

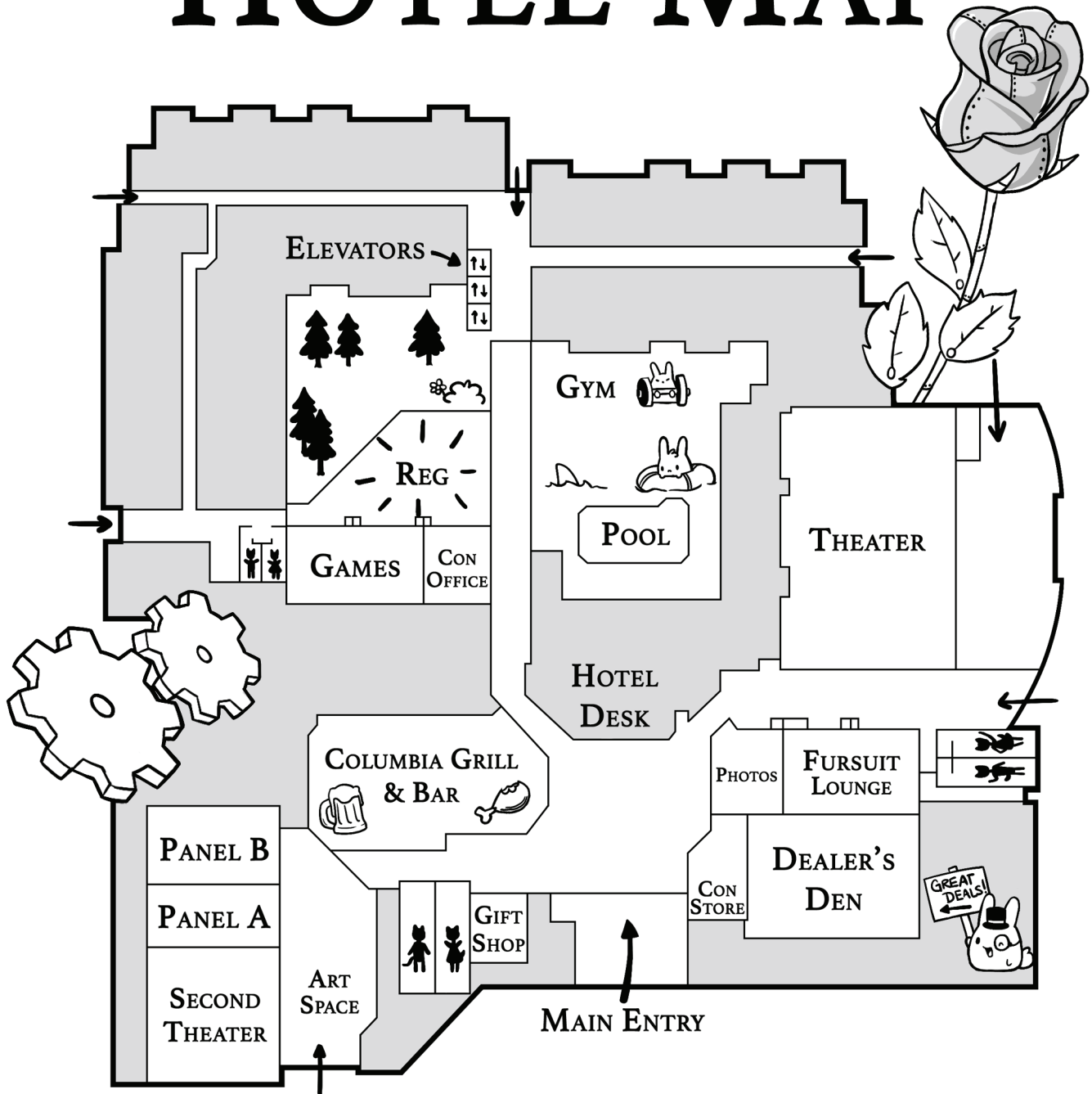
FURLANDIA



**AGE OF INDUSTRY
2016**

ART BY ZAVIAN

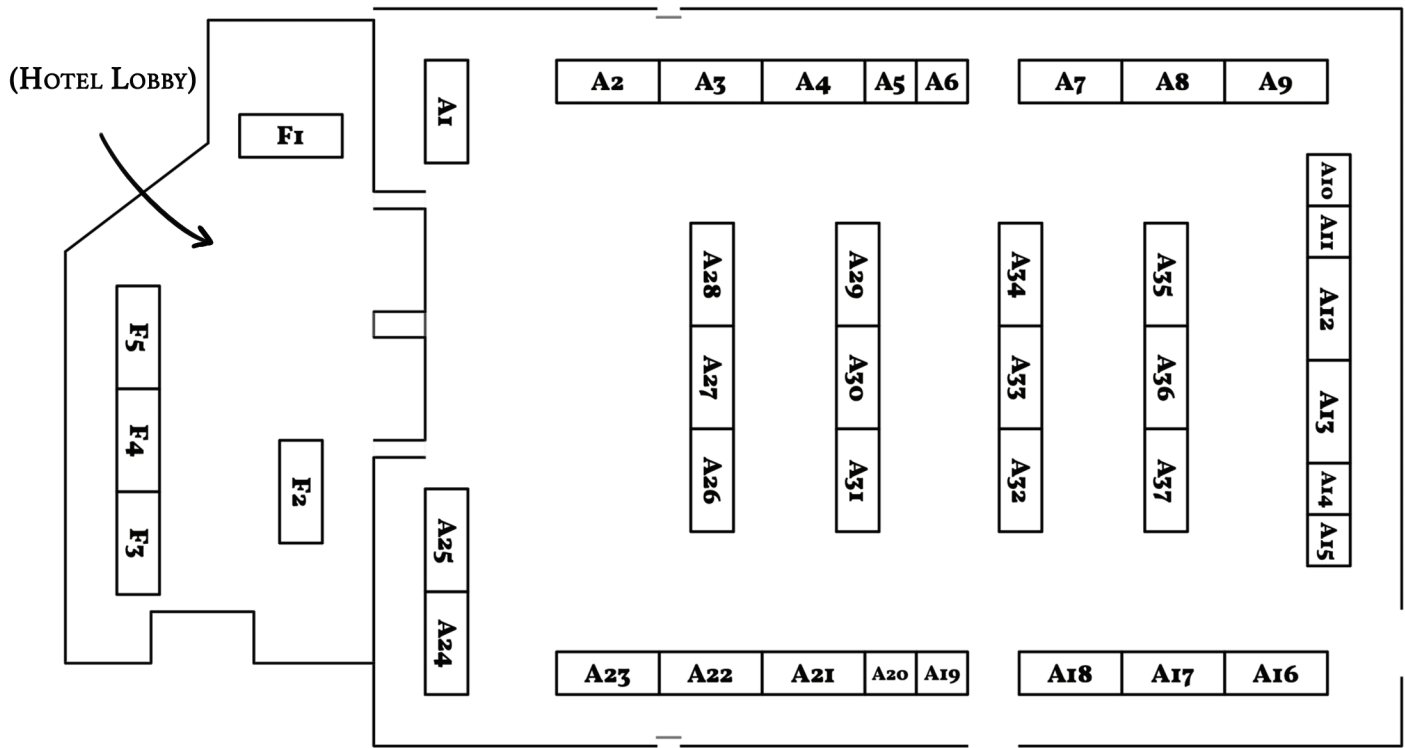
HOTEL MAP



HOURS OF OPERATIONS

	FRIDAY	SATURDAY	SUNDAY
OPERATIONS/SECURITY	9AM - 2AM	9AM - 2AM	9AM - 7PM
REGISTRATION	9AM - 8PM	9AM - 8PM	9AM - 7PM
DEALER'S DEN	11AM - 6PM	10AM - 6PM	10AM - 5PM
GAMING	12PM - 12AM	12PM - 12AM	12PM - 5PM
PHOTOGRAPHY	12PM - 8PM	12PM - 8PM	12PM - 4PM
FURSUIT LOUNGE	12PM - 12AM	12PM - 12AM	12PM - 5PM

DEALER'S DEN MAP



Mt. Adams Foyer:

- F01. FURLANDIA
- F02. KUMORICON
- F03. OzCON/WINKIE CON
- F05. ANIMAL AID

Mt. Adams Room:

- A01. SLUGBAIT STUDIOS
- A02. HAMBURGERBASKET
- A03. CANDY CHIMERA
- A04. PKPAW PRODUCTIONS
- A05. CONBADGES BY JAXIS
- A06. GEEKY CATICORN
- A07. KURAI SCREATURES
- A08. SPOOKS CRITTER CREATIONS
- A09. SPOOKS CRITTER CREATIONS

- A10. HUNDELIEBE PUBLISHING
- A11. MARY E. LOWD
- A12. ART BY DIANA VICK
- A13. KITES PERLER CREATIONS
- A14. OG'S SUITS
- A16. HOWLING WOLF IRONWORKS
- A17. RISING DRAGON ARTS
- A18. RAPTOR ARTS
- A19. CHIMERA CONSPIRACY
- A20. CHUCKY'S ART & COMICS
- A21. SEA BEAST MEDIA COMICS
- A22. SEA BEAST MEDIA COMICS
- A23. HAUS OF UNICORN
- A24. CHRONOS GAMES AND GIFTS
- A25. CHRONOS GAMES AND GIFTS
- A26. ETUIX

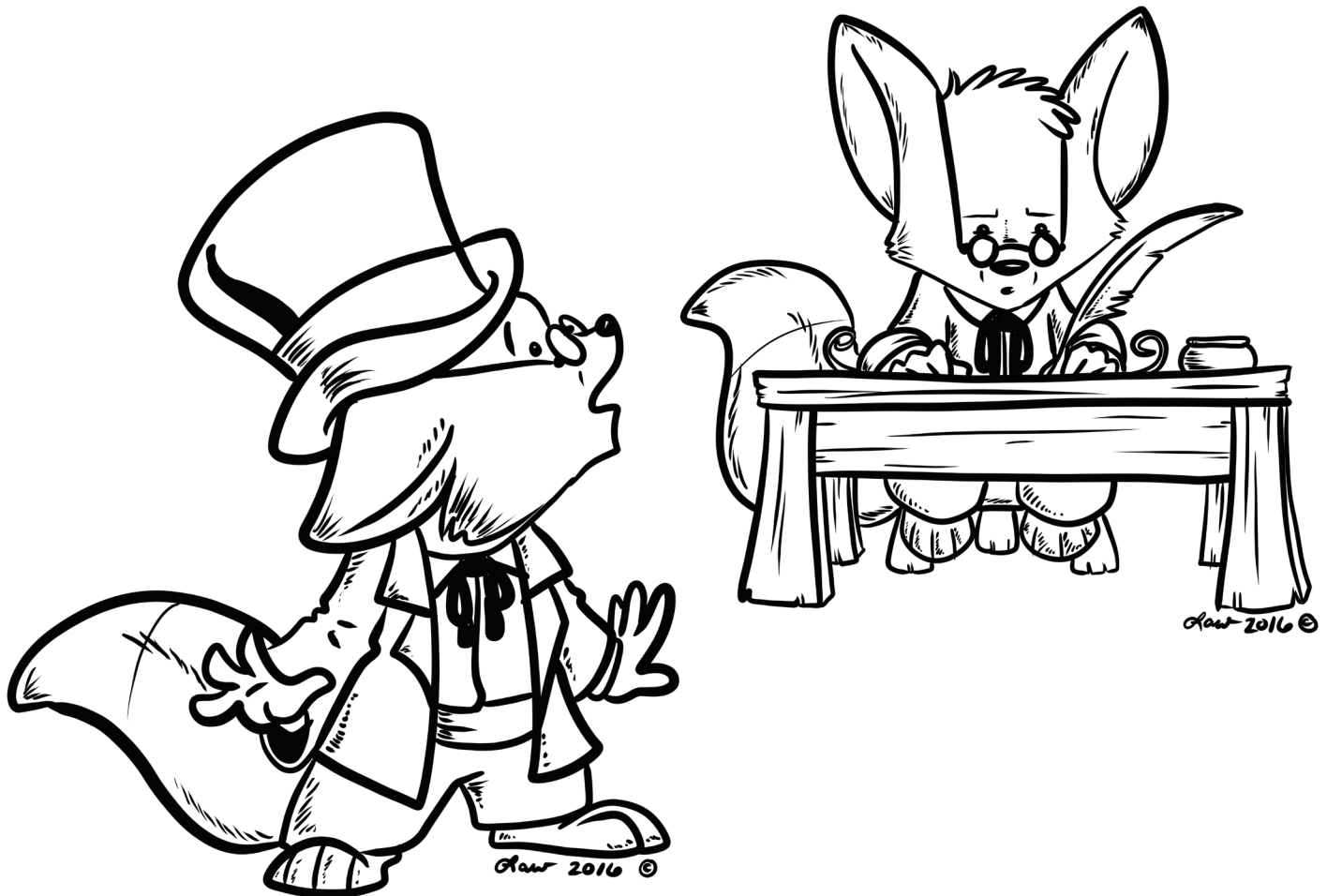
- A27. ONNANOKO
- A28. FABLEFIRE
- A29. PSIONIC TRILOBITE STUDIOS
- A30. LORIEN INKSONG
- A31. KACEY MIYAGAMI
- A32. 2 STUPID FURS
- A33. REDHYENA
- A34. KITSUMI
- A35. ARTOFYOTE
- A36. HEXHIVE WORKSHOP
- A37. MATRICES.NET

GARDEN ROOM:

- G01. DRAGONDYNE PUBLISHING

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Letter from the Chair

Hello fellow citizens of Furlandia,

I thank you all for coming aboard for our fourth annual furry convention! After a successful voyage last year, we are proud to say that we have stepped up our game as we embrace the spirit of industry. This year we have made ambitious steps in providing you with novel sponsor and patron events, additional evening events such as including Karaoke *Fur!* You, gaming tournaments, and an extended dance competition—to include preliminary and finals. Alongside the new events in our program, we have kept the classics, including our evening dances, fursuit games, variety show, open gaming hours, track programming, and of course, everyone's favorite the Dealers Den.

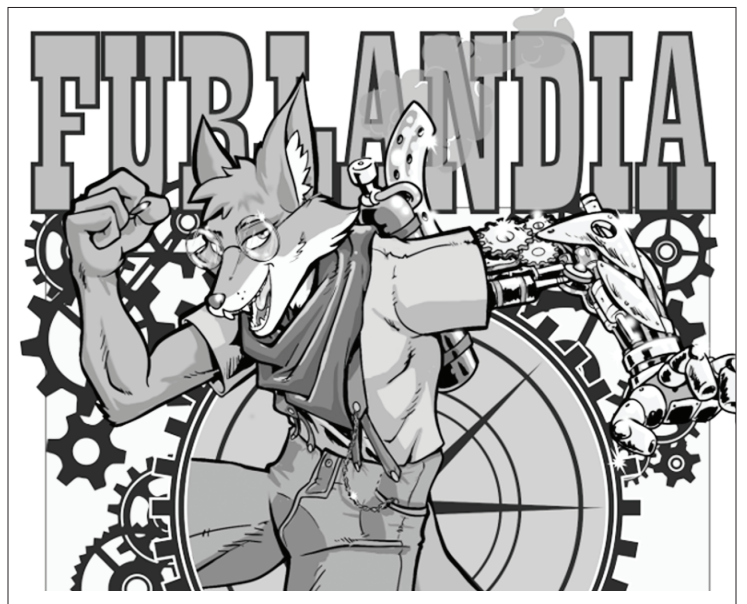
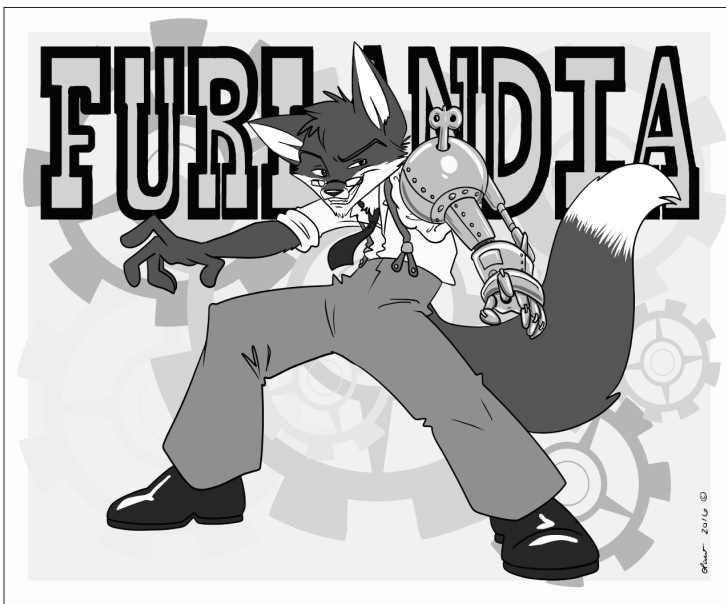
As much as I am excited about our programming we have in store for you all, it is our special guests that I am most excited about. Please visit us for opening ceremonies as I introduce our local artists Zavian and FableFire, our furry artist and steampunk expert Diana Vick, and our musical guest, DJ K3rb3ros. I also would like to welcome our charity guest Animal Aid who will be accepting donations, volunteers, and general love and support for their four-legged, furry friends in-need! Please take a moment to review our program to have an opportunity to meet with our Guests of Honor and get a chance to learn about their craft.

On a serious note, I must remind everyone that the Sheraton Portland Airport Hotel has been our gracious host for all these years. For their generosity, we need to treat their home with the utmost respect like we would with our loved one's home. Furlandia staff and myself have done our part to provide you all with guidance on respectful behavior in our code of conduct which you can review in this convention booklet. It is up to you guys to follow those these guidelines as disrespect towards the hotel is disrespect towards the portland furry fandom. If you are unsure of our convention or hotel policies please don't hesitate to reach out to us at operations regarding questions for the convention or the front desk for hotel questions.

With that in mind, please enjoy yourselves as you meet up with old friends and make new ones. Be inspired by your animal muses, and hone your character creation crafts. Dance your furry and scaly tails off, show us your talents, and fill the halls with your songs. Let us all show the Portland community that this is indeed the age of industry for the portland furry fandom!

Lumio Draco
Furlandia 2016 Chair

Badge Designs



Welcome from the Hotel



Friday, May 27th

Welcome Furries,

We would like to extend a very warm welcome (and welcome back to those returning this year). It is our pleasure to host the Furlandia 1850: Age of Industry the 2015 Convention at the Sheraton Portland Airport Hotel this weekend.

At the Sheraton the care and comfort of our guests is our primary concern and please know that the staff is here to assist in whatever way possible to ensure the success of your stay with us. Also, remember that there are other non-convention guests in the hotel so after 10:00pm please keep the noise down.

We would like to invite you to enjoy a few of our amenities during your time with us. Please respect all hotel guests while enjoying the amenities.

Columbia Bar and Grill will be offering a special \$10 menu of dining fare that is sure to please the palate and fill you up. Please show your convention badge to your server to receive this special menu. Also, don't forget to enjoy a special cocktail at the bar made by our very own all-star bartender Rocky.

Again it is a pleasure welcoming you and we do wish you a weekend full of fun and festivities.

Sincerely,

Mike Daley
General Manager, Sheraton Portland Airport Hotel



Law 2016 ©

Guests of Honor

Zavian



"I have been an illustrator since I could pick up a crayon. I have always drawn and been drawn to anthropomorphic art and characters. My first love being Cheetara from the Thundercats in the 80s. However, I did not learn what "furries were until after high school (keep in my I'm a bit older and in high school for me is when the internet was just emerging..AOL!). After high school I attended and after taught for a small school of art focusing on traditional animation. It was there I met Michael Vega AKA MuiPix of Club Stripes fame. He taught me what furries were and it was then I learned that

I wasn't alone in my love. Since then I have not stopping drawing my characters. Now I am a professional shoe designer by trade as well as a freelance illustrator/graphic artist. I have a passion for furry art and tend to lean more towards a comic bookish style. Apparently I'm a bit known for my adult furry art as well. I currently live with my mate Puppet and two cats Guenhwyvar and Lord Floofykins. I have three amazing teenagers who are my world and I love to meet new people and I love teaching art as well when I can. If you catch me and have a sketch book I'll probably draw something for you."

Diana Vick

Diana Vick has been creating furry art since the 80's, contributing to Rowrbrazzle and Gallery. She was the art director at MU Press, where she helped create Beauty of the Beasts and many other titles. She was the guest of honor at the first furry con in the Northwest, Conifur.

Her non-furry credits include work in animation, comic books and illustration for many different collectible card games such as Magic the Gathering and Legend of the

Five Rings. Her love of steampunk led to her award winning costuming, prop making, and even running a convention called SteamCon. She has even designed pins for the Hard Rock Café in Seattle. She is still active in steampunk education and art and is working on several projects including writing short stories and creating a line of coloring books. She recently went to Mickey's Not So Scary Halloween Party in Disneyland as a steampunk version of Gadget from Rescue Rangers.



DJ Kerberos



Originally learning to DJ for a college radio station in 2011, K3rb3ros has been improving his skills and sharing his take on how to get down ever since then. He has played at conventions, bars, house parties and college

shows ever since then. His style has just the right balance of hard hitting bangers, nostalgic callbacks and melodic masterpieces to keep any dance floor shaking all night long.

Guests of Honor

FableFire

FableFire is best known for her cute shirt designs on Shirt.Woot, often depicting adorable animals, though not always doing such adorable things. You may have seen her homicidal foxes and meat-eating rabbits adorning shirts at conventions or even own a few yourself. Growing up on a steady diet of Disney, Looney Tunes, Ninja Turtles, and children's book illustrators like James Marshall, Fable has been drawing adorable

animals and anthros for a long time. It was only in 2009 though, that she discovered the furry fandom when a fan suggested that she should check out FurAffinity. As a full time artist, there is very little free time. However, on those rare days off, Fable likes to read, watch Netflix and Crunchyroll, play video games, write music, or just chill out with a good bottle of scotch



Charity Animal Aid

Animal Aid is a non-profit, no-kill organization that has been in existence since 1969. Our mission is to reduce animal birth rates and animal suffering through educating the public about spaying and neutering, offering financial assistance to community members who cannot afford urgent veterinary care, and finding permanent homes for animals in our care, including those with special needs. We house cats in our free-roam shelter in Southwest Portland and dogs (and a few cats) in loving foster homes.



Every year in this country alone, close to five million dogs and cats are euthanized in overcrowded animal shelters and hospitals. Additional animals suffer and die needlessly in every neighborhood. This is not a new problem; it's existed since these animals were introduced into our culture.

About thirty years ago, local talk show host Jack Hurd decided to do something about this situation. The idea was to find a way for animals to live long, normal healthy lives. Animal Aid grew from his desire to help alleviate the needless suffering and death of homeless animals.

Over forty years later, Jack Hurd's vision is still going strong! In addition to our rescue and adoption programs, we have the Animal Aid Fund for Urgent Veterinary Care (AAFUVC), which provides direct grants through several local veterinarians to assist their clients when faced with unexpected, critical veterinary needs. AAFUVC also supports our Helping Hands program, allowing us to offer as much

as one year of financial assistance to adopters of special needs animals. Through our Synergy Grants, we are able to offer help to other local animal welfare agencies whose missions are consistent with our own. Our newest program, C-SNIP (Canine Spay/Neuter in Portland) is a partnership with the Portland Animal Welfare (PAW) Team. Through C-SNIP, Animal Aid is providing financial subsidies that will allow PAW Team to spay/neuter an additional 1000 dogs of homeless and extremely low-income Portland area residents.

We do all of this with a small paid staff and the assistance of scores of dedicated volunteers. The vast majority of our funding comes from private citizens through donations, bequests, and through adoption donations. We are thrilled that Furlandia 2016 has selected us as this year's sponsored charity, and hope to see many of you as volunteers, adopters, and donors in the future!

Poppy and the Great Expo

By Madison Keller

Poppy slumped over, sulking as her father Fletcher had Mr. Hobbs, a ferret-hybrid, demonstrate on yet another lock how quickly he could pick it. Her father was a bat-hybrid detective on the police force and while timing the inadequacy of locks might be fascinating to him, Poppy was less than entertained. Her sensitive ears were picking up a unique clicking from down the aisle; it sounded like the clicks of a telegraph but faster and more rhythmic, and she had been concentrating on parsing the words hidden in the transmission. In position. Stop. Go now.

The screech that echoed through the Crystal Palace brought her to her knees, hands pressing her oversize ears flat against the top of her head. Her father yelped, and he began to mimic Poppy's pose before he caught himself and straightened. Mr. Hobbs hissed, his sharp teeth bared in a feral grin as he zipped under the table's canopy and dug frantically, kicking tile-grout all over Poppy's best shoes.

When the sound finally died Poppy's head rung and she could barely stagger to her feet. Fletcher helped her up, although he too looked rattled. A scream, this one human, low enough that without enhanced hearing Poppy wouldn't have heard it.

Fletcher raised his flat nose into the air, nostrils flaring. "I smell blood," he murmured as he ducked out of the display.

Poppy could too, having inherited her father's sensitive bat senses. The copper tang was sharp in the air. She followed her father out into the aisle. The glass ceiling of the palace rose overhead so high that full grown trees had been enclosed inside. Sun dappled green shadows danced around her, but

the peaceful setting was shattered by the chaos that broke out as panicked tourists shoved their way past Poppy and her father.

Her father went against the press of the tide, towards the direction of the scream. As they went the crowd thinned out and the smell of blood got stronger.

The source of the commotion was immediately apparent as they rounded the next corner. A snarling bear-hybrid in a torn suit crouched over a person lying prone on the floor. All Poppy could see of the prone man was his feet, but the growing pool of red spreading out from between the bear-man's massive clawed hands told her all she needed to know.

Several men, standard humans all, were holding the bear at gunpoint with an impressive variety of Colt firearms.

"I'm detective Fletcher Spooner with the Scotland Yard," her father dug into his coat and pulled out his shiny badge of office.

A man looked back at her father, taking in his bat ears sticking up from the holes cut in his bowler hat, his cheap suit, wings, smooshed face with the pug-nose, and Poppy peering out from behind him. The man, a standard-human, lowered his old colt-dragoon that had been modified with a modern clockwork scope, and stepped back to converse with her father.

"This... bear," the man stuttered, obviously holding back the invectives he would have uttered had her father not been a hybrid himself. "Killed Mr. Brady."

"That will be up to the courts to decide," Fletcher eyed the stand-off. To the bear he called, "Sir, stand down and allow yourself to be taken into

custody peacefully."

Poppy admired how calm her father was; his heartbeat was even and steady to Poppy's ears whereas her own was beating rapidly at the sight of so many guns and the prospect of violence.

The bear-man barely glanced at Fletcher, clearly reluctant to take his eyes off the guns pointed at his heart. "Willingly, if these brutes will lower their weapons."

Fletcher nodded and gestured for the man and his companions to lower their weapons. They did so, albeit reluctantly and kept a wary eye on the bear, hands still on the triggers despite muzzles that now pointed at the floor.

When the last gun was lowered the bear stood up and, stepping carefully in an unsuccessful attempt to avoid the blood, walked up to her father. Poppy shrank back but the bear merely held out his hands, palms down, wrists together, blood dripping from his claws, towards her father who promptly clamped him in the set of irons that he kept in his coat for just such emergencies.

By now several more Bobbies had arrived at the scene. They shoed away the colt-wielding mob, whose presence made sense when they all stepped into a booth with a sandwich board labeled 'Colt Firearms' two exhibits down from the crime scene at the daguerreotype stall.

Two more Bobbies took hold of the bear-man's arms and tried leading him away. He resisted, shooting frantic looks to her father, his furry brown ears flicking with distress, eyes filling with water which rolled down his face and dripped off his muzzle, leaving dark wet streaks behind in his auburn

fur.

"Mr. Spooner, sir, I'm innocent, I swear! Mr. Brady was a friend of mine. I came by to congratulate him on his medal, and to admire his daguerreotypes! I was bent over, admiring his panoramic of London, my back to my friend when he was struck down."

Fletcher looked the bear over. "Your name?"

"Milo Harrelson, at your service sir," Milo reached up, as if to tip his missing hat at her father, but was brought up short by the iron chains.

"Mr. Harrelson, you'll have to await your justice at the courthouse with the other accused. But I can assure you I will do my best to look into it."

The bear looked dejected but allowed himself to be led away. Although her father turned to talk to the leader of the mob who'd stayed behind, Poppy couldn't help but stare after the poor bear. She could tell by his heartbeat and the tremor in his voice that he was truly broken up about the death of his friend, but her father had drilled into her that one had to have hard evidence to back up anything they would say in their official report to the yard.

"Detective Spooner, I'm Samuel Colt. Thank you for your calm handling of the situation," Mr. Colt, the leader of the mob, held his hand out to her father.

Fletcher stepped up and shook it, exposing Poppy, who up until then had been hiding mostly unseen behind his slight frame and the flaps of his wings.

"Who's this then?" Mr. Colt exclaimed, looking her over with a frown. As if he couldn't see the resemblance between them – the big bat ears and the upturned pug nose, notwithstanding Poppy's lack of wings.

"My daughter," Fletcher said, gesturing for Poppy to step forward.

"How do you do, Mr. Colt," Poppy made sure to follow up with her most practiced curtsy as her mother had been teaching her.

"Not a sight a, um," Samuel Colt took in her face and stammered out the rest of the rest of his sentence. "... proper young lady should be seeing." He flicked his hand towards the dead man cooling in the aisle.

"Not so, no. Poppy is training to become a detective, like me, and is already showing a crack hand at it," Fletcher smiled proudly down at Poppy, who swelled at the praise.

"And so, Mr. Colt, we'd like to ask you a few questions about what you witnessed here," Poppy drew her little notebook and wax pencil out of her bag.

Mr. Colt harrumphed. "Well, I was in my booth."

He pointed to the 'Colt Firearms' booth. Poppy nodded and jotted down a little map of the area with an X placed at Mr. Brady's body and another to represent Mr. Colt. After a moment she added a third inside Brady's booth for Milo.

"Go on," Poppy said after she finished sketching. Her father, looking over her shoulder, nodded his approval.

"I was serving a customer, showing them a few of my newest prototypes--"

"Like that scope on your old rifle?" Poppy cut in. She'd been admiring it during the standoff. It reminded her a bit of their clockwork kettle at home.

"Yes, exactly that one. Which is why I had it hand when I heard a very short, hoarse scream that cut off into a gurgle after a loud crunch. I assume that is when that savage bear bit his throat out."

Poppy nodded, writing it all down. But a few things puzzled her about his testimony. The unholy screech that

had brought Poppy and her father to her knees. Mr. Colt failed to even mention it.

"I came running out of the booth, my boys followed me grabbing any gun they could find. We found that bear crouched over Mathew's body. We ordered him to back off but he didn't. Just hunkered down and growled."

"Thank you, Mr. Colt," Fletcher said. "We'll contact you if we have more questions."

Mr. Colt nodded to him and then, after a moment's hesitation, to Poppy. "Least I can do, make sure that ferocious monster gets put behind iron bars like he deserves."

Poppy rankled at that, but when Fletcher let it go with just a smile she swallowed her anger and didn't say anything, just nodded back at Mr. Colt as he turned to go.

"Let us take a look at Mr. Brady's wounds," Fletcher led her past the cordon the Bobbies had set up and squatted down just outside the pool of blood.

Poppy joined him after tying up the sides of her skirt using the laces her mother had sewn in for just such times. "Why didn't we ask Mr. Colt about the long, high pitched noise? He had to have heard. I mean it scared Mr. Hobbs near to death. Like fingernails on a chalkboard."

"Yes, it was. So high pitched..." Fletcher trailed off and leaned over, poking at the wound on the throat with a pencil to measure the deepness of the bite. "Hmm..."

"I mean, don't you think it odd Father?" Poppy asked again as she noted down the depth in her notebook.

"It was, Poppy, but tell me," Fletcher looked up from his examination to look her in the eyes. "We were both rendered almost unconscious by the noise. Mr. Hobbs was driven almost into a frenzy, clawing at the earth

under his table. What was the reaction to the noise of the crowd in the aisle?"

Poppy blinked at him. "What does that have to do with anything?"

Fletcher gave her a lopsided smile and went back to looking over Mr. Brady's body. While he poked and prodded, Poppy racked her brain. When they'd recovered enough to smell blood and emerged from Mr. Hobbs's lockpicking booth the crowd had already begun to move towards the exit. But during the screech? She'd been in too much pain to pay attention. She jotted down a note in her book. Screech – heard by her, her father, and Mr. Hobbs. Not heard by Mr. Colt. She wrote a question mark next to Milo the bear's name. He hadn't mentioned the screech or Mr. Brady's scream. Surely he would have turned when he heard that, seen the killer. But he said he didn't hear it. Questions for later, she supposed.

§

They took Mr. Brady's body back to Whitehall Place in one of the new horse-less steam-powered coaches. Poppy hadn't been on one before, and insisted on sitting up front with the driver, whom she proceeded to pepper with questions about the coach's means of locomotion and construction and whether a steam coach still used Ackerman Steering axles.

Once there, Fletcher supervised the undertaker as he washed and laid out Mr. Brady's body while Poppy organized and compiled her notes in her father's office. After a while she became bored and wandered down to the front desk to inquire after Milo Harrelson.

"He's been put in a holding cell with the other criminals, Miss Spooner." Dixon, the front desk sergeant, was a lad only a bit older than her. A second-generation rabbit-hybrid, he'd declined to follow in his father's foot-

steps as a scout in the army and now served on the Scotland Yard with her father. Poppy had a bit of a crush on him, with his long tufted ears, and big liquid brown eyes.

"Thank you Dixon." She strolled past him, towards the cells.

"Miss Spooner!" Dixon chased her down, his long feet pounding on the tile floor. "Detective Spooner said you weren't to go down to holding alone. You'll have to wait for him."

"I'm not alone if you come with me, Dixon," Poppy batted her lashes at him, like she'd seen her mother do to her father, and smiled. "I just need to see Mr. Harrelson, ask him a few questions."

"Well, long as we're quick," Dixon said, hopping after her.

The brick turned to rough-hewn stone as they descended into the basement. The temperature dropped, and Poppy shivered. She was dressed for a summer's day in the park, and not the biting damp cold of the Yard's cells.

If Poppy'd been relying on her sight she would have said that Milo was alone in his cell, but she could hear the scared gasps and her echolocation outlined another inmate crouched in the darkest shadows of the back corner. Milo sat crying in the middle of the cell's floor.

"Mr. Harrelson, it's Poppy Spooner. I was with Detective Spooner when you got arrested. I have a few questions for you."

Milo looked up at her, revealing muzzle and claws still covered in dry and flaking blood. Dixon squeaked and took a step back, long ears pinned flat back behind his head and his heart pounding.

"Ask your questions," Milo rumbled.

"Um, you said that you were looking at the daguerreotypes..."

"Yes, that's right," Milo looked

down at the floor and wiped his eyes with the back of one big clawed hand. "Next thing I knew he was dead."

"Did you hear anything? What made you realize your friend was dead?"

"I don't, I don't rightly remember," Milo looked up meeting her eyes. "I remember looking at the picture of the London Skyline. A panoramic scene, amazing detail."

"Right. You said. And then?"

"I was looking at London, then I was looking down at Mathew's body and my snout was wet with his blood, my hands too. I'm, I'm the..." Milo cut off, heaving big sobs, and covered his face with this hands.

"What about the sound. The screeching. Did you hear that?"

Milo heaved, shaking his head.

Poppy felt horrible pushing him. The poor bear was telling the truth or was the best actor she'd ever seen. People did certain things when they lied, their voice sounded different, something the average person might have a hard time picking up, but not a bat-hybrid. Although the way he kept repeating the story about looking at the picture. Something about it was off.

Dixon pulled her arm, jolting her out of her reverie. "It's been long enough, Poppy. I'm going to be missed at my post and your father will probably be worried about you."

Poppy sighed, and conceded defeat. She wasn't going to get anything else out of Milo today.

§

Fletcher was waiting for her when she got back to his office. He leaned as far back as he could in his stiff-backed wooden chair, a frown on his face.

"You went to see Milo," his voice was low.

Poppy hung her head. She knew she was in trouble.

"Did he say what he saw... or heard?"

"No, he just kept repeating what he told us at the fair. But, something isn't adding up." Poppy sat in the guest chair on the other side of his desk and pushed her notes across to him. "I think we need to talk to more witnesses."

"The Prince Consort wants this cleaned up as soon as possible. I already sent a note to Henry Cole, one of the organizers of the fair. He'll send a notice around to all the stall vendors who are nearby to Mr. Brady's Daguerreotype booth, letting them know to cooperate with me. I want you to come with me to talk to them tomorrow."

Fletcher reached across the desk with one winged arm and flipped through Poppy's notes. "These are very good. You're getting much better at organizing. In fact, it looks like you are close to coming to the same conclusion as me."

Poppy perked up. High praise coming from her father.

§

The sight of full grown trees fully encased in the glass and steel structure of the palace stunned Poppy no less today than it had yesterday when she'd first seen them.

Their first stop was to Colt Firearm, where Mr. Colt had gathered together a few of the people who had held Milo at gunpoint. Most were customers of Mr. Colt, all were full humans, and none of them heard a screech shortly before Mr. Brady's murder.

The story was the same for most of the morning as they interviewed the booth vendors around the scene of the crime. They took a break for lunch, getting curry from one of the vendors. While they were sitting and eating they discussed the case.

"Excuse me, are you the Detective investigating Mr. Brady's murder?" a gruff looking gray furred wolf-hybrid dressed as a day laborer stood over their table.

"I am. How can I help you?" Fletcher gestured for the wolf to take a seat.

"Heard from the rumor mill what happened to Brady," the wolf said as he settled into the chair. "Darn shame."

"Yes, it is. Did you witness anything that might be of use to us?" Poppy said, preparing to take notes.

"Was a hybrid that did it, I heard," the wolf shot a glance around then leaned in close when Poppy and Fletcher both nodded. "Same thing happened down at the docks. Week fore last, I think."

Fletcher looked confused. "I would have heard if something like that happened."

"Naw, official cause of death was down as an accident. We dropped a right-big crate on him after calling the Yard. But guy who did it, timid as a mouse despite his size. Clydesdale-hybrid, muscles like you wouldn't believe. I was working at the time. Was a tremendous shriek. Never heard nothing like it. All us wolves, we are howling, crying. The dale, he trampled our supervisor, a full human guy, in his pain. Thing is, it was only the hybrids. The full humans, they stood around, no reaction. Afterwards said there wasn't nothing, that we all just went crazy."

Poppy's jaw dropped open. "I, what prompted you to tell us this?"

"I was here yesterday, visiting the exhibits. Heard the same shriek. Lucky I was far away so didn't hurt as bad. Then I hear in the papers guy was killed here yesterday, by a hybrid."

The wolf stood, held out a furry hand to Fletcher.

"Thank you, sir." Fletcher dropped a handful of guineas into the wolf's

palm.

When he'd gone Poppy turned to her father. "You believe him?"

"I do. Gus is a reliable informant, even if he is a bit rough." Fletcher stood as well and stretched his wings once before refolding them.

"Gus." Poppy repeated, shaking her head as she followed her father out. "But now I see why Milo's story doesn't match Mr. Colt's or even what we heard. The full humans can't hear the sound."

"Exactly. I've suspected so since yesterday, but Gus confirmed my suspicions."

"How did he know to talk to you?" Poppy followed her father through the fair. The crowds were thinner than yesterday; apparently word about the killing had gotten out.

"I put out a call on the streets last night, while you were bothering Milo."

"So now we track down the sound."

This effort was no more fruitful than their morning questioning had been. Poppy and her father interviewed everyone they could find. The few hybrid vendors did hear the sound, but none had been closer than where they'd been at Mr. Hobbs's stall. As they got farther away from the scene the vendors reported less severe effects. The source had to have been very close to Milo to affect him the way it did, but even though they now knew they searched for a sound and knew the approximate location, they didn't know what it looked like. They left the Expo that night in low spirits.

§

The next morning Poppy took in the state of her best shoes with a deep sigh. Stained with dirt and mud, the sole practically worn through with all the walking they'd done over the last two days. Poppy resolved to ask her father for practical boots after they

solved this case.

Her father looked nearly as weary as she felt. The tips of his ribbed ears drooped and his wings had lost their snap. However as she came into the kitchen he made an effort to sit up tall and to straighten his ears.

"I want to talk to Mr. Colt again today," Poppy informed her father. Something about what he'd said had been bothering her, albeit she hadn't been able to put her finger on what it was.

"Interesting choice," Fletcher mused as he sipped at his tea.

Poppy wound the gears on their clockwork kettle. When the water had built up to boiling the steam whistled out the valve at the top; she turned the spout on the side and filled her cup. Her father blinked at her and then to the kettle.

"The whistle..." he whispered to himself. Then, louder to Poppy. "Poppy, wasn't there a vendor with a new and improved tea-pot?"

"Um, yes, I think so," she set her tea down to steep and pulled out her hand-drawn map where she'd been marking in the vendors. "Yes, on the corner between Mr. Brady's booth and Mr. Hobbs's. Remember I asked you about getting a new one, the ones with the built in pressure gauges and temperature settings?"

"The whistle of a teapot," Fletcher was no longer listening to her, scratching things frantically down in his own notebook.

Poppy frowned. "I doubt that'd be loud enough to be the sound we heard."

"An ordinary teapot, no. But the Lovelace Engine can do calculations that previously we could only dream of. If they..."

Poppy stopped listening as her father descended into a series of broken sentences that only vaguely related to

each other. Her mother had known how to deal with him when he got in these moods, but she'd never learned the trick of it. Instead she let him ramble during the steam-trolley ride to Hyde Park and tried to ignore how the other passengers stared at her and her father. They were the only hybrids on board and Poppy was only too glad to reach Hyde Park where she saw several rabbit and mole hybrids tending the flowers.

When they reached the aisle with Mr. Brady's daguerreotype booth, her father turned right towards the kettle vendor while Poppy moved to go left to Colt's Firearms.

"Poppy, I think it's safer if you stay with me," Fletcher folded his arms, stretching his wings around him like a cloak, looking down on her with a stern eye.

"Father, it's an Expo, there are hundreds of people here. I'm perfectly safe on my own."

He frowned at her, looking around at the mixed crowd of day-laborers, various hybrid species, and among them, scattered here and there, a noble's top hat or fancy lady's hat. "I suppose. Meet me back here in half an hour and we'll exchange notes."

Poppy nodded and skipped off. This was the first time her father had let her investigate on her own and she wasn't going to let him down. She passed Mr. Brady's booth, open again to the public for the first time today. The blood had been cleaned off the goldenrod tiles, but blood still stained the grout, although an effort had obviously been made to clean it out.

Collectors were snapping up his daguerreotypes for five times what they had been selling for before his death. A group of ghouls and gawkers were gathered around where he'd died. One had a set out a few candles and was trying to hold a séance, though he

kept getting interrupted by curious on-lookers.

Poppy sidled past the circus, only to find a rope strung across Colt Firearms with a 'Closed' sign hanging from it. A bored looking man sat on a stool inside reading a newspaper.

"Excuse me, I'm looking for Mr. Colt," Poppy said, stepping up to the rope.

"Not here, kid," he barely glanced at her before looking back at his paper, his fists tightening.

"When will he be back? I'm with the Scotland Yard, with Detective Spooner. I have a few questions for him."

That got the man's attention. He sneered at her, "so not only does the Yard hire animals now, they even hire Laycock ones."

Poppy glared at the man, cursing the tears that welled up in her eyes. "I'm not...my father's the detective on the case. I'm helping him out."

"Phesh. In that case he's at the Bakewell exhibit," the man spat at her feet and went back to his paper. "Go ask him your poncy questions."

"The one with the pantelegraph. Got it." She remembered that booth. It was very close to Hobbs's lockpicking booth, plus the display had fascinated her. The ability to send pictures over the telegraph! The idea had made her head spin, and she'd immediately paid to have him send a daguerreotype of her family sent to her grandmother in Gloucester.

Poppy backed away, careful to keep the angry man in her sight until she was clear of him. As she slowly made her way back through the press around Brady's booth she heard a telegraph clacking, although the milling crowd made it so she couldn't concentrate on the words being sent.

When Poppy reached the corner she leaned back to check the time in

the central clock hanging in the center of the gallery. She was a few minutes late, but her father was nowhere to be found. That was odd, her father was punctual. Perhaps he'd been delayed. Yet, ten minutes later he still hadn't show up and Poppy began to worry. Well, he'd gone to visit the kettle display. She had to walk past it to reach the pantelegraph booth anyway, so she could pick him up from there then visit Mr. Colt and ask her questions.

The kettle seller's booth was quiet and empty when she arrived except for the old man who ran the booth. She'd thought for sure she'd find him here still engrossed in conversation with the vendor.

"Excuse me. Have you seen my father? He looks like me, but he also has wings." Poppy gestured along her arms to indicate she meant bat wings and not bird wings that attached to the back.

"Yes, yes. He was here. Left, oh, I'd say twenty minutes ago with Mr. Colt," the man peered at her over his thick glasses.

A jolt of fear went through her. Why had her father gone off with him? "Can you tell me which way they went?"

The man pointed off away from the direction Poppy'd come from, towards the Bakeman's pantelegraph booth.

"Thank you!" Poppy yelled as she sprinted off, skirts flapping, stuffing wax plugs in her ears as she went. She hoped they were unnecessary, but the sinking feeling in her stomach bade her to take every precaution.

Mr. Colt was waiting for her in the aisle in front of Bakeman's. A curtain had been drawn across the booth's entrance. Her father's familiar heartbeat pounded in her hearing, so she knew he was close, but she couldn't see him.

"I assume you are the entire cav-

alry," Mr. Colt sneered. He had the rifle with the unique scope held loosely against his side with one hand. The wax in Poppy's ears made it hard to hear, but she knew a threat when she heard one.

"Show me my father," Poppy demanded.

Mr. Colt said something that Poppy couldn't make out, stepped back down the aisle, and casually pointed his rifle one handed towards the curtained booth. With his other hand he flicked a switch on the scope. The same high-pitched screech that she'd heard the day before filled the air, but louder. The wax helped, some, but Poppy couldn't help but scream as the sound reverberated through her skull.

The other patrons of the fair stopped to stare at Poppy and then at the pantelegraph's booth as her father, frothing at the mouth, tore through the curtain. His wings were outstretched, ears up, and mouth bared in a feral snarl. His wild eyes fixed on Poppy, the closest person now that Mr. Colt had moved away. The sound was beginning to die down when he hissed at her, mouth wide.

Poppy tore her eyes away from the state of her father to look at Mr. Colt. He still had the rifle pointed their way and as she watched he brought the barrel up to his shoulder and sighted on her father.

"No!" Poppy screamed and pushed through the pounding scream of sound, leaping at her father's lower legs even as he prepared to jump. They fell together in a tangled heap on the tile just as a barking retort of a rifle went off. The wooden partition nearest Poppy exploded in a spray of wood shards, pelting Poppy and her father.

Before Poppy could move or attempt to wiggle out from under her father a sharp pain came from her ankle. She'd twisted it in the fall. A groan

above her from her father, but it was too late. Tearing the wax plug from one ear, she could sense Colt lining up for another shot.

Mr. Hobbs's high-pitched ferret squeak was hard to mistake for anything else. There was the sound of a scuffle and a cry, human.

"Hold him down!" "See if that girl is harmed." "Someone call the Yard!"

"I'm alright," Poppy called out, digging the other plug from her ear. Her father's weight withdrew, and once his wings were clear she could see Mr. Hobbs helping Fletcher to his feet.

Fletcher staggered, holding onto Mr. Hobbs for support, called out hoarsely. "I'm a detective with the Yard. I'll take custody."

Poppy stood and flung her arms around her father, pushing Mr. Hobbs out of the way. Fletcher's eyes were sunken and he looked sick, but otherwise his mind had returned. "Father, it's the scope on his rifle. It's the machine responsible for sending all those hybrids crazy."

Fletcher gave her a grin and shifted her to his side. Mr. Hobbs scurried back over to them, Colt's rifle clutched in his claws. Her father took it carefully, breaking it open and dumping out the shells from the chamber.

§

Back at Whitehall Place, Poppy recounted her tale for her father and Dixon. Her father's memory of the event was hazy. Much like Milo he could remember being held by the arms by two thugs, and next thing he knew he was sprawled on the ground on top of Poppy.

Dixon looked at her with admiration sparkling in his brown eyes. "Wow, how'd you figure out it was his scope?"

"I couldn't figure out why it bothered me at the time, but when father suspected the kettle-vendor I remembered thinking that the design of it

looked more like a kettle whistle than a scope.” Poppy sighed. “But really I didn’t figure it out until after I revisited Colt’s booth, when I heard a telegraph being sent. It brought me in mind of the transmission I heard right before Milo killed Mr. Brady.”

Fletcher gave her a sympathetic smile. “Colt confessed, once we confronted him with the evidence. But Milo... He’ll still have to be tried for

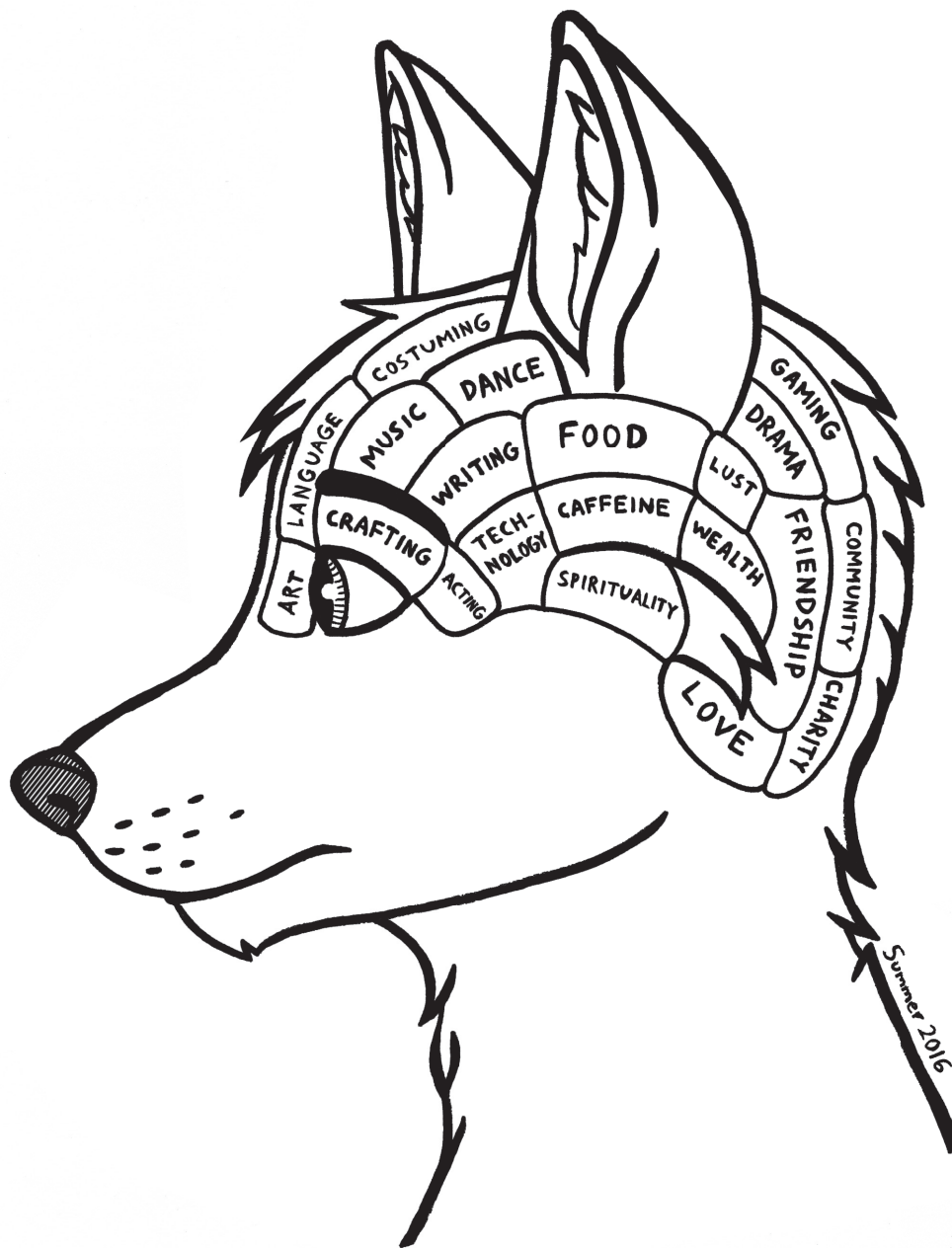
the death of Mathew Brady.”

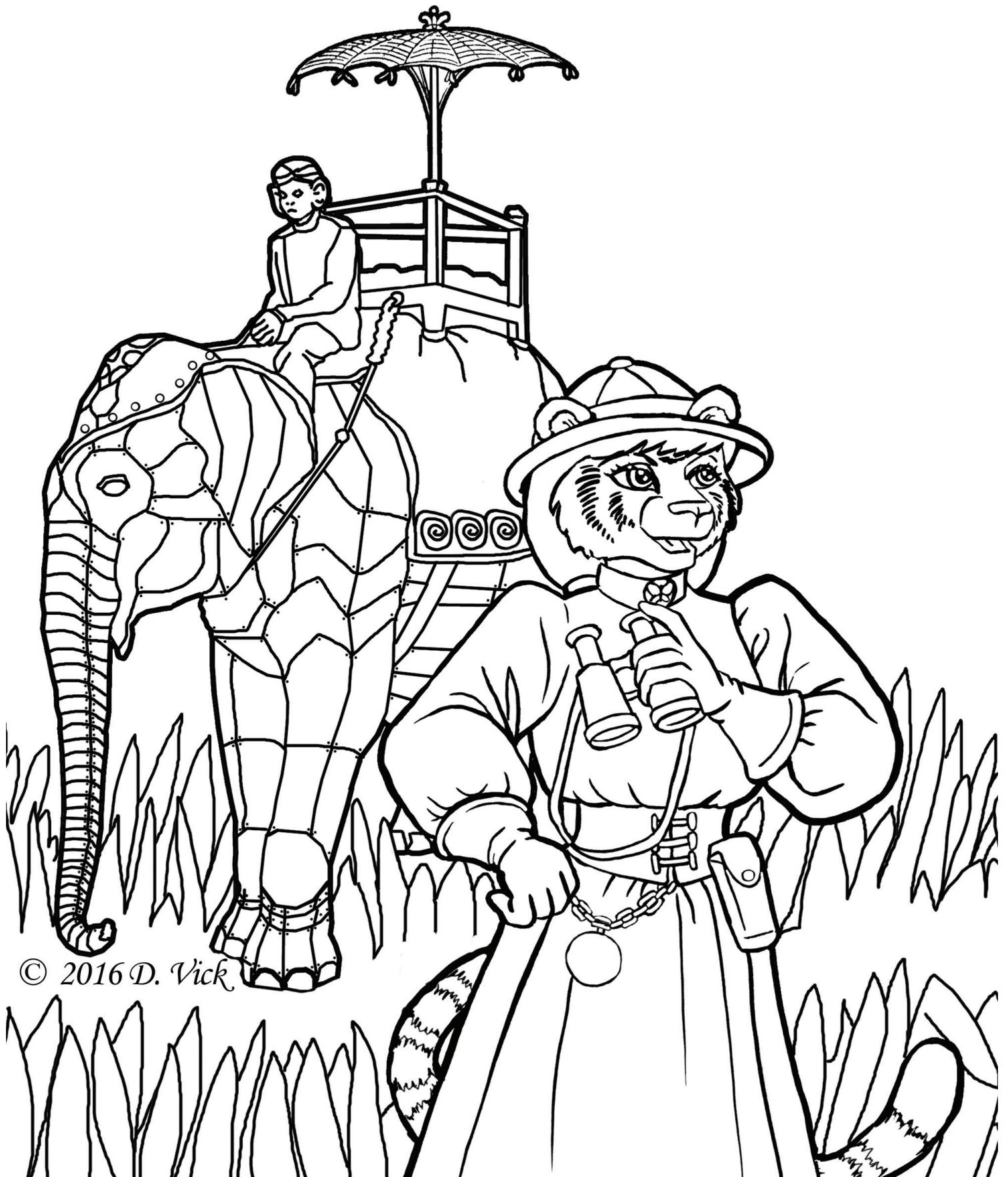
Poppy stared down at her hands folded primly in her lap. “I thought everything would be right when we solved the case, but it’s not.”

“I’ll do what I can. With Colt’s confession and the scope in evidence, Milo’s defender is confident we can get the sentence reduced. Although I fear Milo will have to live with the death of his friend on his conscious.”

Dixon balanced on the arm of the chair next to her and patted Poppy’s shoulder. One of his long drooping ears brushed Poppy’s cheek.

“That’s the way the world works, Poppy,” Fletcher glanced at a daguerreotype of Poppy’s mother, gone since last year. “We do the best we can with what we have.”





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Schedule of Events

Friday

	Theater	Secondary Theater	Panel A	Panel B	St. Helens Foyer	Gaming
9:00 am	Theater Closed	Secondary Theater Closed	Panel Rooms Closed		Art Jam	Gaming Closed
10:00 am						
11:00 am						
12:00 pm						Open Gaming
1:00 pm		Random Furry Theater 1800	Writing Conception	Animal Anatomy for Artists		Retro Gaming Grab-Bag Tournament
2:00 pm			Seven Steampunk Fallacies			Open Gaming
3:00 pm		Random Furry Theater 1800	Why are you a furry?	Furry Pictionary		
4:00 pm			Believable Worldbuilding			
5:00 pm	Opening Ceremonies				Cocktail Party for Patron and Sponsors	
6:00 pm	Mixdown and DJ Clinic	Karaoke Fur Everyone	The Basic Steampunk Archetypes	Build-A-Plushie		
7:00 pm			Sea Shanties			
8:00 pm				Fursuit Making for Beginners		
9:00 pm	Furry Rave		Rope Bondage (18+ Only)	CAP: HIV Basics (18+ Only)		
10:00 pm		PDX-PAH: Raise the Ruff, Puppy Play 101 (18+ Only)	Yiffy Figure Drawing (18+ Only)	CAP: STI Basics (18+ Only)		
11:00 pm			Anthropomorphism in Print and Video: Cuties or Perverts? (18+ Only)			
12:00 pm			Random Furry Theater 1800 (18+ Only, until 2:30 a.m.)			Gaming Closed
1:00 am						

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 FurAffinity <http://www.furaffinity.net/user/furlandia>
 Vine <https://vine.co/Furlandia>
 Instagram <https://www.instagram.com/furlandiapdx/>
 SoFurry <https://furlandia.sofurry.com/>
 Telegram <https://telegram.me/furlandia>
 Tumblr <http://furlandiapdx.tumblr.com/>
 Weasyl <https://www.weasyl.com/~furlandia>

Be sure to include one of our official hashtags in your social media posts.

#Furlandia
 #Furlandia1850
 #AgeOfIndustry
 #FL2016

Our local furry family have also created community groups for all to join.

Facebook Groups
<https://facebook.com/groups/Communitylandia/>
 Google+
<https://goo.gl/lomNRA>
 Telegram
<https://telegram.me/Communitylandia>

Saturday

	<i>Theater</i>	<i>Secondary Theater</i>	<i>Panel A</i>	<i>Panel B</i>	<i>St. Helens Foyer</i>	<i>Gaming</i>
9:00 am	<i>Theater Closed</i>	<i>Secondary Theater Closed</i>	Diamond Way presents Buddhists...	<i>Panel B Closed</i>		
10:00 am	Vareity Show Re-hersals	Saturday Morning Cartoons	Composition: Getting the words on the page	Defeating the Back-ground Monster	Art Jam	<i>Gaming Closed</i>
11:00 am			Furrywood: Voice Acting			
12:00 pm		Be a REAL Furry Friend	Why Species Matters			Open Gaming
1:00 pm	Fursuit Parade Lineup			Steampunk Modding for Wimps		Super Smash Brothers Melee Tourney
2:00 pm	Fursuit Parade		Writing Critique			Open Gaming
3:00 pm			A Scaled Perspective	Kipling Classics		
4:00 pm	Variety Show	Rainfurrest Town Hall Meeting	How to Edit	How to get "a head" in furry life		Neverwhen RPG by Dragondyne Publishing
5:00 pm			The Steampunk Litmus Test			
6:00 pm	Dance Competition Preliminaries	Karaoke Fur Everyone	What's a Fursona?	Draw Fur, Feather, & Scales		Open Gaming
7:00 pm			Furrywood: Motion Capture	Fursuiting? I want one! Now what...		
8:00 pm			Five Geek Social Fallacies			Multi-night Gaming
9:00 pm	Furry Rave	PDX-PAH: No Bones About It, Puppy Play 102 (18+ Only)	CAP: Hepatitis C Basics (18+ Only)	Sensual Scalies (18+ Only)		
10:00 pm			How to make a murr / yiff suit (18+ Only)			
11:00 pm						
12:00 pm						
1:00 am		Random Furry Theater 1800 (18+ Only, until 2:30 a.m.)				<i>Gaming Closed</i>

Sunday

	<i>Theater</i>	<i>Secondary Theater</i>	<i>Panel A</i>	<i>Panel B</i>	<i>St. Helens Foyer</i>	<i>Gaming</i>
9:00 am	<i>Theater Closed</i>	<i>Secondary Theater Closed</i>	<i>Panel A Closed</i>	<i>Panel B Closed</i>		
10:00 am			Furlandia Bean Boozled Challenge 2016	Christians and the Furry Fandom	Art Jam	<i>Gaming Closed</i>
11:00 am			Taurs/Chakat Meet Up	Cleaning and Repairs for Fursuits		
12:00 pm	Dance Competition Finals	Morning Tea & Biscuits with GoHs, plus Tea Dueling!	Writing Workshop			Open Gaming
1:00 pm			The Greymuzzles	Dynamic Furry Drawing		Featured Game: Ticket To Ride
2:00 pm	Fursuit Games	RAIn Board of Directors Meeting		Thrifting Your Way To Steampunk Wardrobe		Open Gaming
3:00 pm		Hiss and Purr				
4:00 pm						
5:00 pm	Closing Ceremonies	<i>Secondary Theater Closed</i>				<i>Gaming Closed</i>
6:00 pm						

Events by Day and Time

Friday

Random Furry Theater 1800

1 p.m. to 3 p.m. – Secondary Theater (St. Helens A & B)

With the innovation of moving pictures, we wish to provide a space for everyone to show their movies during the listed times in the schedule. Staff and attendees alike are free to provide movies to play.

Furlandia

Writing Conception

1 p.m. to 2 p.m. – Panel A (St. Helens C)

How to start your novel, what are the basics you need to know before you start writing?

Madison Keller and Mary Lowd

Animal Anatomy for Artists

1 p.m. to 2 p.m. – Panel B (St. Helens D)

Introduction to drawing the various forms of critter bodies

Zavian

Retro Gaming Grab-Bag Tournament

1 p.m. to 2 p.m. – Gaming (Garden B & C)

Join our Tournament MC Zatoishi for an exciting retro gaming tournament! Players will be pitted against each other in classic retro games chosen at random. The winner will be declared the Official Furlandia Retro Game Master!

Furlandia

Seven Steampunk Fallacies

2 p.m. to 3 p.m. – Panel A (St. Helens C)

Think that steampunk is too intimidating? What if you do it wrong? Let's talk about the seven biggest sins and why they are poppycock.

Diana Vick

Fursuit Meet & Greet

2:30 p.m. to 3 p.m. – Panel B (St. Helens D)

Want to meet other fursuiters or are one yourself? We'll be getting to together as we introduce ourselves, make new friends, and reunite with old ones! How to see y'all there!

Furball

Why are you a furry?

3 p.m. to 4 p.m. – Panel A (St. Helens C)

A panel discussion for all ages on what makes you identify as a furry, why you do it, how you go about bringing out your animal self, etc. An open discussion where anyone can speak.

Atrayn

Furry Pictionary

3 p.m. to 5 p.m. – Panel B (St. Helens D)

Looking to show off your artistic muse...or show how much expression you can put into your stick figure drawings... Let's have some fun drawing and guessing!

Furball

Random Furry Theater 1800

3:30 p.m. to 5:30 p.m. – Secondary Theater (St. Helens A & B)

With the innovation of moving pictures, we wish to provide a space for everyone to show their movies during the listed times in the schedule. Staff and attendees alike are free to provide movies to play.

Furlandia

Believable Worldbuilding

4 p.m. to 5 p.m. – Panel A (St. Helens C)

Discuss key elements that can make or break a world, with an emphasis on furry worlds and furry worldbuilding. What is required?

Madison Keller, Mary Lowd, and Gene Armstrong

Opening Ceremonies

5 p.m. to 6 p.m. – Main Theater (Mt. Hood)

Come and learn what we have in store for you at this year's Furlandia. You'll be introduced to some of our main events and learn how to have a fun (and safe) time at con.

Furlandia

Karaoke Fur Everyone

6 p.m. to 8:30 p.m. – Secondary Theater (St. Helens A & B)

Wish to grace everyone with your singing talent, or want to conquer your fears of performing in front of every species

imaginable? Well then warm up those angelic pipes and enchant us this evening!

Serena and StrawberryKat

The Basic Steampunk Archetypes

6 p.m. to 7 p.m. – Panel A (St. Helens C)

How to use the main archetypes to figure out how to dress. Are you an aviator, an explorer, or a mad scientist? What are the archetypes, and what would they wear?

Diana Vick

Build-A-Plushie

6 p.m. To 8 p.m. – Panel B (St. Helens D)

Create your very own unique plushy from a variety of stuffed animal parts, stitching together a cute (or ferocious) plush friend to add to your collection, or as a fun gift for someone special. Perhaps you'll create the next hit furry species! No experience needed. Basic sewing instruction and supplies will be provided.

Kite

Sea Shanties

7 p.m. to 9 p.m. – Panel A (St. Helens C)

Shanties are traditional working songs from the Age of Sail, they're easy to learn and fun to sing. Join us in songs about life on the high seas, and if you have a favorite shanty bring it in for us all to sing!

Exdragbunt

Mixdown and DJ Clinic

7 p.m. to 8:30 p.m. – Main Theater (Mt. Hood)

Interested in learning how to get started DJing? Already have experience but want to brush up on more advanced techniques? Just want to spend some time mixing on professional gear? Then come join our DJ special guest Kerberos for a workshop on what it takes to mix music. We'll have all our own gear available and additional connections for those bringing their own controller.

Kerberos

Cocktail Party for Patron and Sponsors

8 p.m. to 11 p.m. – St. Helens Foyer

Drink in style with the best of them. Stop by for some

fancy desserts and social games.

Diana Vick

Fursuit Making for Beginners

8 p.m. to 9 p.m. – Panel B (St. Helens D)

An Overall what you need to know to create your own fursuit. For the Head down to the Paws.

Ognas

Multi-Night Gaming

8 p.m. to 12 a.m. – Gaming (Garden B & C)

Do you have a game you want to play but can't because it takes too long for your friends? Join Geoffrey the Lion and other dedicated board game geeks as we finally break out these treasures, like Twilight Imperium, the Pathfinder Adventure Card Game, Civilization, and Riskopoly.

Geoffroi

Rope Bondage (18+ Only)

9 p.m. to 10 p.m. – Panel A (St. Helens C)

Want to get knotty but don't know where to start? Bring a friend and a 30ft length of rope to this hands on workshop to learn two versatile ties and a simple harness. Some loaner rope will be available but quantities are VERY limited.

Swift The Fox

CAP: HIV Basics (18+ Only)

9 p.m. to 10 p.m. – Panel B (St. Helens D)

Do you have questions about HIV but haven't known who to ask? This HIV Basics workshop provides an overview of HIV/AIDS, transmission and prevention, how to reduce your risk of infection, how and where to get tested, and more. The focus will be on sexual transmission but will still touch upon other modes. You will walk away from this presentation with the knowledge and tools to protect yourself and your partner.

Cascade AIDS Project

Furry Rave

9 p.m. to 2 a.m. – Main Theater (Mt. Hood)

Two nights worth of music to dance your tail off to featuring special guests and DJs from across the pacific northwest.

Furlandia

Friday

PDX-PAH: Raise the Ruff, Puppy Play 101 (18+ Only)

10 p.m. to 11:30 p.m. – Secondary Theater (St. Helens A & B)

Come sniff around as we scratch the surface of Puppy Play. We will cover the basics of human animal role-play, gear, headspace, safety, toys, treats, as well as answer any questions you have. The last 45 minutes of the panel will be a Mini Pup Mosh! It doesn't matter if you identify as Pup, Pet, Fur, Handler, Trainer, or just need to satisfy your curiosity, everyone is welcome. So come join the Tail-Wagging fun.

Sir Pounder, Lucky Rebel, Micky Rebel, Stormy Styles, & Pup Turbo

Yiffy Figure Drawing (18+ Only)

10 p.m. to 11 p.m. – Panel A (St. Helens C)

Want to learn how to draw more mature artwork...or do you want to watch? Either way we go over the basics and tease into some more advance techniques....with drawing of course!

Zavian

CAP: STI Basics (18+ Only)

10 p.m. to 11 p.m. – Panel B (St. Helens D)

Chlamydia and Gonorrhea and Syphilis, oh my! Did you know that the Portland Metro Area ranks #5 for syphilis cases? Or, that there are more than 1,500 cases of gonor-

rhea and 13,000 cases of chlamydia in our state each year? Sex should be fun and enjoyable and this workshop will give you the necessary tools to help reduce your risk. The information is delivered in a way that allows participants to determine the approach to safer sex in a way that is best suited to their individual needs. Herpes and HPV (Human Papilloma Virus) will also be discussed.

Cascade AIDS Project

Anthropomorphism in Print and Video: Cutie-pies or Perverts? (18+ Only)

11 p.m. to 1 a.m. – Panel A (St. Helens C)

A discussion of anthros in our culture since the 40's and 50's. My intent is to provide neutral information, but of course I have my own opinions (I sum them up at the end of this proposal). 18+ recommended, for adult language and cartoon nudity and violence.

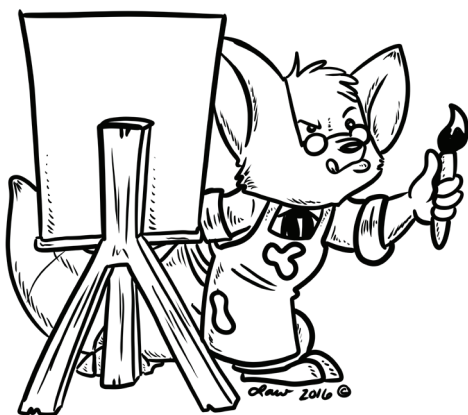
Janene Scott

Random Furry Theater 1800 (18+ Only)

12:30 a.m. to 2:30 a.m. – Secondary Theater (St. Helens A & B)

With the innovation of moving pictures, we wish to provide a space for everyone to show their movies during the listed times in the schedule. Staff and attendees alike are free to provide movies to play.

Furlandia



artwork by FableFire

Diamond Way presents Buddhists and the Furry Fandom. Meditation and Meetup

9 a.m. to 10 a.m. – Panel A (St. Helens C)

Find your inner peace with the guidance of meditation instructors from Diamond Way. Oommmm.

Diamond Way

Saturday Morning Cartoons

10 a.m. to 11 a.m. – Secondary Theater (St. Helens A & B)

There is nothing like waking up in the morning for some cereal and toons. Start your day right by pouring yourself a bowl and veg in front of the screen.

Furlandia

Composition: Getting the words on the page

10 a.m. to 11 a.m. – Panel A (St. Helens C)

What are the mindsets and rituals our panelists go through in order to write?

Madison Keller, Tom Gondolfi, and Mary Lowd

Defeating the Background Monster

10 a.m. to 1 p.m. – Panel B (St. Helens D)

Do backgrounds intimidate you? Unsure where to start? The key to mastering backgrounds rests in approaching them as if they were characters. Anthony Scott Waters will show you ways to break down environments into bite-size concepts through quick lectures and group discussions. He'll provide you solutions for your most frustrating artworks through paint-overs while you watch.

Anthony Scott Waters

Variety Show Rehearsals

10 a.m. to Noon – Main Theater (Mt. Hood)

This a good time to practice your talents before the show. Our theatre crew will be there to help you plan and make you a star!

Furlandia

Furrywood: Voice Acting

11 a.m. to 12 p.m. – Panel A (St. Helens C)

What if instead of animating by hand-drawing or setting keyframes, you could do it by just recording a person moving around? That's motion capture! Come learn about this rapidly advancing technology and how it's revolutionizing computer animation!

Carriço

Be a REAL Furry Friend: Ways to Support No-Kill Rescue in Your Community

12 p.m. to 1 p.m. – Secondary Theater (St. Helens A & B)

It's given: Furry Friends like animals right? Learn about ways you can make life better for companion animals by helping no-kill rescue organizations, promoting spay-neuter and other aspects of responsible animal guardianship, and helping animals in need of urgent vet care and other support whose guardians are unable to fully provide for them. We are Animal Aid, a dog/cat rescue that is one of Portland's oldest no-kill organizations - and we need volunteers, adopters, and donors to fulfill our mission!

Animal Aid

Why Species Matters

12 p.m. to 1 p.m. – Panel A (St. Helens C)

Why Species Matters, what is idiosyncratic to a species, and how can we convey this to a reader.

Madison Keller, Tom Gondolfi, and Mary Lowd

Steampunk Modding for Wimps

1 p.m. to 2 p.m. – Panel B (St. Helens D)

Not sure you are ready to weld and solder? Don't want to carry around 50 pounds of brass weaponry all day? Maybe plastic is the way to go. Basic techniques to mod props from plastic.

Diana Vick

Saturday

Super Smash Brothers Melee Tournament

1 p.m. to 2 p.m. – Gaming (Garden B & C)

Join our Tournament MC Zatoishi for (arguably) the best tourney game of all time. Bring your preferred controller.

Furlandia

Fursuit Parade Lineup

1:30 p.m. to 2 p.m. – Main Theater (Mt. Hood)

Writing Critique

2 p.m. to 3 p.m. – Panel A (St. Helens C)

What is critique and how can you use it to improve your writing? What are the takeaways? How do you find a good critique group?

Madison Keller, Tom Gondolfi, and Mary Lowd

Fursuit Parade

2 p.m. to 2:30 p.m. – Main Theater (Mt. Hood)

If you own a fursuit and like to show it off, this is the time to do it! Stop by the theatre early as we get set to march! Group photo opportunities will be provided before the parade

Furlandia

Kipling Classics

2:30 p.m. to 4 p.m. – Panel B (St. Helens D)

A viewing of three Rudyard Kipling stories as animated by Chick Jones. They are Rikki Tikki Tavi, Story of Mowgli, and The White Seal.

Omadaun

A Scaled Perspective

3 p.m. to 4 p.m. – Panel A (St. Helens C)

One thing that interest me is perspective and how fursona colors that. The panel would first be simply about getting other reptilian furs to meet and discuss but to discuss what about reptiles they identify with and how does that affect their views. Trust me more fun in person. Beyond that it would just involve reptiles having fun, talking about what they love and meeting each other.

Jack Moore

Variety Show

3:30 p.m. to 5 p.m. – Main Theater (Mt. Hood)

Come see all the various talents attendees of Furlandia have to offer. Music, comedy, dancing and performance in their finest forms... just don't sing "Try Everything," we've already got someone doing that.

Furlandia

Rainfurrest Town Hall Meeting

4 p.m. to 5:30 p.m. – Secondary Theater (St. Helens A & B)

Discussion on what happened at Rainfurrest 2015 and what the future of Rainfurrest will be.

Gene Armstrong

How to Edit

4 p.m. to 5 p.m. – Panel A (St. Helens C)

How revision and editing will make your work and your story better.

Madison Keller, Tom Gondolfi, and Mary Lowd

How to get "a head" in furry life

4 p.m. to 5 p.m. – Panel B (St. Helens D)

Basic suit head making 101. Different ways of making one.

Jessica Bunny Thomas

Neverwhen RPG by Dragondyne Publishing

4 p.m. to 6 p.m. – Gaming (Garden B & C)

Dragondyne Publishing's hit game Neverwhen is a tabletop RPG packed with furies and adventure. Join Dragondyne's staff for a demo of the game. No experience with tabletops necessary.

Dragondyne Publishing

The Steampunk Litmus Test

5 p.m. to 6 p.m. – Panel A (St. Helens C)

If you are trying to decide if a story is steampunk or not, this method can be invaluable.

Diana Vick

Karaoke Fur Everyone

6 p.m. to 8:30 p.m. – Secondary Theater (St. Helens A & B)

Wish to grace everyone with your singing talent, or want to conquer your fears of performing in front of every species imaginable? Well then warm up those angelic pipes and enchant us this evening!

Serena and StrawberryKat

What's a Fursona?

6 p.m. to 7 p.m. – Panel A (St. Helens C)

What exactly is a fursona? What is the difference between a fursona and a character? How do you make one? This panel explores and explains the differences between fursonas and characters, offers advice and guidance on developing fursonas, and culminates with the most simple, yet highly under-rated idea in the whole furry fandom - "Everyone is different and special in their own way!" Topics covered include: how to develop a fursona or character, how many fursonas can someone have, how to acquire concept art, and what to do after you have a fursona.

Snorkyl

Draw Fur, Feather, & Scales

6 p.m. to 7 p.m. – Panel B (St. Helens D)

Learn techniques for sketching and shading body textures.

Zavian

Dance Competition Preliminaries

6 p.m. to 8 p.m. – Main Theater (Mt. Hood)

Think you got the moves? Or do you want to see what the Portland community has to offer in dance talent? Stop on by as each contestant dance their tail off and show their worth!

Furlandia

Furrywood: Motion Capture

7 p.m. to 8 p.m. – Panel A (St. Helens C)

What if instead of animating by hand-drawing or setting keyframes, you could do it by just recording a person moving around? That's motion capture! Come learn about this rapidly advancing technology and how it's revolutionizing computer animation!

Carriço

Fursuiting? I want one! Now what...

7 p.m. to 8 p.m. – Panel B (St. Helens D)

This panel is for those who desperately want a fursuit, but don't know where to begin! After an introduction and brief overview of fursonas and character design, two main topics are explored: 1) choosing a fursuit maker, and 2) the basics of learning how to make your own fursuit. Note - this panel will give you the tools to learn how to make fursuits, but is not a detailed "how-to." Other topics in this panel include: developing fursonas, the importance of a good ref sheet, things that makers will need from YOU, choosing the right materials for suit-making, and some basic guidance to get started.

Snorkyl

Five Geek Social Fallacies

8 p.m. to 9 p.m. – Panel A (St. Helens C)

Understanding our fellow furries can be...drama central. However there is order amidst the chaos! Learn the five major fallacies we all commit when socializing with our friends and our community and how to correct them in ourselves.

Lumio and Zen

Multi-Night Gaming

8 p.m. to 12 a.m. – Gaming (Garden B & C)

Do you have a game you want to play but can't because it takes too long for your friends? Join Geoffrey the Lion and other dedicated board game geeks as we finally break out these treasures, like Twilight Imperium, the Pathfinder Adventure Card Game, Civilization, and Riskopoly.

Geoffroi

PDX-PAH: No Bones About It, Puppy Play 102 (18+ Only)

9 p.m. to 10:30 p.m. – Secondary Theater (St. Helens A & B)

So you have a handle on the basics of puppy play but are barking for more? Pawsome. Come join the howl as we dig deeper into headspace, relationship dynamics, collars, training and other puppy play topics. Your barks will guide the discussion. So come with your ears perked and ready to learn.

Sir Pounder, Lucky Rebel, Micky Rebel, Stormy Styles, & Pup Turbo

Saturday

CAP: Hepatitis C Basics (18+ Only)

9 p.m. to 10 p.m. – Panel A (St. Helens C)

Did you know that there are roughly 4x more people in the US living with Hepatitis C (HCV) than with HIV? Or that between 2007-2011, Oregonians had an average rate of acute HCV that is 50% higher than the national average? Is it just people who inject drugs that get it? How risky is sex? Hepatitis C is something that many people have heard of but know little about. With no available vaccine, it's important to know how to protect yourself. There is extremely effective medication that can cure HCV. Learn this and more through this workshop.

Cascade AIDS Project

Furry Rave

9 p.m. to 2 a.m. – Main Theater (Mt. Hood)

Two nights worth of music to dance your tail off to featuring special guests and DJs from across the pacific northwest.

Furlandia

Sensual Scalies (18+ Only)

9 p.m. to 10:30 p.m. – Panel B (St. Helens D)

At our panel you'll get the chance to celebrate a passion for sexy scales, see and hear from some of your favorite artists,

and even see a few surprises. It's a great chance for artists to show off a couple of their best scalie pieces, debut any recent works - whether it be a commission, personal piece, or a piece done just for the panel - and gain some interested fans. For fursuiters, it's a great chance to strut their stuff - and even get into some rather tantalizing poses with some other sexy reptiles.

Safyras

How to make a murr / yiff suit (18+ Only)

10 p.m. to 11 p.m. – Panel A (St. Helens C)

I will be going over different methods on sewing & altering a suit to be able to do "adult activities" in it.

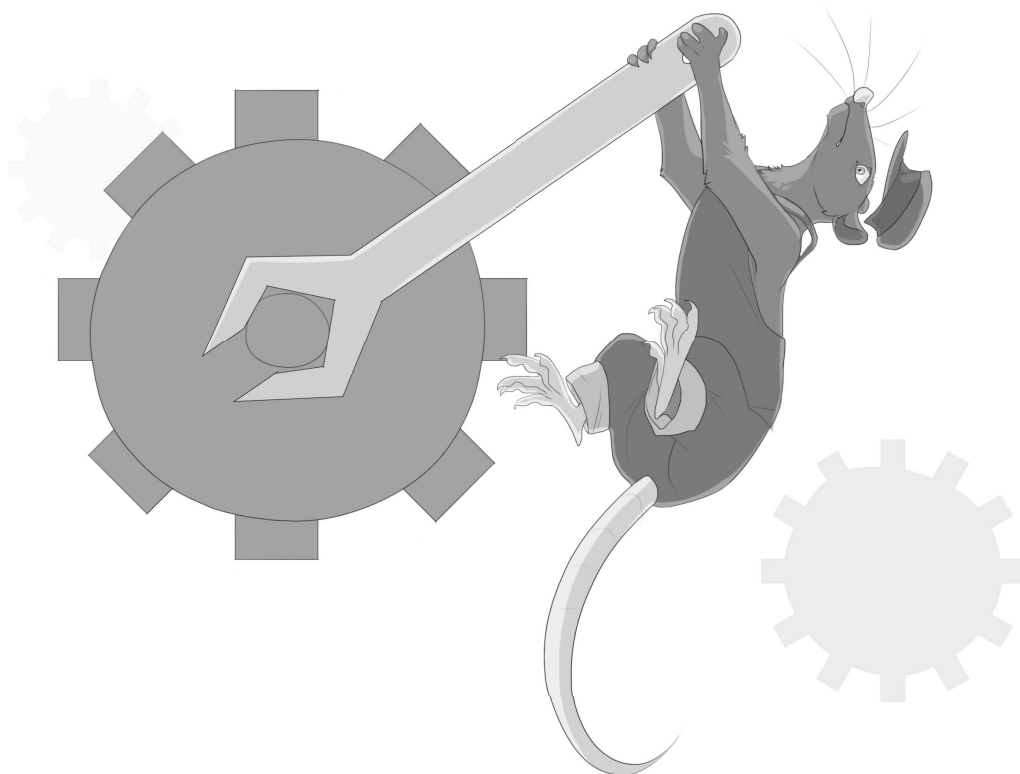
Jessica Bunny Thomas

Random Furry Theater 1800 (18+ Only)

12:30 a.m. to 1:30 a.m. – Secondary Theater (St. Helens A & B)

With the innovation of moving pictures, we wish to provide a space for everyone to show their movies during the listed times in the schedule. Staff and attendees alike are free to provide movies to play.

Furlandia



Furlandia Bean Boozled Challenge 2016

10 a.m. to 11 a.m. – Panel A (St. Helens C)

Dare to take the challenge? 3 Contestants will be picked (by name draw) and put their tastebuds to the test in the Bean Boozled Challenge. Will the jelly beans taste like “Tutti Fruity”, “Stinky Socks”, or perhaps “Buttered Popcorn”? The contestant with the most points wins the grand prize. Other contestants will get minor prizes. The audience will also get a little surprise when the “Candy Bomb” card is drawn. There will be 2 game rounds and rules will be explained before the game begins. Good luck and have fun!

Mytokyokitty

Give Them Something to Eat: Christians and the Furry Fandom

10 a.m. to 11 a.m. – Panel A (St. Helens D)

How should Christians approach the Fandom? What do non-Christian furs expect? What should they expect? We invite furs of all walks of life to join in on this discussion.

Geoffroi

Morning Tea & Biscuits with GoHs, plus Tea Dueling!

11 a.m. to 1 p.m. – Secondary Theater (St. Helens A & B)

After a long weekend, wouldn't it be nice to sit down for a cup of tea with our esteemed special guests? If so then come and join us for an opportunity to rub shoulders with our guests of honor and perhaps join in a little tea dueling later on.

Diana Vick, Kerberos, and Zavian

Taurs/Chakat Meet Up

11 a.m. to 12 p.m. – Panel A (St. Helens C)

Have a fursona or a character that walks on four legs and have two arms? Do you like characters who also have those characteristics? Join Salem Adams Kusanaga and meet other taurs and chakats that are visiting the convention!

Salem Adams Kusanaga

Cleaning and Repairs for Fursuits

11 a.m. to 12 p.m. – Panel B (St. Helens D)

How to properly wash fursuits, and repair.

Ognas

Writing Workshop

12 p.m. to 1 p.m. – Panel A (St. Helens C)

Discuss methods of brainstorming and writing, and write with a group.

Madison Keller

Dance Competition Finals

12 p.m. to 2 p.m. – Main Theater (Mt. Hood)

Come watch stunning performances from the finest dancers the fandom has to offer. Preliminaries will be held on Saturday for those wishing to compete.

Furlandia

The Greymuzzles

1 p.m. to 2 p.m. – Panel A (St. Helens C)

Meet old friends, and chat with some new friends. grey-muzzle 1 n. an elder member of the furry community. 2 n. any furry who sports a flash of silver in their muzzle.

Acton

Dynamic Furry Drawing

1 p.m. to 2 p.m. – Panel B (St. Helens D)

Sure, drawing a standing furry is decent, but do you know how to draw a furry in motion? Learn to draw some action into your character's poses at this tutorial and workshop.

Zavian

Featured Game: Ticket To Ride

1 p.m. to 2 p.m. – Gaming (Garden B & C)

Join Geoffrey for a game of adventure in the industrial age. Ticket to Ride is an award-winning tabletop game for up to six players. Geoffrey the Lion will give a brief presentation on the game, including taking players through a demo.

Geoffroi

RAIn Board of Directors Meeting

2 p.m. to 3 p.m. – Secondary Theater (St. Helens A & B)

Have any questions for our parent organization? Our RAIIn board members will be meeting to discuss business.

RAIn

Sunday

Thrifting Your Way To A Steampunk Wardrobe

2 p.m. to 3 p.m. – Panel B (St. Helens D)

Where to look, what to look for and how to put it all together for a look that works. From everyday steam to steamy heroine, you can find everything you need if you look.

Diana Vick

Fursuit Games

2:30 p.m. to 4 p.m. – Main Theater (Mt. Hood)

You think playing in fursuit is easy?! Well let's see what you're made of! Lock horns and claws with the best of them and see who comes out on top!

Furlandia

Hiss and Purr

3 p.m. to 4 p.m. – Secondary Theater (St. Helens A & B)

No doubt we all noticed what went well at Furlandia...and what could use some improvement. Now's your chance to voice your compliments and your concerns! Please be gentle...

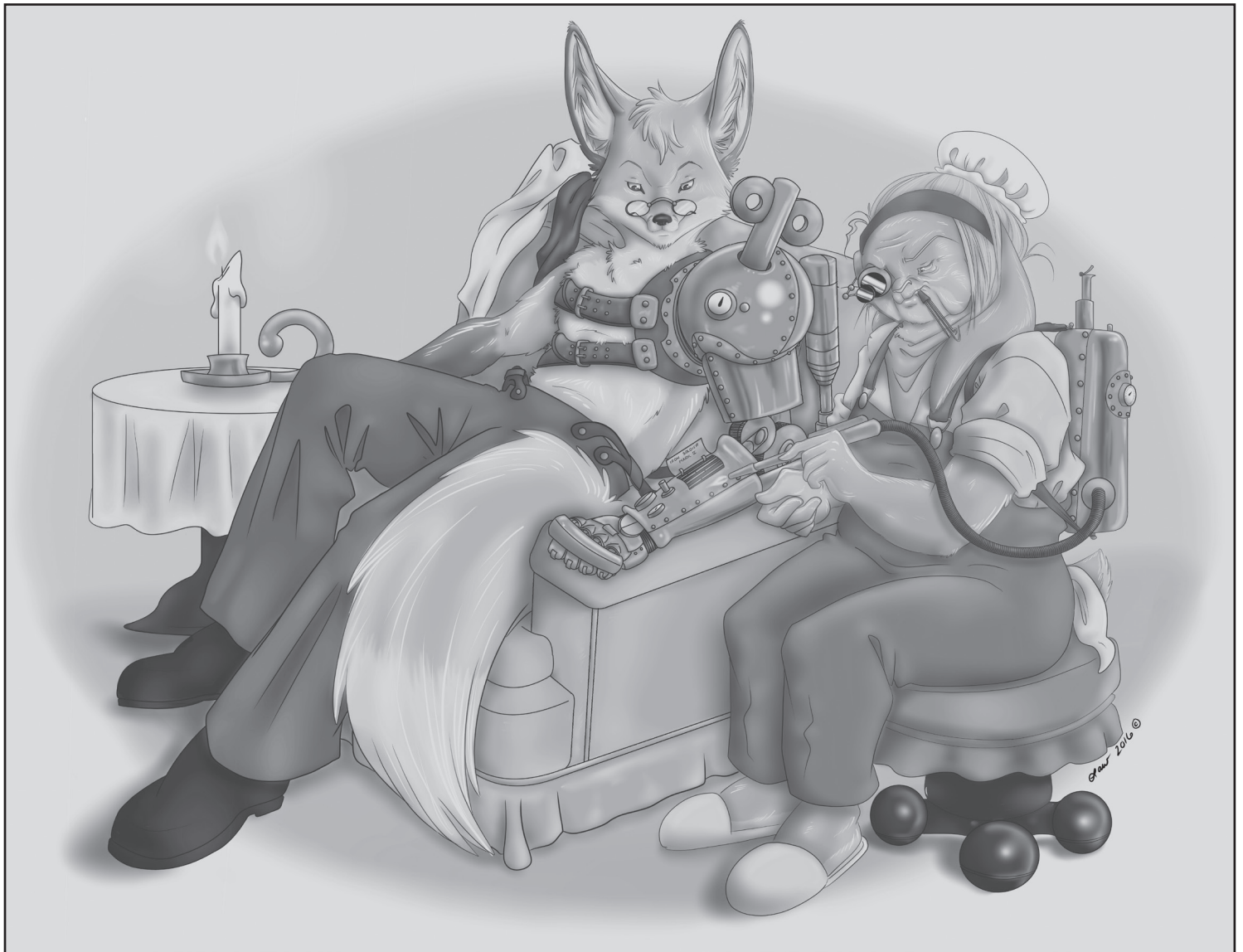
Furlandia

Closing Ceremonies

5 p.m. to 6 p.m. – Main Theater (Mt. Hood)

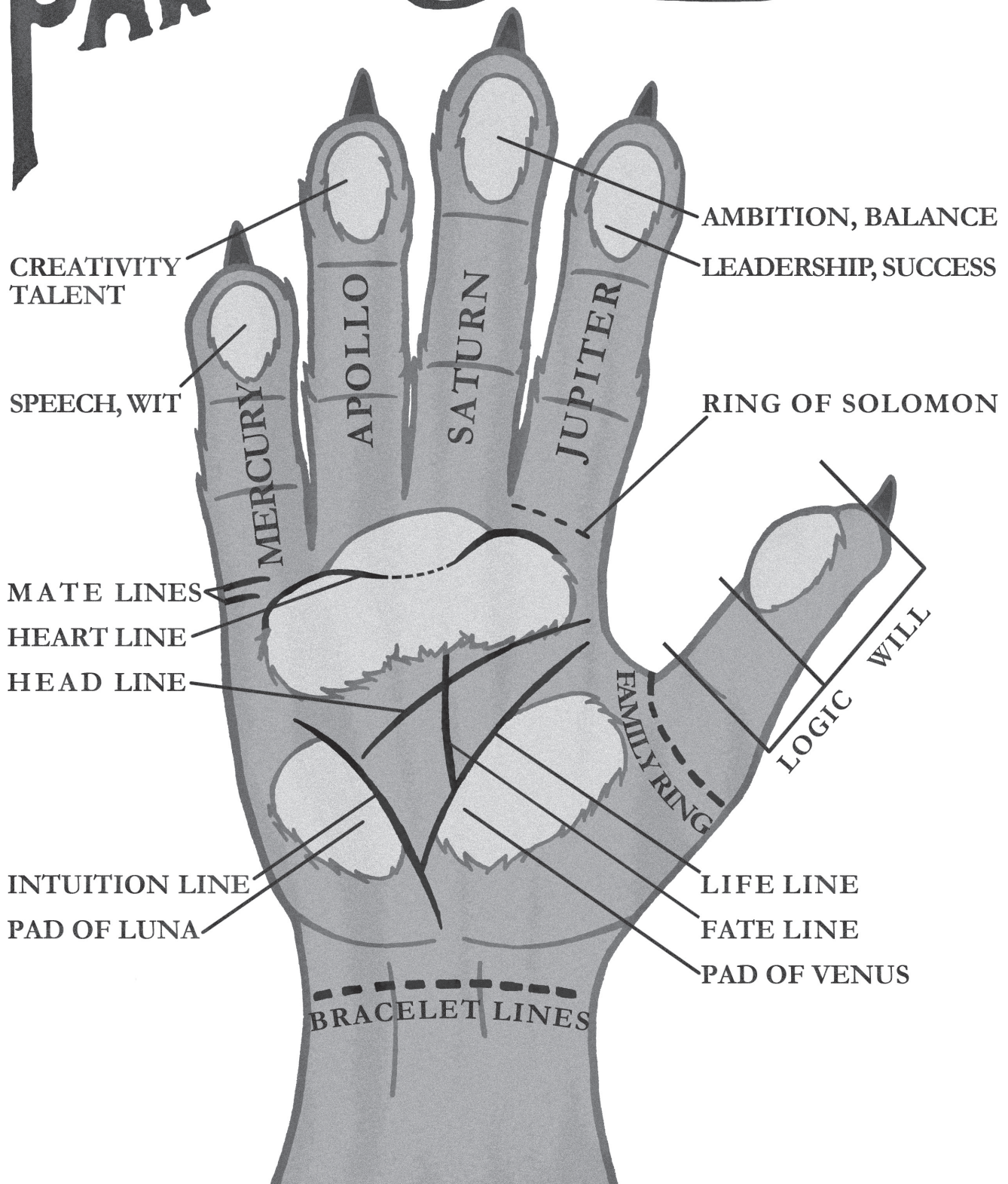
Recap of all the amazing things that happened this year, winners of contests, registration and charity results. Also, get hyped and learn about our theme and special guests for next year.

Furlandia



SUMMER 2016

PAW-MISTRY GUIDE



THE ART AND SCIENCE OF CHIROMANCY

Furlandia Rules of Conduct

General Conduct

Please use common sense and respect others' right to enjoy the event. Remember that any activity which is illegal by municipal, county state, or Federal statute, law, or regulation outside the event is illegal during event. Event staff will ask you to stop an illegal activity. If the illegal activity continues, event staff will report this activity to hotel security and other proper authorities. While in public or in convention spaces, attendees are expected to maintain a "PG-13" standard of conduct. Repeat offenders may have their membership revoked. Please also note that the event staff retains the right to deny entry to anyone and that you can be asked to leave at any time without warning or particular infraction to these stated rules of conduct.

Badging Policy

Furlandia ensures that each member gets both a lanyard and at least one type of membership badge. Your 'proof of membership' is defined as both a current year lanyard, and any badge issued to you by the convention for the current year. You must be visibly wearing 'proof of membership' at all times during our event, and you understand that event staff can request to see proof of membership at any time. Event staff may deny you access to events or event space if you do not have 'proof of membership'. All Furlandia issued badges remain the property of RAIn for the duration of the convention and must be surrendered upon request.

Identification policy

While in the event space, all attendees (in and out of costume) are required to have their con badge clearly visible at all times. The event badge must not be obscured by custom or bespoke badges, and must remain outward facing so the badge color code and name are visible.

Occasionally the hotel staff will ask for costumers to "lift your head" when ordering food, requesting services or communicating with hotel staff. The hotel policy regarding costumes is no head coverings, so the Sheraton Portland Airport Hotel is being very generous by allowing costumers, fursuiters and others.

Media Policy

As per our policy, the staff has decided not to allow ANY media coverage at the event without PRIOR approval. Attendees purchasing a membership agree not to act as media agents in any way, shape, or form while attending our event. Making photographic, audio, or video recordings of any convention event for investigative or commercial purposes is strictly forbidden.

Hotel

As a convention attendee, you are a guest of the hotel and must abide by the hotel's rules and policies whenever you are on the premises. However, if you are unsure if something is allowed, Hotel Front Desk will be able to assist you. If you are expelled from the hotel for violation of their rules, you immediately forfeit your event membership and must surrender your 'proof of membership'. You are responsible for any damage you cause to hotel property. The event space and public spaces of the hotel may not be used as sleeping areas.

Dress code

Hotel dress code is all visitors to the hotel in common areas (e.g. lobby and hotel corridors) must be covered from shoulders to thighs. Swimming pool area is the only exception to this rule. Violations of this policy will result in no access to the event space.

No shoe policy

Hotel policy is shoes are required while in common areas (e.g. lobby, ground floor corridors). No shoes, no service—no access to the event space.

Harassment and Assault

Harassment is defined as any behavior that alarms or intentionally annoys another person. This includes making any unwanted physical contact, following someone around a public area without a legitimate reason, or threatening to physically attack someone. Please remember that if you approach someone and they tell you "no" or to leave them alone, your business with them is done. If you do not leave them alone as they have requested, your actions may be grounds for a complaint of harassment. If you feel that you are being harassed, or you have been assaulted, please report the matter immediately to event staff.

Furlandia Rules of Conduct

Weapons

Due to hotel policy, no display of weapons of any kind, replica or otherwise, are allowed on hotel property. Furlandia staff will provide a friendly reminder of this policy. Any further infraction will result in a report to hotel security. Water guns and Silly String type products of any kind are NOT acceptable due to the potential for damage to costumes, hotel property, ect.

"If it is drawn, you're gone". Any drawing, open carry (of firearms), displaying, brandishing, or making any threatening gesture with any weapon or firearm, both real and replica, shall be cause for immediate expulsion from the event. The only exception to this shall be at a prearranged demonstration or event with the permission of the event coordinators.

Under-age Members

Minors under the age of 13 shall be accompanied by a parent, legal guardian, or an adult designated as responsible by their parent or guardian at all times. For minors from age of 13 to 17, there must be a responsible adult on site

and able to be contacted at all times. All minors under the age of 17 must have a parent or legal guardian present at all times in convention designated areas (ie headless lounge).

Minor Curfew

All attendees under the age of 18 must be out of any convention designated area after 9 PM. Any minors who are in said designated space after 9 PM do so without the expressed consent of Furlandia and Furlandia staff.

Violations and Appeals

Violations of these policies will be handled by event staff as deemed appropriate. Violators will be asked to cease and desist. Violators may have their membership revoked and a 390 day ban placed. Two members of the executive committee (one of whom must be the Convention Chair or Vice-Chair) are required in order to revoke a membership. Membership revocations are final, however a ban may be appealed to the RAIIn Board of Directors. Decisions made by the majority of Board of Directors are final.



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FURLANDIA DRESS CODE

ALL VISITORS TO THE HOTEL IN COMMON AREAS (E.G. LOBBY AND HOTEL CORRIDORS) MUST BE COVERED FROM SHOULDERS TO THIGHS.

SWIMMING POOL AREA IS THE ONLY EXCEPTION TO THIS RULE.

VIOLATIONS OF THIS POLICY WILL RESULT IN NO ACCESS TO THE EVENT SPACE.



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Furlandia 2016 Supporters

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Carrizo
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Chimerror
Corre Con Lobos
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Kit Gorthon

KuraisCreatures
Lumpuslux
Mawai
Narm
Oreo Otter
Pouncytaur
Shelly
Talon
That Sulfer Guy
Wistera
Wulflock
Zolaerla

Patrons

Aqwes_SwiftPaw
Avinstar Hightail
Awsomelionz
Brook J.
Caaain
Caphrion
Conqure
Corvus Swiftwing
coyot
Dyke Grenadier
Emmett
Evan A.
Fuzz
GronV3
Hinokoori
Hubcap
Ithani
Jaden
Kako Boroichi
Lady Moo

Liath Mactire
Lunawolf
Mortuest
Omadaun
Polaris Beaver
Prism Fox
Queenie DeerHeart
Quinn Fairchild
Salem Adams Kusanaga
Sandy
Shadow Lontra
Shutter Wolf
Singe
Sir Rennifer of Avancourt
Sirryda
skylar
Snorkyl
Yukiama
Zavian's Puppet



Previous Guests of Honor

2013 Soko
Tojo the Thief

2014 Kacey Miyagmi
NitroShep

2015 Kitsumi
Ognas

Furlandia 2016 Staff

Board of Directors

President Trapa
Vice-president Gene Armstrong
Treasurer Foxworth
Secretary Kayfox
At-large Members SaberTooth
Aphinity
Lt. Caladon
Thashwolf
Zen Tulku

Former Board Members Aloha, 2008-2015
Ari, 2007-2016
Cerb, 2014-2016
Th'buni, 2014-2016
Tuxedokitty, 2008-2016

Former Furlandia Chairmen Atso, 2013
Gene Armstrong, 2014
Triss Winterdusk, 2014-2015
Lumio Draco, 2015

Convention Team

Chairman Lumio Draco
Vice-chairman Lt. Caladon
Treasurer Zen Tulku
Historian Queenie Deerheart
Event Consultants Tuxedokitty
Gene Armstrong
Trapa
Cerb
Th'buni

Operations

Operations Executive Ducky
Operations Lead Ubertech
Operations Team Surelia
Kitters
Snorkyl
Sparky
Bolt
Security Lead Sasuda
Security Assistant StrawberryKat
Security Team Maz
Judson
Annika
Aracnis
Zuranna
Logistics Lead Kage Valentino
Logistics Assistant Tigress
Logistics Team Zion
Sparky
Zach G.
IT Lead Foxworth
IT Team Dobbs
Kayfox
Aloha
Sabertooth
Web Design Nullreff

Business & Marketing

Business Executive Zen Tulku
Hotel Lead Gene Armstrong
Hotel Assistant Lt. Caladon
Hotel Team Lumio Draco
Zen Tulku
Nullreff
Registration Lead Dobbs
Registration Assistant Loki
Registration Team Hermes
Sparky
Akio
Bolt
Salem Adams
Akira
Con Store Lead Serena
Con Store Assistant Summer
Con Store Team Caphrion
Moitsu
Zen Tulku
Dealers Den Lead Bijoux DeFoxxe

Prop Master Jessica Bunny
Publications Lead Salem Adams Kusanaga
Publications Team Polaris Beaver
Omadaun
FableFire
Zavian
Kitsumi
Summer
Jaelie

Social Media Team

Zen Tulku
Jhinn
Queenie Deerheart
Photographer Thrashwolf
Photographer Assistant Stolf
Videography Lead Zane
Videography Assistant Patrick Fox
Video Editor Snowpaw

Programming

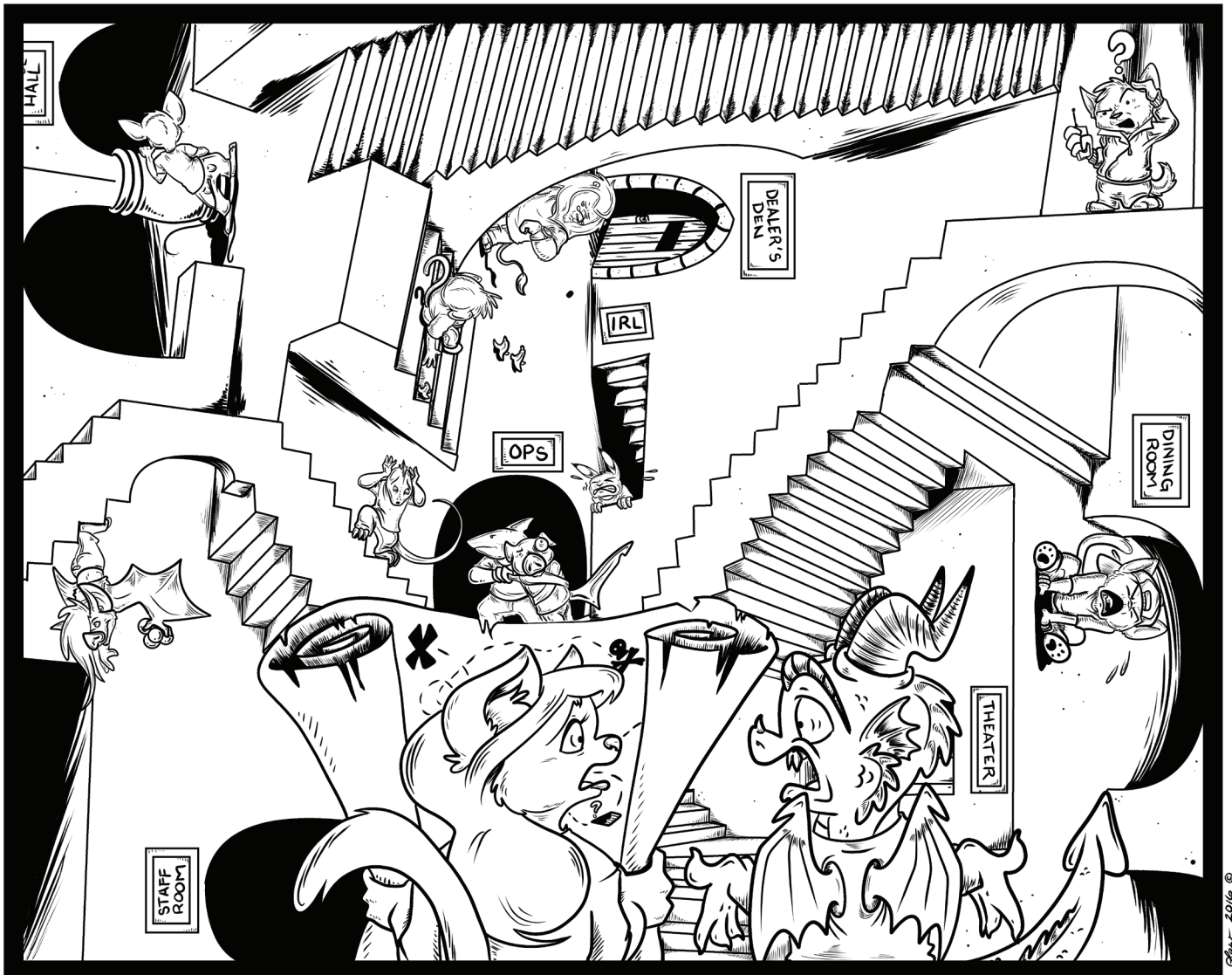
Programming Executive Lumio Draco
Programming Assistant StrawberryKat
Theatre Lead Nullreff
Theatre Assistant Foxworth
Theatre Team Alistor
Zane
Snowpaw
Kayfox
Quinn Fairchild
Master of Ceremonies Queenie Deerheart
Writing Track Lead Madison Keller
Art Track Lead Hazard
Gaming Lead Geoffrey von Westtal
Gaming Team Moitsu
Judson
Selethrial
John F.
Fishy Joe

Community Relations

Charity Team Zen Tulku
Tina A.
Guest of Honor Team Lumio Draco
Nullreff
Zen Tulku
Headless Lounge Lead Jhinn
Headless Lounge Team Kusa
Ravi
Madame Rosebunny
Hospitality Lead Tigress
Hospitality Assistant Hermes

...and special thanks to the staff and at-event volunteers, who joined us after this list was compiled.

NOTES



StairCon 2013: The Beginning

Restaurants



Furlandia
West 3,000 Feet



Airport Frontage Road

MAX St.

①

Target

②

③

Best Buy

Cascades Pkwy

④

⑤

⑥

⑦

⑧

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⑯

⑰

MAX St.

Airport Way



IKEA

⑱

For friends and family who hunger for grub
And give the hotel restaurant the snub
Finding food isn't much of a hunt
Walk yonder south and east along the front
When you find the circle go right
Across the bridge and through the light
You'll find the end to your starvation
Among the bistros of ye' olde Cascade Station

1 - Subway

2 - Chipotle

3 - Wendy's

4 - Buffalo Wild Wings

5 - IHOP

6 - Dave's Famous BBQ

7 - ParkStone Wood Kitchen

8 - Red Robin

9 - Original WOW! Burger

10 - Pizano's Pizza

11 - Jersey Mike's Subs

12 - Starbucks

13 - Hot Pot 'n Sushi

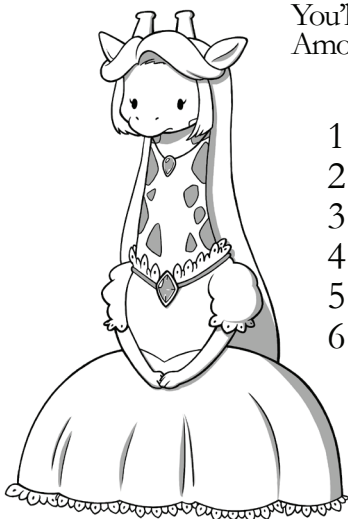
14 - Jamba Juice

15 - YoCream

16 - Panda Express

17 - Taco Del Mar

18 - Ikea Restaurant





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