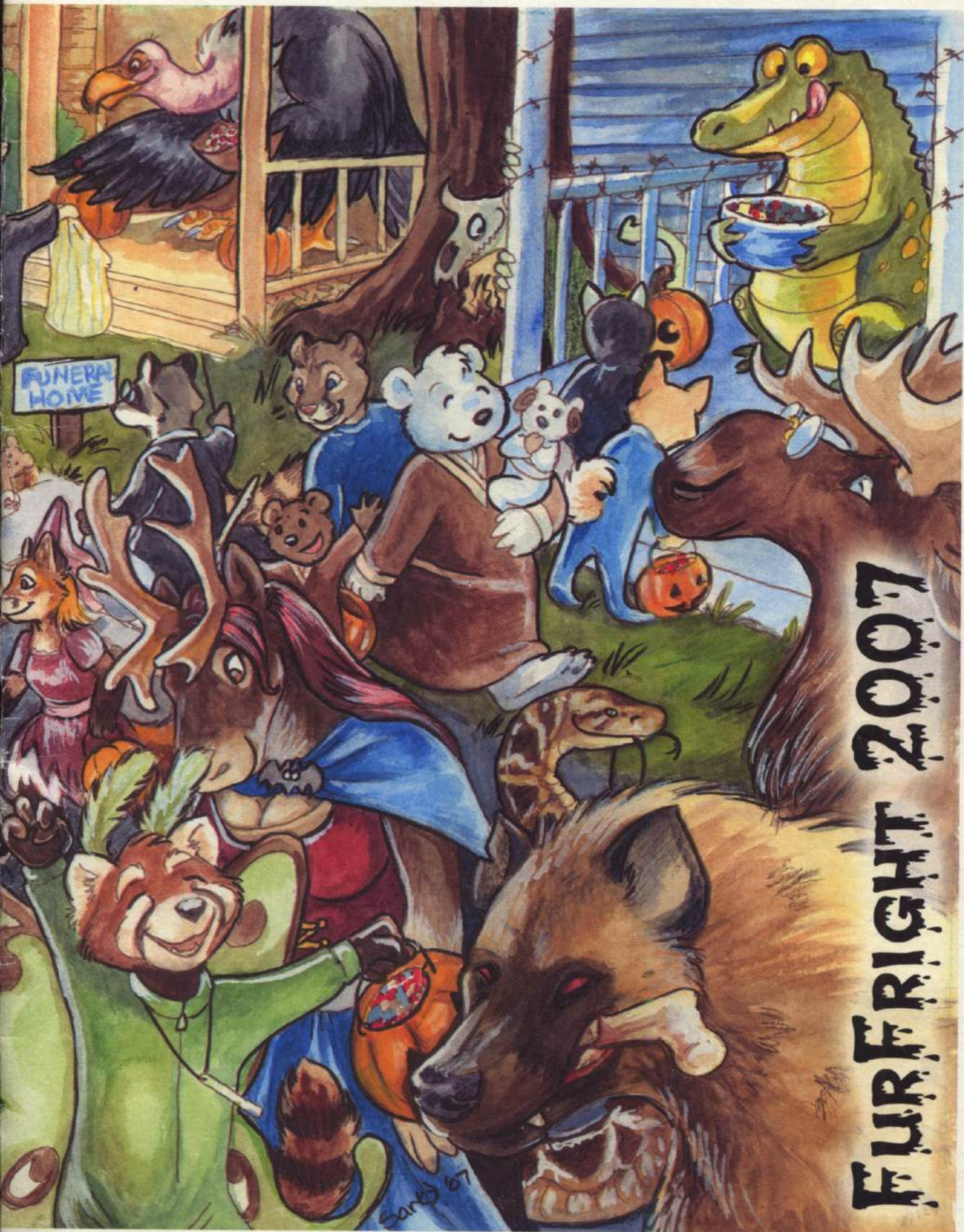




FURFRIGHT 2007

Giclée: Fine Art Reproduction



ARCHIVAL PRINTS

Using HP's newest Z3100 12 color Pigment based ink Photo Printer, we will reproduce your artwork in an amazing color gamut not experienced with other printers!

Your breathtaking fine art prints will resist fading for over 200 years!

We offer printing up to 40 inches wide on photo gloss paper or stretchable canvas, with or without a protective gloss coating.

Using HP Vivera pigment inks utilizing HP's 12-ink printing system, your images will be sharp, vivid and more true to the original than with any other printer.

Sample Pricing	12" x 18" (9" x 16" w/ 1" borders)
Gloss Photo	Canvas (stretchable)
1 = 14 each	1 = 25 each
2 = 12 each	2 = 22 each

Larger format images up to 40" x 100" available on request.

Contact Fenris at the Rainy Day Paperback Exchange booth in the Dealers Dungeon at the Con for a price list and to see a sample archival gloss print.

For file requirements pricing and delivery options please contact Bill O'Keefe at (Redding Roasters Coffee Company) 203-739-0510 or bllokeefe@yahoo.com.



You can find us on the corner of Maple & Greenwood Avenue, left of the Citgo Station.

Directions to our store

From I-84 West of Exit 8 (Danbury way) - Get off I-84 at Exit 5, go down the ramp and go right at the light onto Rte. 53 South. Follow signs for Rte. 53 South for approx. 3 miles. This takes you through Danbury. As you come into Bethel, you will intersect Rte. 302 at a traffic light. Go left on Rte. 302 (Greenwood Ave.). In about two to three blocks, you will cross some railroad tracks and go through a traffic light. The store is about 100 yards before the next traffic light you will see, near Caraluzzi's Bethel Food Market. It is on the left side of the road.

From I-84 East of Exit 10 (Southbury way) - Get off I-84 at Exit 11. Take a left on Mile High Road. Go all the way to the end where it intersects Rte. 25. Go right on Rte. 25. At the next light take a left onto Rte. 302. Go about 8 miles to Bethel. You will come to an intersection with a traffic light and a Citgo gas station with a Food Bag. Right after the light there is a very big tree. The store is right after it, on the right side.

FURFRIGHT

OCTOBER 19-21, 2007

CONNECTICUT GRAND HOTEL ~ WATERBURY, CT

www.furfright.org

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FurFright, P.O. Box 264, Durham CT 06422-0264*



GROWLS FROM THE CON BEAR

Welcome to the 5th annual FurFright, the only convention that dares to ask the question, "Have you ever been mellow? And if so, why?"

We're 5 years old! Break out the Hungry Hungry Hippos and cupcakes! Not only did our little con survive the past five years, but thanks to your support it thrived and grew into the world's largest Halloween-themed furry convention in Connecticut! So take that, you nay-saying bastards!

Statistics show that a new furry convention is created every 14 seconds. By the year 2034, hundreds of furry cons will take place on the same weekend, in the same city ... probably at the same hotel. With so many, why choose FurFright? We're not the largest con (and we don't want to be! Who the Hell wants that kind of responsibility?! Bigger is not always better or more funny...err). We don't have big-name sponsors pimping our ride. We don't have furry "celebrities" driving attendees in like sheep. We don't have clicks, whistles, bells, delusions of grandeur, decorum, pomp, circumstance, or even a shred of dignity.

Gee, Bear, you're really sellin' it! Just where the Hell are you going with this?

Shut uuuuuuuuuup!

My point is, we may not have a lot of flashy features, but it's what we DO have that makes us special. We have an outstanding forest-like hotel, lots of space to gather and hang out, a ton of unique attractions and events, the support of the best attendees in the fandom (YOU!), and a group of experienced, dedicated people who put their hearts and souls into putting on a great con

for no other reason than to show their furry friends a great time and give back to the community they call home. FurFright started as a backyard barbeque and Halloween party, and even though it's grown throughout the years, in its heart it's still just a party for our friends ... and always will be.

As you may have noticed, FurFright has a gorgeous new home! It's part forest, part hotel ... and the walls are made of dreams and candy (it's true)! During your stay, please treat the hotel and its staff with kindness and respect so they'll see what a great group we are and welcome us back year after year. And when the con is over, please take a moment to send them an email thanking them for their hospitality. They've welcomed us with open arms, so let's show them how much we appreciate their kindness and hard work.

This year's Guest of Honor is the Queen of the art world, **Sara "Caribou" Palmer!** Her award-winning works have been showcased all over the world, and we are extremely proud to have her with us! Sara will be in the Dealers' Dungeon and teaching classes throughout the con, so please pay her a visit and make her feel welcomed.

FurFright is proud to be working for two wonderful organizations in 2007: **The Moonridge Animal Park** and **Soul Friends**. Both are non-profit groups who do vital work for animals, the environment, and the community. All proceeds from our Charity Auction/Raffle go to these two groups, so please help our animal friends by bidding on some amazing artwork and merchandise!

As I bring this intro to a close, I want to thank each of you for making FurFright possible. This is YOUR con, and I'm happy and honored to be a part of it in some small way.

If you spot me out and about please stop and say hi! I'd love to see ya! I'll be giving complimentary bearhugs to anyone with a torso!

Peace, love, and happiness to all!

Belic Bear (a.k.a. Peppermint Portly)

.....
peeks into your hotel room What are you still doing here? The fun ain't gonna start itself! Oh, for the love of... You didn't come to FurFright to stay in your room and read a conbook did you?! I mean if you DID, that's cool ... I guess. And by 'cool' I of course mean "unforgivably lame." Seriously, put the book down and get off the internets. **closes your conbook and laptop** Come on, honey, put your shoes and socks on, we're at Grandma's! Go out and play with your friends. **herds you out the door** Go on, git! Be nice to the other furs! Listen to the con and hotel staff! Use the buddy system! Bend your knees! Don't cut that bagel towards your neck! Floss! Look both ways before professing your undying love to the first person you meet! Wear protection and play safe!

sniff tearfully They grow up so fast . . .



PURRS FROM THE CON CAT

As I'm sure Belic has already mentioned, here we are in a brand new hotel, which is itself going through an evolution into something even bigger and better. As plans stand now, for FurFright 2009 we should also be able to offer you all the wet and wild fun of an indoor waterpark, which will be added to the existing hotel. We're not even going to have to put together any actual con programming since everyone will be jetting around on the water slides! *laughs* Just kidding! Belic and I have every intention of keeping FurFright's programming going as strongly as it always has. We'll not stint your con experience one bit! Evar! *grins*

Finding a bigger, better hotel was a time-consuming task, but one we took on willingly. After last year's huge increase in attendance and having to resort to an overflow hotel after selling out the Sheraton, we knew it was time to look for a new home. Location was important, but more important was finding a hotel with the right amount of space and character. The Connecticut Grand Hotel blew us away! The beautiful atrium was incredible and the meeting rooms spacious and full of possibilities. We knew after touring the facilities that the rest of the hotels we were planning to visit would have a tough time matching up. And, sure enough, we were right! It was with great pleasure that we finalized the multi-year contract with the Connecticut Grand. We hope you enjoy it as much as we do!

While we don't have a waterpark this year, we have put together some fun stuff. We took what we learned from last year and tried to make as many improvements as we could, as well as organizing the convention into this new hotel space.

We hope you have fun!

hugs

K'gra Leopard

GUEST OF HONOR: SARA "CARIBOU" PALMER

Sara "Caribou" Palmer is a full-time artist whose work is known for its expressive anthropomorphic figures and detailed hand-drawn coloring. Sara found the fandom unexpectedly in 1996, when she had not drawn in nearly seven years. Stumbling across "Cap'n Packrat's FurCentral" and FurryMuck opened her eyes to a world of anthropomorphic art and the creative community that surrounded it. Inspired by what she saw, Sara began drawing again, developing her own unique style through practice and experimentation (she is mostly self-taught and has never taken a formal painting class).

Since then, Sara's work has appeared in numerous publications, including the covers for the *Volle* series (and other works by Sofawolf Press) and the *Dark Desires* comic published by Radio Comix. She was honored at the 2006 Ursa Major Awards with the prize for Best Anthropomorphic Published Illustration, given to her cover for *Pendant of Fortune* by Kyell Gold. She has also been named Guest of Honor at Anthrocon (2000).

Sara currently lives in New Hampshire with her family, where she pursues her interests in nature, movies, cooking, Breyer horses, online gaming, and more. Her biggest hobby outside the fandom is breeding Egyptian Mau cats, and she has worked on importing new bloodlines. She is the proud mother of a daughter.

Sara views her life, like her art, as a work in progress, and looks forward to continuing to learn and evolve. Her advice to artists and anyone wanting to give art a try is: "Talent is less important than perseverance and learning how to use your materials ... Experiment, make mistakes and learn. It's fun!"



CARIBOU FACTS

Birthplace: Pasadena, CA

Websites: www.caribouink.com

www.furaffinity.net/user/caribou

<http://us.vclart.net/vcl/Artists/Sara-Palmer/>

Years in the fandom: 11

Years at FurFright: 4

Favorite quotes: "Make art, not noise."
"Experiment and be gloriously mad."

FURFRIght CODE OF CONDUCT

FurFright has a **ZERO TOLERANCE POLICY**. If at **any time** an attendee's behavior violates the Code of Conduct (or the spirit of these guidelines), before, during, or after the convention, in real life or online, or if we feel any individual is a liability, they will be removed from the convention and/or banned from future events. FurFright takes safety and its relationship with the public and hotel **very** seriously, and will **never** allow an individual to endanger our attendees or the welfare of our convention.

If anyone has a problem before, during, or after the con, or has information about individuals violating the Code of Conduct, come to Con Ops/Security at the convention or contact us through the email addresses on our website and we'll assist you. **Do not** bring issues or complaints to the hotel front desk or hotel staff unless they specifically have to do with the hotel's service (i.e., housekeeping, billing, etc).

FurFright is a privately run event and reserves the right to refuse admission to any individual for any reason.

Alcohol, Drugs, & Public Intoxication: Alcohol, drugs, and public intoxication are forbidden in the convention space. Drug use and distribution of banned substances is illegal in the state of Connecticut, and therefore forbidden on hotel grounds. Any incidents involving drugs will result in police intervention, removal from the convention/hotel, and a permanent ban. Alcohol may be consumed in moderation by adults over the age of 21 only in private sleeping rooms or the hotel restaurant. All persons are responsible for staying in control of their faculties **at all times**. Intoxicated/impaired individuals acting in an inappropriate manner will either be escorted to their room to sleep off the effects and receive a warning mark on their badge (for a minor infraction), or removed from the con space and banned from the convention indefinitely. Mass distribution of alcohol is forbidden. Anyone serving alcohol to persons under the age of 21 (whether you know their age or not) or selling, distributing, or using any illegal substances will be reported to the local authorities and banned indefinitely.

Weapons: Weapons are forbidden from the convention space and hotel at all times. Weapons used as stage props for a Masquerade act or donated to the Charity Raffle and Auction may be present at the convention **only** after they have been inspected and peace-bonded by the Security Director.

Public Behavior: When in public areas (i.e., anywhere you can be seen and heard—lobbies, parking lots, hallways, balconies, con space, etc.), **always** act in a polite, respectful manner. No overt public displays of affection, obscene talk, swearing, yelling, rough-housing, or loud, destructive behavior. Abuse, harassment, unwanted contact, or stalking behavior will not be tolerated at FurFright. **"No" means "No" at all times**. No defacing of FurFright or hotel property. Do not block the hallways or engage in rough play on the stairways or in any other public area of the hotel. Please be polite and courteous to other attendees, dealers, panelists, convention Security and staff, all hotel personnel, and other hotel guests.

Public Displays of Affection: When in public areas (i.e., anywhere you can be seen and heard—lobbies, parking lots, hallways, balconies, convention space, etc.), keep your affections Rated G. Remember, hotel staff, non-convention guests, FurFright attendees, and the general public have different sensibilities that need to be respected. Rule of thumb: **Anything more than a simple hug and kiss, take it up to your room**.

Interacting With Hotel Guests & Staff: When talking to hotel guests or staff or when you're in their vicinity, **always** be kind and polite. Anyone displaying rude, offensive behavior, directly or indirectly, will have their badges confiscated and be removed from the con. We have to live in harmony with the hotel and their other guests, so be nice!

Dress Code: Nudity or explicitly revealing costumes are **not** allowed in the public areas of the hotel or convention. Fursuits are not to be worn in the pool area or restaurants for the safety of the wearer. Ears, tails, and collars are acceptable accessories. Shoes, sandals, slippers, or stockinged feet are permitted in the convention areas. However, shoes or sandals must be worn in all other areas of the hotel, including the pool area and restaurant. Bare feet are **not** permitted in public areas.

Loitering: Attendees are only allowed to gather in designated convention space or their hotel rooms. **Do not** loiter in the public areas of the hotel (i.e., near front desk, parking lot, near entrances and exits, etc.).

Noise: Noise must be kept at a reasonable volume **at all times**, whether you're in public spaces or in your hotel room (including the balconies). This means no screaming, shouting, or exceptionally loud sounds/music in any part of the hotel at any time. **Hotel room noise curfew is 10pm**. After this time any/all noise must be contained within your room (no noise can bleed out into halls or adjacent rooms).

Room Parties: Room parties are not sponsored or condoned by FurFright. Room parties must follow hotel guidelines and FurFright Code of Conduct **at all times**. After the **10pm hotel curfew**, all noise/music must be contained within your room (no noise can bleed out into halls or adjacent rooms). Doors (entrance and balcony) must be kept shut at all times. Large quantities of alcohol may not be distributed. No room overcrowding. All attendees must remain within the room, not loiter in the hallways. Flyers for parties must be rated-G, and may only be posted on the FurFright bulletin board.

Hotel Room Treatment/Release of Liability: Hotel rooms are **not** to be altered or damaged in any way. **Do not** move/remove furniture, damage walls, or leave a mess for hotel staff. **Do not** place hangers on sprinkler heads, interfere with the operation of hotel smoke detectors, or have smoke or open flame in your hotel room. Rooms must be left in the condition you received them. FurFright has instructed the hotel to turn over the names of persons who do not leave their rooms in satisfactory condition. Individuals associated with these reported rooms will be charged for damages by the hotel and banned from future cons.

FurFright is not responsible for what occurs in private sleeping rooms. The person to whom the room is rented will be held responsible for all activities and damages. If you are hosting an event, check the badges of those attending your gathering. If proof of illegal activities in a private sleeping room is brought to FurFright's attention, we will ban all individuals involved and call in the local authorities.

Balconies: Guest room balconies are considered public space, and all noise and behavior guidelines apply.

Sleeping Room Cleanliness: All odors and trash must be contained within guest rooms. If odors and/or unbagged trash are found in the halls outside your room, hotel and convention security will intervene and act accordingly. Odorous materials must be bagged and sealed before being removed from room. **Do not** leave a smelly mess for hotel staff. If you are producing a large amount of trash, please bag it for the hotel staff.

Hotel Cleanliness: Do not litter or leave a mess in any part of the hotel or disrupt hotel property. Always throw your trash away and help us keep the hotel neat.

CODE OF CONDUCT *continued:*

Smoking: Smoking is strictly prohibited in all public areas inside the hotel. Smoking is permitted only in specially-designated sleeping rooms or outside the hotel. If you are smoking outside, please be courteous and step away from the doors so your smoke is not swept back inside. Please also properly dispose of your waste. Do not leave your cigarette butts on the ground for the hotel staff to pick up.

Elevator Protocol: Only ten (10) people are allowed in an elevator at one time (to prevent overloading). Do not hold the elevator by holding the doors open for an extended period of time. *Always allow fursuiters, the handicapped, and other hotel guests to enter the elevator first.*

Signs, Flyers, & Decorations: Signs and flyers may only be displayed in the convention's designated bulletin board area. *Do not* hang or leave signs/flyers in hotel space, near/in elevators, or mar or block FurFright or hotel signage or they will be taken down and the event organizer(s) given a warning mark on their badge. All signs, flyers, and decorations (including door signs) must be hung with masking tape.

Minors & Parental Consent: Minors (anyone under the age of 18 as of the first day of the convention) attending the con without a parent or guardian are required to have a notarized copy of our Parental Consent form when they register at the convention. If the minor is accompanied at the hotel by a parent or guardian, they do not need to have the form notarized; however, the parent or guardian must accompany them at the time of registration/badge pick-up to verify identification. Children 10 and under must be accompanied at all times by their parent or legal guardian. Persons under the age of 14 need to have a parent or guardian present in the hotel for the duration of the convention. Minors caught with forged documents will be remanded into the custody of the local authorities.

Security: FurFright's Security volunteers, staff members, and the hotel staff are allowed to enforce FurFright's Code of Conduct and the hotel's regulations at any time during the convention and during your stay at the Connecticut Grand Hotel at their discretion. Enforcement may consist of badge warning marks, badge confiscation and ejection from the convention/hotel, permanent banning from future events, and/or possible arrest by local authorities. Attendees are required to respect and obey all Security personnel, convention staff, and hotel employees.

Badges & Convention Access: All persons entering the convention space must be registered with the convention and clearly displaying their own badge. Any person found in the convention space without a badge will be escorted to our registration department. Failure to register or leave the convention space will result in law enforcement intervention and a permanent ban. The badge you wear MUST be the officially-issued FurFright badge you received when you registered. No loaning/borrowing of badges is allowed. Any person violating badge protocol will be warned, removed from the con, and/or issued a permanent ban.

Photography/Videography: Images of attendees taken at the convention may only be used by other attendees for personal use or by FurFright for promotional and historical use. Any sound or video recordings taken of the convention or its attendees without FurFright's written permission is prohibited. Anyone falsely claiming to represent FurFright for the purpose of recording video, sound, or still photos will have their recordings and film confiscated and will be escorted from the premises. Images of FurFright and its attendees may not be broadcast or distributed without FurFright's written permission. All rights, compensation, and royalties of said footage belong to FurFright. All attendees agree to allow their image, as taken by official FurFright photographers, to be used without compensation by FurFright. Attendees voluntarily submitting photos and/or video to FurFright automatically give their consent to have their images used by the convention for promotional and historical use. Photos or image recordings of items for bid at the Charity Raffle and Auction tables or items for sale in the Dealers' Dungeon are strictly prohibited. Photographs or any other images may not be taken by attendees if the subject does not wish to be photographed. Please respect others' wishes.

Release of Liability: Personal Belongings: Neither FurFright nor the Connecticut Grand Hotel shall be responsible for any items lost or damaged in the public areas of the hotel, in the hotel's parking lot, nor in any other parking area used during attendance at FurFright. All attendees will take responsibility for their own possessions. If another attendee damages your possessions, it is your responsibility to seek recompense from them directly. If you are keeping valuable items (especially fursuits and computers) in your sleeping room, it is recommended that you keep your "Do Not Disturb" sign on the outside of your door at all times. FurFright, likewise, shall not be held accountable for any damage or theft which occurs to fursuits or other personal possessions left in the Headless Hollow. FurFright shall not be held accountable for any damages caused by attendees. If an attendee damages hotel property, they shall be held personally accountable for their actions and be responsible for repaying any debts incurred.

Release of Liability: Personal Injury: Neither FurFright nor the Connecticut Grand Hotel shall be responsible for any personal injury which occurs due to personal negligence (such as horseplay or rough-housing) or a lack of sturdy, closed-toe footwear. Despite the convention and hotel's precautions, mishaps sometimes occur. If you are injured and need medical attention, we will do what we can to help you contact medical professionals, but we cannot provide medical care for our attendees.

Release of Liability: Equipment Donations: Any items loaned to FurFright for use during the convention are loaned at the owner's risk. We will do our best to prevent your equipment from getting damaged or lost, but please accept that accidents can happen. If you are loaning equipment to the convention, please mark it with a printed label or write your contact information on masking tape attached to the item and any accessories so they may be returned to you. Be prepared to have your badge or other identification checked by the event's staff before you are allowed to remove equipment from the room.

Lost and Found: Any items found at the convention may be turned in to Con Ops. FurFright will hold any items turned in until they are claimed by their owner. If the item is not re-claimed during the convention, a notice will be posted on the FurFright website (www.furfright.org). Any items remaining unclaimed after a reasonable amount of time will become FurFright's property.

Tax Deductions for Payments Made to a Charitable Organization: Due to FurFright's status as a 501(c)(3) non-profit group, any donations, including admission fees and equipment purchased for and completely donated to FurFright, with a value of \$75 or more may be tax-deductible. The total amount which may be claimed on your taxes depends upon the services received. If you would like a receipt for your admission/donation, please contact FurFright after the convention is over and we will mail you an official receipt for your donation, including the amount which is not tax-deductible. Payments made to FurFright are non-refundable after the set deadlines. Refunds will not be issued to anyone ejected from the convention.

CON STAFF

Con Bear: Belic Bear

Con Cat: K'gra Leopard

Book of the Dead charity portfolio: Silvermane

Charity Auction & Raffle Director: Riismo

Conbook Printing Director: Skywise

Con Ops & Volunteer Director and assistant: SkippyFox, Wag!

Dealer's Dungeon Director and assistant: K'gra Leopard, Sedge Hare

Draw or Die! Director: Lonnie "Beerhorse" DiNello

Friday Furbocalypse: PunkTiger

Fursuit Massacre/Events Directors: PunkTiger, Tibor Tiger

Gaming Director and assistants: SpotWeld, Zero, Bradley

Headless Hollow Directors: Fire Otter, Silvermane

Masquerade Director and assistants: Belic Bear, Fire Otter, Tibor Tiger

Movie Morgue Director: Kyroraz, Jeff Maziarz

Dances/DJ: DJ Biohazard

Programming Directors: Foxiecrumz, Sprocket, Belic Bear

Publishing Director: Sedge Hare

Registration Director and assistant: Gavin O. Daemonshyai, Lucian D. Vetramir

Security Director and assistant: Rene Gobeyn, Steve Simmons

Sound Director/Dead Fur Party: Runtt Wah

Tech Crew: Gavin O. Daemonshyai, Brun Bera, Tibor Tiger

Video/Photography Directors: Kit Coon, Ace Bearpaws

Webmaster: Gavin O. Daemonshyai



CHARITIES

The Moonridge Animal Park in Big Bear, CA is a zoological facility and fully licensed, designated care and rehabilitation center for injured or confiscated animals. They treat and release approximately 200 injured animals every year. Forced to relocate by an expiring land lease, the 2.5-acre Park is racing against time to secure a new home-site, which is why donations and support are vital. Please help them secure a permanent home where every Moonridge Animal Park inhabitant can live out its days. For more information visit: <http://www.moonridgezoo.org/>

Soul Friends, Inc is a nonprofit organization established to promote the healing benefits of the human-animal bond. Their therapy dogs and cats have provided thousands of healing visits to children all across Connecticut. In the last year alone, Soul Friends served over 650 children. Please help us support Soul Friends' wonderful (and necessary) work. To learn more visit: <http://www.soul-friends.org/>

FURFRIHT HOURS OF OPERATION

Registration (Hospitality)

Friday 9am – 7pm
 Saturday 10am – 5pm
 Sunday 10am – 2pm

Dealers' Dungeon (Connecticut Ballroom)

Friday Noon – 6pm
 Saturday 10am – 6pm
 Sunday 10am – 4pm

Game Room of Death

Tabletop gaming (Grand Ballroom D-E)

Friday 10am – Sunday 4pm

Small Game Room

Tabletop gaming (Middlebury meeting room)

Friday 10am – Sunday 2am

Torture Chamber Arcade

Video gaming (Grand Ballroom F)

Friday 10am – Sunday 4pm

Charity Auction & Raffle (Promenade)

Friday 9am – 6:30pm
 Saturday 10am – 6:30pm
 Sunday 10am – 4:30pm

Raffle drawing: Sunday 10:30am

Raffle prize pick-up/final silent bidding
 Sunday 11am – 2:15pm

Voice auction/2nd Chance Raffle Draw:

Sunday 2:30pm (Grand Ballroom C)

Voice auction pick-up Sunday 3:30 – 4:30pm

Movie Morgue (Woodbury)

Friday 10am – 2am
 Saturday 10am – 2am
 Sunday 10am – 6pm

Opening Ceremonies

Friday 11:30am (Grand Ballroom C)

Closing Ceremonies

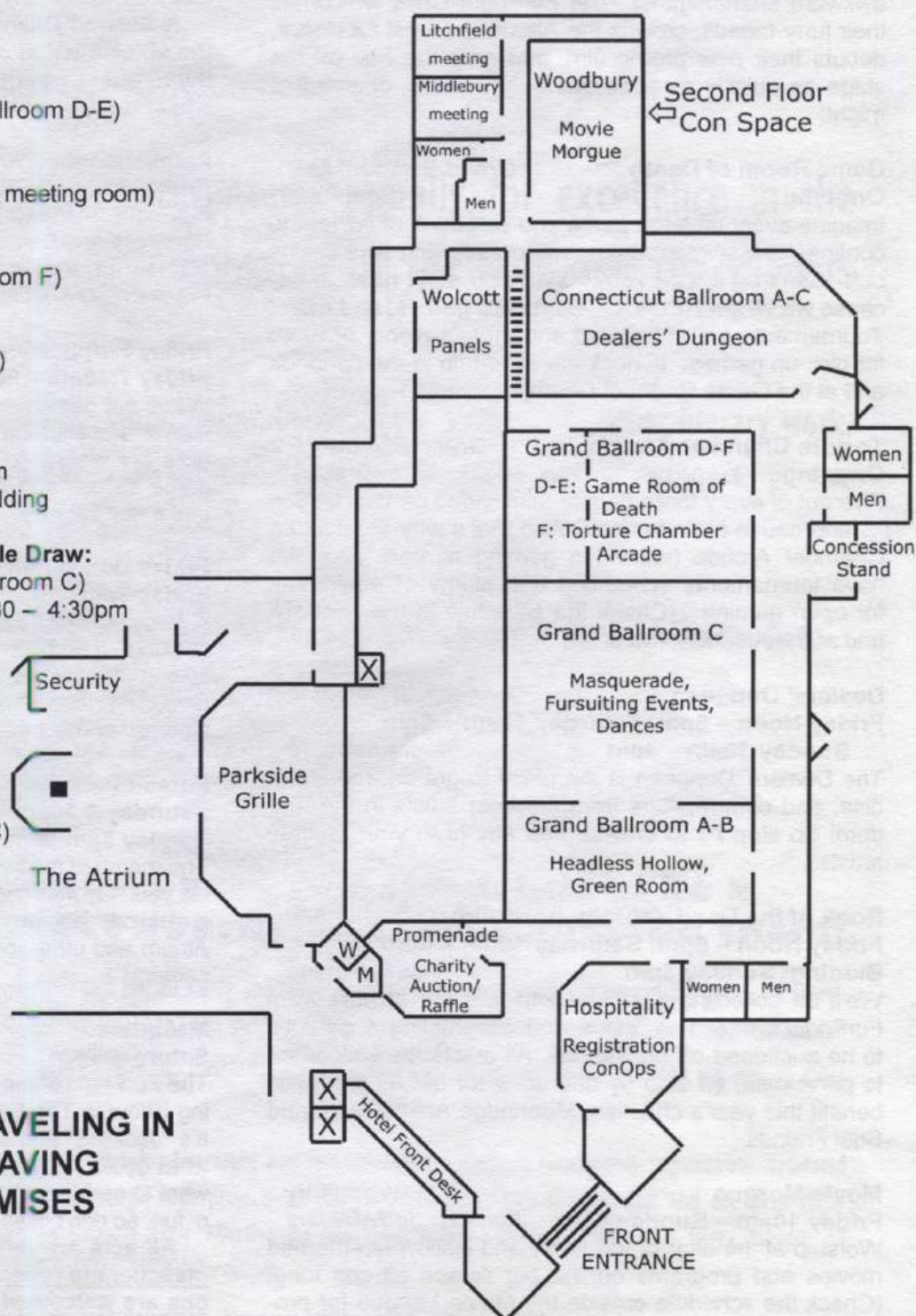
Sunday 6pm (Grand Ballroom C)

Hotel restaurant hours:

Mon-Fri: 6:30am – 10am, 5pm – 10pm
 Sat-Sun: 7am – Noon, 5pm – 10pm

Hotel check-in: 3pm

Hotel check-out: 11am



**WE RECOMMEND TRAVELING IN
 PACKS WHEN LEAVING
 THE HOTEL PREMISES**

EVENTS

Opening Ceremonies

Friday 11:30am

Grand Ballroom C

STAFF

Kick off the con with an explosion of sight, sound, and awkward shenanigans! The FurFright Crew welcomes their furry friends, crowns the Attendee Guest Of Honor, debuts their new promo film, and gets the hell off the stage as quickly as possible! Don't miss it, or you just might!

Game Room of Death

Ongoing

Grand Ballroom D-E

SpotWeld

Imagine every tabletop game you can think of within the confines of a single room ... without blowing your brains out. Can't do it, can you?! Well you don't have to because we've got RPGs, CCGs, board games, and more! Tournaments are scheduled and there's plenty of room for pick-up games. (Check the schedule in the conbook and at the Game Room of Death for events.)

Torture Chamber Arcade

Ongoing

Grand Ballroom F

Zero, Bradley

Five out of every three people think video games are fun ... and cause brain tumors. And that's why the Torture Chamber Arcade has video gaming all con long! We have tournaments scheduled and plenty of equipment for open gaming. (Check the schedule in the conbook and at the Arcade for events.)

Dealers' Dungeon

Friday Noon – 6pm, Saturday 10am – 6pm,

Connecticut Ballroom

Sunday 10am – 4pm

K'gra Leopard

The Dealers' Dungeon is the place to get art, merchandise, and commissions from the best artists in the fandom! So stop by to browse and say hi to your favorite artists.

Book of the Dead (charity portfolio)

Friday Noon – 6pm, Saturday 10am – 6pm

Promenade

Bidding: Sunday 3pm

Silvermane

We'll be collecting sketches and finished artwork from FurFright's attending artists and assembling a portfolio to be auctioned off on Sunday. All artists are welcomed to participate, so stop by and draw for us! All proceeds benefit this year's charities, Moonridge Animal Park and Soul Friends.

Movie Morgue

Friday 10am – Sunday 6pm

Woodbury

Kyroraz, Jeff Maziarz

Worship at the altar of fur! Furry and Halloween-themed movies and programs on the big screen all con long! (Check the schedule outside the Movie Morgue for programming.)

Charity Auction & Raffle

Promenade

Friday 9am – 6:30pm, Saturday 10am – 6:30pm

Sunday 10am – 4:30pm

Raffle drawing: Sun 10:30am

Voice auction: Sun 2:30pm (Grand Ballroom C) Riismo

Bid on gorgeous artwork, plushies, and assorted furry merchandise in this year's Charity Auction & Raffle! View the items at our Auction & Raffle tables, bid on them, and then come watch us pick the winners at the raffle drawing and voice auction! All proceeds benefit our wonderful animal charities, Moonridge Animal Park and Soul Friends.

A Second Chance raffle drawing will be held during the voice auction on Sunday so save your raffle tickets if you didn't win the first time! You must be present to win at the Second Chance raffle drawing.

Frankensponsor/Dealer Social

Grand Ballroom C

Friday 6pm – 7:30pm

FurFright is throwing a catered soiree for our FrankenSponsors and Dealers! So if you like free food and reasonable-priced fun, come join us! (*Must present your FrankenSponsor/Dealer ticket at the door.)

Friday Furpocalypse

Grand Ballroom C

Friday 7:30pm – 9pm

PunkTiger

We've got games and a club-like atmosphere to meet your friends and start the con right! Fursuiters and non-fursuiters alike are welcomed to join in our physical challenges and game shows, and everyone else is welcomed to sit back and enjoy the fun!

Friday Dance Party

Grand Ballroom C

Friday 9pm

The Amazing Broccoliini

A fursuit-friendly dance with music that won't let you stop shaking! The best dance music from the 80's, 90's, 70's, 40's, 20's, and every decade since the dawn of time (including the future)! Guaranteed to keep your paws stompin' and tail waggin'!

Fursuit Parades

Saturday 2:30pm – 3:30pm

Grand Ballroom C

Sunday 8pm-9pm

Tibor Tiger

The march of the furry beasts! Line the hallways and cheer on your favorite critters as they parade through the hotel and fuzzle innocent bystanders! The pack will stop in the Atrium and other locations for group photos, so bring your camera!

Masquerade

Grand Ballroom C

Saturday 7pm

STAFF

The FurFright Masquerade was voted "The Most Entertaining Show In The Furry Fandom" by Murrburger Magazine. It's "Jackass" and a circus freakshow covered in fur! And what could be more entertaining than that?! Whether you want to perform or just howl and cheer, this show is a heap o' fun, so don't miss it!

All acts are required to attend Saturday morning's masquerade rehearsal (9am, Grand Ballroom C). Walk-ons are welcomed, so if you'd like to perform come to rehearsal and sign up.

Saturday Dance Saturday 9pm

Grand Ballroom C
DJ Biohazard

Stomp a paw, shake a tail, and howl to the music at Club FurFright! DJ Biohazard mixes the crowd into a frenzy with a giant selection of grrreat music! All dances are fursuit friendly, so suit up, crack open the glowsticks, and dance until you drop!

Fursuit Massacre Sunday 11am

Grand Ballroom C
PunkTiger, Tibor Tiger

Come watch furry beasts battle fang and claw in FurFright Stadium! Teams of fursuiters battle for points, prizes, and glory while you cheer them on (and sometimes join in)! This event is every bit as fun to watch as it is to play! So come on down and get ready to rumble!

Closing Ceremonies Sunday 6pm

Grand Ballroom C
STAFF

Let's get together for thanks you's, attendance numbers, charity earnings, and laughs before we kick off the Dead Fur Party!

Dead Fur Party Sunday 7:00pm

Grand Ballroom C
Runtt Wah

Don't let the fun die! Help us bring the hideous creature that is FurFright back to life for a few more hours by harnessing the power of desperation! We'll party until we lose interest!

GAMING

VIDEO GAMING EVENTS: GRAND BALLROOM F

Pokémon Battle Revolution Friday 1pm – 5pm

Nekonaru

The time has come for battle at the Pokémon Coliseum! Open to all challengers! Assemble your team and step up to answer the call for victory! You've honed your attacks, now it's time to prove yourself to be the very best. Open gaming for all interested in playing this massively fun and hugely popular Wii title.

Guitar Hero II Tournament Sign-ups/Qualifiers:

Little Wolf, Zero, Bradley

Saturday Noon – 2 pm

Tourney: Saturday 2:30pm – 6:30 pm

The crowd roars, the spotlights shine down, and now it's all up to you. Do you have the skills to thrash out the jams and rock to the beat? With the support of the good folks at Red Octane you now have the chance to put your star power to the test. Join the competition and make the house shudder to the music as we find out who has what it takes to be the next legend of rock! Let it rock, let it roll, betterletitgough!

Animal Crossing Event

Saturday: 3:30pm – 5pm

STAFF

Following the Animal Crossing panel, FurFright invites its attendees to stop by our gaming room to put to use their newly found tips and tricks in the social game of funny little critters and the world they live in.

TABLETOP GAMING EVENTS:

GRAND BALLROOM D-E

MIDDLEBURY (OPEN GAMING/POKER)

FurFright is glad to announce that this year our Game Room of Death once again has the support of the *Men in Black*, a cadre of elite gamers who demo the best *Steve Jackson Games* has to offer. See a game you like? Ask about it, play it, have fun! Perhaps even win a prize!

Monsters Menace America

Friday 1pm – 4pm

SpotWeld

Players: 2-4 slots. As a giant monster, stomping cities is what you do. But now, other giant monsters are moving in on your turf—and you have to put a stop to that. While your rivals are busy trampling tanks and swatting fighter jets, you'll be out there growing in power and infamy, getting ready for the Monster Challenge. In the end, when the dust settles and the radiation fades, the last creature will be crowned King of the Giant Monsters.

Rage CCG

Demos: Friday 7pm – 9pm

Fenris

Sunday 1:30 – 3:30pm

Tourney: Saturday 7pm – 10pm

Demos: 8 player slots; Tourney: no player limits. Rage against the dying of the light! Gaia is dying. The Apocalypse is here. Will you fall defending her or die a coward's death? Will your pack live in legend as the ones who saved the world, or those who betrayed it? Is today a good day to die? Come to the demo and learn the ropes of this CCG of savage werewolf combat. Then come to the tourney to test your skills. Cards provided for new players. Experienced players are welcome to stop by for a casual game.

Central Rage website: www.rainydaypaperback.com

Play Rage online: www.ccgworkshop.com

World Tree: The Doomed Chef

Friday 7pm – 10pm

Bard Bloom

Players: 6 slots. It's a very important banquet, and it has to look impressive—insanely impressive. Sagenou needs to get some of the rarest and most exotic ingredients imaginable. Not that the livers of very dangerous animals actually *taste* any better, but they demonstrate power. A yummy World Tree dungeon crawl. No experience necessary—characters provided. Includes world overview for new players.

For more information about this game, go to: www.world-tree-rpg.com/

SPANC**Friday 7pm – 11pm***MiB*

Players: 2-4 slots. Life is good when you're a Space Pirate Amazon Ninja Catgirl. Enjoy a life of larceny and mayhem as you embark on one Caper after another. Defeat every challenge the galaxy throws at you from the Friendly Guard Puppies all the way to the Fiendish Death Trap. Pick up Toys (and the occasional Poolboy), grab more Loot than anyone else, and watch your tail ... because the other catgirls want what you've got!

Lovingly illustrated by Phil Foglio, SPANC is a fast-paced card game of space pirates, amazons, ninja, and catgirls. All at once.

Texas Hold'em Poker*Middlebury***Demo: Friday 8pm – 10pm***Little Wolf***Tourney: Saturday 8pm – 11pm**

FurFright is proud to present the classic game of cards, wits, and chance (and occasionally cheesy gaming jokes). Check out the introductory session Friday night to try out your poker face. Learn the cards and learn the table. Don't worry though; no money is at risk, just your chips and perhaps your reputation as a card shark. On Saturday night we'll up the ante as we invite all comers to lay their cards on the line. Winner gets bragging rights and is proclaimed the FurFright "Dead Man's Paw" Champion of Poker!

Apples to Apples**Friday 10pm – ??***Chiaroscuro*

Players: As many as possible! It's the hilarious award-winning party game of words and outrageous associations. It's as easy as comparing apples to apples. Select the card from your hand which you think is best described by a card played by the judge. If the judge picks your card, you win the round. And everyone gets a chance to be the judge!

Strange Synergies**Saturday 8am – Noon***MiB*

Players: 2-4 slots. Strange Synergy is built around 100 different Power Cards ... superpowers, mutations, skills, gadgets. Each warrior starts with three different powers. You choose the combination! Can you create the unbeatable team? Can you win against superior powers?

Developed by Steve Jackson and illustrated by Phil Foglio (Girl Genius, GURPS IOU, XXXenophile), this game is as much fun to watch as it is to play. No two games are the same. How many ways can you make four different teams of three warriors, out of 100 powers? The mind boggles, and the fun never ends!

Munchkin Mania**Saturday 8am – Noon***MiB*

It's Munchkin. It's Manic. It's ... Munchkin Mania! Come join in the craziest game of Munchkin that you will ever see! Every base set. Every addition. Every

card. Every combination. Now, you can finally be that Half-Elf, Half-Feline Vampire Mutant Space Ranger Investigator that you've always wanted. Wield your Razer-Dazer-Gazer, wear your Chainmail Bikini and your Black Nail Polish, and hide out in your Secret HQ. Oh, and you're playing to level TWENTY!

Frag**Saturday 1pm – 5pm***MiB*

Players: 3-6 slots. Game starts. Enemy in sight ... Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Whoa, there's another one. Run ... you're hit! You're down. Respawn! Grab a weapon! Start again!

Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!

Ninja Burger**Saturday 1pm – 5pm***MiB*

Players: 3-6 slots. Now you can join the elite Ninja Burger delivery team! You will learn to deliver tasty burgers and fries anywhere. You will bring honor to your franchise. Failure is not an option.

The twisted minds bringing you Chez Geek and Munchkin are back. Based on the popular website at www.ninjaburger.com, this hilarious card game, designed by Steve Jackson, pits you against your fellow trainees in a new Ninja Burger store. Hone your skills. Learn the secrets of stealth, swordsmanship, and customer service. Fight for honor, respect, big tips, and that coveted promotion ...

It's fast-moving. It's fun. You get to be a ninja. What more can you ask from a game?

Marvel Tails RPG**Saturday 3:30pm – 6:30pm***Sagheer*

Players: 4-6 slots. Earth-8311 is in trouble, True Believers! The demon N'Astirh has teamed with the villainous Mandarintail to rain demons down upon Manhattan and only Earth's mightiest heroes can stop them! Play as the Spectacular Spider-Ham, the Invincible Iron Mouse, or any of the other Mighty Scavengers in a race-against-the-clock RPG using Green Ronin Publishing's d20 Mutant and Masterminds. At the end, a very special prize for best role player.

Dork Tower**Saturday 7pm – 11pm***MiB*

Players: 3-6 slots. Now you can play John Kovalic's "Dork Tower" characters ... as they play their characters ... in a magical quest for the ultimate prize where no strategy is too low, no player too Munchkiny, and no rule is safe! Adventure through the land of Aurora, smiting monsters and growing in power, until you are strong enough to challenge the evil wizard in his tower. Slay him and you win ... Fail, and be cast from the heights....

Burn in Hell**Saturday 7pm – 11pm***MiB*

Players: 3-6 slots. Cleopatra. Blackbeard. Attila the Hun. Richard Nixon. John Wilkes Booth. Collect the souls of the damned! In Burn in Hell, you try to assemble the tastiest "Circles" of history's sinners. Trade souls with your rivals ... or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics ... or build sets of the Seven Deadly Sins. Burn in Hell will keep you on your toes. Can you see the sets that fit together for the most points? Can you steal a rival's key card before he can make a Circle?

Each card includes a great Greg Hyland caricature and a biography of the soul. You'll have a lot of fun reading (and arguing) about why each of these people was invited to the Permanent Pitchfork Party. And to rule in Hell, you must use strategy and cunning, because this game's not over until the last soul is snatched.

Werewolves of Miller's Hollow**Saturday 10:30pm – ??***SpotWeld*

Players: As many as possible! The small town of Miller's Hollow has become infested with werewolves. The townsfolk must take immediate action and eradicate this menace before they are all devoured....

Gather 'round as we play this classic assassin variant where you must use your wits to find out the roles of the other players. Be you werewolf or villager, just be sure to survive!

PANELS

Furry Icebreaker Q&A**Friday 1pm***Wolcott**Wally_Wabbit*

Are you new to furry? Would you like to learn more about furry? Are you the shy type? Would you like to meet other furs and introduce yourself in a comfortable environment? If you answered "yes" to any of these questions then this is the panel for you! You can play games and have fun all while learning more about your fellow furs.

M to F: Playing a Female Role**Friday 2:30pm***Wolcott**Squeakers*

What better time to look like something you are not than Halloween? Many people try to pull off the look of a female based on what they see alone. There's more to fake breasts and a short skirt than it appears! Learn some pointers to becoming (more) feminine in both looks and personality!

Furry Bikers**Friday 4pm***Wolcott**Brun Bera*

What group likes to get together, put on costumes, participate in charity events, and is generally misunderstood by the public? Furrries? Wrong—motorcyclists! Come learn

what motorcyclists and furs have in common and why there are so many bike-riding furs. Other topics to be covered: how to learn to ride, what to look for in your first bike, what cool gear to wear, and whatever else we decide to talk about in this roundtable discussion.

Wolves: Fact and Fiction**Friday 5:30pm***Wolcott**Silvermane*

Ever wonder what makes wolves, well... wolves? Curious about our wild canine cousins? Perhaps curious about where all those werewolf tales come from? Well then this is the panel for you! We will be presenting basic facts on wolves, pack relations, and why these animals have become so feared and endangered throughout the world. We will also talk about the mythology of wolves and werewolves. You will even be able to find out how to help out wolves both in the wild and locally.

Beverage Pairing at the FrankenSponsor/**Dealer Social***Grand Ballroom C***Friday 6pm***Watcher - Titanium Chef*

So you're a FrankenSponsor, eh?

Well in addition to the art print, comic, catered reception and other swag the con staff can get their paws on, you will have the opportunity to enjoy a variety of teas/tisanes prepared by the Titanium Chef for the catered event.

Realistic Anatomy**Friday 8:30pm***Wolcott**Sara "Caribou" Palmer*

Our Guest of Honor Sara "Caribou" Palmer will teach you how to draw realistic-looking bodies and muscles. Learn how to make your art anatomically correct (so to speak...)!

Drawing Scary Cute Hybrids**Friday 10pm***Wolcott**Roxikat*

Roxikat will help you design some strange new hybrid characters, using ideas from the audience, in this improvisational panel that was a hit at FA: United! The best ideas come at random! Then character story ideas are brainstormed. Who knows what mysteriously cute beasts will be wrought from the darkness?

Safety Furst (age 18+)**Friday 11:30pm***Wolcott**ScruffyPuppy*

The dangers of intimacy won't disappear if we ignore them, so learn how to protect yourself and your fellow furrries. No matter how much you know (or THINK you know), this workshop will give you the tools to be safe. Age 18+, ID will be checked at the door.

Basic Fursuit Construction**Saturday 11am***Wolcott**ArtSlave*

Whether it's a mascot, a character for crazy convention antics, or your own furry soul come to life, making a fursuit yourself is incredibly rewarding... and a lot of hard work! This panel will give you a step-by-step introduction to building fursuits. Topics covered will include building heads, bodysuits, hands, feet, and tails in realistic and cartoony styles. Our experienced fursuit builder will answer your questions!

Fursuit Performance Tips #1*Grand Ballroom C***Saturday 1pm***JD Puppy*

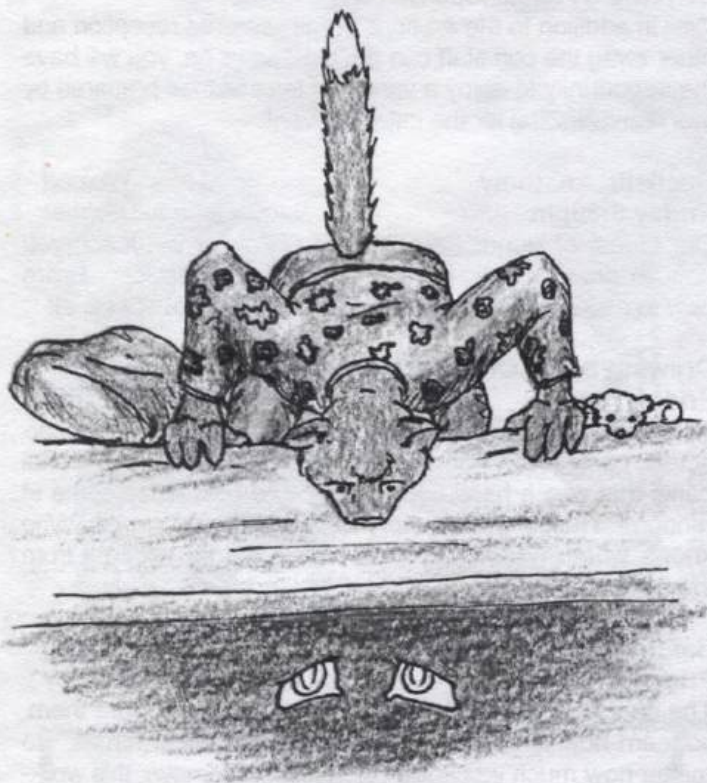
Come learn some quick and easy techniques and motions guaranteed to grab the attention of the people around you! Learn how to make your performance bigger and better in this fun interactive panel! Wearing fursuits is encouraged for the panel!

Paw Reading With Sara Palmer*Wolcott***Saturday 1pm***Sara "Caribou" Palmer*

Our Guest of Honor Sara "Caribou" Palmer will show you how to read people's palms. This is a fun class with LOTS of audience participation, so don't miss it!

Animal Crossing: Trading Tips*Wolcott***Saturday 2:30pm***Bunnypop*

Panel Description: Are you obsessed with the game "Animal Crossing"? Do you want to trade tips and hints (and learn how to catch the stinkin' bees) with others who share your obsession? Want to rant about the drama that Resetti and Lyle have caused? Come discuss.

**Plushies: A Life of Their Own***Wolcott***Saturday 3:30pm***Sprocket*

Ever pick up a plushie or stick your hand in a puppet to find that it seems to have its own distinct personality? Ever start off with one thing in mind for a character creation only to have it run off in a surprising new direction?

Come sit in a roundtable discussion (sans table) of this phenomenon as it relates to plushies, art, storytelling, fursuiting, or any other facet of the fandom. Share your experiences. Listen to the anecdotes of your peers. It will be nifty!

FrankenFursuit!*Wolcott***Saturday 5pm***G, Hikage*

Furs are split into teams, locked in a room with a pile of materials (i.e. "crap"), and have two hours to build a fursuit! Then, these walking abominations are marched out during the Masquerade and judged. Everyone is welcomed, so come on down and join in! The winning team will receive awards and unending praise (i.e. ridicule).

Furry Finances*Wolcott***Saturday 8pm***Wally_Wabbit*

Do you need help budgeting for a con? Are your finances a mess? Would you like some extra money in your pocket for furry fun? If you answered "yes" to any of these questions then this is the panel for you! We will discuss general financial services, budgeting tools, and ways to save cash with a furry twist.

Draw Or Die!*Woodbury***Saturday 9pm***Lonnie "Beerhorse" DiNello*

One of our most popular events! Artists and audience members get together and take demented suggestions and themes to collaborate on a nightmarish piece of artwork! Come and join the fun! All skill levels welcomed!

Circle of Stone: Film Production*Wolcott***Friday 9:30pm***Destrier, Cordite*

Want a sneak peek at a new anthropomorphic movie? How about a chance to be in it yourself? Circle of Stone is a live-action anthropomorphic drama being filmed on the East Coast. Production has begun and this is an update on the project including initial footage. Additional casting calls will be made at this panel.

Titanium Tea Six*Atrium***Saturday 9:30pm***Watcher - Titanium Chef*

This is the sixth in a series of social gatherings hosted by Watcher, the Titanium Chef™. Come by to have some tea and meet new friends as well as old ones. Tea will be provided, but feel free to bring your favorites to share (hot or cold). Please bring your own mug to help reduce cup waste.

Stealth Furry 2.0b*Wolcott***Friday 11pm***JFBat*

Yes, we're furs. But we also have day jobs, as well as ideas, ambitions, and aspirations that our non-furry coworkers and employers may not understand. Is furry an all-or-nothing existence? Must we sell out to The Man for a paycheck? Never! We'll discuss how furs can both be themselves and negotiate the world of non-furry work.

How to Save the World from the Comfort of Home:**Part 1 - Civics 101***Wolcott***Sunday 11am***Frances O'Neill*

Think the government doesn't matter to you? What if you found out a wildlife habitat near your home was being turned into a strip mall... The bulldozers are on their way—do you know what to do? Learn more about how your local government really works and how you can influence what it does—before it's too late!



How to Save the World from the Comfort of Home:

Part 2 - Protect & Serve

Sunday 11:30am

Wolcott

John O'Neill

Learn 10 things you can do to start changing the world as soon as you get home from the con! We'll discuss what you, as an individual, can do to prevent destruction and waste of natural resources and how to find allies.

(You do not have to attend Part 1 to attend Part 2)

Animalympics Restored

Sunday 12:30pm

Wolcott

LupineFox & Kalemika

A furry classic restored to new life! Animalympics was made in 1979 as a tie-in to the 1980 Olympics and had a limited release as a feature-length movie. This movie never made it big, went out of print, and is now only available in VHS quality. An original 35mm theatrical print of the film has been found, digitally telecined and restored to a higher quality than available before. This panel will discuss the movie and the restoration project. The restored movie will be shown separately in the Movie Morgue following this panel.

Fur Texture & Patterns

Sunday 2pm

Wolcott

Sara "Caribou" Palmer

The master of fur (and our Guest of Honor) Sara "Caribou" Palmer will teach you how to draw realistic-looking fur. If you're a fur who likes fur (and we know you are), this panel is not to be missed!

Advanced Fursuit Construction

Sunday 3:30pm

Wolcott

ArtSlave

For those with previous experience creating fursuits. We'll go beyond the basics to cover details on different materials, the pros and cons of different construction methodologies, airbrushing, a brief look at latex and casting, and other subjects of interest.

Fursuit Performance Tips #2

Sunday 4:30pm

Grand Ballroom C

JD Puppy

Mix your own fursuiting antics with other madcap fuzzy friends, and you've got a recipe for massive mayhem! Get some real-time experience interacting with other fursuiters and have a blast with the improv exercises and games in this fast-paced panel. Participants will act out actions, emotions, and short skits with each other (and the audience)! Wearing fursuits is encouraged for the panel!

Furry Parenting

Sunday 5pm

Grand Ballroom C

Foxiecrumz

Being a parent is hard enough... what happens when family life gets furry? We'll discuss the pros and cons of "RCWF" (raising children while furry).

Tattoos 101

Sunday 7pm

Wolcott

Foxiecrumz

Thinking about getting a tattoo? Have questions? Learn what to look for and what to flee from.

Furry Spirituality

Sunday 8pm

Wolcott

Foxiecrumz

Furry is more than a hobby for some. Our connection to animals, the natural world, or our furry identity can be powerful and deeply meaningful. How does furry play into your spirituality? Come and discuss.



MORPHICON 2008

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Mephit Fur Meet 12

August 28 - 31, 2008

\$30 registration ends November 30th.

<http://www.mephitfurmeet.org>



FA: UNITED 2008

Heed the calling. Summer 2008.

THE TEST

By Vargr Dragonwolf

The alley had no name. Had it one, it wouldn't have mattered. It could have been any of a thousand dirty alleys in any of a hundred crowded cities. The effluvia of life gathered here in corners and crannies, nondescript masses sodden with substances better left undeclared lent their distinctive odors to a composite funk redolent with decay, discard, and disuse. Puddles of stagnant liquids oozed, thick and oily, flowing in lumpy sluggishness through the cracks and fissures of broken concrete and dispiritedly applied tar patches.

The nameless alley was unremarkable in this. Its brethren and their inhabitants lived in similar squalid anonymity in cities throughout the world. This alleyway could have joined them in veiled obscurity save for a single datum which set it aside and lent it a unique significance. Exactly one thousand years ago, on this very night, at this very spot, a ceremony had been held, a pact had been made: 1000 years of life, 1000 years to learn, 1000 years until the Test.

The Beast endured. For 1000 years it had waited patiently to fulfill its part of the bargain. At the hour of midnight, on the night of All Hallows Eve, it need wait no more.

At the dark of midnight in the depths of an alley grimly fitting the occasion, shadows congealed, flowing slow and tar-like to gather and heap themselves into a turgid mass, gradually, ominously, assuming a shape like a cross between bear and hyena. Dense, shaggy pelt coated hunched shoulders blocky with muscle. A thick body sloped to smaller hindquarters. A ropy tail looped and twisted behind as if it held a life of its own. Dagger-like obsidian teeth protruded from beneath lips of jet. The whole assembly was dark as night, dark as the pit (appropriately enough), save the eyes which were deepest red, like the iron of a furnace. Like the spent coals of a funeral pyre. Like the banked fires of hell, waiting to burst forth into blazing, rampaging life. Waiting only upon the failure of the Test.

Impatient after its 1000-year wait, the Beast set forth down the alley, searching for those to be Tested.

It encountered first a feral cat, lean and scarred from scratching out its hard existence. The animal was backed into a corner between wall and dumpster, hissing defiance at the two teens before it. It held one paw gingerly off the ground, victim of their 'target practice' with an earlier stone. One teen raised another missile; the other held a stick, contemplating battery.

The Beast stalked silently nearer. "Cruelty!" it judged. The shadow of the missile-wielder sank within it, flowing into the Beast's inky form. The glow of its eyes brightened. "Contempt!" it decreed. "Sadism!" The shadow of the other teen stretched to join his companion's, soaking into the ebony coat like a sponge.

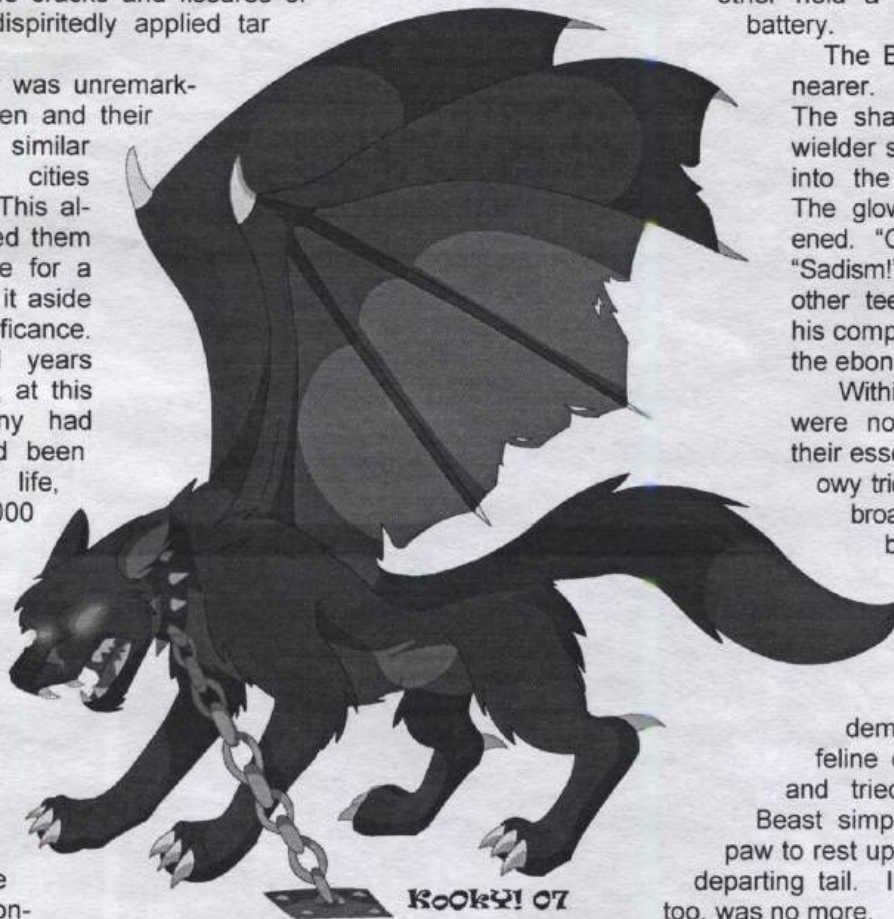
Within seconds, the boys were no more, the last of their essence flowing in shadowy trickles into the Beast's broad forepaws. The ember eyes flared brighter in dire portent as it turned its gaze upon the cowering cat.

"Fear!" it condemned. The cat spat a feline epithet at the Beast and tried to flee, but the Beast simply moved one forepaw to rest upon the shadow of its departing tail. In moments the cat, too, was no more.

The Beast's eyes grew brighter still as it moved toward the mouth of the alley and the city of life teeming beyond.

On the sidewalk fronting the alley, a threesome strolled, making their way home following an unexpectedly late night of revelry at a nearby Halloween party. Two men—friends—and a child, the son of one, unaware in their ongoing conversation of the role Fate had set for one of their group.

The lad lagged a step behind, tired from the unaccustomed lateness of the hour. Dressed in a chain store costume of fluffy jumpsuit, animal mask pushed up on his forehead, he carried the end of his long tail in his furry paws along with a small plastic jack-o-lantern holding the



pickings of the candy bowls from the party his father and he had attended.

A movement in the alley caught his eye, and he stopped to look. The Beast loomed before him, burning eyes looking down upon the young boy.

Wide-eyed, the boy looked up from the Beast's broad chest and met the ruddy gaze. "Doggy!" he whispered joyfully, then looked into his plastic pumpkin.

With careful deliberation, he rummaged among the candies within, selecting a special one. Though it was the last of his favorites, he unwrapped the confection and offered it to the Beast bulking before him. A mouth of obsidian daggers opened, an ebon tongue reaching out to curl around the sweet before drawing it back into the gaping mouth. The jaws closed. The Beast swallowed.

The boy, giggling slightly at the sight of the snakelike tongue slipping across his fuzzy paw-glove, reached up to pat the looming muzzle once on top of the broad nose. "Furry!" he proclaimed, then turned and hurried off in a be-costumed waddling gate to catch up to the two adults several feet farther down the sidewalk.

"Daddy! I fed doggy!" he declared, tugging on the hem of his father's costume.

"You did? That was kind of you," his father replied, taking his son's paw-hand with its content of ropy tail into his own.

Looking at his friend, the father continued his conversation. "See? That's what I meant! Before that, he would have run from a dog, or any animal. He was always so shy,

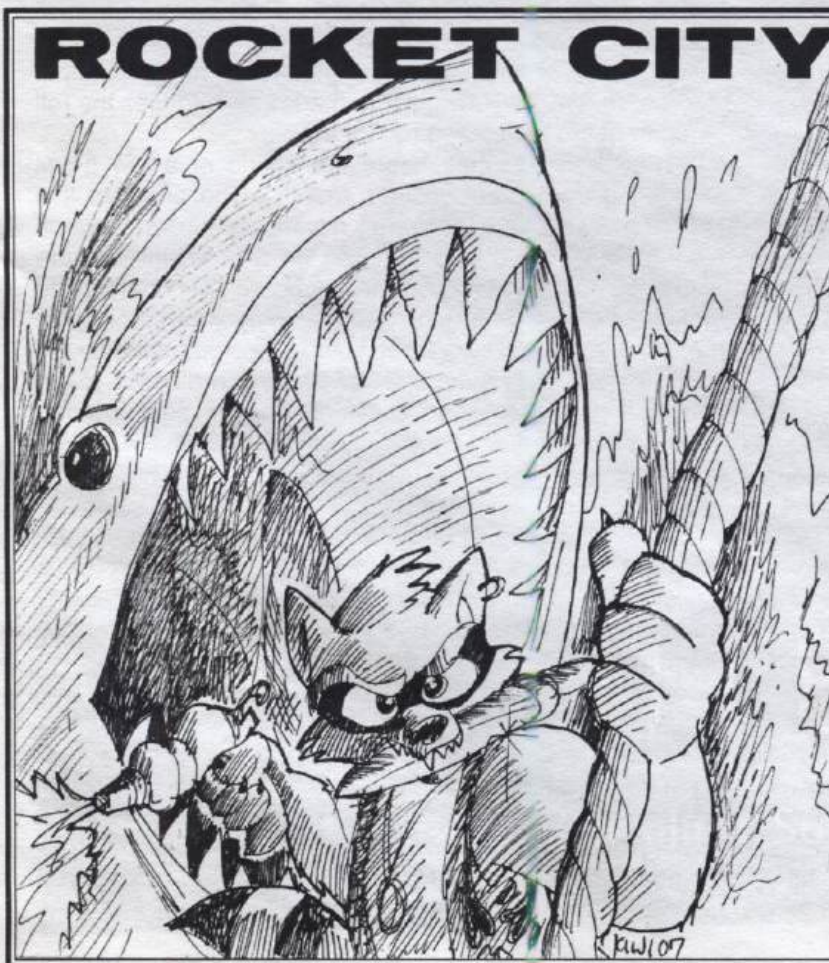
but at the party, one of those folks in the mascot costumes—I think they called themselves 'Furries'—came and spent some extra time with him. It was a bear with a big Santa belly and toothy grin. First, he got Bobby playing ball with him, then clowning around and playing the foolish critter. Next thing I know, the two of them are outside, laughing and playing with the rest of the kids! By the end of the day, Bobby had practically welded himself to that bear's leg. I had to promise he could be a furry too, to get him to let the bear go home alone. He won't stop talking about it and keeps looking up the other kids at the party so they can play and talk more about the friendly animals that came to visit."

"Furry!" agreed Bobby, tugging on the tail in his dad's grip.

The three continued on their way, oblivious to the consequences one had wrought.

In the alleyway, the glowing eyeshine waned. "Kindness!" the Beast passed sentence. "Charity! Love! Acceptance!" Ember eyes dimmed to darkness. "Sweet," it concluded, licking jet-black lips with snakelike tongue.

Shadows flowed for a time before the alleyway was anonymous and unremarkable once more. The Beast resumed its wait. In another thousand years, it would return. But for now, the Test was passed. It smacked ephemeral lips. Perhaps, next time, there would be more candy...



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6

DEEP SIX

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HALLOWEEN TRICKS

By Will A. Sanborn

The old woman smiled as she opened the door. She saw the group of kids standing before her and was greeted with their excited shouting. "Trick or treat!"

"Oh my, don't you all look so wonderful." Her face shone with delight as she looked at their costumes. "You're a very cool space ranger robot," she said to one boy.

"I'm a Transformer, Optimus Prime!" came his excited reply.

"That's wonderful dear." Her voice was sweet and genuine. "I love seeing all your costumes. Halloween has always been my favorite time of the year." She continued appraising their outfits. "That's a scary monster and look here, it's Dracula and Frankenstein." Her eyes glittered as she looked at the two boys. "I love your costumes, you're just like the monsters we saw in the movies when I was a girl..."

She took in their costumes for a few moments more, and then turned to grab the bowl of candy from the table. "Here you go, dears. You all look so nice. Take your pick."

"Oh man, those are big candy bars!" one boy yelled out.

The old woman smiled again as she saw the kids' eyes open wide in surprise. She'd stocked the bowl with regular-sized candies, which did look big compared to the small treat-sized portions usually given out.

One of the mothers in the group gave her an impressed look. "That's quite a surprise. It must cost you a lot for treats that big."

"Oh it's not too bad. I go during the sales, and I like doing it for the kids. Besides, it helps me get more customers when the word gets out. I do like seeing everybody tonight... it can get a little lonely here."

"Well, maybe we could drop by for a visit some time then."

"I would like that." Her voice picked up and the old woman smiled again, as the momentary shadow of sadness evaporated from her face.

She said good-bye to the group and wished them all a happy Halloween, just as a new pair of trick-or-treaters were walking up her driveway. She enjoyed seeing their costumes just as much as the first group.

The second group consisted of a high-school boy walking with a young girl dressed as a princess. He'd put on a colored wig and dabbed on a bit of face paint. "You're in costume, so you get one too," she said as she handed him a Hershey bar.

"Gee thanks." He looked genuinely surprised as he took the offered candy from her and she responded with a warm smile.

The whole night was wonderful like that. She had a good stream of visitors and used up just about all of her candy, but now it was late and the trick-or-treaters had all gone home to pore over their candy treasures. She sat in

the chair by the window deep in thought. She had turned off the lights, both the outside one and those in the house, but the dark didn't bother her. It reminded her of years long passed and her own wild adventures when she was younger. She smiled again as she recalled those nights playing with her friends and running through the darkness. It didn't seem that far off. She blinked and felt the wetness in her eyes, but she didn't mind too much. It would be nice to have some fun like that again, but it was still nice to remember.

There was a rustle outside. She brought her head closer to the window. Had she really heard something? She sat there and waited as she listened for several still moments. She'd almost discounted it, when she heard it again. It was soft, but she was sure of it; there was something there—the senses she'd prided herself on when she was younger hadn't been dulled that much by time. She leaned forward to peek out the window, the darkness keeping her hidden while her eyes searched outside. Her face lit up as she spotted the teenagers preparing to decorate her house. So she had even more visitors tonight, what fun!

One of the boys dropped his roll of toilet paper when he heard the front door slam open. They all looked up at the sound and jerked in surprise at the apparition before them. They recovered and then one of them laughed. "Nice costume" he yelled, as he made ready to toss the roll of paper at the house and run for it.

They froze as they heard the sound of a low growl emanating from the monster's mouth. The beast took a few deliberate steps forward, advancing slowly towards them. One of the youths turned on a flashlight and the creature's face was caught in its beam, illuminating the monster's snarling maw, its teeth shining with drool. The monster's eyes narrowed, but it did not look daunted by the light. Instead the creature licked its tongue along its muzzle, glaring at the boys as it took another step towards them. While its fur was shaggy, the werewolf still looked imposing.

"That's not a costume!" one of them screamed.

They all moved at once, turning to scramble down the driveway and away from the monster. The old werewolf dashed after them for a couple of steps, but stopped not wanting to tire herself. She let out a low howl after the boys, just loud enough for them to hear, but not enough to rouse suspicion from the neighbors.

Watching them run past her hedges and disappear out of sight, the snarl on her muzzle changed into a toothy grin. She stood there and drank in the moment, savoring it for as long as she could before she'd have to head back inside. It was a nice taste of the excitement of the old days, no matter how short. What a wonderful Halloween treat it had turned out to be.



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RIDDLEY RABBIT: TRICKS FOR TREATS

By James L. Brandt

"Man! I've just got to get in there and score me some more of those carrots," Riddley Rabbit, a buff-colored domestic lop rabbit, promised himself as he peered through the fence surrounding a very successful backyard garden. "But the yahoos living there are watching the garden constantly and guarding it like it was Fort Knox."

Riddley split the scene before he was spotted again, his tracks well concealed by a rich golden carpet of fallen leaves which glowed in the light of the rising sun of this cool autumn morning.

"I need a plan. If I set foot in there right now, I'm liable to catch a load of birdshot right in the buns, and that's kind of tough on the rabbit," Riddley mused thoughtfully on the way back to his hutch, where he had an impressive accumulation of mechanical devices at his disposal.

Most of us never think about what happens to the trash we throw away. Lots of it ends up being spirited away at night by sneaky rabbits in your neighborhood so they can fix it up and put it back into action. That busted boom box you discarded last year, for example, is probably playing in a bunny disco somewhere, as we speak.

Riddley looked at his collection of salvaged broken toys and got an idea. He found a radio-controlled robot without a head which could still walk, bend over, grab and lift up things.

"Like picking carrots!" Riddley remarked to himself confidently.

He powered the robot up with some recharged batteries he snatched out of a battery charger which had been left on a workbench in a local storage shed—and you thought you just misplaced them—got behind his remote control, and walked the robot around the room.

"This is working like a champ!" Riddley observed. "What is this orange button here for, I wonder?"

When he punched it, the robot stopped, threw up its arms and began to screech. "SQUEE-POP! SQUEE-POP! SQUEE-POP! SQUEE-POP!"

Riddley about jumped out of his skin. He shut the power off and lay down the control with unsteady paws. "Holey buckets!" he exclaimed. "THAT certainly is a noteworthy feature! Just about turned me white as an albino Dutch bunny."

He looked around again and found the top portion of

a plush bunny which had been torn in half. He was saving it for a fursuit, but now it would fit perfectly over the top of his robot. He pulled it down tightly in place, grabbed the remote and switched on the power. Instantly the robot came back to life, stuffed rabbit head bobbing and ears shaking as Riddley walked it out of the room.

"I dub thee Bunnystein!" he called after it. "Now, let's go do some produce shopping!"

• • •

The two humans Riddley had scoffed at, Jedd and his father Dirk Clemson, were watching the garden from inside the kitchen when the son spotted bunny ears flopping this way and that, heading into the carrot patch.

"Paw!" he cried. "It's that dadgum rabbit again, after our vittles!"

"He won't git nuthin' but a sore behind!" Dirk snarled, grabbing his shotgun. He poked the barrel right through the open kitchen window.

BLAMO! Bunnystein took a fusillade of bird shot but continued, albeit a bit shredded, on its quest. Using the remote control levers from the safety of the bramble bush outside the garden fence, Riddley guided the robot to successfully uproot a half-dozen carrots. Bunnystein scooped them up, turned around, and carried them back out of the garden through a convenient hole provided by a missing picket in the surrounding backyard fence.

"How'd he do that?" Dirk wondered. "Ah couldn't of missed him!"

"Lookit them ears!" Jedd cried, spotting Bunnystein as it reappeared in the yard. "He's comin' on back, Paw!"

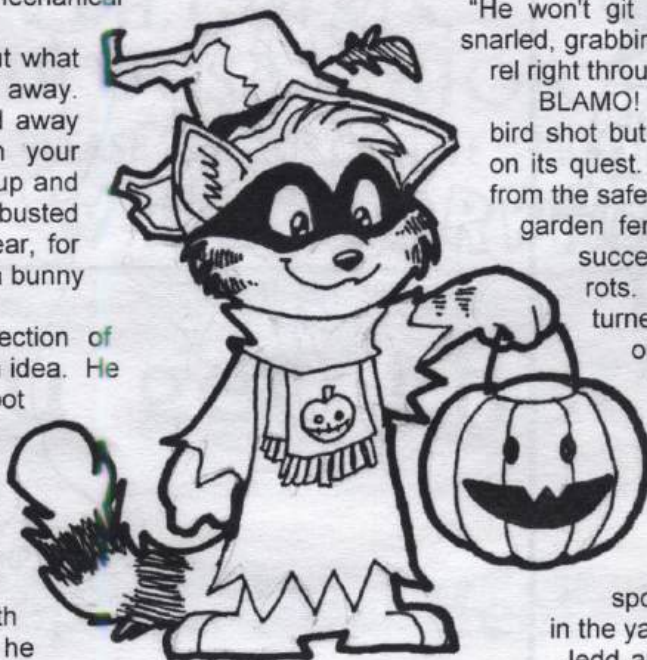
Jedd and his father, still carrying the reloaded shotgun, ran out onto the back porch. They couldn't believe their eyes and wanted a closer look at this rabbit who could return after taking such a blast.

As soon as he saw them come out of the door, Riddley hit the orange button.

Bunnystein obediently raised its arms and turned to face the two confused humans. "SQUEE-POP! SQUEE-POP! SQUEE-POP! SQUEE-POP!"

Dirk, startled out of his wits, dropped the shotgun, which discharged immediately, blowing a hole in a nearby birdfeeder. No matter. He and his son had seen enough and retreated to the safety of the kitchen.

Riddley was now in charge. He guided Bunnystein to another armload of carrots and walked it out, mission accomplished. Both robotic and real rabbit returned to



the bunny hutch with enough goodies to see Riddley through next week.

Inside the kitchen, Jedd and his father were plumb out of their minds.

"It's a monster rabbit, Paw," Jedd insisted. "It was left by them Glipnoids from the Planet Ferndoc. Them UFO critters who've been makin' crop circles in the bean fields down by the river! We need to call the po-leece!"

"Start talkin' sense, son!" Dirk growled, although still badly shaken himself. "Besides, you know we got the dadburn still hidden in the woods down by the river! If'n the cops find out, they'll be thinkin' we been samplin' our own home brew!"

...

Back down in the Chez Riddley, the Number One Bun was cooking up a fine carrot stew with some of his latest booty. He looked across the room at where he parked Bunnystein when he switched off the remote, hoping for more opportunities later. The lop called to his new mechanical sidekick.

"Hey, I know what to do. Next week, you and I are going Trick or Treating!"



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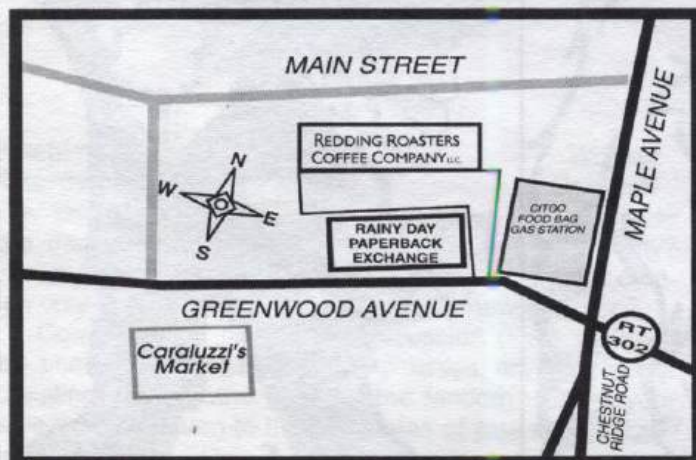
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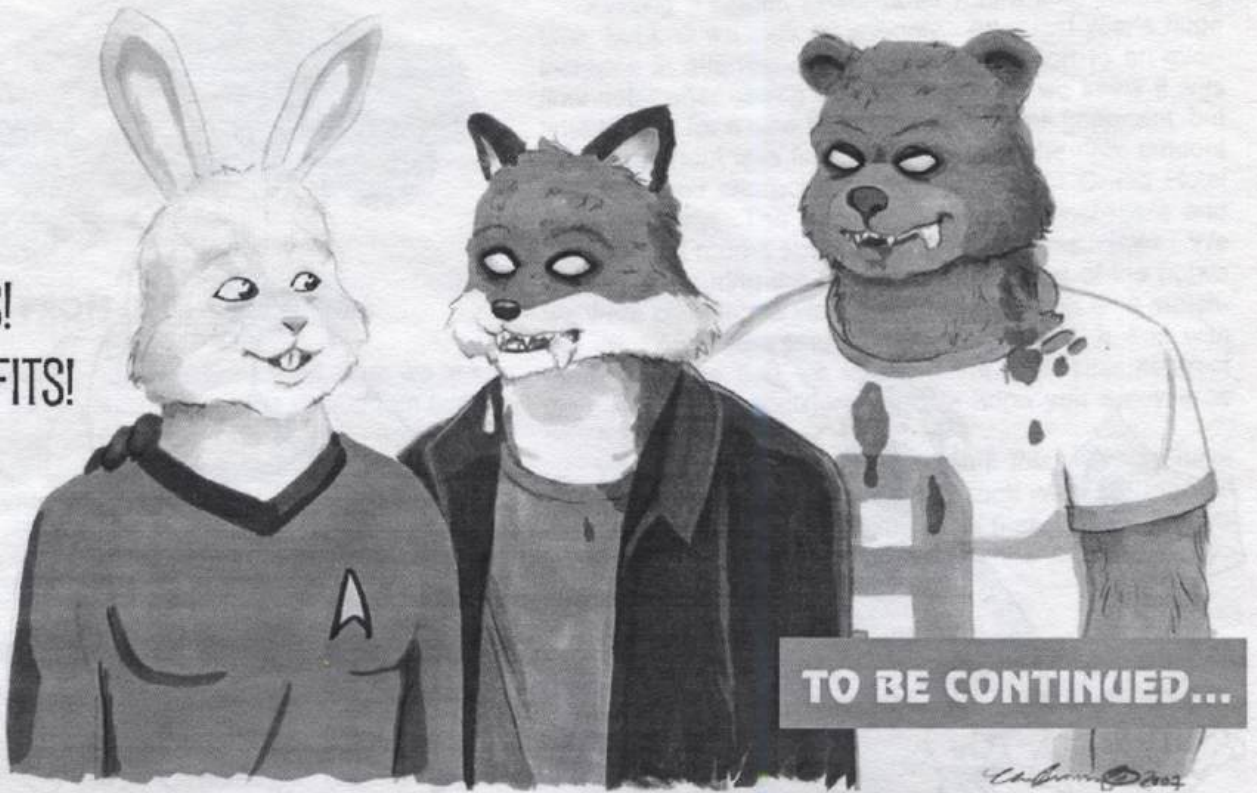
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