud, please only give money if they have boxes with the Eurofurence sticker on it). As part of the preliminary fursuit games, there will be a large group of Fursuiters collecting money for our charity. Don't be shy – you might get an extra hug for a donation!

### Contributions for the Auction / Lottery

We are always looking for more amazing donations for our Charity Auction and the Lottery. Even if you haven't sent us an email in advance, we will still welcome your contribution here on-site. All items can be given to us at the convention until Friday evening at 18:00. Drop off takes place in the Art Show, where you will be asked to fill out a little form if you have not pre-registered your item with us. Please note that in case we get too many auction items, some of these will instead become lottery prizes on display in the Lottery Booth where they will no doubt help sell many tickets and raise a lot of money. On behalf of the entire Eurofurence Charity Team, thank you so much for your donations!



### Charity Poker Tournament

Players can compete in three satellite events on Thursday and Friday to qualify for the final on Saturday. If you have not played before, we will have a "how-to" session on Thursday before the Qualification starts to familiarize you with the rules of the game. See the Timetable for further information.

Memo: We need to take the fingerprints of this suspect when we are at the scene of crime. There are witnesses who know a lot about the suspect and need to be heard as well.

Could someone please make sure that we get all the data we need?  
Any Volunteer? Hello?

Guess they're all out for a coffee and some doughnuts.





From: Berlin Criminal Pawlice, Forensics Division  
To: Undercover Division - All agents  
Subject: URGENT: We need your help at the Estrel!

Dear agent,

As you have surely noticed by now, we have a killer on the loose. Several high-profile members of our society have fallen victim to a ferocious predator. We have to stop this madman (or madwoman) before any more lives are claimed. However, it seems our every move is being tracked, as whoever is behind all this is always at least one step ahead of us. Whenever we try to gather information required to identify the victims, the killer's tracks are wiped away by the time we get there. That bastard has our hands tied. And that's where you come in.

The idea is simple: divide and conquer. If we spread out our search wide enough, we can not be stopped everywhere at once. If we can manage to keep the killer's attention long enough, you can get out there and get what we need. In other words: We need more information. You are going to get it for us.

All around the Estrel, our department has left **body outlines** around where the victims were found. That was all we had time for. What we need you to do, is **find out who the victims were and where they were killed**,

# Crime Scene Investigation [Game]

so we can piece the whole picture together. To help you along, some notes taken by the first officers at the scenes can be found inside this book.

Also enclosed is a form to fill out with your findings. In case you lose it (don't lose it!), we will try to provide you with a new one on the location. You can pick it up at the location of some of the witnesses. From what I hear, they should also be able to provide you with a key piece of evidence, so you'll need to drop by there eventually...

Oh, and don't forget to fill out your personal data as well before handing in the form at our undercover location, disguised as a lottery booth. In the case of exceptionally good work, there might be a bonus in it for you.

Now, please hurry. Lives are at stake. If our intel is correct, we need to have this done by Saturday noon (that's 12:00), or the killer will get away for sure.

Greetings,  
Horacio Canine and S. Martaz

need surveillance  
**APPROVED**



**abc**

Funny and creative statements for the small purse, buttons, t-shirts, key chains and other nifty little things for your daily furriness at home, at work, at conventions ...

**Be what you are and wear what you think!**

Visit us in the DealersDen here at this con!  
Two crazy artists - double the fun!

**Alpha\_Ki and Pajama**

18 belly rubs are love



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"COPS AND ROBBERS"

[megaplexcon.org](http://megaplexcon.org)

Guests of Honor:  
Fablefire and Fizz Otter

July 31 - Aug 2, 2015  
Orlando, Florida









# NORDICFUZZCON



## Scandinavian Folklore: The Enchanted Forest

---

Nynäshamn, Sweden  
26 February - 1 March, 2015

Enter a realm of myth and of magic where danger  
may lurk behind every stone...

To follow the music might prove tragic...

Dare you to brave the mystery alone?

[WWW.NORDICFUZZCON.ORG](http://WWW.NORDICFUZZCON.ORG)



# SITE OF CRIME

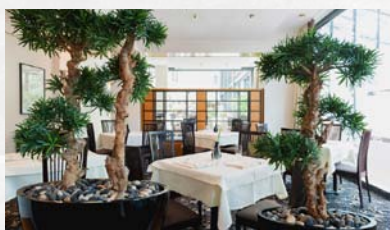
# SITE

**“Meeting, Living, Entertainment - Everything under One Roof”**

*– that is the motto of the Estrel Berlin, Europe’s largest convention, entertainment & hotel complex.*

It comprises a multifunctional Convention Center, the 4-star-plus Hotel, which is at the same time Germany’s largest hotel with its 1,125 rooms and suites and also including an entertainment program in the Festival Center. The Estrel very soon made itself a name with its concept, both nationally and internationally.

## Sun-Thai



You’ll find a fine selection of Asian dishes including saté, dim sum and crispy fried duck with stir-fried vegetables on the Sun-Thai’s menu.

## Sanssouci



Our elegant Sanssouci restaurant features the finest in French-inspired cuisine. All entrées can be ordered as half portions.

## Portofino



Our seasonal menu features traditional Italian dishes created with great care before your eyes by our skilled chefs in the show kitchen.

## Estrel-Stube



Our rustic Estrel-Stube offers you hearty German cuisine. Take a seat on our wooden terrace and enjoy a culinary stroll through the country’s most famous dishes.

## Orangerie



Here you can start your day with our breakfast buffet serving fresh breakfast rolls, a variety of healthy muesli cereals, fresh fruits and delicious egg dishes.

## Atriumbar



The Atriumbar is the prime meeting spot in our bright, light-filled hotel lobby. The bar serves beverages and light snacks at any time of day.

## Pianobar



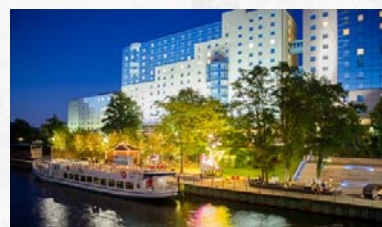
Our bar staff mix your favourite cocktails and their own special creations while you enjoy live piano music.

## La Patisserie



La Patisserie offers a variety of fresh cakes, tarts and ice cream creations as well as a range of coffee drinks and specialties.

## Summer Garden

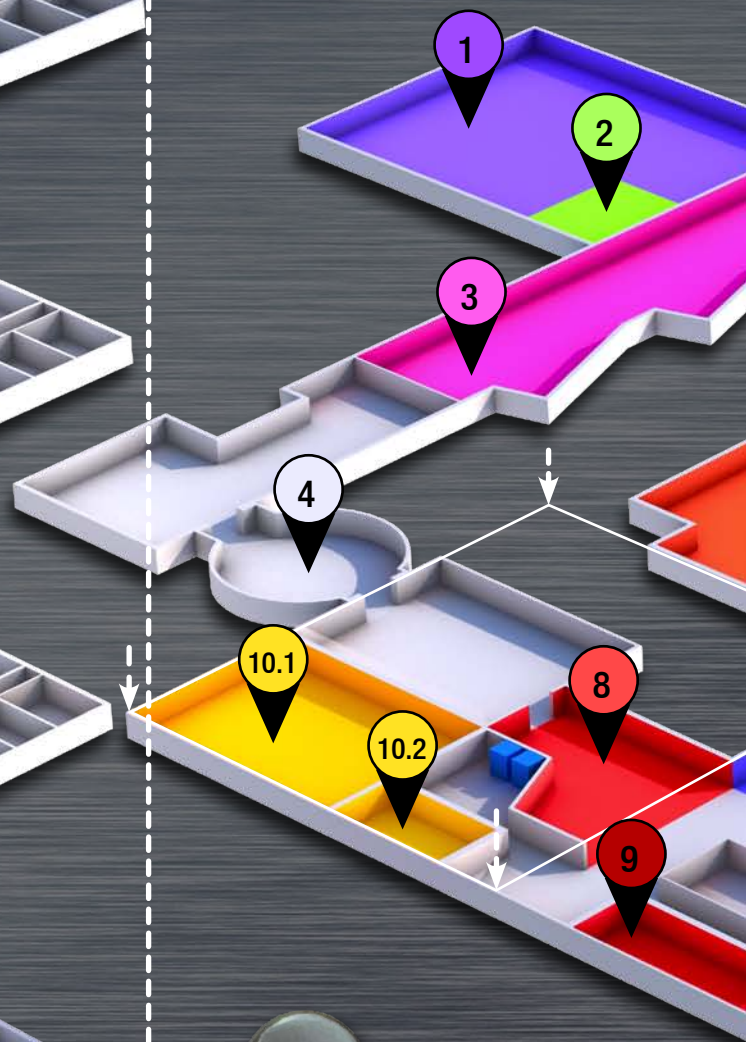
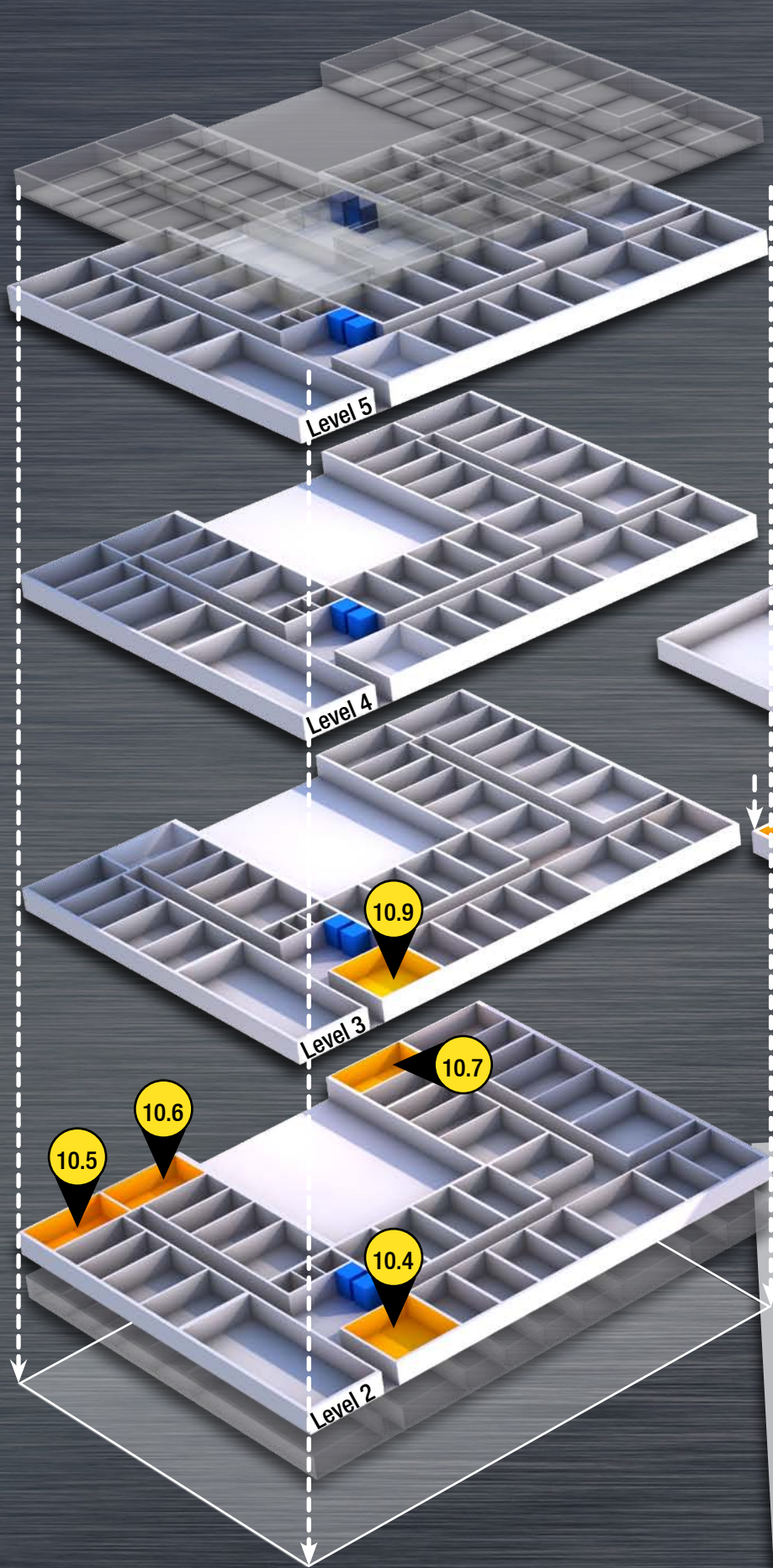


The Summer Garden is home to majestic, shady chestnut trees, a terrace-shaped stairway offering amphitheatre-like seating, a fountain, a snack pavilion and a landing pier.

WE DO NOT CROSS

CRIME SCENE DO NOT CROSS





- 10** > **Panel Rooms**
- 10.1 – Panel room 1 [Paris]
  - 10.2 – Panel room 2 [Lyon]
  - 10.3 – Panel room 3 [Nizza]
  - 10.4 – Panel room 4 [30241]
  - 10.5 – Panel room 5 [30210]
  - 10.6 – Panel room 6 [30212]
  - 10.7 – Panel room 7 [30225]
  - 10.9 – Panel room 9 [30341]

**EVENT MAP**

**EVENT MAP**



# INVESTIGATION MAP

- 1 > Art Show
- 2 > Fursuit Photoshooting
- 3 > Dealers' Den
- 4 > Rotunda
- 5 > Main Stage
- 6 > Fursuit Lounge
- 7 > Restaurants
  - 7.1 – Sun-Thai
  - 7.2 – Portofino
  - 7.3 – La Patisserie
  - 7.4 – Sanssouci
  - 7.5 – Estrel Stube
- 8 > Registration Desk
- 9 > ConOps Office
- B > Bars
  - B.1 – Atriumbar
  - B.2 – Pianobar
- C > Ticket Center and Cash Machine
- R > Hotel Reception
- M > Mini Market
- L > Lounge
- Elevator





# EUROFURENCE – THE

**The first Eurofurence** convention with 19 attendants was organized by *Tes Tui-H'ar* and *Unci* on the former's parents' farm located in Schleswig-Holstein in Germany. It was small and cozy. The highlights were an improvised cooking session, walking beside the North Sea and watching Peter Jackson's *Bad Taste*.

Moving to Sweden, the second Eurofurence was held at the Linköping University drawing 35 participants. This gathering featured drawing (on paper and whiteboard), kendo sparring and watching furry themed (animated) films.

Cheetah took the reins and organized Eurofurence 3 in Bodstedt, back in Germany near the coast of the Baltic Sea, this time drawing 59 people to attend. This was the first Eurofurence to have a Dealers' Den, an Art Show and Skunki, the first fursuiter.

The fourth installment of Eurofurence was held in Heeze in the South of the Netherlands. Having bad plumbing that forced attendees to clean out and dry the convention site in the middle of the night did not flush away the fun. Concerts, fursuiters and conversations went on deep into the night.

Moving to Berlin, Eurofurence 5 nearly didn't happen as financial mishap struck. Dubbed the "worst venue in the history of Eurofurence": bad food, mice living in the barracks and people almost getting electrocuted in the showers. They did however have a fursuit dance, musical sessions and Lisanne Norman as Guest of Honor.



Eurofurence 6 was the first to be held under the *Eurofurence e.V.* flag, making it an official registered nonprofit organization. Held in Göttingen, in a youth hostel, there were many shops nearby.

The 7th Eurofurence first featured the whole setup and programming known today: Dealers' Den, Art Show, the Pawpet Show, a fursuit parade, a stage set up by a stage rigging team and convention security. The venue was a youth hostel set inside an actual castle in Kirchen in Germany. Beautiful, especially if you love walking up and down stairs.

Eurofurence 8 was the first Eurofurence with an official theme: "*Furry Intelligence Agency*". Onkel Kage was invited as the Guest of Honor, as he had organized his own 6th installment of the furry convention Anthrocon one month earlier.



At Eurofurence 9 we almost lost our beloved chairman to Czechnology as the convention site in the Czech Republic had a bad case of sub par wiring. Most of the convention was held in a large tent beside the Sportareál Samopše sports center. Featuring one of the most scenic Eurofurence locations, in the middle of a forest near a large canal. Lots of cheap but excellent Czech beer and great weather still made the convention a success.

Marking the 10th installment of Eurofurence, the convention came back to Germany, where it would stay ever since. Held at the Biggesee youth hostel in Olpe, it had 295 attendees.

Eurofurence 11 was organized for 380 people in Nuremberg. The Guest of Honor was Heather Alexander for that year's theme: "*Songs of The Old Ages*".

Returning to Nuremberg, the theme of Eurofurence 12 was "*The Hounds of Blackwhite Castle*", complete with a fully black and white website. It featured a Furry Music Café as well as a full blown concert by Heather Alexander.



# PAST AND THE PRESENT

One of the highlights were at least a hundred furs with candles watching Onkel Kage's parents dance to celebrate their 50th wedding anniversary.



Drawing 585 attendees to the Ringberg Hotel, Eurofurence 13 was held at the top of a 750 meter high mountain in Suhl. This year's Pawpet Show was so popular, Onkel Kage reportedly attempted to persuade Cheetah to replay it at Anthrocon. Here Eurofurence gained an eternal friend; André the hairless master of alcohol.

Returning to Suhl, Eurofurence 14 featured 30 panel events, the legendary "Onkel Kage vs. 2 The Ranting Gryphon" stage performance as well as a live concert of Alexander James Adams. It also featured one of the most acclaimed Pawpet Shows, called "Dreamcatchers", the second year the show featured a more adult theme with drama, action and romance.



With the theme "1001 Arabian Nights", Eurofurence settled for the third and last time at the Ringberg hotel. Drawing 911 attendees, the hotel was overbooked to have 3 or 4 people per 2 person room. There was also a ConOps department. The department was raised to help lighten the load and take over many of the logistics operations of the convention.

As the attendance grew, Eurofurence 16 settled in the Maritim hotel in Magdeburg. With 973 people from 32 different countries, of which 251 had a fursuit, we raised 5771.15 € for charity. That year we broke a record: Eurofurence was now the longest running furry convention worldwide.

Eurofurence 17, "Kung Fur Hustle", was the first Eurofurence with over 1000 attendees. The registration opening was broadcast live from Cheetah's apartment, reaching 400 registrations in the first 30 minutes.



For the third year in Magdeburg, Eurofurence 18 was booked out within 6 days. Even while accepting 3 people per 2 person room as far as possible, the Maritim hotel had to be extended with the InterCityHotel as an overflow option.

Last year's Eurofurence had the most successful charity pledge to date, gathering 19,307 € for the Wildtierhilfe Fiel e.V. The mayor of Magdeburg volunteered the police to help guide the Fursuit Parade, drawing people from more than 500 km away to watch it with more than a thousand bystanders.

**When you read this, we mark 20 years of Eurofurence history.**

Unending ambition, hard work, enduring dedication and endless inspiration drove us to greater heights. And with that we open up the box to reveal the largest to date yet:

EF 20 will entertain close to or over 2000 people breaking the roughly 10% growth we had over the years. With 1376 attendees at EF 19 to a shattering increase of 45%. Estrel Berlin, the largest convention center in Europe will bring back the outdoor fire we missed for 4 years and have many other surprises in tow.

With all that said and done, I wish you all an amazing con.  
Fineas - ConOps

**APPROVED**

CRIME SCENE DO NOT CROSS







**Beheaded critters, disemboweled furry shells, almost dead people - This is crime scene at large. - This is the Fursuit Lounge!**

Feeling drugged from too much fun? Feeling like you've been run over by a truckload of fans? Feeling like someone shot you like a wild coyote after a night of dancing? Come into the Fursuit Lounge and find a place to relax, refresh yourself, and dry your costume in no time.

The Lounge is a fursuiters-only area, intended to give them a safe place to quickly cool down, get some refreshments, make repairs, dry their suits and change costumes without ruining the magic. Now, with almost half of the attendees being magicians, it isn't that much of a secret place anymore, but that makes it all the more important to keep them alive and intact.

To make the suiters' stay in the Fursuit Lounge as convenient and relaxing as possible, please respect the following rules:

- Only fursuiters may enter and stay in the Fursuit Lounge at any time, in and out of fursuit.
- Non-suiters are not allowed to enter the headless area. The only exception are suit-helpers, assisting a fursuiter with putting their costumes on or taking it off.
- Suit-helpers must be accompanied by the fursuiter they are assisting, and they have to leave the Lounge when their help is no longer required.
- Photography and filming is strictly forbidden in the headless lounge.
- At night, the doors of the Lounge will be closed. If you need access to your suit at night, please ask security to let you in.

Being a fursuiter is hard work, and it's our mission to make you work harder!  
Yours, Mystifur.

### Fursuit Lounge Opening Hours

The Fursuit Lounge is open every convention day from at least 09:00 to 01:00 the next day, or whenever in the morning the last event of the day ends.

On Sunday after the convention, the Lounge will be disassembled in the afternoon. Please remove all your belongings in time.

But who knows, maybe we can set up a Dead-Dog Lounge for those of you who stay with us another night. Please understand that, despite our security regularly patrolling the Lounge area, we can not take responsibility for anything you leave in the Lounge unguarded.



### Fursuit Parade

Our twenty year anniversary is also what we call "a first year experience". The new location comes with its own advantages and challenges, and again we will try our best to make the parade a memorable event. Due to the layout of the hotel, our current parade route will include a couple of stairs. Should you be unable to use stairs in fursuit, please check the parade posters around the lobby to find the wheelchair friendly parts of the route. We expect the parade to take 45 minutes, including a short stop for photos near the canal, if the weather permits.

**When?** Thursday 15:30-16:30, Encouraged gathering time: (15 minutes earlier)

**Where?** Fursuit Lounge area

### Fursuit Badge Printing

If you are a fursuiter, you most likely pre-registered for your free Fursuit Badges. Situated right next to the Registration and Convention Shop, this is where you come to pick them up. You forgot to pre-order your personal Badge? Oh noes! But don't despair. For a small fee of 2 Euros each, we will create personal Fursuit Badges for you on site during our service hours. Just bring a digital picture of your suit on a memory card, or have your mug shot taken right there.

### Service Hours

|                       |                               |
|-----------------------|-------------------------------|
| Tuesday, August       | 19: 11:00 – 19:00             |
| Wednesday, August 20: | 11:00 – 17:00                 |
| Thursday, August 21:  | 11:00 – 13:00   16:00 – 18:00 |
| Friday, August 22:    | 11:00 – 13:00   16:00 – 18:00 |
| Saturday, August 23:  | 12:00 – 13:00                 |



# FURSUIT GAMESHOW





Crime busting has become the next "in thing" since crime scene shows on TV have revived the old subject. Since there are now way more candidates than the police squad needs (or can handle) this "boot camp" will weed out any wanna-be CSIs from the ones that really know their line of work. Who will be the next one to wear cool shades? Come and see!

As usual, the competition is between teams of two, so if you are a suiter willing to participate, be sure to pair up and be ready!

**»How are the teams selected?«, and »Can I participate?« - Sure!**

That is what the preliminaries are for! We have taken your feedback into consideration and split the preliminaries into several smaller games again, yet they will be located close to each other and in public view!

If you participate in the preliminaries, be prepared to be called on stage for the main event too! We need eight teams to go on stage after all!

Sign in for the preliminaries is on Wednesday at 18:00 and on Thursday at 12:00 for the duration of the preliminaries and will be located close to the Fursuit Lounge entrance.

The sign in station is also the place to get any questions answered that you still might have; just drop by early and ask us, we don't bite!

While you don't have to be a Hollywood stuntman to participate, if you are worried that you might break a carefully manicured claw, then this event isn't for you! If you have multiple suits, bring the one that can take a bit of physical action, too.

### Sign up

Wednesday, 18:00-20:00, Main Registration desk

Thursday, 11:45-14:30, Main Registration desk

### Preliminaries

Thursday, 12:00-15:00, Main Registration desk (sign in/out) [Rotunda]

### Stage Briefing

Friday, 13:00-14:00, Panel Room 4 [30241]

### The Fursuit Gameshow

Friday, 16:30-18:00, Main Stage



# FURSUIT GAMESHOW



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06 May - 10 May

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MARCH 5-8 2015 - VANCOUFUR.CA

ART BY TEMRIN

# VANCOUFUR

A FILM NOIR PRESENTATION

"GANGSTERS AND GUMSHOES"



# PRIME SUSPECTS

*need surveillance*

## Supersponsor

Aetobatus (Michael Sawyer)  
Aikho (Filip Gran Reierskog)  
AionLynx  
Aladar (Ivan Kondratev)  
Alfadog (Gunnar Malmgren)  
Alterflane (Benjamin Ash)  
Amber Claw Petrichor  
(Matthias Jagd Mauritzen)  
Ana'deshka (Corina Breu)  
Andrea (Sani) (Andrea Reichel)  
Angus (Matthias Bauer)  
Aoroo (Mikael Groth)  
Aroxxis Downfall (Mike Willscheid)  
Artic1010 (Francesco Carsana)  
Atkelar  
Balto (Peter Huber)  
balu  
Basil Lion (Vasyl Karpov)  
Bengges (Daniel Reinle)  
Bert (Max Artemyev)  
Blacklion (Dmitry Prokhorov)  
Blackshepard (Robert Mentzel)  
Blazingstar (Alex Donker)  
BoKo  
Bonzu (Carl Christian Dalaaker)  
Caine (Uriah Beagle)  
Canis Rufus (David Elliott)  
carter (Jens Vollmöller)  
Casopaja (Jasmin Möller)  
Cato (Julian Metzler)  
Ch'lh-Yu (Bastian Schaar)  
Chaiya (Michael Zoschke)  
CheetahPaw (Vitalii Husach)  
Cilimantris (Matthias Aenishänslin)  
Cleo (Caroline Gemming)  
Crowix (Pim Matthijssen)  
Da Ti (Stefan Reyelt)  
DarkenTiger (Nicholas El-Khoury)  
Darkwing (Torsten Stalke)  
Darky Hellmoon (Marcus Hoffmann)  
David (David Geiger)  
Dingo (Eric Kummer)  
Dinoex (Dirk Meyer)  
Djem (Emile Chauvin)  
DragonEmotion (Stefan Krebs)  
Dragoneye  
Drocen (David Schranz)  
DZ (Dmitry Usanov)  
Elfasi  
Elvin (Jason Chapman)  
EquusNaughty  
Fafnir (Oliver Christen)  
Fire-of-moon  
Flookie (Martin Schwager)  
FluffyDraco (Andreas Klingenberg)  
Fondy (Marco Palandri)  
Forest Dragon (Andreas Niethammer)  
FrancisTC

Freaky  
Frionil (Lauri Ilvas)  
Furaha  
Furvan (Gregor Hassler)  
Gandhi (Andreis Garza)  
Gatchi (Sereina Bucher)  
GeorgeFoxtail  
Gitta (Margitta Reuter)  
Giza White Mage (Douglas Muth)  
HakuPamfer (Michael Mandelsberg)  
Hanon Tornaïdior  
Hasani  
hHp (Hannu-Heikki Puupponen)  
Howee  
HungryWulfy (Claudio De Steffani)  
Hurga (Hanno Foest)  
Icefummy (Martijn Smitshoek)  
Igon  
Impello (Jan Erik Dahl)  
Jad\_Thor (Elrico Cattaneo)  
Jazoray (Martin Winkler)  
JBadger  
Jona (Jonathan Oppeel)  
Joon (Jon Fredrik Strøm)  
Kairan  
Kamuniak  
Karlás (Marvin Trompell)  
Karmakat  
Karmal (Martin Znamirowski)  
Karon (Kevin lück)  
Kimura  
KingSimba (Yao Guang Ang)  
Kirino (Cathrine Rydning)  
Kisu (Raimo Samuli Kokko)  
Kittney\_TC (Marion Nestler)  
Kori Karma (Christopher Zeven)  
Kraken D'Waggin  
Kulze (Stefan Schopf)  
Langohr  
Leitwolf (Philipp Krooß)  
Lemrethh (Gregor Horst)  
Lord Leonidas Aquillon  
Luperca (Annika Joffel)  
Lupo (Markus Volk)  
Luskfoxx  
Lycon (VLADISLAV DYKAN)  
MacWolf  
Malanir (Nicolay Jakobsen)  
Micel (Michael Kretz)  
Milkyway (Miguel Hirschmann - Tesching)  
Mkimha (Nikolay Shirokov)  
Monoko  
Moongwa (Igor Grishin)  
Mr. Marcooler (Marcus Helgemo)  
Mran (Heiko Gemming)  
Mstr f Dstrctn (Ronny Jänsch)  
Mulder\_Enot  
Natsuke (Danny Tick)  
naxus (Lukas brill)  
Nerkitt (Martin Schuster)  
Nesias von Wolfen

Nightwolf (Jan Bürgi)  
NoWolf (Daniel Gießmann)  
Nyx (Kathrin Fuger)  
Pez (Marco Thomas)  
Piro (Lasse Oddsen)  
Ponch (Daniel Wäldin)  
Q-dk (Lars Rosenville)  
Ra-Fluffsky (Michaël Schwager)  
Racey tulip  
Raedwulf  
Ranga MoonFox (Michael Münz)  
Raschkar (Heribert Vogt)  
Ratino (Mikkel Hammar)  
Rattie (Gregers Emmering)  
Rawazu  
RedFoxy Darrest (Massimo Ciccio)  
RedWolf  
Rena der Fuchs (Ralf Biste)  
Rick2Tails  
Rioo (Rafal Stypka)  
Ryan Seki  
Sairon (Ivan Kokorin)  
Samtino (Sam Nentwig)  
Samuel van Dusk (Martin Gerson)  
Santa fox (Tommy Bengtsson)  
Scavy the Fox (tomas haasteren)  
Schnee  
SciFox (Günter Jakob Lauth)  
Scratch (Michael Zelenizki)  
Seimei (Christian Linke)  
Semoy (Dennis Jensen)  
Shadow (Thorsten Zimmermann)  
Shadow Panther (Yury Krotov)  
Shadowfang (Randy Korndörfer)  
Shyboar (Romano Eberwein)  
Silver Horse (Marcel Beutler)  
Silwer (Tobias Rustad)  
Snackcat (Antony Mcmurdo)  
Sniffer (Morten Sørensen)  
SouthPaw (Barry Salter)  
Spottacus (David Benaron)  
Star Wolf (Daniel Mäder)  
Stenveel (Stanislav Markaryan)  
Syruss Scaleskin (David Colling)  
Tagaro (Björn Korinth)  
Tanit (Herwig Erb)  
tanor  
Tarquil Sagittarius (André Danielsen)  
Tatsyr  
TechWolf (Sander Leget)  
The Evil Fox (Ville Laihia)  
Thomas (Marc Lehmkuhler)  
Tiger\_Icecold  
tinka (Miiikka Raninen)  
Toad\_tod  
Toby (Koen Berkers)  
TonZa (Toni Hintsanen)  
TrustyFox (Jan Lars Linke)  
Tsanawo (Rik van Nuil)  
Twilight (Thomas Heidemeyer)  
Ulli (Ulrich Reuter)

Vauban (Lukas Hacker)  
Victoria the Wingless Dragon (Pjotr Gerrit Valenteijn)  
Viri  
Vit  
Vulpes Rex  
VVolfson (Gunnar Kristian Kulleseid)  
Weatoef (Lars Wijtemans)  
White Tiger (Stephan Anders)  
Whitek  
WhiteKIBA (Sebastian Wessalowski)  
Wolf-Diesel (Danique Verhagen)  
Wolfehalex (Alexander van Oostveen)  
Wolfstone (Mathias Ghahremanpour)  
Wolftale (June Ek)  
Yellow (Felix Schmidt)  
Ysegrim (Gregor Leusch)  
Yukon (Thomas Sostaric)  
Zane  
Zarak (Maik Wüning)  
Zenas L. Xeros  
Ziko (tomas johansson)  
Zura

## Sponsor

Acey-Woofer (James King)  
Ahsha  
Aiwendil (Christoph Winkler)  
akitabay  
AlectorFencer (Claudia Schmidt)  
Alopex Lagopus (John Gander)  
Alyx (Timothy Taylor)  
Amatero (Marius Menz)  
amee2k (Thomas Loch)  
AmurUssuri (Thomas Hölzler)  
Andi Raccoon (Andreas Bauer)  
AndyMcNub  
aphinion (Thomas Langer)  
Arakin (Stuart Dickson)  
Arctic\_Steve (Stephen Palmer)  
ArkonDerWolf (Attila Hellmich)  
AscariWolf (Johannes Loeffelhardt)  
Asraelle (Richard José Walder)  
Astron  
Ataru (Jan Golitz)  
Ayanna the golden Flower Fox (Sarah Hägele)  
azurFox (Andreas Bock)  
Bardolph (Daryl Sprint)  
Baxter Fox  
Beowolf Tailchaser (Alexander Leistner)  
Bitoku (David Wax)  
Blacksnip  
Blackymoon  
Blauerwolf  
Blue\_Panther (Robert Keller)  
Britishfoxy (Craig Dyas)  
Cadirr (Nico Schikade)  
Carenath



Carex (Thomas Ripar)  
 CarnageVenom (Barbara Biebinger)  
 CasperBear (Mike Kröner)  
 Chakat Blacktail (Tobias Braun)  
 Charizard\_Sparky  
 Charlotte (Volker Wuttke)  
 Chasington  
 Chet (Kristian Ring Brødreskift)  
 Chippy (Chris Wenk)  
 Codydog (Cody Stapp)  
 Coffeefox (Andreas Burkert)  
 Coltian (Thorsten Wielert)  
 Coorandilla (Christopher Lindner)  
 Copper (Danny Kock)  
 CorWolf  
 Cosmic Wuffy  
 Cueball (Alexander Kelly)  
 Cyress  
 Daerevardul  
 Daggett  
 Daktalis (Robert Day)  
 Dan.Wolfie (Dan Snell)  
 Den (Dennis Gierling)  
 DenDen (Dennis Jüngling)  
 der\_baal  
 Dice (Peter Van Hee)  
 Diego  
 Dobie (Arne-Benjamin Jäschke)  
 Dodo Tiger Bell (Dominik Valdeig)  
 Dokhyi  
 dougalfuff (Douglas Winship)  
 Drachetto (Massimiliano Maggiori)  
 Drenksor Downfall  
 Drias (Henrikus Adrianus Maria Meijer)  
 DrTreax  
 Dschungeltigerboy  
 Dutch\_Wolf (Erwin Burema)  
 Entei-rah (Terence Burridge)  
 Ephias (Elias Horala)  
 Ethan Staghorn  
 Everfire (Kevin Cormier)  
 Ewino (Dominik Tzeuschner)  
 Faaly (Mario Picha)  
 Faeris  
 Felixkas (Andrey Ignatov)  
 Fenrikur  
 ferret (James Noble)  
 FinnOWolf  
 Firewulf (Patrick Weber)  
 Flamian (Mikko Hirvonen)  
 FleecyWolf (René Zimmermann)  
 ForcesWerwolf (Stephan Thumann)  
 Forfaox (Menno Visser)  
 Fritti Breezedancer (Alex Lommers)  
 Furan Ircas (René Fürst)  
 FurryFoxus (Patrice Meyer)  
 FurryPorky (Carsten Hammen)  
 Futeko Snowfeather (Jean Francois Noel)  
 Fuzzy (Damian Draper)  
 Fyx (Timo Poppe)  
 Galdor (Michel Willems)  
 Galmar (Kevin Matthey-de-l'Endroit)  
 Genteel Antelope  
 Gregory the Goat (Rene Mattheis)  
 Grimm  
 Grünfuchs

H0rs3 (Julien Couturon)  
 Haku (Mathias Volkhard)  
 Ham (Isao Arai)  
 Hanabi Inu (Kent Arnesen)  
 Helios Inferno (Geert-Jan Willems)  
 HemiHusky (Ryan Mawson)  
 holadio  
 Honigeintopf  
 Horsie49 (Oliver Huckauf)  
 Hyss (Michael Fraylich)  
 Icendur (Marcel Stengel)  
 Ieniki Coon  
 Iron Sunsetscales  
 Itchigo Ictalons (Stephan van der Woude)  
 IviNosferatu  
 Jack Vanguard (Lucas Wiedenbein)  
 JackStone (christoffer Nord)  
 Jake Lioner (Sami Kunnas)  
 Jamiepony (Patrick Kahrs)  
 Jaster  
 Johann (Jan Maschinsky)  
 Jonathan Canius  
 Julia (Sani) (Julia Hiemer)  
 Junkvist (Jukka Suuronen)  
 Junmap (Oliver Robel)  
 Kakan (Karl-Olof Larsson)  
 Kal (David Narum)  
 kalaallit amaroq  
 Kayjay (Klaus-Peter Jacobs)  
 Kazak  
 kazookie (Ingebrigt Håstad)  
 Kelarod (Christopher Hess)  
 Keng (Alexander Göttmann)  
 Kewu (Sercan Kayam)  
 Kiantis  
 Kinase (Andrea Uselli)  
 KittehBit (Oleg Levington)  
 Klaatu  
 Kobra- (Tuomo Jalkanen)  
 Kokanee  
 Koryak (Daniel Edholm)  
 Kougo (Dmitry Gavriljuk)  
 kovu (Christian Hesse)  
 Kriske (Yusuke Kurita)  
 KuraiHan (Hanna Mäkipää)  
 KwisA Wolfy (Jeroen Erik del Prado)  
 Laika  
 Latiossouldew (Patrick van der Blom)  
 Leeuw (Sietse Weening)  
 Lexus (Alexander Dörfler)  
 Lightning (Yordi Stout)  
 Liliane (Dave van der Wiel)  
 LiNaraya  
 Link Kokanshii  
 Littlecheetah  
 Lorcanfawks (Torsten Böer)  
 Lord Drakhan (Kevin Hartung)  
 Loxy (Laurens Himschoot)  
 LUCA (SHOTA ITAMI)  
 Luno Wroo (Tobias Lück)  
 Luperion (Maik Neumann)  
 Lutra (Manuel Jehkul)  
 Lynard (Dirk Lang)  
 Maelle (Maike Krächan)  
 Marbles Woofy (Mark Scott)  
 Masada (Sam Van den Broeck)  
 Math Wufky (Matthias Zörjgen)

Matt Prower (Stuart O'Shaughnessy)  
 Mestiso (Sebastian Bogaert)  
 Metal-Wolf  
 MikasiWolf  
 Miksn (Mikael Johnsen)  
 Minn  
 Mondsikel (Norman Wenzel)  
 Mooie (Roy Sandgren)  
 Moondance (Magnus Christensen)  
 Morph (Morph Lind)  
 Morrisoran  
 Motaro (Jaana Lohikoski håkansson)  
 Murlz  
 Murrpy (Anthony Zanta)  
 Naetaru Otter (Erik André Paulsen)  
 Nall (Matt Beswick)  
 Nanakifuchs (Christian Drebing)  
 Nighthoof (Rainer Lips)  
 NightWoof  
 Nikoz Blauwkat (Koen Wouda)  
 notveryathletic (Mark Zeidan)  
 o'wolf (Jörg Reuter)  
 Oddity (Alexander Boström)  
 OTF (Arseniy Kotsyuba)  
 Paddy  
 PainFree (Andy Lux)  
 Paktani (Luca Ugolini)  
 Panda Man  
 Papangelo (Paul Stimpson)  
 Pawly Tigris  
 Pawwzie (Andrew Conlan)  
 Pilosus  
 Pistachio (Tobias Sendelbach)  
 Pizza (Holley Robinson)  
 Pony (Laurens Nash)  
 Psistorm (Stefan Biermann)  
 Quiran (Sebastiaan Rietveld)  
 Ragear  
 Ralen Fox  
 Rallicat (Mark Lomas)  
 Rapante  
 Raven91 (Richard Bräunling)  
 Ray Liehm  
 Rayth (Rayth Aleksei Vehre)  
 RealZero  
 Red Jeto (Kamil Grzenia)  
 Redmoon Wolfen (Roumy Matthieu)  
 Reesa (Barbara Reier)  
 Refur (Ola Juhlin)  
 Remco (Remco Hosman)  
 Repede (Hofstätter Wolfgang)  
 Rizzorat (Colin Mckay)  
 Road Hopenstar (Vegard Christoffer Nilsen)  
 Rorschfox (Steve Alford)  
 Rupix (Thomas Egersdörfer)  
 Sacred (Stephen Alexander)  
 Saiver (Timo Holzwarth)  
 Sarou (Gerwin Buschmann)  
 Sarovak (Antoan Andersen)  
 Savron Terasar (Jan Wolf)  
 SCALAR (YASUHARU NAITO)  
 Schwarzmoor (Marcel Bartsch)  
 SeanC (Sean Campbell)  
 Secoh (Steffen Neubauer)  
 Sekki (Soichi Suetake)  
 Senica (Lars Antrup)  
 Shadow (Patrick Berner)

Shiko (Venus Hernandez)  
 Sibhiu (Maarten Peeters)  
 Silberwolf (Kevin Wegener)  
 SkippWulf (Jan-Patrick Kahn)  
 Skyrit (Lisa Luckas)  
 SmackJackal (Sean Wally)  
 SokomFur (Roope Ukkonen)  
 Sondring  
 Sorin Omega (Ewout Poelstra)  
 Soturo  
 Souly (Felix Pfandke)  
 Spikey (Sebastiaan verschoor)  
 Sruhikan (Felix Liebermann)  
 Strandwolf (Daniel Glass)  
 Streifi (Fabian Strasser)  
 Stögi (Alex Stögbauer)  
 SuburbanFox (Philip Pemberton)  
 Survion (Bernd Gruber)  
 Swift Ayama (Marco Winter)  
 Synthfox  
 Tail Whitefur (Joakim Stenbäck)  
 Tarogar (Fabian Lange)  
 Teckly (Alexis Narbonne)  
 TenkoFoxy (Alexander Schwegmann)  
 Thaliam  
 theblackvixen (Nicole Bedner)  
 Theris (Alexey Sapogov)  
 Tigris Khan (Reto Kurmann)  
 Tilondrion (Michael Ebner)  
 Timoran J. Synkral  
 Tioh (Markus Nowak)  
 Tirma (John Filbert)  
 Tommah  
 Torajin (A-Clément Vandenhevel)  
 Torros (Dominic Rahde)  
 Trashwolf (Remi Ødegård)  
 Tryst (Robert Barnes)  
 Tyger (Helge Lange)  
 Tylon (Sascha Hornbostel)  
 Validuz (Johan Witasp)  
 Vario  
 Vilvi (Jukka Varsaluoma)  
 Vonkie  
 Vulpes (Kirill Zhavoronkov)  
 Vutez (Pascal Möhles)  
 Wali (Samuel Wittwer)  
 Werewolf (Daniel Thielke)  
 White Dragon (Martin Vaci)  
 Wiesel  
 Wiggle (Lars-Benedikt Steffenhagen)  
 Wolf-Bold (Jenny Schmidt)  
 Wolffire (Heiko Stangel)  
 Wolfmind (Martin Ulbricht)  
 Wolfspawn (Rasmus Broberg Hansen)  
 Wrulf (Roope Määttä)  
 wulfer  
 X-Wingred (Oliver Ahorner)  
 XEvoNex  
 Yarac (Jan Ebenhan)  
 Zakuro (Robin Germer)  
 Zefiro  
 zero17011987

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# MOTORFURS MEETING

Do you love the roar of a loud engine? The purr of a pleased Jaguar?

The squeal of burning rubber? Then you need to come to the Motorfurs Meeting – where all petrol-heads are welcomed to show off their motors, take a look at what others drive and talk amongst like-minded furs.

This haven for motorists will take place on the parking lot in front of the Estrel hotel (take a look at the map below for more details). Even if you don't have a car, bike or other motor vehicle, do stop by and you'll be welcomed with (oil-covered) open arms. Fursuiters are welcome, too. Due to the nature of the event, and the location off-site, there are a few event specific rules that must be adhered to:

1. No dangerous stunts – Anyone deemed to be driving dangerously will be asked to remove themselves and their vehicle from the event.
2. No burnouts – Once again, offenders will be asked to leave.
3. No damage to other cars/the car park/attendees – Please take care when parking and maneuvering and also be mindful of paintwork when looking through open windows.
4. No wheel/tire markings to be left on the road's surface.
5. No unnecessary noise – i. e. keep stereo equipment to tolerable levels, and no lengthy revving of engines.
6. If you wish to look closer inside someone's vehicle, ask the owner. Do not just open the door and get in.

Most of all, stay safe and enjoy the event!





Saturday - 18:30 - Main Stage



The Pawpet Show presents

# KEEPERS OF THE LIGHT







August 20th • Wednesday

|       | Day Events | Main Stage                                 | Other Locations                        | Panel Room 1<br>Paris                     | Panel Room 2<br>Lyon | Panel Room 3<br>Nizza |
|-------|------------|--------------------------------------------|----------------------------------------|-------------------------------------------|----------------------|-----------------------|
| 10:00 |            |                                            |                                        |                                           |                      |                       |
| 10:30 |            |                                            |                                        |                                           |                      |                       |
| 11:00 |            |                                            |                                        |                                           |                      |                       |
| 11:30 |            |                                            |                                        |                                           |                      |                       |
| 12:00 |            |                                            |                                        |                                           |                      |                       |
| 12:30 |            |                                            |                                        |                                           |                      |                       |
| 13:00 |            |                                            |                                        |                                           |                      |                       |
| 13:30 |            |                                            |                                        |                                           |                      |                       |
| 14:00 |            |                                            |                                        |                                           |                      |                       |
| 14:30 |            |                                            |                                        |                                           |                      |                       |
| 15:00 |            |                                            |                                        |                                           |                      |                       |
| 15:30 |            |                                            |                                        |                                           |                      |                       |
| 16:00 |            |                                            |                                        |                                           |                      |                       |
| 16:30 |            |                                            |                                        |                                           |                      |                       |
| 17:00 |            | seating                                    |                                        |                                           |                      |                       |
| 17:30 |            | Opening Ceremony<br>(p. 48)                |                                        |                                           |                      |                       |
| 18:00 |            |                                            |                                        |                                           |                      |                       |
| 18:30 |            |                                            |                                        |                                           |                      |                       |
| 19:00 |            |                                            | Fursuit Gameshow<br>signing<br>(p. 29) |                                           |                      |                       |
| 19:30 |            |                                            |                                        | Meet the<br>Guests<br>of Honor<br>(p. 48) |                      |                       |
| 20:00 |            |                                            |                                        |                                           |                      |                       |
| 20:30 |            | Fursuit Photoshooting<br>time slot signing |                                        |                                           |                      |                       |
| 21:00 |            |                                            |                                        |                                           |                      |                       |
| 21:30 |            |                                            |                                        |                                           |                      |                       |
| 22:00 |            |                                            |                                        |                                           |                      |                       |
| 22:30 |            |                                            |                                        |                                           |                      |                       |
| 23:00 |            |                                            |                                        | Furs Back<br>to the 80s<br>(p. 48)        |                      |                       |
| 23:30 |            |                                            |                                        |                                           |                      |                       |
| 00:00 |            |                                            |                                        |                                           |                      |                       |



Note: One of the victims is a well known boor, apprehended and incarcerated many times before for various crimes. We already have more info on him than we'd like. The other one is still a mystery. He might've been his partner in crime, but the exact opposite is just as likely. His case needs further undercover investigation.



Art Show setup – Artists only

ARTISTS' LOUNGE

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# Timetable

August 21st • Thursday

|       | Day Events                     | Main Stage           | Foyer                                     | Rotunda                                   | Atrium                                                 |
|-------|--------------------------------|----------------------|-------------------------------------------|-------------------------------------------|--------------------------------------------------------|
| 09:00 |                                |                      |                                           |                                           |                                                        |
| 10:00 | Art Show setup<br>Artists only |                      |                                           |                                           |                                                        |
| 10:30 |                                |                      |                                           |                                           |                                                        |
| 11:00 | Den setup<br>Artists only      |                      |                                           |                                           |                                                        |
| 11:30 |                                | time slot<br>signing |                                           |                                           |                                                        |
| 12:00 |                                |                      |                                           |                                           |                                                        |
| 12:30 | Super<br>Sponsor               | Super<br>Sponsor     |                                           | Fursuit<br>Gameshow<br>signing<br>(p. 29) | Fursuit<br>Gameshow<br>[Prelimi-<br>naries]<br>(p. 49) |
| 13:00 |                                |                      | seating                                   |                                           |                                                        |
| 13:30 |                                |                      | Impossible Fursuit<br>Charades<br>(p. 49) |                                           |                                                        |
| 14:00 |                                |                      |                                           |                                           |                                                        |
| 14:30 |                                |                      |                                           |                                           |                                                        |
| 15:00 |                                |                      |                                           |                                           |                                                        |
| 15:30 |                                |                      |                                           | Fursuit<br>Parade<br>(p. 50)              |                                                        |
| 16:00 |                                |                      |                                           |                                           |                                                        |
| 16:30 |                                |                      |                                           |                                           |                                                        |
| 17:00 |                                |                      | seating                                   |                                           |                                                        |
| 17:30 |                                |                      | The Magic World<br>of Sardyuoan (p. 50)   |                                           |                                                        |
| 18:00 |                                |                      | seating                                   |                                           |                                                        |
| 18:30 |                                |                      | Onkel Kage's Story Hour<br>(p. 51)        |                                           |                                                        |
| 19:00 |                                |                      |                                           |                                           |                                                        |
| 19:30 |                                |                      | Kage vs. 2 Gryphon<br>(p. 51)             |                                           |                                                        |
| 20:00 |                                |                      |                                           |                                           | Fursuit Group<br>Photo (p. 51)                         |
| 20:30 | Artist<br>Reception            | time slot<br>signing |                                           |                                           |                                                        |
| 21:00 |                                |                      |                                           |                                           |                                                        |
| 21:30 |                                |                      |                                           |                                           |                                                        |
| 22:00 |                                |                      |                                           |                                           |                                                        |
| 22:30 |                                |                      |                                           |                                           |                                                        |
| 23:00 |                                |                      |                                           |                                           |                                                        |
| 23:30 |                                |                      |                                           |                                           |                                                        |
| 00:00 |                                |                      |                                           |                                           |                                                        |



| Panel Room 1<br>Paris                   | Panel Room 2<br>Lyon                          | Panel Room 3<br>Nizza                                     | Panel Room 4<br>30241                              | Panel Room 5<br>30210                               | Panel Room 6<br>30212     | Panel Room 7<br>30225                     | Panel Room 9<br>30341 |       |
|-----------------------------------------|-----------------------------------------------|-----------------------------------------------------------|----------------------------------------------------|-----------------------------------------------------|---------------------------|-------------------------------------------|-----------------------|-------|
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 09:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 10:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 10:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 11:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 11:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 12:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 12:30 |
| Your First Furry Convention (p. 49)     | Introduction to Fursuit Performance (p. 49)   | Gay Rights & Gay Right Activists around the World (p. 49) | Furry Machinima Spectacular (p. 49)                |                                                     |                           |                                           |                       | 13:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 13:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 14:00 |
| Erotic Cupcake Hour (p. 49)             |                                               |                                                           | How to Meet People at Conventions (p. 49)          | Crime Solving in Times of Molecular Biology (p. 50) | Furry in Our Life (p. 50) |                                           |                       | 14:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 15:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 15:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 16:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 16:30 |
|                                         |                                               | Bats - A Friendly Review (p. 50)                          | History of Russian Furry Community and Art (p. 50) | Kitsune Encounter (p. 50)                           |                           |                                           |                       | 17:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 17:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 18:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 18:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 19:00 |
| The Literary Works of KyellGold (p. 51) | Advanced Fursuit Materials and Design (p. 50) |                                                           |                                                    |                                                     |                           |                                           |                       | 19:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 20:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 20:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           | Charity Poker Tournament [How-To] (p. 51) |                       | 21:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 21:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 22:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 22:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 23:00 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 23:30 |
|                                         |                                               |                                                           |                                                    |                                                     |                           |                                           |                       | 00:00 |

ARTISTS' LOUNGE

ARTISTS' LOUNGE

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# Timetable

August 22st • Friday

|       | Day Events | Main Stage                     | Other Locations |
|-------|------------|--------------------------------|-----------------|
| 90:00 |            |                                |                 |
| 10:00 |            |                                |                 |
| 10:30 |            |                                |                 |
| 11:00 |            |                                |                 |
| 11:30 | Den setup  |                                |                 |
| 12:00 |            |                                |                 |
| 12:30 |            |                                |                 |
| 13:00 |            | seating                        |                 |
| 13:30 |            | Enter the Arena<br>(p. 53)     |                 |
| 14:00 |            |                                |                 |
| 14:30 |            |                                |                 |
| 15:00 |            |                                |                 |
| 15:30 |            |                                |                 |
| 16:00 |            |                                |                 |
| 16:30 |            | seating                        |                 |
| 17:00 |            | Fursuit Gameshow<br>(p. 54)    |                 |
| 17:30 |            |                                |                 |
| 18:00 |            |                                |                 |
| 18:30 |            |                                |                 |
| 19:00 |            |                                |                 |
| 19:30 |            |                                |                 |
| 20:00 |            | seating                        |                 |
| 20:30 |            | Come Find Me: LIVE!<br>(p. 54) |                 |
| 21:00 |            |                                |                 |
| 21:30 |            |                                |                 |
| 22:00 |            | seating                        |                 |
| 22:30 |            | 2's Rant<br>(p. 55)            |                 |
| 23:00 |            |                                |                 |
| 23:30 |            |                                |                 |
| 00:00 |            |                                |                 |





| Panel Room 1<br>Paris               | Panel Room 2<br>Lyon                   | Panel Room 3<br>Nizza                   | Panel Room 4<br>30241                                 | Panel Room 5<br>30210                 | Panel Room 6<br>30212                            | Panel Room 7<br>30225           | Panel Room 9<br>30341 |       |
|-------------------------------------|----------------------------------------|-----------------------------------------|-------------------------------------------------------|---------------------------------------|--------------------------------------------------|---------------------------------|-----------------------|-------|
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 09:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 10:00 |
|                                     | Convention Wipe-Outs (p. 52)           | Furry Entrepreneurship (p. 52)          |                                                       | Virtual Reality Investigation (p. 52) | Charity Poker Tournament [Qualification] (p. 52) |                                 |                       | 10:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 11:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 11:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 12:00 |
| Publishing Furry Literature (p. 52) | International Snack Exchange (p. 52)   |                                         |                                                       |                                       |                                                  | Steadycam for Beginners (p. 53) |                       | 12:30 |
|                                     |                                        |                                         | Fursuit Gameshow [Stage Briefing] (p. 53)             |                                       |                                                  |                                 |                       | 13:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 13:30 |
| Stories from the Road (p. 53)       |                                        | How to use References in 2D Art (p. 53) |                                                       |                                       |                                                  |                                 |                       | 14:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 14:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 15:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 15:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 16:00 |
| The Art of Ursula Vernon (p. 53)    |                                        | How to Draw Animals (p. 53)             | Stand-up Comedy Hour (p. 53)                          | Photographers' Round Table (p. 53)    | Charity Poker Tournament [Qualification] (p. 53) |                                 |                       | 16:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 17:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 17:30 |
| How to Write Furry Stories (p. 54)  |                                        | Furry-Art 101 (p. 54)                   | 3D-Printing for Fursuits, Puppets and Figures (p. 54) |                                       |                                                  |                                 |                       | 18:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 18:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 19:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 19:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 20:00 |
| Fureoke (p. 54)                     | Inflatable Community Gaterhing (p. 54) | ARTISTS' LOUNGE                         |                                                       |                                       | Games Corner Mafia aka Werewolves (p. 55)        |                                 |                       | 20:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 21:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 21:30 |
|                                     |                                        |                                         | Games Corner (p. 55)                                  | Games Corner (p. 55)                  |                                                  |                                 |                       | 22:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 22:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 23:00 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 23:30 |
|                                     |                                        |                                         |                                                       |                                       |                                                  |                                 |                       | 00:00 |

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# Timetable

August 23rd • Saturday

|       | Day Events |           |                   | Main Stage                                     | Other Locations        |                              |
|-------|------------|-----------|-------------------|------------------------------------------------|------------------------|------------------------------|
|       |            |           |                   |                                                | Outside                | Outside                      |
| 09:00 |            |           |                   |                                                |                        |                              |
| 10:00 |            |           |                   |                                                |                        |                              |
| 10:30 |            |           |                   |                                                |                        |                              |
| 11:00 |            |           |                   |                                                |                        |                              |
| 11:30 |            | Den setup | time slot signing |                                                |                        |                              |
| 12:00 |            |           |                   | seating                                        |                        |                              |
| 12:30 |            |           |                   | Art & Charity Auction<br>(p. 55)               |                        |                              |
| 13:00 |            |           |                   |                                                |                        |                              |
| 13:30 |            |           |                   |                                                |                        |                              |
| 14:00 |            |           |                   |                                                |                        | Motorfurs Meeting<br>(p. 55) |
| 14:30 |            |           |                   |                                                |                        |                              |
| 15:00 |            |           |                   | seating                                        |                        |                              |
| 15:30 |            |           |                   | Myre - The Birth of a Journey<br>(p. 56)       |                        |                              |
| 16:00 |            |           |                   |                                                |                        |                              |
| 16:30 |            |           |                   |                                                |                        |                              |
| 17:00 |            |           |                   |                                                |                        |                              |
| 17:30 |            |           |                   |                                                |                        |                              |
| 18:00 |            |           |                   |                                                | Group Photo<br>(p. 57) |                              |
| 18:30 |            |           |                   | seating                                        |                        |                              |
| 19:00 |            |           |                   | Pawpet Show<br>Keepers of the Light<br>(p. 57) |                        |                              |
| 19:30 |            |           |                   |                                                |                        |                              |
| 20:00 |            |           |                   |                                                |                        |                              |
| 20:30 |            |           |                   |                                                |                        |                              |
| 21:00 |            |           |                   |                                                |                        |                              |
| 21:30 |            |           |                   |                                                |                        |                              |
| 22:00 |            |           |                   |                                                |                        |                              |
| 22:30 |            |           |                   |                                                |                        |                              |
| 23:00 |            |           |                   | Big Blue Dance<br>(p. 57)                      |                        |                              |
| 23:30 |            |           |                   |                                                |                        |                              |
| 00:00 |            |           |                   |                                                |                        |                              |





| Panel Room 1<br>Paris                                     | Panel Room 2<br>Lyon         | Panel Room 3<br>Nizza                       | Panel Room 4<br>30241 | Panel Room 5<br>30210                    | Panel Room 6<br>30212                            | Panel Room 7<br>30225    | Panel Room 9<br>30341 |       |
|-----------------------------------------------------------|------------------------------|---------------------------------------------|-----------------------|------------------------------------------|--------------------------------------------------|--------------------------|-----------------------|-------|
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 09:00 |
|                                                           | Fursuit 101 (p. 55)          | Plushie Panel (p. 55)                       |                       |                                          | Charity Poker Tournament [Final Table] (p. 55)   |                          |                       | 10:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 10:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 11:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 11:30 |
| Doing Comics with Ursula Vernon (p. 55)                   |                              | Open Source Tools for Photographers (p. 55) |                       | How to Build Cheap Fursuits (p. 56)      |                                                  |                          |                       | 12:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 12:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 13:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 13:30 |
| Science, Pseudoscience and Outright Scheiße (p. 56)       |                              | Digital Painting with Krita (p. 56)         |                       | Building Realistic Fursuit Masks (p. 56) |                                                  |                          |                       | 14:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 14:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 15:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 15:30 |
| Charity Concert (p. 57)                                   | Scary Fursuit Acting (p. 56) | DancerFurs Meet (p. 56)                     |                       |                                          |                                                  | VapeFurs Meet-up (p. 56) |                       | 16:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 16:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 17:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 17:30 |
|                                                           |                              |                                             |                       |                                          | AFK - The Meeting of Second Life Furries (p. 57) |                          |                       | 18:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 18:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 19:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 19:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 20:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 20:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 21:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 21:30 |
| CATALA - Album Debut from Amadhia "Timothy" Albee (p. 57) |                              |                                             |                       |                                          |                                                  |                          |                       | 22:00 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 22:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 23:00 |
|                                                           |                              |                                             | Games Corner (p. 57)  | Games Corner (p. 57)                     |                                                  |                          |                       | 23:30 |
|                                                           |                              |                                             |                       |                                          |                                                  |                          |                       | 00:00 |

ARTISTS' LOUNGE

ARTISTS' LOUNGE

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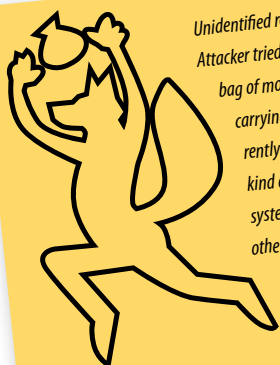


August 24th • Sunday

|       | Day Events |  |  |  | Other Locations |  |  |  | Main Stage |  |  |  |
|-------|------------|--|--|--|-----------------|--|--|--|------------|--|--|--|
| 09:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 10:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 10:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 11:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 11:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 12:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 12:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 13:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 13:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| ...   |            |  |  |  |                 |  |  |  |            |  |  |  |
| 19:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 20:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 20:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 21:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 21:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 22:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 22:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 23:00 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 23:30 |            |  |  |  |                 |  |  |  |            |  |  |  |
| 00:00 |            |  |  |  |                 |  |  |  |            |  |  |  |

Dealers' Den  
cleaning

Dead Dog Party  
(p. 57)



Unidentified robbery victim.  
Attacker tried to steal the  
bag of money she was  
carrying, and appa-  
rently set of some  
kind of paint-marking  
system. There is no  
other explanation for  
this color.

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## Recurring Events

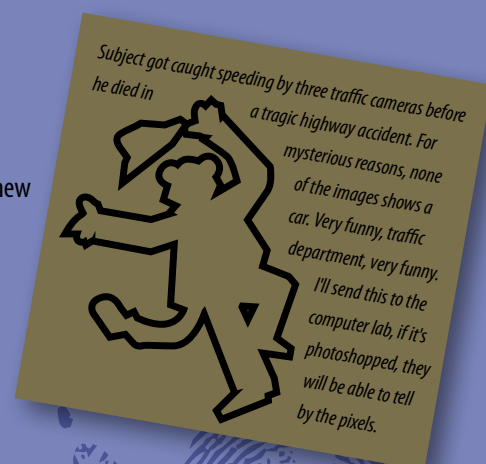
- ▶ **PLEASE NOTE:** This list introduces single events on Eurofurence 20. Recurring events are presented on their own pages!
- For Art Show and Dealers' Den, please see pages 58 to 61.
- For Artists' Lounge, please see pages 64, and Fursuit Lounge, please see pages 27.
- For the Fursuit Photoshooting, please see page 63.
- For the Fursuit Game Show, please see page 29.

## August 20th • Wednesday

- ▶ **17.00 - 18.00 — Opening Ceremony — Pinky, Cheetah | Main Stage**  
The opening ceremony is one of the major stage events - it is when the convention officially begins. Here you can meet the chairman who will bid you welcome. You will also see some of the senior staff members and a lot of important information regarding the convention will be given. But in addition to all the seriousness, it is also an event that gives you smiles and laughter. All in all, something not to be missed!
- ▶ **19.00 - 20.30 — Meet the Guests of Honor — Pinky, Kyell Gold, Alopex, KitSilver, Brer | Panel Room 1 [Paris]**  
This year we have no less than four Guests of Honor! In this panel you can meet all of them together and hear about the many interesting things they have done that made us choose them as Guests of Honor. The panel is informative and interactive, meaning that you can also ask them all the questions you like. So come along to meet the Guests of Honor and have a great time.
- ▶ **22.00 - 01.00 — Furs Back to the 80s — MafunDi | Panel Room 1 [Paris]**  
Remember the old dances on furry cons with all the much cheesy 80s music in it? Want some of that feeling back? We have all that for you, traditional lightning included. Though we don't guarantee the equipment will be all originally 80s. This dance event is not taking part on the Main Stage and the perfect chance to get your con started.

## August 21st • Thursday

- ▶ **12.00 - 13.00 — Art Show Supersponsor Opening — Cairyn, Blue Panther | Art Show**  
This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home! \*\*Look out for more information at the Art Show and read the bulletin boards for last-minute details!\*\*
- ▶ **12.00 - 13.00 — Dealers' Den Supersponsor Opening — Alpha\_Ki | Dealers' Den**  
We are proud to open the doors again this year at a very new location, in a new room. With more artists and dealers, both known faces and new members, presenting their art and merchandise to you. \*\*Look out for more information at the Dealers' Den and read the bulletin boards for last-minute details!\*\*





➤ 12.30 - 13.30 — Your First Furry Convention —

Onkel Kage, Gyroplast, Dhary Montecore | Panel Room 1 [Paris]

If this is your first visit to a furry convention, you probably have a lot of questions. How do I talk to artists? What should I do to get the most fun out of my time at the convention? What should I avoid? How do I explain what this is to people? What are all these things they gave me during registration? How can I make friends with a famous person? And why are there so many rules? Join us for a talk and some helpful advice from people who have been where you are now. They will help you to avoid the pitfalls and make Eurofurence 20 the most fantastic experience of your life!

➤ 12.00 - 13.30 — Introduction to Fursuit Performance — Silverfoxwolf |

Panel Room 2 [Lyon]

Unsure how to really go about performing in fursuit? A new suiter and no idea how to bring out the character inside? This panel is designed to give tips and suggestions on how to get the most out of performing. With ideas that can be applied by beginners and experienced suiters alike.

➤ 12.00 - 13.30 — Gay Rights and Gay Right Activists around the World — Kyell Gold |

Panel Room 3 [Nizza]

Many of Kyell Gold's stories focus on homosexuals and their struggle in a less accepting society, their conflicts and their many ways of dealing with their lifestyle in the worlds our Guest of Honor, Kyell Gold, created. In this panel we want to discuss how homosexuals all around the world deal with their sexual preferences in their everyday lives, how they are looked at, and what rights they have in the society they live in. Feel free to join and share your own experiences with the audience.

➤ 12.00 - 13.30 — Furry Machinima Spectacular — Vilvi | Panel Room 4 [30241]

Multiple award winning Second Life machinimatographer provides an entertaining descent into the art of machinima and shows his silly early experiments and new polished award winning works. This breathtaking journey will include glimpses of the creative process, machinima in general and premiere brand new material. Note: The presentation might include some slightly mature content.

➤ 13.00 - 15.00 — Fursuit Gameshow [Preliminaries] — Atkelar, flutterby | Rotunda

Team selection for the Main Stage event. Open for teams (two suiters) to compete and everybody else to watch. If you want to participate, please read the details on page 29 for signup information and further details.

➤ 13.30 - 15.00 — Impossible Fursuit Charades — Shay | Main Stage

Impossible Fursuit Charades is a stage show that combines audience participation and on stage fursuiters. The setting is similar to normal charades, where a person is not allowed to speak and has to use their hands and other body parts to make someone else guess what, who or where he or she is. Impossible Fursuit Charades is similar to this with two small differences: The who, what, where is going to be almost impossible to play out and thus guess and the entire audience, save the person guessing, knows what the who, what and where is being performed.

➤ 14.00 - 15.30 — Erotic Cupcake Hour — Kyell Gold | Panel Room 1 [Paris]

"Cupcakes" are the line of novellas written by Kyell, foozzball, and Rikoshi, and published through FurPlanet. In this panel, our Guest of Honor, Kyell Gold, will read from an upcoming Cupcake due to be published in September. This will be the first public reading from the story anywhere, exclusively for our super sponsors.

➤ 14.00 - 15.30 — How to Meet People at Conventions — Sithy | Room 4 [30241]

Going to Eurofurence by yourself can be overwhelming. Suddenly, you're surrounded by over 2000 furries. Where do you start? How do you find new friends within this huge crowd? How do you get to know people? How do you make smalltalk? Join us and meet up! This panel is about how to meet people at conventions. How to meet up with new people, how to get to know people and how to NOT approach people.

*please inspect*  
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➤ **14.00 - 15.30 — Crime Solving in Times of Molecular Biology — Veski | Panel Room 5 [30210]**

Have you ever murdered someone and didn't get away with it? DNA might be the reason why! In this panel we will talk about molecular methods for crime solving, investigate a case that just happened at Eurofurence and talk about exciting cases from real life. We will also take a look at the future, for example things like DNA nerf guns. You can even extract DNA live on stage! Also, if you like strawberries, be sure to join our investigations! You don't need any background in biology for this panel, just some drive to solve a crime.

➤ **14.00 - 15.30 — Furry in Our Life — MonkeykingLP, Guardianofgates | Panel Room 6 [30212]**

Take a look on how Cartoon Animals influenced our daily life, creativity and the fandom in general. Starting with the first Cartoon Animals ever on screen to those we know and love today, this panel covers the influences on the creative work in the fandom (Fursuits, Music, Artwork etc. ). Also, what does all that mean to us as individuals? From personal character creation right down to attending conventions and like-minded friends, our influences are omnipresent.

➤ **15.30 - 16.30 — Fursuit Parade — Mystifur | Fursuit Lounge**

Everybody and their mother will be on their toes for the fursuit parade. Because almost everybody is a fursuiter at Eurofurence. Well, maybe not everybody, but with over 45% of our guests being fursuiters, Eurofurence takes pride in being one of the major furry conventions with the highest fursuiter quota.

Our twenty year anniversary is also what we call "a first year experience". The new location comes with its own advantages and challenges, and again we will try our best to make the parade a memorable event. Due to the layout of the hotel, our current parade route will include a couple of stairs. Should you be unable to use stairs in fursuit, please check the parade posters around the lobby to find the wheelchair friendly parts of the route. We expect the parade to take 45 minutes, including a short stop for photos near the canal, if the weather permits.

**\*\*Look out for more information at the Fursuit Lounge and read the bulletin boards for last-minute details!\*\***

➤ **15.30 - 16.30 — Bats – A Friendly Review — Skie Nightfall | Panel Room 3 [Nizza]**

Bats are one of the most successful mammal groups. They are the only true flying mammals, and they produce energy in order to feel their environment. They are fascinating diverse creatures, with abilities which still baffle us to this day. Here, you'll get a friendly introduction to the world of bats, a glimpse into their lifestyle, while we break common misconceptions about them.

➤ **15.30 - 16.30 — History of Russian Furry Community and Art | Panel Room 4 [30241]**

Since 2003 our team is creating an annual anthology of Russian-speaking furry art "ARFI" (\*) This fanzine contains art, literature and music from different furry artists. There are certain difficulties for artists who does not know English to participate in international furry events and present their art to the European public. Mostly because of the language barrier, but also financially. Some of the artists are not even present on international furry web sites like Furaffinity, but fortunately this is beginning to change.

That is why we thought it may be interesting to tell our story, highlight artists who were participating in our publications and talk about possible future projects and developments. If the audience is interested we may answer some questions about the history of Russian-speaking furry community, to the extent of our knowledge of course. Also there is presentation of our new project "Furry Stuff" at the end of the panel.

\* ARFI in English stands for Artistic Russian Furry Initiative. (Or literally translating Russian variant of the acronym: Russian Furry Arts Association)

➤ **16.00 - 17.30 — Kitsune Encounters — Tyger | Panel Room 5 [30210]**

This is a panel about Kitsune, the well known fox spirits. A panel for crazy people, who are brave enough not only to talk about Kitsune, but also to summon them and interact with them – of course without any guarantee for the cooperation of the Kitsune themselves.

➤ **17.30 - 18.00 — The Magic World of Sardyuon — Sardyuon [GoH] | Main Stage**

Our Guest of Honor, Sardyuon, is well known for his fursuit acrobatics. From Japan to America, furry audiences have been thrilled by his breathtaking performances. This event is definitely one not to miss!

➤ **18.00 - 19.30 — Advanced Fursuit Materials and Design — Furtech | Panel Room 2 [Lyon]**

Tips and tricks to take your costuming to the next level. Materials that aren't found in hardware stores which will allow you to try new techniques. Curious about NFT stretch fur? I will bring samples for you to examine as well as many other materials – most of which will be auctioned off at the end of the panel with all money going to the Charity.



➤ **18.00 - 19.30 — The Literary Works of Kyell Gold — Kyell Gold [GoH] | Room 1 [Paris]**

Kyell is a published author who has written many furry stories and is one of the main contributors of furry literature. In this panel, you can hear our talented Guest of Honor talk about all his stories, his thoughts behind them and the work that goes into creating them. He will also talk about the novel writing process and character development. And if you are lucky, he might even read a bit from his stories!

➤ **18.30 - 19.30 — Onkel Kage's Story Hour — Onkel Kage | Main Stage**

From one event to the next! From one tale to the next! The tireless Onkel Kage! Be there to learn about embarrassing officials on misguided endeavors, entitled individuals seeking attention, and perhaps a French airport. Or perhaps something even worse.

➤ **19.00 - 20.00 — Charity Poker Tournament [How-To Session] — November | Room 6 [30212]**

All donations will go to the charity and prizes will be awarded to winners! Bring your poker face and good luck!

➤ **19.30 - 20.30 — Kage vs. 2 Gryphon — Onkel Kage, 2 Gryphon | Main Stage**

The event that needs no announcement. It's standup comedy of the finest kind. The furry battle of stories and rants that everybody has been waiting for. Well, everybody except some grumpy naysayers, but they are invited too. There you are.

➤ **20.00 - 21.00 — Art Show [Artist Reception] — Cairyn, Blue Panther | Art Show**

This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home!

➤ **20.00 - 24.00 — The Furry Music Café © — Jumpy | Panel Room 2 [Lyon]**

The Furry Music Café is a chance to present original music written by furries to a small home crowd of people who enjoy the tunes of our fandom. We'll arrange for coffee and cookies, you bring your appreciation of furry music and possibly even a song of your own.

➤ **20.00 - 23.00 — Charity Poker Tournament [Qualification Round 1] — November | Room 6 [30212]**

All donations will go to the charity and prizes will be awarded to winners! Bring your poker face and good luck!

➤ **20.00 - 24.00 — Games Corner — Shaman | Panel Room 4 [30241] & Panel Room 5 [30210]**

Do you have a game that you are looking to play? Come bring it to the Games Corner! We provide a space for all sorts of board and card games. Whether it be a Magic: The Gathering, Warhammer 40k or Agricola. All are welcome. Following on from last year's successful M:TG draft, we intend to rerun it this year with the Conspiracy set. This is being scheduled for Thursday night, starting at 21:00.

➤ **20.30 - 21.00 — Fursuit Group Photo — NewEinstein, Atkelar | Atrium [Lobby]**

As it has become a tradition with every furry-con around the globe, Eurofurence has a Fursuit Group Photo too! Since the venue is new, and there are more attending fursuiters than we even dared to dream about we have to stack . . . err . . . arrange you somehow. Please check the fursuit lounge for up-to-date info about the gathering spot. This will take place right before the fursuit friendly dance. The shutter will "click" exactly at 20:50 — ten minutes before the scheduled start of the dance! Whoever is not on location at that time will Not be in the picture! Whoever is in the picture but NOT in fursuit... will learn the meaning of "content aware delete" in Photoshop! This is a Fursuit ONLY picture! No visible human skin anywhere please!

➤ **21.00 - 24.00 — Fursuit Friendly Dance — Eurofurence DJs | Main Stage**

Like last year, a lot of talented DJs are going to tear up the dance floor on the Main Stage. Be there, and have fun! This Main Stage event is especially suited for fursuiters.

➤ **21.00 - 24.00 — Games Corner: Conspiracy M:TG Draft — Vulpine | Panel Room 7 [30225]**

Come join our M:TG event where we will be drafting from the Conspiracy set. Size up your opponents, call their bluff, and make deals to emerge victorious in this multi-player format. Seats for the draft are limited, so arrive early to avoid disappointment!

*please inspect*  
**APPROVED**



## August 22nd • Friday

- 09.30 - 12.30 — Charity Poker Tournament [Qualification Round 2] — November | Room 6 [30212]  
All donations will go to the charity and prizes will be awarded to winners! Bring your poker face and good luck!

- 10.00 - 11.30 — Convention Wipe-Outs — Onkel Kage, Gyroplast, Dhary Montecore | Panel Room 2 [Lyon]

Many convention-goers remain blissfully unaware of the horrors that sometimes take place behind the scenes of a convention. Hear some of the secret testimonies of the miserable souls who survived these terrifying ordeals.

Do you think that running a convention is easy? Have you ever said, "I would like to run a convention some day." Grab a beer, sit down and listen to the horrors from behind the curtain before you even think about getting more than three friends together at a time.

- 10.00 - 11.30 — Furry Entrepreneurship — Nightfox, EZwolf | Panel Room 3 [Nizza]

Are you running a business within the fandom or do you have serious plans to start one? Then you really don't want to miss this opportunity!

The goal of this panel is to share ideas and experiences, success stories and unfortunate failures and to discuss possible traps, loopholes and other issues every entrepreneur might encounter. In other words we would like to get the opportunity to learn from one another.

For this reason the panel is more like a round table discussion instead of a "sit and listen" one. Your hosts will be Richard Nightfox (owner and director of Blackpaw Productions) and EZwolf (owner and director of EZcooldown cooling vests).

- 10.00 - 13.00 — Virtual Reality Investigation [Animation] — DragonEmotion, Draconius | Panel Room 5 [30210]

In trouble with this one case you can't solve? Step into the bodies of suspects and victims and re-live the situation!

Get the feeling you need to solve the case!\*

Learn what you need to equip your laboratory with Virtual Reality and feel free to ask questions about it. As new technologies develop, there are a lot more possibilities to perpetrate a crime. To fight crime we need the best of the best of the best cheap equipment available. For example: Somebody gives his stepmother a Virtual Reality roller coaster ride. He programmed a heavy shocking moment into the coaster and scares the stepmother to death. With Virtual Reality we can recreate the crime scene in Virtual Reality and step into the Virtual Reality roller coaster to safely recreate the moment that caused the victim's death. Viewing the deadly roller coaster experience without simulated Virtual Reality would be to dangerous to verify the evidence. So be prepared for this way of crime investigation. We will talk about VR-Systems, accessories and more. Be prepared for your office of the future and stay up to date with Virtual Reality related technology.

\*Results may vary, technology in development, non-crime demos available.

- 12.00 - 13.30 — Publishing Furry Literature — Kyell Gold, Alopex, KitSilver, Brer [GoH] | Panel Room 1 [Paris]

Sofawolf is one of the primary publishers of furry literature. In this panel, the founders, Jeff and Alopex, will share their knowledge and experiences with publishing furry literature. What does it take to get published? What works well and what does not work at all? During the panel you can also ask them questions on how to get published.

- 12.00 - 15.00 — International Snack Exchange — Strawberry, Tiger's Claw | Panel Room 2 [Lyon]

Ever wondered what kind of snacks they eat in Japan, Italy or Canada?

At the international snack exchange furies from all over the globe will be bringing snacks from their region for you to try out. Bring your own snack, take a bite and have a good time meeting furies from all over the world!





- **12.00 - 13.30 — Steadycam for Beginners — Keks | Panel Room 7 [30225]**  
 Are you interested in learning more about steadycam systems?  
 I've been working with steadycams for a few years now, I have a lot of experience that I made myself (also with systems like the M10 Freefly Rigg, Glidecams, cheap steadycams and other riggs) and I will tell you the basics about those systems. You may know me and my friend from several YouTube channels, such as KeksTheFurry, AirsoftKeks and many more. We both never talk in public about the cameras we are using or the systems we are working with, so this is maybe the one and only chance to learn from us. But not only from us. This panel is open for everyone who make movies and we would also like to see your systems. Do you own a steadycam? Or a brushless gimbal system? Bring it to the panel!.
- **13.00 - 15.00 — Enter the Arena — BigBlueFox, Cheetah | Main Stage**  
 The fursuit dance contest is back! Watch our dancers shake their tails and move their paws!
- **13.00 - 14.30 — Fursuit Gameshow [Stage Briefing] — Atkelar, flutterby | Panel Room 4 [30241]**  
 More action than ever. See page 29 for details.
- **14.00 - 15.30 — Stories from the Road — Kyell Gold, Alopex, KitSilver, Brer [GoH] | Panel Room 1 [Paris]**  
 This panel features most Guests of Honor for this year. Kyell Gold, Ursula Vernon and the founders of Sofawolf press will share anecdotes from their eventful careers. They will each take some time to tell a short story about their careers and how they all ended up working together. Expect laughter and entertainment!
- **14.00 - 15.30 — How to use References in 2D Art — Rotarr | Panel Room 3 [Nizza]**  
 ... and why using references is GOOD. Rotarr will show you how to use photo-references for visual work. The panel will explain why it's good to use references and what's the difference between tracing and referencing. Further it will be explained how to use different techniques to study photographs and other people's work without stealing from them so you develop your own style.
- **16.00 - 17.30 — The Art of Ursula Vernon — Ursula Vernon [GoH] | Panel Room 1 [Paris]**  
 Ursula Vernon is a published furry artist whose art has already impressed many furries. In this panel, our Guest of Honor will present some examples of her art and talk about her thoughts behind the art pieces and the process of creating them. The panel will include an informal Q&A format, so you are welcome to ask anything you like during the presentation.
- **16.00 - 17.30 — How to Draw Animals [Focused on Predatory Animals] — EosFoxy | Panel Room 3 [Nizza]**  
 We take a look at animal anatomy and proportions. Get helpful tips and tricks, and get shown the "DONT's" to make it easier for you. Yes, you will learn how to draw a paw. Take pencil and paper with you to take notes and feel free to ask questions during the event. Afterward you may ask for critique on you own art, too.
- **16.00 - 17.30 — Stand-Up Comedy Hour — Flamian | Panel Room 4 [30241]**  
 Even investigators need to blow off some steam from time to time. Some prefer jazz-clubs with saxophones, pool-tables and stand-up comedians. This time we only have the comedians. Come and enjoy some laughs!
- **16.00 - 17.30 — Photographers' Round Table — NewEinstein | Panel Room 5 [30210]**  
 Come in and join some fellow photographers in discussions about equipment, lighting, framing and image composition. Feel free to bring along some examples of your work and don't forget your camera. Both beginners and experts are welcome; we can all share experiences ad learn from each other.
- **16.00 - 19.00 — Charity Poker Tournament — November | Room 6 [30212]**  
 All donations will go to the charity and prizes will be awarded to winners! Bring your poker face and good luck!

*please inspect*  
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➤ 16.30 - 18.00 — Fursuit Gameshow — Atkelar, flutterby | Main Stage

The Fursuit Game Show is sending you on a nice island vacation this year! Let's see who of the eight teams on stage can win the return ticket! Everybody else is welcome to watch the spectacle! See the Conbook page 29 for signup information and details!

While you don't have to be a Hollywood stuntman to participate, if you are worried that you might break a carefully manicured claw, then this event isn't for you this year! If you have multiple suits, bring the one that can take physical action too.

➤ 17.00 - 19.00 — Art Show Closing — Cairyn, Blue\_Panther | Art Show

See the Conbook page 58 for details!

\*\*Look out for more information at the Art Show and read the bulletin boards for last-minute details!\*\*

➤ 18.00 - 19.30 — How to Write Furry Stories — Kyell Gold [GoH] | Panel Room 1 [Paris]

This is an interactive workshop offering the chance of some hands-on experience. Whether you are an aspiring author, a fan of furry literature, an established furry writer or just like furry stories, our Guest of Honor Kyell Gold will help you learn how to write furry stories, and you will get the chance to have a go at this yourself. Bring something to write with, something to write on, and imagination. If we have time, he will also do a short editing demonstration.

➤ 18.00 - 19.30 — Furry-Art 101 [Creating Art] — scar3cr0w | Panel Room 3 [Nizza]

If you're having struggles with how to start drawing Furry-Art, or if you've already started and still struggle, because the pictures don't turn out the way you want them to, this panel is just the place to be! A warm welcome to Furry-Art 101! In this panel we will discuss anatomy of several species with focus on anthro-bodies. In detail, I'd like to show you feral and anthro-anatomy, how to draw a variety of faces, including basic expressions. In the last part of the panel, there will be time for your personal questions which I will try to cover to my best ability (chibi-characters, species I didn't cover, cotton candy, ...). See you there!

➤ 18.00 - 19.30 — 3D-Printing for Fursuits, Puppets and Figures — Tioh | Panel Room 1 [30241]

Tioh talks about how to make digital models for 3D-printing. Learn to make 3D-printed heads for fursuits and puppets, parts for fursuit animatronics like movable eyelids, etc.

➤ 20.00 - 21.30 — Come Find Me: LIVE! — Fox Amore | Main Stage

In September last year, a dream was announced. In only two hours it was confirmed and then later in January it was realized. Come Find Me, Fox Amore's latest album was released in July this year. Recorded and mixed at the world famous Abbey Road Studios, featuring the world renowned English Chamber Orchestra, mixed by Simon Rhodes (Avatar, Skyfall, the Beijing Olympics) and features a number of talented musicians from the Furry Fandom. It has set a new precedence for music not just in the fandom, but to independent musicians everywhere to show that such amazing projects and ambitions can be achieved.

For the first time, Fox Amore, Alexander James Adams, Amadhia, Neil Humphrey, all of whom featured on Come Find Me, will perform at Eurofurence a full live concert of the entire album, PLUS a selection of their own songs. So for the first time, the cast of Come Find Me is performing the entire album together in the main ballroom. We will try to explain in music, just how awesome Abbey Road was and what the future holds.

➤ 20.00 - 22.00 — Fureoke — Trax | Panel Room 1 [Paris]

Start things off by howling along to some karaoke classics.

➤ 20.00 - 24.00 — Inflatable Community Gathering — aphinion | Panel Room 2 [Lyon]

Are you an inflatable furry, collector of inflatable toys or curious about our inflatable world? Have you always wanted to meet and talk in person with members of the inflatable furry community but had no idea who was who, or where to start?

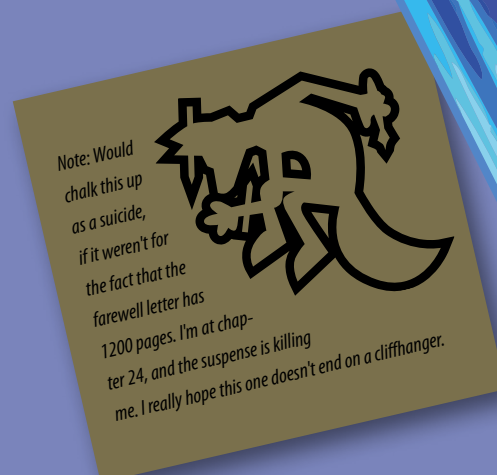
Then this is the event for you! Bring yourself, some toys, an air pump and make some new friends that share your interests.

Please note that this is a friendly gathering, open to everyone and is rated PG-13. Remember to treat other people's toys with respect and ask their owners for permission before touching them; some of these toys are unique and impossible to replace. Please leave all of your sharp objects in your room; we take the safety of all our attending toys seriously!

Interested in taking pictures with/on an inflatable from someone else? In most cases it's no problem, but please ask the owner first. These toys are really expensive, so please ask first. Of course, fursuiters are welcome to join the fun!



- 20.00 - 24.00 — Games Corner — Shaman | Panel Room 4 [30241] & Panel Room 5 [30210]  
Do you have a game that you are looking to play? Come bring it to the Games Corner! We provide a space for all sorts of board and card games. Whether it be a Magic: The Gathering, Warhammer 40k or Agricola. All are welcome.
- 20.00 - 21.00 — Games Corner: Mafia aka Werewolves — Shaman | Panel Room 6 [30212]  
The Mafia is out to get you, secretly killing one villager each night. Can you deduce who they are before you too get eliminated?
- 22.00 - 23.00 — 2's Rant — 2 Gryphon | Main Stage  
Our all well know 2 Gryphon does what he does best. Don't miss it.



## August 23rd • Saturday

- 09.30 - 12.30 — Charity Poker Tournament [Finals] — November | Panel Room 6 [30212]  
All donations will go to the charity and prizes will be awarded to winners! Bring your poker face and good luck!
- 10.00 - 11.30 — Fursuit 101 — Sparky the Wolf, Sithy | Panel Room 2 [Lyon]  
We take a look at where to get a suit, how to act in suit and how to care for your suit. We help you what to look for when commissioning a suit and how to find your character once you've got your suit. Looking on getting a suit? Got a suit, but aren't sure how to act in it? Just want to sit around and discuss all things fursuit? Join us at Fursuit 101!
- 10.00 - 11.30 — Plushie Panel — Redmoon Wolfen | Panel Room 3 [Nizza]  
Do you like plushies? Are you a collector or just have a favorite one? What are you doing in your daily life with them?  
The plushie Redmoon Wolfen welcomes you to a discussion table about our fluffy companions. At the end of this panel, a group photo with all the plushies and their owners will be taken.
- 12.00 - 14.00 — Art & Charity Auction — Onkel Kage, Blue Panther, Pinky | Main Stage  
This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home! In the voice auction, you will have to defend your selection against other prospective buyers. The exalted auctioneer is our favorite Onkel Kage. The sky is the limit, but do not bid more than you can afford!  
After the regular pieces from the Art Show, the Charity team will present a whole new selection of items to bid on. Do not miss the Charity Auction! See the Conbook page 58 for details! \*\*Look out for more information at the Art Show and read the bulletin boards for last-minute details!\*\*
- 12.00 - 13.30 — Doing Comics with Ursula Vernon — Ursula Vernon [GoH] | Panel Room 1 [Paris]  
In this interactive panel, Ursula will introduce you to the particular genre of art that is comics. She will talk about how to create art for them, how to think of ideas and how to create a flow in the story line. Through a fun and interesting panel, comic fans and creators alike will have the chance to learn about comics.
- 12.00 - 13.30 — Open Source Tools for Photographers — Dutch Wolf | Panel Room 3 [Nizza]  
A workshop introducing open source tools for working with digital photography. For people who are curious about the possibilities of open source and want to know what the possibilities are regarding working with digital photos.

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- **12.00 - 13.30 — How to Build Cheap Fursuits — Tioh | Panel Room 5 [30210]**  
Do you think building a fursuit is very expensive? Tioh will explain how to build fursuits from simple materials and without expensive machinery. Even complex effects - like movable ears and eyelids can be build cheap.
- **13.00 - 15.00 — Motorfurs Meeting — Nightfox | Lobby and Outdoor**  
Do you love the roar of a loud engine? The purr of a pleased Jaguar? The squeal of burning rubber? Then you need to come to the Motorfurs meeting — where all petrol-heads are welcomed to show off their motors, take a look at what others drive and talk amongst like-minded furs. See the Conbook page 36 for details!
- **14.00 - 15.30 — Science, Pseudoscience & Outright Scheiße — Onkel Kage | Panel Room 1 [Paris]**  
Homeopathic remedies? Magnets? Aromatherapy? Let's examine these a little more closely, and let you decide for yourself what is sound science and what is outright crap.
- **14.00 - 15.30 — Digital Painting with Krita — Arakin | Panel Room 3 [Nizza]**  
In this panel hosted by one of the Krita developers, you will learn a little about the Krita paint program, from its origin to getting started using it to create your own digital artwork. We will begin with a short introduction to the history of Krita and a run-down of its features. You'll learn a little about the team that are currently working on the project and the features that should be arriving in the next year. There will be a live demonstration of Krita, showing how to configure it to best suit your tastes and giving an overview of the user interface before looking at: Manipulating the canvas and brush, Organizing brush presets, creating your own brushes, quick flat-colouring with filters, tips and tricks. After the demonstration, there will be time for questions. If time permits, there may be the opportunity for a demonstration of the touch-interface of Krita Gemini.
- **14.00 - 15.30 — Building Realistic Fursuit Masks — Zyx | Panel Room 5 [30210]**  
Always wondered how these realistic fursuit masks are made? How to create a resin base, glue fur onto it and finish it with some nice air-brushing? If yes, this panel is for you! We will cover all required steps and materials to bring your ideas to life.
- **14.30 - 17.00 — Art Show Sales / Unsold Pickup — Cairyn, Blue\_Panther | Art Show**  
The Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home! When you have successfully acquired a piece, you can pick it up on Saturday in the Art Sales. **\*\*Cash only, please\*\*** — no plastic. We need to pay the artists! Accepted currency is **\*\*Euro\*\***; we can't exchange dollars or pounds. The sales will also be the point where to pick up your items from the Charity Auction.  
In addition artists can collect unsold items. See the Conbook page 56 for details!  
**\*\*Look out for more information at the Art Show and read the bulletin boards for last-minute details!\*\***
- **15.00 - 16.00 — Myre: The Birth of a Story — Alector Fencer, Shay, 2 Gryphon, EZwolf | Main Stage**  
Myre's travels will take you across the vastness of a unique world, interacting with characters and creatures whose connection to her past and present are anything but coincidental. Come to our panel to find out more about this and become a part of this monumental project!
- **16.00 - 17.30 — Scary Fursuit Acting — Pattarchus | Panel Room 2 [Lyon]**  
Have you ever wondered what it means to be a scare actor? What it feels like to make people scream and run away? In this panel, two professional scare actors from the Terenzi Horror Nights are going to talk about the work as a scare actor and scare fursuiter.
- **16.00 - 17.30 — DancerFurs Meet — Sparky the Wolf, EosFoxx | Panel Room 3 [Nizza]**  
Music, dance, nice talk about techniques and all the fun about dancing! We will have some music playing. You can also bring your own (MP3 on an USB stick). Don't be afraid to join even when you can't dance yet — everyone with a love for dancing is welcome!
- **16.00 - 17.30 — VapeFurs Meet-Up [e-cigarettes] — Jake Karfield | Panel Room 7 [30225]**  
There will be a cloud chasing show-off for those interested, but can just as well show up to show off their mods, atomizers, etc. Or just have a great time with a drink and their favorite flavor.



➤ 17.30 - 18.00 — Group Photo — NewEinstein, Atkelar | Outdoor

Don't miss out on the chance of your lifetime! Seriously! You can only be part of the Eurofurence 20 group picture ONCE!

➤ 16.30 - 17.30 — Charity Concert — Pinky, Amadhia Dreamsong, Fox Amooore | Panel Room 1 [Paris]

By popular request, the Charity Concert will yet again take place this year. However, we have decided to revamp the format a little. You will get the chance to experience an intimate concert with the talented Fox Amooore, and the lovely Amadhia will again accompany him with her ethereal soft voice. In addition there will also be some surprise performances! Tickets cost 5€ and can be purchased in the Charity Lottery Booth. But a word of advice: Be fast — they quickly sell out!

➤ 18.00 - 19.30 — AFK – The Meeting of Second Life Furrries — Vilvi | Panel Room 6 [30212]

Second Life has been in the news again, but what's really going on? Who are the people using it? What is this whole new Second Life 2.0 thing? Will Oculus Rift change everything? Very informal get-together for current, past and future Second Life users. Come to mingle and meet others away from keyboard!

➤ 18.30 - 22.00 — Keepers of the Light — Eurofurence Pawpet Show Team | Main Stage

In a world of darkness, are you fit enough to carry the flame of truth?

To be a healer means to help and protect those in need; a duty that Riversong readily takes on when he meets the white vixen Frostwind, who is plagued by the creatures of the night and the darkness within herself. A chance encounter that changes his world forever — a world built on tradition, belief and trust in the knowledge of their leaders, about to be shaken to its very core. Never again will the people of Ferndale look upon the Holy Mountain with the same eyes. May the LIGHT protect us all.

➤ 22.00 - 23.30 — CATALA - Album Debut from Amadhia ("Timothy") Albee | Panel Room 1 [Paris]

A "First-Listen" to the debut album from Amadhia ("Timothy") Albee.

Ten years after Amadhia ("Timothy") Albee voiced the bass tones of KAZE in the short film, KAZE: GHOST WARRIOR, she debuts her first, full-length album as a soprano. Traditional and modern instruments bridge Early Music and the driving beats of Trance Techno, laced together with the silver ribbon of Amadhia's ethereal voice. Featuring Aaron Comess from The Spin Doctors, and string players from the Fort Wayne Philharmonic Orchestra. Come experience CATALA ... and dream-out-loud.

➤ 22.30 - Open End — Games Corner — Shaman | Panel Room 4 [30241] & Panel Room 5 [30210]

Do you have a game that you are looking to play? Come bring it to the Games Corner! We provide a space for all sorts of board and card games. Whether it be a Magic: The Gathering, Warhammer 40k or Agricola. All are welcome.

➤ 22.30 - Open End — Big Blue Dance — BigBlueFox | Main Stage

Like last year, a lot of talented DJs are going to tear up the dance floor on the Main Stage and in the bar. Be there, and have fun!

## August 24th • Sunday

➤ 20.00 - Open End — Dead Dog Party — | you can't miss it

Once more, another Eurofurence is over. Let's enjoy the last day at the hotel and celebrate the end of a fabulous Eurofurence full of fun and action.





# ART SHOW

Welcome to the Eurofurence 20 Art Show! A selected lot of smuggled contraband and impounded items has been deemed appropriate for selling by the authorities to cover the cost for ammunition and luminol!

Registration is needed for bidding: You will receive a sticker sheet with coded numbers. Write your bid on it, and simply paste the sticker to the bid sheet on the marked fields! You can bid any time and as often as you like. As the show wraps up on Friday, you will have a final chance at bidding in the Art Show closing (but be prepared for fast and decisive action).

Items with a full bid sheet go to voice auction on Saturday, followed by the charity auction. You can pick up your purchase after this event at the sales. Please be prepared to pay cash – no plastic. Accepted currency is euro; we can't exchange or accept dollars or pounds.

- A >> Tables 1-6 (G)
- B >> Panels 7-26 (G)
- C >> Panels 27-66 (G)
- D >> Panels 67-73 (G), 74-87 (A), 109 (A)
- E >> Panels 88-108 (A), 116 (G)
- F >> Tables 110-115 (A)
- G >> Panels 117-124 (G), 139-144 (G)
- H >> Panels 125-138 (G)
- J >> Tables 145-151 (G)
- K >> Tables 152-155 (Charity)
- L >> Help Desk Area
- M >> History of Eurofurence
- N >> Pursuit Photoshoot



## Art Show setup times

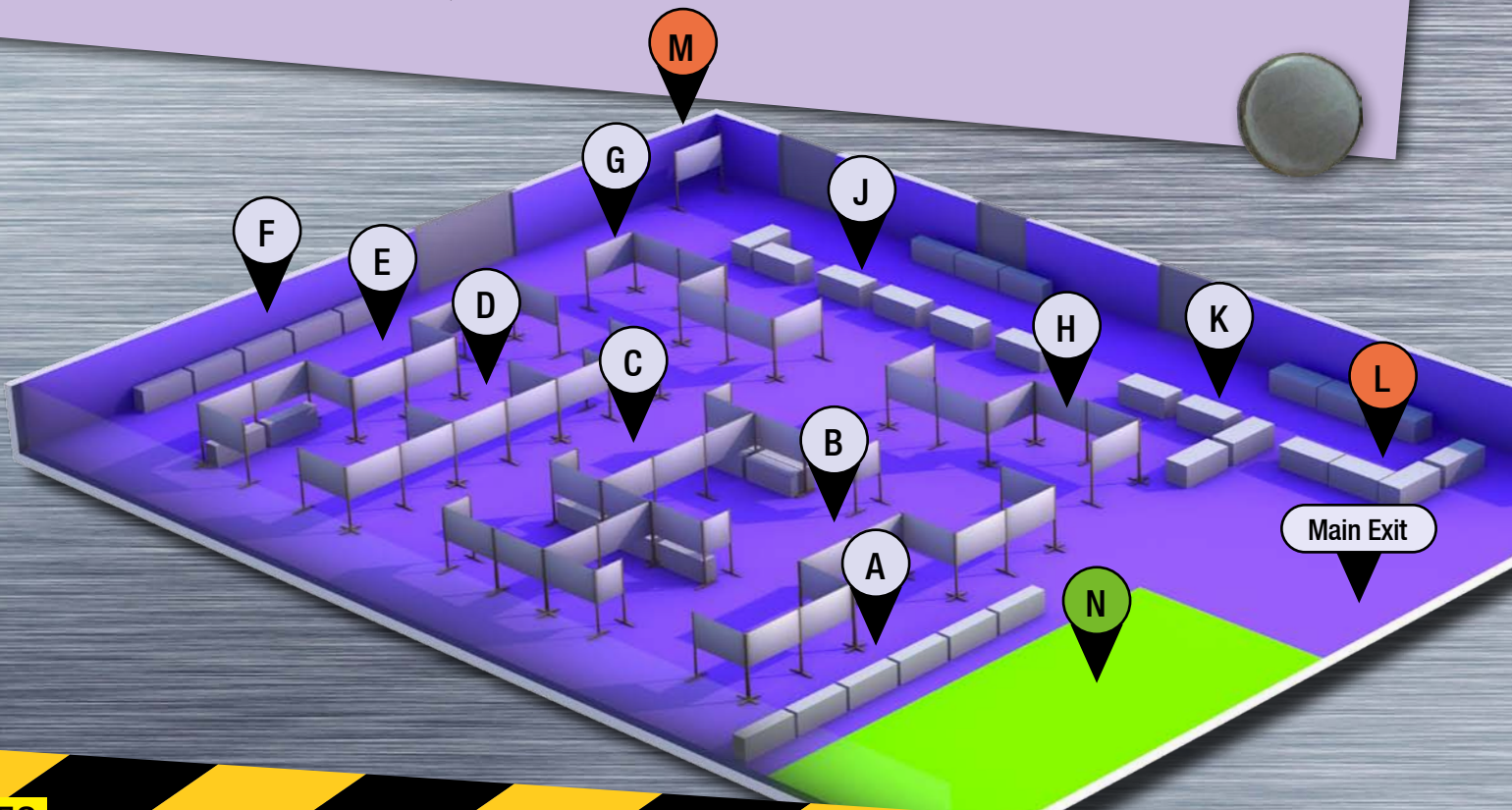
|           |               |                         |
|-----------|---------------|-------------------------|
| Wednesday | 16:00 – 00:00 | setup – artists only    |
| Thursday  | 09:00 – 12:00 | setup – artists only    |
| Saturday  | 17:00 – 19:00 | payout – artists only   |
| Sunday    | 11:00 – 13:00 | breakdown – artist only |

## Art Show opening times

|          |               |                          |
|----------|---------------|--------------------------|
| Thursday | 12:00 – 13:00 | super sponsors only      |
| Thursday | 13:00 – 20:00 |                          |
| Thursday | 20:00 – 21:00 | artist reception         |
| Thursday | 21:00 – 22:00 | staff reception          |
| Friday   | 12:00 – 17:00 |                          |
| Friday   | 17:00 – 19:00 | Art Close - Bidders only |
| Saturday | 12:00 – 14:00 | Art Auction              |
| Saturday | 14:30 – 17:00 | Sales                    |

Please check the bulletins at the Help Desk for changes and announcements!

**APPROVED**







## INVESTIGATION MAP

Agent Elrond A 6 (G)  
 Aiwendil B 24 (G)  
 AlectorFencer C 39-41 (G)  
 Alpha\_Ki H 126 (G)  
 Andraste C 50 (G)  
 Anupap Kasook H 125 (G), E 105 (A)  
 Ashanti C 33-34 (G)  
 Balorkin C 42 (G), E 90 (A)  
 Banrai D 68 (G), D 74 (A)  
 belo4ka B 7-8 (G), D 86 (A)  
 BloodhoundOmega C 49 (G)  
 Blue\_Panther C 37-38 (G), D 77-78 (A)  
 CarnageVenom C 49 (G), E 90 (A)  
 Cayleth G 123 (G), D 79 (A)  
 Changer the Elder C 46-47 (G)  
 Chaosthief C 43 (G)  
 Charity J 152-155 (G)  
 Cyndi B 22-23 (G), E 104 (A)  
 Dark Natasha C 53-54 (G)  
 Dey Varah C 46-47 (G)  
 Dolphy B 15 (G), E 92 (A)  
 DonEnaya G 142 (G), F 112 (A)  
 Edi A 4 (G), F 113 (A)  
 Faolin C 48 (G)  
 Fleeks C 30 (G), E 91 (A)  
 ForcesWerwolf E 97 (A)  
 Fuckie A 2 (G)  
 Furryratchet E 91 (A)  
 Hahul A.C. G 141 (G)  
 Inuki G 124 (G), E 99 (A)  
 Ischta E 116 (G)  
 Isuna H 137-138 (G), E 106-107 (A)  
 Jackrow C 62 (G)  
 Joleii C 61 (G)  
 JosePaw D 71, I 149 (G), E 96 (A)

Kacey Miyagami A 3, G 122 (G), F 114-115 (A)  
 Kahito A 1 (G)  
 Kai The Wusky H 134-135 (G), E 88 (A)  
 Kajito B 20-21 (G)  
 Kashmere C 31-32 (G), E 95 (A)  
 Katara G 124 (G)  
 Katojana G 117 (G)  
 Kerocat D 67 (G)  
 KiriOkami H 136 (G)  
 Kisu D 69 (G), E 88 (A)  
 Korrok B 26 (G)  
 Kotenok\_gaff D 72 (G)  
 Kreativjunkie J 145-146 (G), F 110 (A)  
 Lance Ikegawa J 150 (G)  
 Luno (Wroo) C 62 (G)  
 Maelle B 11 (G), E 95 (A)  
 Maitre\_Joker D 69 (G)  
 Marliene E 94 (A)  
 Max Haibane G 143 (G), D 85 (A)  
 Meora Hedva D 73 (G)  
 Michele Light D 70 (G)  
 Miles-DF F 111 (A)  
 Mirri G 144 (G), E 89 (A)  
 MoboCheeze G 139, I 149 (G)  
 Nelena B 9 (G), E 94 (A)  
 Nenu H 136 (G)  
 Neo C 55 (G)  
 Nimrais B 13-14 (G)  
 Nyx H 135 (G), D 84 (A)  
 Olven H 132 (G)  
 Orphen Sirius H 130-131 (G)  
 Pan Hesekei Shiroi G 118-121 (G)  
 Pinky C 52 (G)  
 Polaris B 24 (G)  
 Qzurr C 56-57 (G)

▶ (G) General / (A) Adult

RadiantGrey B 10 (G)  
 Raika de la Noche C 29 (G), D 87 (A)  
 Raitsh B 9 (G), D 87 (A)  
 Ratze G 139 (G), D 84 (A)  
 Rena Ayama E 98 (A)  
 Roshfox B 12 (G), E 103 (A)  
 Rotarr B 25 (G), E 102 (A)  
 Saurrian B 11 (G)  
 Scale C 51 (G), D 83 (A)  
 Scheriff C 58 (G)  
 Schiraki C 59 (G), D 81 (A)  
 Serena Jewel C 60 (G), E 93 (A)  
 Sethaa H 127-128 (G)  
 ShinigamiGirl C 27-28 (G), E 100-101 (A)  
 Sirana B 16 (G)  
 Snow-wolf B 7 (G), D 80 (A)  
 Snowshadow A 5 (G)  
 Softwolfi D 70 (G), D 80 (A)  
 Steel H 133 (G)  
 Sturmschwinge C 44 (G)  
 Tambako H 129 (G)  
 TaniDaReal B 17-19 (G), D 82 (A)  
 Thabo D 73 (G)  
 Ti-Killa A 6 (G)  
 Trygon C 63 (G), E 93 (A)  
 Twice C 64-65 (G), D 75-76 (A)  
 Tyger C 35 (G)  
 Ultraviolet G 140 (G), D 109 (A)  
 Vagabonda C 66 (G), E 108 (A)  
 Wildering C 36 (G), E 108 (A)  
 Windmelodie C 45 (G)  
 Wolfy-Nail B 25 (G), E 102 (A)  
 Zeor Karethran J 147-148 (G)



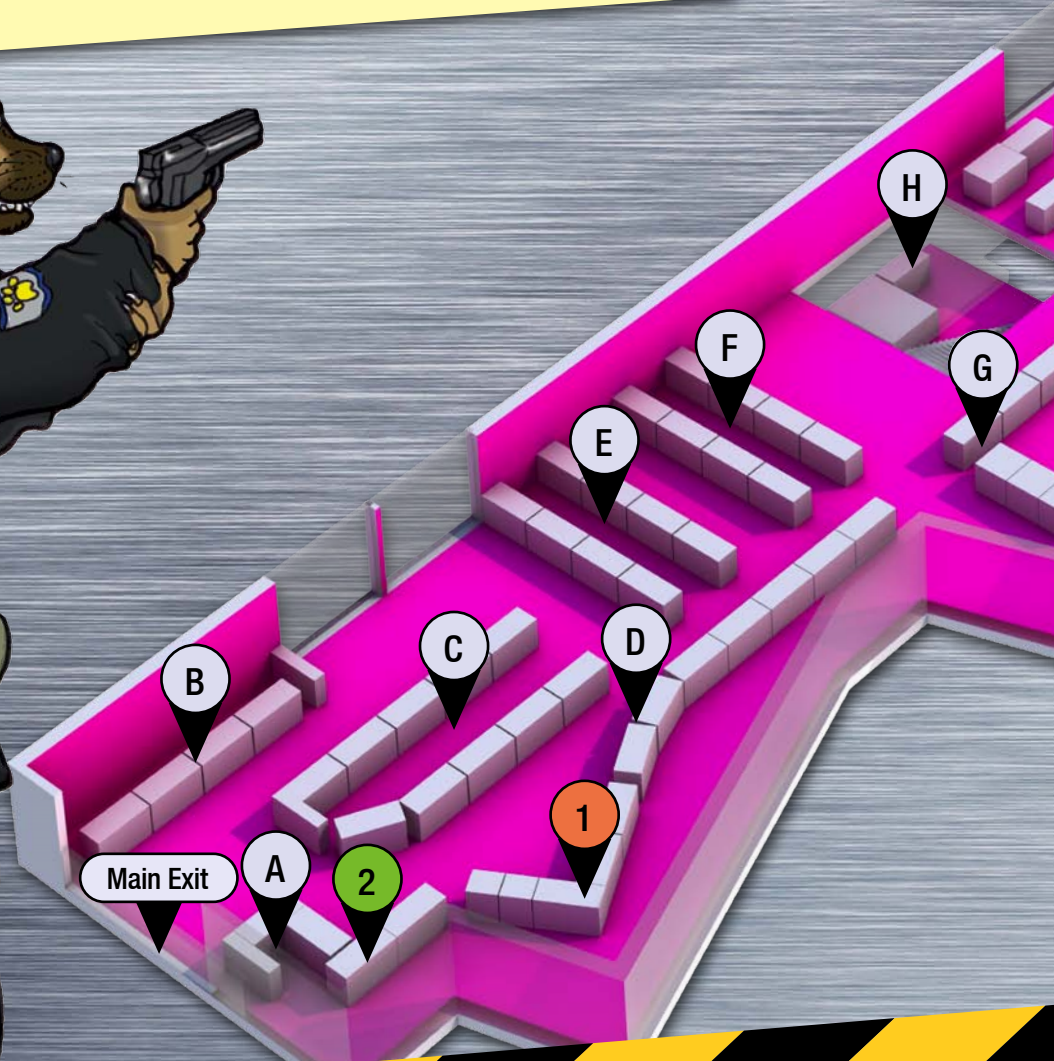
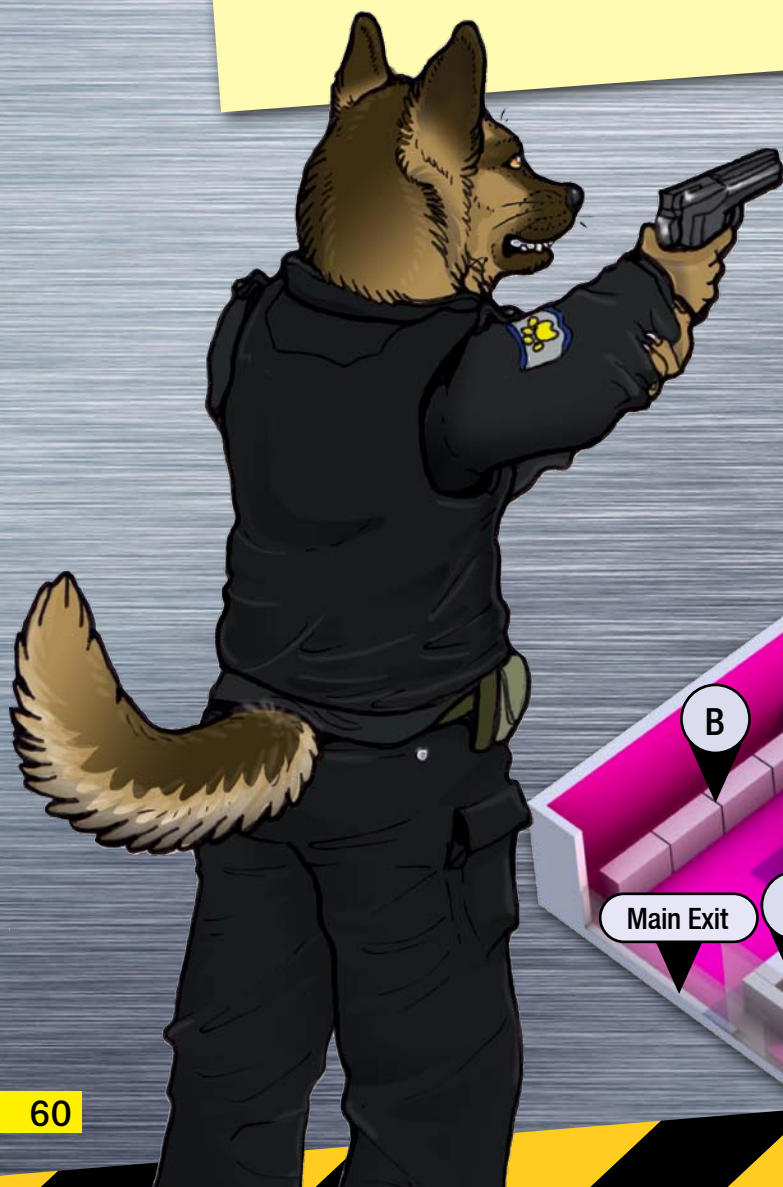
# DEALERS' DEN

We are proud to open the doors again this year at a very new location, in a new room. With more artists and dealers – both known faces and new members – presenting their art and merchandise to you, our dear attendees.

Law and Order, and the Den team, made sure that all the things you can buy at the Dealers' Den are legal and highly recommended. We hope you'll enjoy strolling around the tables and browsing through the great artwork, sketches, prints and all the other fine goods. Take your chance and catch a sketchbook picture or a con badge done by your favorite artist.

For information about the artists and dealers, please also check out the Eurofurence smart phone app on page 9.

**APPROVED**





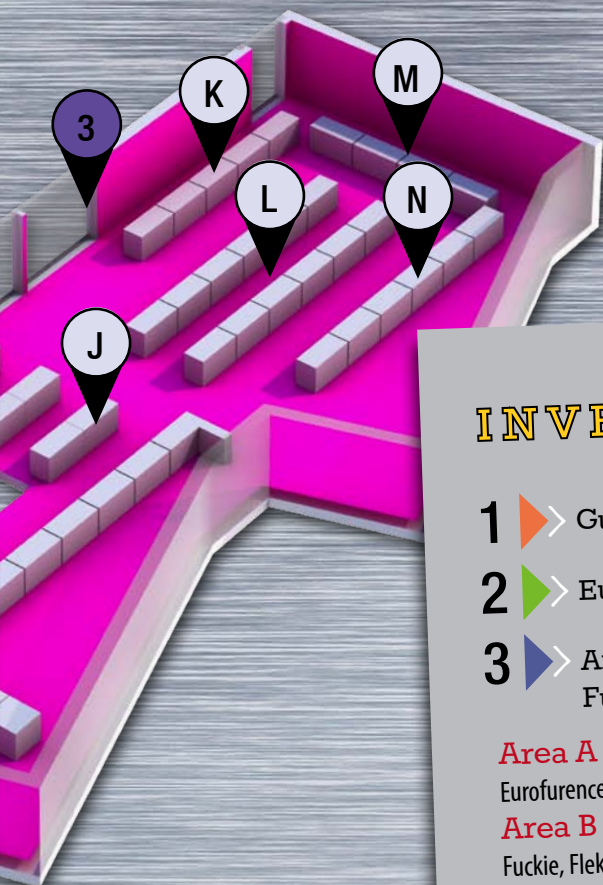


## Dealers' Den setup times

|           |                |                         |
|-----------|----------------|-------------------------|
| Wednesday | internal setup |                         |
| Thursday  | 10:00 – 12:00  | setup – dealers only    |
| Friday    | 11:00 – 12:00  | setup – dealers only    |
| Saturday  | 11:00 – 12:00  | setup – dealers only    |
| Saturday  | 18:00 – 19:00  | cleaning – dealers only |
| Sunday    | 11:00 – 13:00  | cleaning – dealers only |

## Dealers' Den opening times

|          |               |                     |
|----------|---------------|---------------------|
| Thursday | 12:00 – 13:00 | super sponsors only |
| Thursday | 13:00 – 18:00 |                     |
| Friday   | 12:00 – 19:00 |                     |
| Saturday | 12:00 – 18:00 |                     |



## INVESTIGATION MAP

- 1 > Guests of Honor
- 2 > Eurofurence Shop
- 3 > Art Show & Pursuit Photoshoot

### Area A

Eurofurence Shop, Mystic-Creatures

### Area B

Fuckie, Fleki & Chiral, MaxHaibane, Scary & Karakina, WolfyNail & Rotarr

### Area C

Ajie G., Anupap Kasook, Furryratchet, Hahul A.C., Inuki, Kossetsu, Rat in a Cup, Glowly Shiny Wibbly Wobbly, Silverwind Studios, Sturmschwinge

### Area D

Alexander J. Adams, Black Paw Productions / Sofawolf Press, FoxAmoore, Kyell Gold, Loewi's Liquors, TaniDaReal, UrsulaV

### Area E

Don't Hug Cacti, Cyndi & Skyfe, Fawnspots, Grion, Kashmere, Roshfox, SilverPaws, Templa Creations, Zeichenwölfe

### Area F

Damasath & Menevareth, GaiasAngel, Imiak, Lycangel, Nyx, Radiant Grey, Vagabondas Stand

### Area G

AlectorFencer, Alpha\_Ki, Andraste, baLOrKIn, Changer the Elder, Dey Varah, EosFoxx, Miles-DF & Yulliadress, Pan Hesekei Shiroi, Qzurr, Raitsh, Serena Jewel

### Area H

EZwolf, Zeor's Plushie Palace

### Area J

Cherry Box, Faruku, Korrok, Muzz, Soapasaurus, Taya

### Area K

Ashanti, Gideon, Katara, Manthomex, Twice

### Area L

Aaaarg Shirts & Blue\_Panther, Black Lab & Kurai's treats, CarnageVenom, Dark Natasha, FlackoWeasel, Kacy Miyagami, Kaji, Nimrais, Maelle, Michele Light, Ultraviolet, Shinigami Girl,

### Area M

Aerdker Plush, Frazzle (SewerRat), Theblackvixen

### Area N

belo4ka, Dolphy & Dodger, Isuna, Männerschwarm, Mirri, Olven, Raika de la Noche, Shungi





HANUL  
AC  
2013



Continuing the long standing tradition of Eurofurence's Fursuit Photoshooting, we come prepared to handle even more victims ... errr ... models than ever before! But since we also expect more fursuiters than ever before, that doesn't come as much of a surprise ... does it?

We have more photographers, more timeslots and longer operating hours too! Please note that we still won't be able to provide individual slots for each and every interested suiter, so the group slots are back as well, available all days! Also, we still have to limit the slots to one per person – so pick your best suit for the shoot!

Following the convention's theme, we have prepared a crime scene right in front of a Berlin landmark. No, we don't have to go there, we brought the landmark with us! It was quite some work to move it into the Estrel Hotel ... but that is what we do for you to get the best possible photos! We will also have all the props one might need during a crime investigation. And don't worry ... we don't use ALS on location!

**Registration for timeslots will be held at the main registration desk.**

- Individual slot (one or two suiters) are 10 minutes
- Group slots (three to eight suiters) are 15 minutes

**APPROVED**

## Timeslot Signup Times

|           |       |                                    |
|-----------|-------|------------------------------------|
| Wednesday | 20:00 | For timeslots Thursday 12:00-16:00 |
| Thursday  | 11:00 | For timeslots Thursday 16:00-20:00 |
| Thursday  | 20:00 | For timeslots Friday 12:00-16:00   |
| Friday    | 11:00 | For timeslots Friday 16:00-20:00   |
| Friday    | 20:00 | For timeslots Saturday 12:00-16:00 |
| Saturday  | 11:00 | For timeslots Saturday 16:00-20:00 |

## Operation Hours

|          |               |                    |
|----------|---------------|--------------------|
| Thursday | 12:00 – 20:00 | By booked timeslot |
| Friday   | 12:00 – 20:00 | By booked timeslot |
| Saturday | 12:00 – 20:00 | By booked timeslot |

Be sure to have all of your badge numbers and fursuit names ready at the signup! This includes all members of your group for group slots too!





# ARTISTS' LOUNGE

Do you like spending your evening around other artists, drawing and exchanging techniques? Then this social event is the right place for you being all creative! This year, we are offering two individual rooms. One is open all hours, so you no longer have to wait for the afternoon panels to end if you want to get your creative buzz. The second room will be open in the evenings, so you can relax and draw in a friendly atmosphere after a busy day at the convention.

## Opening Hours

|             |                      |                  |
|-------------|----------------------|------------------|
| Room Nizza: | Wednesday – Saturday | 20:00 – Open End |
| Room 30341: | Thursday – Saturday  | Open all Hours   |

Unidentified subject.  
DNA test was inconclusive - it seems someone at the lab didn't clean their test tubes and mixed up samples from two different specimen. Result is unusable. Submitted another sample.



# GROUP PHOTOS

## Group Photo

Don't miss out on the chance of your lifetime! Seriously! You can only be part of the Eurofurence 20 group picture ONCE! Never again is this going to be possible! Let's hope that the weather gods have mercy on us and won't spoil our fun. Because however big a hotel Eurofurence goes to ... more people than we are able to fit into it will follow! This is why we have to take the group photo outside again – like we did at the Ringberg but without the nice scenery. Hmmm ... Maybe we should talk to the Berlin officials about that?

Since we are depending on the weather (and other conditions that might be beyond our control) we can only announce the "if" and "where" shortly before the event. There will be an announcement at the opening ceremony and on the notification boards as well as Twitter about it, please check shortly before!

The shutter will "click" exactly at **17:50**! Whoever is at the location by then will be in the picture, whoever isn't will not. You can wear your human clothes or your fursuit at your own discretion, nude humans will be dealt with by our trusted security members – and you might not like it!

## Fursuit Group Photo

As it has become a tradition with every furry con around the globe, Eurofurence has a Fursuit Group Photo too! Since the venue is new, and there are more attending fursuiters than we even dared to dream about we have to stack ... err ... arrange you some-how. Please check the Fursuit Lounge for up-to-date info about the gathering spot. This will take place right before the Fursuit Friendly Dance. The shutter will "click" exactly at **20:50** – ten minutes before the scheduled start of the dance! Whoever is not on location at that time will **not** be in the picture! Whoever is in the picture but **not** in fursuit ... will learn the meaning of "content aware delete" in Photoshop! This is a Fursuit ONLY picture! *No visible human skin anywhere please!*







**Board of Directors****Chairman:**

Cheetah (Sven Tegethoff)

**Vice Chairman:**

Richard Nightfox

**Treasurer:**

Loewi (Ingo Schumacher)

**Registration****Team Director:**

Loewi (Ingo Schumacher)

**Vice Lead:**

Jumpy

**Registration Assistant:**

Kralle

**Software Developers:**

Jumpy

Zefiro

**System Administrators:**

Hurga

Kralle

**On-Site Registration Managers:**

Dragony

Wolffire (Heiko Stangel)

**On-Site Registration Assistants:**

Akuro

Shay

MOW

Murderwolf

Neo

Noorhunt

Sheppy

Stripe

White Lion

**Merchandise:**

doco

**Key Card Artist:**

AeroSocks

**Badge Artist:**

Hahul

**T-Shirt Artist:**

Chibi-Marrow

**Sponsors Gifts & T-Shirt:**

Richard Nightfox

**Pin Artist:**

TaniDaReal

**Accounting****Accountant:**

Loewi (Ingo Schumacher)

**Accountant Assistant:**

Jumpy

**Hotel Relations & Contract Negotiations**

Richard Nightfox

**Press & Media Relations****Team Director:**

o'wolf (Jörg Reuter)

**Vice Lead:**

Lynard (Dirk Lang)

**On-Site Coordinators:**

Luxen (Michael Graf)

Zefiro

**Media Liaison:**

Dragony

Raschkar (Heribert Vogt)

**Local and Public Relations**

Mystifur (Oliver Bartel)

**Guest of Honor Relations****Team Director:**

Pinky

**Assistant:**

Razak

Banshee

**Charity****Team Director:**

Pinky

**Vice Lead:**

TaniDaReal

**Crew:**

Itchigo Ictalons

Pan Hesekei Shiroi

Ray Liehm

Snow-wolf (Patrizia Dona)

Trax (Patrik Fomin)

**Booth Designers:**

Karpour

Henrieke

**Scavenger hunt:**

Alpha\_Ki (Karoline Baumwolf)

**Programming****Team Directors:**

Akulatraxas

AmurUssuri

Fendracus

TiBoth

**Track Lead Stage:**

Cheetah (Sven Tegethoff)

**Track Lead Fursuited:**

Keenora

**Track Lead Photography:**

Akulatraxas

**Track Lead Creating Art:**

Blue\_Panther

**ConOps****Team Director:**

Darkwing

**Vice Lead:**

White Dragon

**Logistics Manager:**

Hoyt

**Schedule Programming:**

TiBoth

**Documentalist:**

KingSimba

**Crew:**

BlazingStar (Alex Donker)

Dragnaros

Famis

Fineas

Flookie (Martin Schwager)

Grey

Lupo

Mstr f Dstrctn

Rattie (Gregers Emmering)

Topas

Tsyro

Xenofur

**Front Office:**

Fendracus

Giza (Douglas Muth)

**Door Sign Artists:**

DragonLovers

Changer the Elder

Bazooki

Olven

Qzurr

Kirsch

**Large-Format Prints:**

Shinigami Girl

Blackpassion777

AlectorFencer

Wolfy-Nail

**Standeers:**

Rotarr

**Body Shapes:**

Alpha\_Ki (Karoline Baumwolf)

**Cocktail Menu:**

SilverDeni

**Decoration Team****Team Director:**

Cheetah (Sven Tegethoff)

**Set Construction:**

White Dragon

**Pre-Press:**

Alpha\_Ki (Karoline Baumwolf)

**Artist Relations:**

Akulatraxas

**Rigging:**

Dhary Montecore (Andreas Theißen)

**Motorfurs****Motorfurs Race Control:**

Richard Nightfox

**Assistants:**

Banshee

Kartfox

**Stage****Stage Director:**

Jaryic (Henning Stalke)

**Vice Lead:**

Kamikaze (Mario Groß)

**Backoffice:**

EosFoxy

**Crew:**

Dragi

IsaacFox

Furball

Luchs

MafunDi

Michael Barowski

Nikoshi

Tsanawo

**AV-Desk:**

Ysegrim (Gregor Leusch)

Cheetah (Sven Tegethoff)

**Intercom / PPS Monitoring:**

Mendra

**Backstage Lead:**

Reesa

**Dance Visuals:**

KrautiMercedes

**Fursuit Friendly Dance DJs**

Caida

Stripe

Ace

**Big Blue Dance DJ**

BigBlueFox

**Come Find Me: LIVE!****Musicians:**

FoxAmoore

Alexander J. Adams

Amadhia

Neil Humphrey

**Fursuit Gameshow****Team Director:**

Atkelar

**Vice Lead:**

flutterby

**Fursuit Handler:**

Kazzador

**Stage Hands:**

Adrixan

BlazingStar (Alex Donker)

KalaallitAmaroq

Wulf

**Host:**

Aetobatus

**Video-Desk / Scorekeeper:**

Ysegrim (Gregor Leusch)

**Fursuit Consultant:**

Trax (Patrik Fomin)

**Music:**

Taibu (Christoph Kellner)

**Intro Video Artwork:**

Yamavu

**Intro Video Announcer:**

MaxGoof

**Video & TV Broadcast****Team Director:**

BigBlueFox

**Vice Lead:**

Tillikum

**Cameras:**

2, The Ranting Gryphon

Athesis

BlackLion (Dmitry Prokhorov)

Cleanerwolf

Kyron

lizard

Mendra

KwisA

o'wolf (Jörg Reuter)

Tsanawo

Wolffire (Heiko Stangel)

**Backup Camera:**

Sheppy

**Live Titling / Graphics:**

Ysegrim (Gregor Leusch)

**EF Prime Editor in Chief:**

BigBlueFox

**EF Prime Payout System:**

Kralle

**EF Prime Twitter Client:**

Athesis

**Pawpet Show****Team Director & Writer:**

Cheetah (Sven Tegethoff)

**Writer:**

Eisfuchs

**Soundtrack:**

FoxAmoore

**Sound Design:**

Cheetah (Sven Tegethoff)

**Sound Engineer:**

Jaryic (Henning Stalke)

**Editor:**

Lance Ikegawa

**Lead Puppeteers:**

Dragony

Eisfuchs

Jyanon

Lynard (Dirk Lang)

Pan Hesekei Shiroi

Runo

o'wolf (Jörg Reuter)

**Assistant Puppeteers:**

Curry (Andreas Wieland)

Furvan

KayJay (Klaus-Peter Jacobs)

Liam

Nex (Henrik Heuer)

Reesa

Aragon R. Tigerseye

Zefiro

**Lighting Engineer:**

Tsanawo

**Special FX Engineers:**

Draconius (Sebastian Luerweg)

Furvan

Jaryic (Henning Stalke)

Zefiro

**Curtains:**

Blue\_Panther

**Backstage Managers:**

Reesa

Zefiro

**Backstage Technician:**

Mendra

**Character Design:**

Henrieke

Snow-wolf (Patrizia Dona)

**Costume Design:**

Dragony

**Set Design:**

TaniDaReal

**Poster:**

Pan Hesekei Shiroi

**Puppet Builders:**

Da Ti

Lance Ikegawa

Luno Wroo

Lynard (Dirk Lang)

Reesa

Runo



Shay  
Suran  
Tioh

**Props & Backdrops:**  
Ayun (Björn Loge)  
Blue\_Panther  
Cheetah (Sven Tegethoff)  
Dhary Montecore (Andreas Theißen)  
EosFoxy  
Furvan  
Haku  
Henriek  
io (Michael Holtorf)  
Jaryic (Henning Stalke)  
KayJay (Klaus-Peter Jacobs)  
KwisA  
Luno Wroo  
Mendra  
Nex (Henrik Heuer)  
o'wolf (Jörg Reuter)  
Ponch (Daniel Wäldin)  
Reesa  
riverdogge  
Tioh  
Tsanawo  
Zefiro

**Remote Audio Trigger System:**  
KayJay (Klaus-Peter Jacobs)  
Zefiro

**Rehearsal Facilities & Stage Workshop:**  
Ayun (Björn Loge)  
Dhary Montecore (Andreas Theißen)  
Furball

## Board Games Corner

### Team Directors:

Flinty Paws  
Shaman

## Security

### Chiefs of Security:

Dhary Montecore (Andreas Theißen)  
Gyroplast (Dennis Herbrich)

### Council Members:

Crimson Nova  
Codewolf (Matt Nunn)  
Bezel

Remco (Remco Hosman)

### Team Leads „Art Show“:

Dainty (Gunnar Goessler)  
Token

### Team Leads „Campfire“:

Cueball (Alexander Kelly)  
Ponch (Daniel Wäldin)

### Team Leads „Crowd Control“:

Codewolf (Matt Nunn)  
Crimson Nova

### Team Leads „Dealers' Den“:

Lyserc  
Wolffire (Heiko Stangel)

### Team Leads „Fursuit Lounge“:

Ravell (Alexander Bennitt)  
Skyhoof (Oliver Pientka)

### Team Leads „Locker Service“:

Ayun (Björn Loge)  
io (Michael Holtors)

### Operatives:

aphinion (Thomas Langer)  
Bezel  
Brookida (Benjamin Grebe)  
Capeh (Anton Persson)  
Cheagle (Benjamin Kamprad)  
Clover  
Codewolf (Matt Nunn)  
Crimson Nova  
Cueball (Alexander Kelly)  
Darkwolf (Denis Gaßner)  
Diego  
Dhary Montecore (Andreas Theißen)  
Ginge (Craig Millard)  
Gyroplast (Dennis Herbrich)  
Junmap (Oliver Robel)  
Kajoken (Gordon Rudolph)  
Karuno (Karuno LeKarnal)

Kisu (Raimo Samuli Kokko)  
KittehBit (Oleg Levington)  
Locu (Rebecca Koitka)  
Nex (Henrik Heuer)  
Nov (Anthrone Czerny)  
Nyemi (Michaela Hertlikova)  
Raider  
Raschkar (Heribert Vogt)  
Ravell (Alexander Bennitt)  
Remco (Remco Hosman)  
Rity Darkstone (Martyn Cook)  
SiBERTIGER (Oliver Staubach)  
Silwer (Tobias Rustad)  
smove (Stefan Spies)  
Tjikko (Vincent Neuvel)  
Tristan (Nils Decker)  
Vixus (Petrus Warnas)  
Ziegenbock (Reggie Chamberlain-King)

And many thanks to any short-term volunteers and veterans, who are not part of our active team this year, but support us nevertheless!

## Fursuit Support

### Team Director:

Mystifur (Oliver Bartel)

### Badges Lead:

Aragon R. Tigerseye

### Badges Assistants:

Meep  
Sinea

### Crew:

Basil  
doco  
Fallenwolf  
Jake (Robin van der Ploeg)  
Kazzador  
Klaatu  
Rattie (Geggers Emmering)  
Tiger\_Icecold  
Wulf  
Yuna

### Fursuit Parade Assistants:

BlazingStar (Alex Donker)  
Pezbear

## Photoshoot

### Team Director:

Atkelar

### Vice Lead:

NewEinstein

### Photographers:

Kovu  
Akulatraxas  
Jason Blake

### Crew:

Fuwo  
Dutch Wolf (Erwin Burema)  
Emphy (Jörgen Karlsson)  
Rattie (Geggers Emmering)  
SarahLynx (Sarah Karoliussen Dilkestad)  
sekaab  
Yotie Coyote

## Art Show

### Team Director:

Cairyn (Ronald W. Klemp)

### Artist Relations & Process:

Cairyn (Ronald W. Klemp)

### Vice Lead:

Blue\_Panther (Robert Keller)

### Front Office:

Chakat Blacktail (Tobias Braun)

### Cashier:

Skunki

### Crew:

Akuro  
Asraelle  
Footpad  
Pegla

### Closing Auctioneer:

Tabalon

### Auctioneer:

Onkel Kage

### Auction Runners:

Erillo Corwn  
Shinigami Girl

### Video-Desk:

Ysegrim (Gregor Leusch)

### Driver:

Drift

### Setup Manager:

PatriX R. Darkhoof

### Sales:

Tailen

## Dealers' Den

### Team Director:

Alpha\_Ki (Karoline Baumwolf)

### Registration System:

Mark Treefox (Thomas Keinz)

### On-Site Management:

Twice

### On-Site Assistants:

Mjoellnir  
Streifi (Fabian Strasser)

## Con Store

### Team Director:

doco

### Crew:

Mstr f Dstrctn

### Lobby Assistants:

Lupo  
Badger

## Website

### Team Director:

draconigen (Alexander Lanchev)

### Vice Lead:

Snow-wolf (Patrizia Dona)

### Website Artist:

EosFoxy

### Countdown:

DarkFoxDK

### Nosecount Visualisation:

Fenrikur

### Content Assistant:

Pattarchus  
Streifi (Fabian Strasser)

### Proofreader:

Jake (Robin van der Ploeg)

### Eurofurence App:

Trax (Patrik Fomin)

### Facebook:

Giza (Douglas Muth)

### Google+, Twitter:

o'wolf (Jörg Reuter)

## The Daily Eurofurence

### Team Director,

### Editor & Writer:

Luxen (Michael Graf)

### Vice Editor & Writer:

Sithy

### Writers:

Akeela (Peter Plickert)  
Curry (Andreas Wieland)  
hHP (Hannu-Heikki Puupponen)  
Kerocat (Marc-Oliver Krug)

### Photographers:

Angus (Matthias Bauer)  
Chitatz (Andreas Semmelmann)  
Tekumseh (Olav Jahn)

### Layout:

draconigen (Alexander Lanchev)  
Draugvorn (Till Baar)

### Troubleshooter:

Okill

## Conbook

### Conbook Director:

Cairyn (Ronald W. Klemp)

### Designer:

Alpha\_Ki (Karoline Baumwolf)

### Layout:

Alpha\_Ki (Karoline Baumwolf)  
Blue\_Panther (Robert Keller)  
Snow-wolf (Patrizia Dona)  
Trygon

### Editor:

Pattarchus

### Content Assistant:

Streifi (Fabian Strasser)

### Artist Contact:

Snow-wolf (Patrizia Dona)

### Advertising Manager:

Trygon

### Advertising Flyer:

Rotarr

### Proofreaders:

Jake (Robin van der Ploeg)  
MOW  
Eisfuchs

### 3D-Artist:

PatriX R. Darkhoof

### Printing:

Skunki  
Druckerei Karolus GmbH

We also wish to thank our volunteer paramedics, who are always around to help sick and injured furs...

...and of course everybody who lent a paw on this convention to make it possible. Even if you're not specifically mentioned here, we appreciate your assistance.

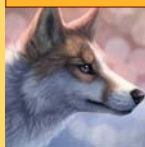
### Special thanks to

Barwoski AG





## Johis



cover artwork

A 23 years old artist from Finland who enjoys working with lots of different media. Currently residing and studying in the UK.

<http://www.furaffinity.net/user/johis/>

## ShinigamiGirl

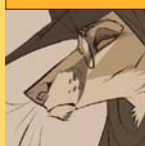


cover artwork

ShinigamiGirl is a Canadian full time artist. She's been making the long trip to Eurofurence for a decade now.

<http://www.shinigamigirl.com>

## Felici



pg. 65

"You get a coffee for a Conbook illustration," they said. "Good deal," the genet answered.

<http://www.furaffinity.net/user/maitrejoker/>

## Andraste

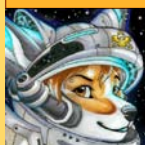


back inside cover

I'm Andraste, a female artist from Germany who is currently studying Design. From time to time I accept commissions but my main focus is building a decent portfolio.

<http://www.furaffinity.net/user/andraste>

## Kashmere



pg. 7

I'm a hobby artist from Belgium who loves plants and horses.

<http://furaffinity.net/user/kashmere>

## Hahul



pg. 62

Likes good wine, music & racing games. And sometimes I'm drawing cute & colorful party animals.

[www.hahul.com](http://www.hahul.com)

## Kisu

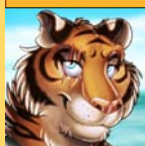


pg. 47

I'm a self taught feral artist from Finland and live in Vantaa city. I work with both digital and traditional tools and love drawing cartoonish big cats and fan art.

<http://www.nala.fi>

## DreamAndNightmare

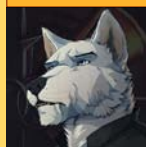


pg. 26

I'm a nerdy digital artist from Germany with a passion for video games, fantasy/sci-fi and of course all furry things.

<http://www.furaffinity.net/user/dreamandnightmare/>

## Changer The Elder

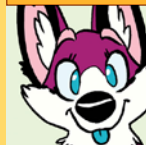


front inside cover,  
Daily Standee

Student digital artist, creator of Semper Fi Comics and general nutjob. Doesn't bite, but might drool a lot if provided good arts to do so over.

<http://c-t-elder.deviantart.com>

## Templa

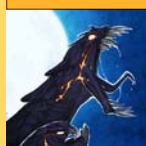


pg. 2

I'm a Norwegian illustrator and fursuit maker, I discovered the fandom in early 2011 and so far I'm loving it.

<http://www.furaffinity.net/user/templa/>

## Blackpassion777



centerfold

I love to cook and I dabble in web design and writing. I'm always looking to master a new skill, be it chess or stick shift.

<http://www.inkboundstudios.com/>

## scherriff

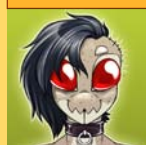


pg.19

I am a lion interested in traditional media and C++. And, I like it both with a cup of coffee.

<http://www.furaffinity.net/user/scherriff>

## Rotarr



pg. 38,  
Standees (pg. 57)

Known as the "Drawing Pest from Austria". I'm a professional illustrator who draws animal-people in her free-time. And I like flies.

[www.rotarr.com](http://www.rotarr.com)

## Wolfy-Nail



Lobbybanner

The Russian wolffy. Makes art for a living and lives for making art.

<http://www.furaffinity.net/user/wolfy-nail>

## Filler Illustrations/Photos

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need surveillance  
**APPROVED**







