



Message From The Chairman

Migration *noun* \ 'mī-,grāt, mī-' \ Seasonal movement of animals from one region to another.

Welcome everyone to the first annual Furry Migration. Whether you traveled across the ocean, across the country, or just across the street. Welcome all.

What a long strange trip this has been getting to this point in our community's history. I've been attending local furmeets since it was a bunch of people sitting around a table at a Chinese restaurant. Since then we've changed, and grown. We've had members leave, and new faces show up. We've shifted locations, and added additional events. And over the years I, and the others of this community, have watched MNFurs grow from a group of ten furs around a table into a sizable community gathering for our spring picnics, fall picnics, movie nights, bowling nights, and sushi nights. As this community has grown the itch to form our own convention has grown with it. And so in the fall of 2012 we set down the path of building a convention.

This weekend, to the day, marks our ten year anniversary of our first fall picnic. What better way to celebrate such an anniversary then to bring together furs from not only the local community, but nationwide and possibly further! So what is Furry Migration? In short: we are a convention dedicated to celebrating all aspects of furry. Furry sci-fi, furry anime, furry fantasy, furry in literature, furry in cinema, furry in gaming, furry in hot tub. Wait. NO! Scratch that last one. We hope to have a little bit of everything here so everything can find something interesting. And if nothing else? There will be bubble wrap and a dunk tank.

So again on behalf of the folks of Furry Migration I welcome you. I hope your weekend is filled with new friends, new experiences, and wonderful memories. Enjoy.

PS- Rule #1 of convention: Don't break the hotel.

Thank You

Also I would be remiss for not taking a moment to thank Foxfeather (www.foxloft.com) for her outstanding artwork that she created for the conbook and our convention t-shirt. The CONvergence Art Show and Angela Weeks for their support. (www.convergence-con.org) Without their help, the Art Show at Furry Migration would have had a much harder time getting off of the ground. Anime Detour (www.animetwincities.org) for allowing us to utilize their equipment over the weekend. Last, but certain not least Kyell Gold for his wonderful short story First Migration. To all of you thank you one, thank you all!

Jonathan "Kellic" Normand
Chairman, Furry Migration 2014



Code of Conduct

Furry Migration (FM)'s guiding principle for its rules are:

- “Use common sense, and be courteous of others.”
- “If it is illegal outside the hotel, it is still illegal inside the hotel.”

The above statements really are our Code of Conduct in a nutshell. Think before you do something that could impact another attendee, your health, the convention, the hotel, or other's property in a negative way. While FM's intent is to aid the attendee in having a fun, safe, and relaxing time at the convention, we must also define what is and is not allowed to promote an environment that accomplishes this. These rules are not here because the convention is looking to impede in your fun, but here to provide the boundaries of what is expected of the attendee during the convention. Generally speaking, the rules set forth in this document are tried and true guidelines that have been used at other conventions over the years.

This Code of Conduct applies for the duration of members' time the hotel premises regardless of whether the convention has officially begun or ended. By registering with the convention each attending member of FM agrees to abide by our Code of Conduct as a condition of attendance and maintaining a badge. By following the simple guidelines below you will ensure that you, as well as the people around you, have a safe and enjoyable convention experience.

General Rating, Access, & Behavior

FM events and function spaces are open only to registered members of the convention, and hotel staff. It should go without saying that no badge, no access. To facilitate this policy all convention function spaces will be monitored throughout the duration of the convention.

Public spaces open to patrons of our host hotel are rated 'PG' at all times. All programming during the day will be open and appropriate for all members of FM. During the evening hours, some events may contain strong language or adult themes. These events will be restricted to mature audiences only, and minors under the age of 18 will not be admitted without their parent or guardian. As part of the PG rating, we require that parents accompanying children under the age of 16 be aware of where their child is, and what their child is doing at all times.

Individuals violating the public rating will be warned once. A second offense may result in the ejection from the convention. Violations can include, but are not limited to: wearing unacceptably revealing clothing, openly displaying adult artwork, and lewd public displays of affection.

Please do not throw any items from the balconies or over railings. This falls into that whole common sense thing again.

Sleeping in the public or convention spaces of the hotel is not permitted; the hotel's security frowns upon such behavior, and will be strictly enforced by FM staff.

There is no smoking in any area within the Ramada MoA's, including the guest rooms. Smokers are asked to use designated smoking areas outside the hotel, and to comply with any other smoking rules imposed by the Ramada MoA.



Cigarette butts must be disposed of properly and not left on the ground. Anyone caught serving alcohol without verification of the consumers age being 21 years old or older will result in both the server, and the consumer being ejected from the convention. A report will be filed with local authorities.

Anti-Harrassment

FM is dedicated to providing a safe and comfortable convention experience for everyone. Harassment of any kind, including physical assault, battery, deliberate intimidation, stalking, or unwelcome physical attentions, will not be tolerated. If people tell you “no” or to leave them alone, your business with them is done. Leave them alone. Do not follow them or attempt to disrupt their convention experience in any way. If you continue to attempt to have contact with those people, you may be subject to ejection from the convention and the premises. FM is not responsible for solving any interpersonal problems that may arise between individual members.

Minors At Furry Migration

Anyone under the age of 18 years of age when the convention starts is considered a minor. Any attendee of FM under the age of 16 when the convention starts must be accompanied by a paid attending parent or legal guardian. During the registration process minors must present a signed copy of the parental permission form or have their parent or legal guardian with them. Minors are not permitted under any circumstances to enter areas that have been designated for mature audiences. Anyone providing false documentation of identity or age will be denied membership and reported to local authorities.

Convention Badges

Convention badges are the property of FM for the duration of the convention, and must be presented to any FM staff member upon request. Convention badges must be displayed at all times in convention common spaces and function spaces. This also includes fursuiters and cosplayers.

Most conventions take a dim view of distribution and production of counterfeit badges. This has nothing to do with greed. The money provided by registering with the convention funds just about every aspect of the convention. Distribution and production of counterfeit badges are expressly forbidden. Any incidents of such activity will be addressed on a per incident basis, but generally speaking is grounds for ejection and permanent banning from the convention.

Dress Code

Shirts/Pants/Shorts/Footwear is required at all times while in hotel common spaces and function spaces. Clothing that is overly revealing that exposes one's privates is prohibited. Yes, this includes sideboob.



Room Parties

FM will make available to those who wish to have room party, a room block specifically designated for parties. The hotel will be informed that this area may be louder than other non-designated areas. Any party outside this room block is subject to whatever hotel noise regulation the Ramada MoA has in place. Which basically is: do not generate noise that can be heard from the room next door.

Convention Security

FM's wandering hosts are here to serve and assist the attendees of FM by promote and fulfill the convention's Code of Conduct, and to answer any questions you may have about the convention. They will be identifiable by a smock that any on duty wandering host will wear. Our wandering hosts are volunteers for FM. As such, attendees are required to follow their instructions within reason. If the situation merits it, wandering hosts may at any time inspect your badge and confiscate it if warranted.

Wandering hosts are not a security force. For such instances where security is needed the hotel's security staff will be called upon to rectify any major situation. If you have a complaint about any action taken by a staff member, you may take the matter up with the Department head on duty for Operations, the Convention Chairman, or the Vice Chairs.

Controlled & Illegal Substances

FM is a dry convention. Alcoholic beverages are not permitted in public convention spaces. Convention members observed to be visibly intoxicated in public convention space will be asked to retire to their private hotel room.

The convention has a zero tolerance policy towards illegal substances. Any convention member found to be selling or otherwise distributing any controlled substance will have their membership immediately revoked, reported to hotel security, and will be immediately reported to local authorities.

Anyone caught serving alcohol without verification of the consumers age being 21 years old or older will result in both the server, and the consumer being ejected from the convention. A report will be filed with local authorities.

Weapons & Replicas

Firearms or working projectile weapons are not allowed at FM, period. Due to both safety and legal concerns, realistic-looking model-firearms, replica firearms, and 'de-activated' firearms are not allowed. FM reserves the right to define 'realistic' in these cases.

No realistic-looking state or federal law enforcement uniforms. Edged weapons may be worn as a costume accessory only if they are covered by a sheath that covers all sharp edges and points. The weapon must also be secured from removal by a Furry Migration approved zip tie (often referred to as 'peace bonding'). To accomplish this find any wandering host. They can aid you in peace



bonding your hardware. Temporary exceptions may be made for newly purchased weapons carried DIRECTLY to one's room, or out of the hotel.

Pocket knives with single-edged blades less than 3 inches in length are exempt.

If your weapon is of the 'large and unwieldy' variety please be mindful of people and property around you. No one wants a face full of sword even if its foam rubber or cardboard. And let's not talk about sprinklers and swords.

Brandishing any weapon for any reason is not allowed, and will result in the confiscation of the weapon for the duration of the convention, and a warning from Operations. Repeated warnings will result in ejection from the convention for the duration of the event. FM reserves the right to deem any item unsafe or inadmissible, regardless of whether it conforms to the 'letter of the law'. The safety of our guests is our No.1 concern.

Programming Exception: Costumes such as those listed on previous lines, or those accompanied by weaponry that would not be permitted under the other rules, may be worn when the wearer is participating in a convention function or programming item such as the Masquerade or other (e.g., a Con-sanctioned stage-combat demonstration) where they are deemed safe and integral to the event. They may be worn only for the duration of the event only and must be removed once the event is complete.

Adhesive & Signage

Attendees of the convention who have hotel rooms are free to affix PG rated signage to their hotel room doors with the stipulation that they use low-tack blue masking tape. If you do not have such tape please come to the operations department and we can help. Any signage not using this specific tape will be removed. We are being sticklers about this because the tackiness of tape can vary even if you are using a different color tape. Do not affix anything to the walls of the hotel, or to FM signage. FM provides a message board in a public area where members may post messages or place announcements.

Photography & Videography

Photography and video filming by convention members for personal use is generally allowed in all common areas of FM. Please note that there is no photography or filming allowed in the Art Show. Show courtesy when photographing or filming individuals or costumes and ask permission first. If an individual does not wish to be photographed or filmed, please respect their wishes. Photography, filming, or taping for the purpose of sale, publication, public media, or dissemination is expressly prohibited without written authorization from FM. All pictures, film, and tape shall be for personal use only. All journalists, media photographers, and any other members of the press are required to display an official Furry Migration Press Badge and be accompanied by a member of FM's staff at all times while on the Ramada MoA's property. Members of the press who have not been issued a Press Badge may not conduct interviews or take photographs, audio or video footage without an escort and may be subject to removal from hotel property. Media representatives who do not have Press Badges and are not escorted by a Furry Migration staff member should be reported to any convention staff member or to the Convention Operations department immediately.



The name “Furry Migration” is a registered service mark of Minnesota Furs Inc., and must not be used in any fashion that infringes on that mark. Members agree to remove from circulation or publication any image, statement or recording that is in the legal opinion of Minnesota Furs, Inc. misrepresents or defames its service mark.

PETS & ANIMALS

Pets are not allowed at Furry Migration. This means NO dogs, cats, birds, ferrets, snakes, pine martens, tigers, etc. While one pet is usually not a problem, we would soon have many pet related problems if we allowed them. The Ramada has a policy that allows pets. However, during the convention they have agreed to follow our policy.

Effective March 15th 2011, the Federal ADA definition of “service animal” has changed. Furry Migration follows this final ruling and its clarifications.

Key changes include the following:

- Only dogs or small ponies (not kidding!) will be recognized as service animals.
 - Service animals are required to be leashed or harnessed except when performing work or tasks where such tethering would interfere with the animal's ability to perform.
 - Though not considered service animals, businesses are generally required to accommodate the use of miniature horses under specific conditions.
- Existing policies that were clarified or formalized include the following:
- Dogs whose sole function is “the provision of emotional support, well-being, comfort, or companionship” are not considered service dogs under the ADA.
 - The use of service dogs for psychiatric and neurological disabilities is explicitly protected under the ADA. (Please note: the above website clearly defines that a service animal for psychiatric and neurological disorders must be trained to “do work” and “perform tasks”. Please see the section titled Doing “Work” or Performing “Tasks” contained within the definition of Service Animal, located in Subpart A—General, Section 35.104 Definitions. for a clear definition of what this entails.)
 - “The crime deterrent effects of an animal's presence” do not qualify that animal as a service animal and “an animal individually trained to provide aggressive protection, such as an attack dog, is not appropriately considered a service animal.”

If your service dog meets these requirements, it will be issued a Service Animal Badge from Registration after verification by our Operations department. The next immediate step is to report to the Operations department with the service dog to check in for the weekend. Now, you and your service animal have as few interruptions as possible from staff verifying that you've complied with the policy. We look forward to having you both at our convention and will do our best to work with you to make the experience the best it can be for everyone!

SALES OF MERCHANDISE

Sales of any products or goods is restricted to our dealers room \ specifically designated areas. Sales outside these areas is prohibited by both FM's, and Ramada MoA's policies. FM reserves the right to escalate the issue to the hotel to allow them to determine the appropriate course of action.

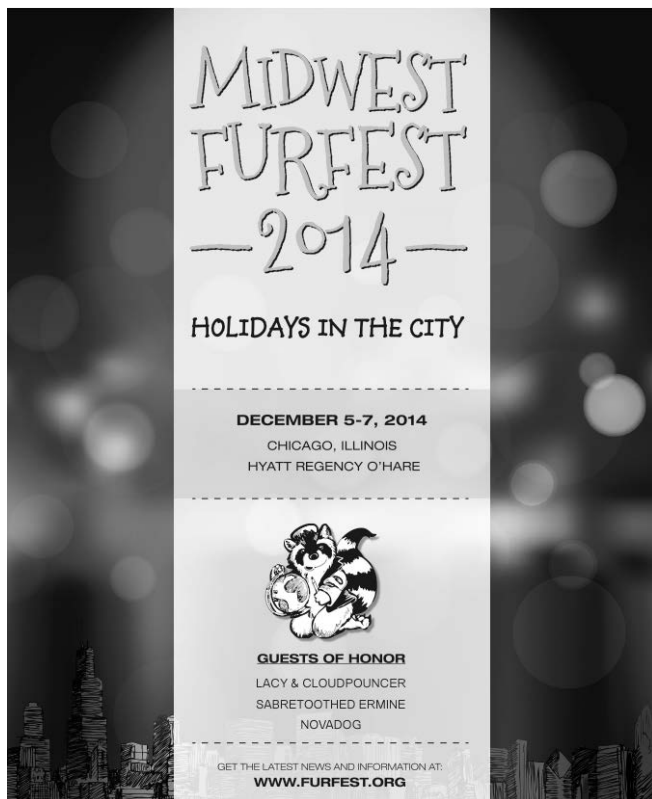


Revocation of Membership

We, the staff and volunteers of FM pride ourselves in welcoming Furry fans from all walks of life, but we acknowledge that we also have a responsibility to help ensure the safety our attendees, and to protect the convention from any undue damages. Thus: Any member who is deemed by the chairman of FM (or his or her designee) to have seriously violated these Rules of Conduct may have their membership suspended for the duration of the convention and be subject to a single year, multi-year, or permanent ban based on the severity of the offense. We don't want to use the nuclear option. But, under the correct circumstances we are willing to be the bad guy if you are endangering people at the convention, our resources, our reputation, or our relationship with the hotel.

If a member is removed by the hotel management from its premises for any reason, FM will revoke current membership and deny future membership for the duration of the hotel ban.

FM reserves the right to change, amend, or modify these rules at any time without prior notice. Any changes to the Code of Conduct will be visibly posted at registration at the convention, will be in the convention book, and will be noted in the news section of FM's website if changes occur outside two weeks of the convention occurring.





Kyell Gold

Kyell Gold began writing furry fiction a long, long time ago. In the early days of the 21st century, he got up the courage to write some gay furry romance, first publishing his story "The Prisoner's Release" in Sofawolf Press's adult magazine "Heat." He has since won twelve Ursa Major awards for his stories and novels, and his acclaimed novel "Out of Position" co-won the Rainbow Award for Best Gay Novel of 2009. His novel "Green Fairy" was nominated for inclusion in the ALA's "Over the Rainbow" list for 2012, and both it and "Divisions" have been Rainbow Award finalists.

Though he lives in California now, he spent six years in the Twin Cities and has very fond memories of those times. He loves to travel and dine out with his husband Kit Silver, and can be seen at furry conventions around the world.

More information about him and his books is available on www.kyellgold.com.





“First Migration”

by Kyell Gold



When Windsong woke up, for a moment everything was quiet, and he hoped that maybe the last two weeks had just been a dream. He rolled over on the dirt bed and inhaled. The fresh, loamy scent filled his nostrils, and when he reached out and dug his fingers into the ground, he felt it break and crumble as his thick nails pressed down into it.

Birds sang overhead and a breeze shook the branches. A golden yellow cottonwood leaf drifted down in front of him. Nearby he heard the burble of their stream, and as he lifted his nose, the air brought him the scent of the other families and the wet, rich leaves nearby.

His ears perked at the sound of other pronghorns stirring, though his family was still quiet in their little mud hut, his parents together behind the woven curtain, his sister breathing steadily at his side. Her shoulders and small, straight horns gleamed in the dawn light. He reached up to scratch around his budding horns, dirt trickling from his fingers down into his fur. One day he'd have horns bigger than hers.

The sounds outside increased in urgency. He heard the words, “Moving Day.” Behind the curtain, his parents stirred.

There was a place near the stream, a little hideaway. Maybe he could go there, maybe he could get Grassblade or Raindance to come with him, and they could wait until Moving Day was over.

The air in the hut remained suspended, silent. He held his breath and inhaled the smell of the dirt, the air he'd known for all of his life—that he remembered, anyway. He had a vague memory of a chill, arid desert, of traveling under wind and rain. But nearly all his memories were here in the hills beside Crystal Creek. Here he had chased Grassblade until the other foal fell in the river; here Raindance had tricked him into eating dandelion leaves. Here his father had shown him how to find sweet grass, here his mother had taught him to read the clouds and the wind, to know when rain was coming.

His mother's voice came from the other side of the curtain. “Windsong! Pinescent! Get up!” And just like that, it was Moving Day.



His satchel was already mostly packed, but he'd left a few things out: his favorite clothes; the wooden staff his father had carved for him, which he'd been told he would need as a walking stick; the crude toy he'd carved and played with almost every day, the savage bear whose right paw had broken off.

“Will we come back here?” he asked Pinescent as she packed her own satchel.

She looked down at him from her extra foot and a half height and her extra four years of life experience. “Maybe,” she said. “Last year we had to build all the huts over again because the bears tore them down.”

“Then why are we leaving? We could fight off the coyotes and bears! We have the best pine stands, the Crystal Creek...”

“You'll get used to it. If you don't die on the way. People do.” His sister sniffed. Their mother called from outside the hut, “Stop teasing your brother.” Why would his parents bring him on a trip where he might die? “I'm staying here,” he said.



"You'll die for sure then." Pinescent sniffed again and looked around their small hut.

"I'm looking forward to a new place. When we get to the winter grounds, we'll meet tribes and there will be..." She breathed in dramatically. "Boys."

"There's boys here," Windsong said.

Again, his sister gave him that scornful look. "You don't understand anything," she said. Which confused him, because he certainly knew the difference between boys and girls, even though they both had horns (though the girls' were smaller).

"Boys guard the tribe. Girls farm the food. Boys and girls build the huts." He had just learned that a month ago.

"Just shut up." His sister pulled her satchel up and walked out of the hut.

Windsong looked around their hut at the wood carvings on the walls and the floor, at the large woven grass mat his mother and father had worked on in the bright evenings over the summer. He picked up the weave and rubbed it between his fingers. Maybe he could carry it? But no, it was bulky, and as he tried to roll it, some of the drier grass strands broke.

His mother poked her head in. "Come on, dear, we're assembling to leave."

"Are we leaving all these things?"

She smiled. "They're just things. We will make new ones."

"But I like that carving."

His mother's long muzzle dipped to nuzzle between the stubs of his horns.

"Then next summer we will make another like it."

He stuck his lower lip out but rubbed up into the nuzzling. "Pinescent says I might die on the trip. Can't we stay?"

"You won't die. And she shouldn't have said that." His mother gathered him into a hug. "It's your first Migration on your own feet, and it will be the first winter you remember. In a month, this forest we love so much will be bare, and in two, it will be covered in snow. You liked the winter valley last year, even if you don't remember it now."

"I like the Crystal Creek," he said. "Will we come back here?"

"Maybe, if the winds lead us back."

"Can I pray to the winds?"

She smiled. "That's what we're going to do now. Bring your things; Cloudwalker is about to start."



The old pronghorn chanted the wishes for safe travel, for fair weather, and for a speedy return. As he chanted along with the rest of the tribe, his tan and white fur bobbing restlessly with theirs, Windsong added a special prayer of his own. Because he was named for the wind, he thought he might have their ear. Please, he said, bring us back to Crystal Creek. Bring us back home.

Cloudwalker announced the beginning of the migration, and all around Windsong his tribe collected their small belongings. His sister walked ahead without a word to him while his parents picked up their own bags and made sure he had his secure. He took a few steps down the trail, his hooves feeling heavier the farther he got from his home.

Grassblade ran into his shoulder, nearly tumbling him over. "Hey," Windsong said, but the other fawn was grinning from ear to ear. "What are you so happy about?"



"You know what we get to do now?" Grassblade hopped from one springy leg to the other, a satchel very like Windsong's slung over his shoulder.

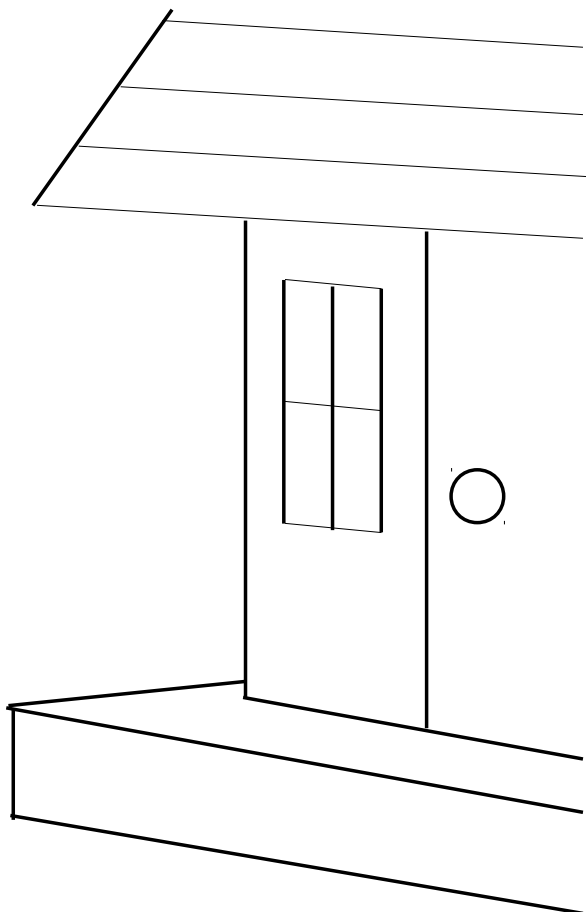
"Yeah. Leave." Windsong looked back at his family's hut and imagined a bear.

The scent around him wasn't the mud hut and the rushes, but it was his family, and he was surprised to find that he remembered the smell of the mud but didn't miss it as much as he'd thought. The ground crumbled beneath his fingers, and the evening breeze sang through the lodgepole pines above them.

"Tomorrow you can run some more," his father said.

"And we'll sleep farther on down the road. There's a place where the water tumbles down rocks faster than even you can." His mother smiled and rubbed his short mane.

"Home," Windsong sighed, and closed his eyes.



Panels – Friday Schedule

Dunk Tank



Kellic

Backyard – FRI 12:00 PM to SAT 7:00 PM

Dunk your favorite/least favorite staff members for fundraising goodness!

Orientation: Enjoying your first Migration



Turka, Charles

Main – FRI 11:00 AM to 12:30 PM

Learn from some veteran convention goers and Convention runners on what skills and secrets make for your best convention experience.

Opening Ceremonies



Kellic

Main – FRI 12:30 PM to 2:00 PM

Time to launch this years Migration, get introduced to this years guests of honor, and last minute announcements.

GoH Meet & Greet



Main – FRI 2:00 PM to 3:30 PM

Meet and greet the Guests of Honor!

Indie Game Design -101



Queuethulu, Zaos

Shoshone – FRI 2:00 PM to 3:30 PM

Want to be a game developer? This panel gives the basic fundamentals for making a game and helps you figure out what tools you would need to get started.

Fursuiting in Public



Ringer, Birk

Pawnee – FRI 2:00 PM to 3:30 PM

Learn the ins and outs of fursuiting in places outside of conventions and furry events. We'll talk about finding locations, dealing with curious onlookers, and other such mysteries of life.

Keepers of The Universe - The Basics



Velli Wolf

Winnebago – FRI 2:00 PM to 3:30 PM

Do you think you have what it takes to defeat the Keeper of the Night? Can you match wits with beings created from the sun? With elements taken from games like Magic The Gathering and Fluxx along with a dash of insanity this game will be one you will love to learn more about!

Fursuit Games - Part 1



Main – FRI 3:30 PM to 5:00 PM

Test your agility in an assortment of fursuit-friendly activities that will almost certainly end in chaos. But the fun kind of chaos. We hope.



Breaking into Webcomics

Fes Works



Shoshone – FRI 3:30 PM to 5:00 PM

The landscape for webcomics is ever changing. Prepare yourself. Listen to advice and ask questions of experienced webcartoonists, to help get you started. Things to watch out for. Things to avoid.

How The Art Show Works

Cynthia, Lanny, Foxfeather



Pawnee - FRI 3:30 PM to 5:00 PM

Information and stories on how a con Art Show and Auction work. Good for both attendee and artist.

Furries and Music: What's Out There?

Brendan Faust



Winnebago -- FRI 3:30 AM to 5:00 PM

Heya all you guys! If anyone is interested in music (especially furry-friendly music), this is the panel for you!

Whose Lion is it Anyway?

Main – FRI 5:00 PM to 8:00 PM



So You Want To Be A Let's Player

Justin Hoffman



Shoshone – FRI 5:00 PM to 6:30 PM

So, You want to be a Let's player huh. Ok but where do you begin? Lucky for you Tenpin from the Justinjade channel on YouTube is here to answer your questions from what equipment and software to use, to What games to play, to basic editing of videos to add in Intro and Outros to your videos it will all be covered here.

Before Page One - Creating a Character

Fes Works, Kyell Gold



Pawnee – FRI 5:00 PM to 6:30 PM

Perhaps you've got a great world already written... let's populate it with characters! ... Let's make sure they are unique enough, right?

Even You Can Brew A Hard Cider!

Mouring



Shoshone – FRI 6:30 PM to 8:00 PM

Come join those who brew talk about how they became interested in the hobby; as well as what is needed be to produce your own.

Cuddle Party

Zepaw



Winnebago - FRI 6:30 PM to 8:00 PM

This program has active and passive options. It will cover generalized information about cuddling, health benefits, and such. People are welcomed to gather in a middle area and find a cuddle-partner they feel



comfortable with. Encouraging them to find someone they don't know if they're comfortable with it. Attendees are not pressured into joining in that part though.

Cantankerous Folk (Band)

Main - FRI 8:00 PM to 9:30 PM



"We sound like a band you'd hear playing at a Romanian flea market. We blend the styles of polka, klezmer, punk, surf, vaudeville and old, old jazz. The lyrics are both silly and acerbic, lighthearted and bitter, and we play with an unusual blend of swagger and precision."

Gay Furry

Shoshone – FRI 8:00 PM to 9:30 PM



Why is the percentage of queers in Furry so high? Are Furries more open and honest with themselves? Or does the fandom draw queer people in? Are some straight people scared away? To what extent should the furry fandom care about public perception? Some? Not at all?

Getting Outdoors with your Dog

Jeffery Eddy, Alopex

Pawnee - FRI 8:00 PM to 9:30 PM



Unless you like mountains, Minnesota offers a wealth of outdoor activities that are canine-friendly. Jeff and Alopex from Sofawolf Press will talk about how they keep their huskies entertained during the brief periods of time they are not stuck behind a desk or in a warehouse. Included will be discussions of scent-training, hiking, dog-scootering, skjoring, and dog-sledding.

Queuethulu's All-Porpoise Gaming panel

Queuethulu

Shoshone – FRI 9:30 PM to 11:00 PM



Dolphins are jerks and so are we. This is the 'Adult' gaming panel where in the past we've talked about tentacles, Nicholas Cage, the movie Teeth and pretty much anything else that comes into our deranged minds.
18+ ONLY

Dance

Main - FRI 10:00 PM to 1:00 AM



After a long day of panels what better way to blow off some steam than to break it down on the dance floor (not literally). Dances will feature a variety of music so there's sure to be something that's up your alley.

Midnight Howl

Sike

Backyard - FRI 11:00 PM to 12:00 PM



Howl at the moon at midnight!



Saturday Schedule



Sponsors Brunch

Shoeshone – SAT 9:30 AM to 12:30 AM
Brunch with GOH's

Warriors Book Series Gathering

Skysrider

Winnebago – SAT 9:30 AM to 11:00 AM



Join us for a "Gathering" of the clans, those familiar and unfamiliar with the Book series by Erin Hunter are welcome to come. We will have giveaways, discussion of the books, and lore. Please remember that StarClan forbids clan rivalry at the Gatherings, all are welcome, Kits, Apprentices, Warriors, Deputies, Leaders and Elders of all clans.

Fursuit Dance Exhibition Orientation

Main – SAT 11:00 AM to 12:30 AM



Anyone interested in participating in the Fursuit Dance Exhibition should attend this quick orientation. If you didn't sign up online and/or haven't already provided your music, please do so [here](#).

The Superior Guardian Meet & Greet

The Poetry Ninja

Winnebago – SAT 11:00 to 12:30



Are you looking for something new to read on the internet? Have you herd of "The Superior Guardian" ? All of these questions can be answered at this panel based on the fursona Tamayoshi and his journey to protect the Spirit of Lake Superior. Come learn about what has been written so far and hear the writer of this ongoing series tell of his inspirations for many of the scenes.



Fursuit Parade & Group Photos

Main – SAT 12:30 PM to 2:00 PM

We take a break from panels to watch the fursuiters on parade! Parade route goes outside weather permitting.

Minnesota Furs: More Than Just A Con

Ridayah

Pawnee – SAT 2:00 PM to 3:30 PM



Furry Migration is a wonderful con, but what if there were things you could do with furs year round? Minnesota Furs is the parent organization behind the convention, which does activities throughout the year. Come find out more about becoming a member, our events, our activities, and what the future holds!

Fursuit Games – Part 2

Main – SAT 3:30 PM to 5:00 PM



Test your agility in an assortment of fursuit-friendly activities that will almost certainly end in chaos. But the fun kind of chaos. We hope.



Beekeeping 101

Foxfeather

Shoshone – SAT 3:30 PM to 5:00 PM



Have you ever been curious about what it takes to keep bees and gather honey? Come learn about bees, the process of raising and managing them, the challenges of keeping them in northern climates, and 'the state of the bees'. There will be a local wildflower honey tasting at the end of the panel!

Before Page One - World Building Your Story

Fes Works, Kyell Gold

Pawnee – SAT 3:30 PM to 5:00 PM



You may have a great idea for some characters for a new comic or novel, but what good are they without a world to exist in? Save yourself some of the headache of continuity by planning some things ahead.

Role Playing Furry

Vanbael, Rina, Nightshade

Winnebago - SAT 3:30 PM to 5:00 PM



We will talk about Role Playing, its forms, its aspects, the different forms, how to bring out the best of our characters. We will talk about the good things to do with role playing and the stuff of what not to do. And we'll try to cram it into an hour.

Audience participation is encouraged.

Furry Feud

Main – SAT 5:00 PM to 8:00 PM



Furry Games and You

Josh Flaherty

Shoshone -- SAT 5:00 PM to 6:30 PM



A brief run down of 'furry' video games worth looking into. Classic games to modern ones, what ones have what it takes to warrant a playthrough? From classics like Ducktales (WOO HOO) to more modern games like Dust: An Elysian Tail.

Amateur Fursuit-building Show & Tell

Ringer, Fenris

Pawnee – SAT 5:00 PM to 6:30 PM



Trying to make your own fursuit? Already made your own suit? Join us to show off your work and share your experiences and techniques! All skill levels welcome.

Breaking into Podcasting

Fes Works

Shoshone – SAT 6:30 PM to 8:00 PM



Learn how to start your own internet radio show! Get info on tools and software to use, and how and where to publish it online!



Starting Furry Gatherings In Your Area

Ridayah, Kellic

Pawnee - SAT 6:30 PM to 8:00 PM



You've know there's local furs. You've hung out once or twice, and would like to do it more. How can you make that happen? This panel will introduce you to the basic ideas and considerations behind setting up local furry gatherings, from picking a place, communication methods, and other concerns.

Fursuit Dance Exhibition

Main – SAT 8:00 PM to 9:30 PM



Fursuiters show off their dance skills to the hottest beats of the 80's, 90's and today.

History of Furry

Dronan, Ken Fletcher, Kyell Gold, Hyperyote

Shoshone - SAT 8:00 PM to 10:00 PM



A originator, a greymuzzle, an artist, and young fan explain how the fandom emerged, how each new generation of fans changed and shaped things, and how we evolved into the fandom as we know it today.

Art Auction

Pawnee – SAT 9:30 PM to 12:30 AM



Come bid on that must have piece of art. Didn't get to art show? Last chance to accidentally find that art piece you can't live without.

Dance

Main – SAT 10:00 PM to 1:00 AM



After a long day of panels what better way to blow off some steam than to break it down on the dance floor (not literally). Dances will feature a variety of music so there's sure to be something that's up your alley.

Midnight Howl 2

Sike

Backyard – SAT 11:00 PM to 12:00 PM



Sunday Schedule

Red River Vally Furs Meet & Greet

Neevi Panda, The Teage

Pawnee -- SUN 9:30 AM to 11:00 AM



The Red River Vally Furs group is a geographical collection of furries along the Red River that runs through Fargo and Grand Forks, ND and probably other places, too. Our reach also extends as far west as Bismark, ND and as far east as the lakes country of west central Minnesota. Are you from this area? Do you want to meet people from this area? Do you want to meet people from this area? Both? Well, this is the panel for you! Come spend an hour with us, and we can also explain why vally is not a typo.



Bird Gathering

Skystrider



Winnebago – SUN 9:30 AM to 11:00 AM

"Birds of a feather flock together" Join fellow Avian's and avian enthusiasts to come squawk, chirp about topics, and get to know each other.

Project Management Made Me A Better Novelist

Kyell Gold



Shoshone – SUN 11 AM to 12:30 PM

Writing WAS my hobby until a few years ago, but a lot of my work in the tech industry as a project manager really did influence how I go about both writing itself and managing the business of writing.

Closing Ceremonies

Kellic



Main – SUN 12:30 PM to 2:00 PM

Time to wrap it up, hear all about contest winners, and announcements for next years Migration!



Join the revolution of anime fandom
past and present!

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Cosplay Contest • Gaming • Dealers & Artists
Anime Screenings • Dances • Panels & Events

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Jeffrey Eddy

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

In the fourteen years since the debut of their first publication, the short-story anthology *Anthrolations*, they have produced over 75 publications including: novels, shared-world and thematic anthologies, short story collections, graphic novels, artists' sketch books, and some things that defy categorisation. Along the way the two founders were joined by two others who shared their passions, and together they became the board of Sofawolf Press, Inc.

Their publications, and the talent featured within them, have been the recipients of numerous nominations and awards, including: 23 Annual Anthropomorphic Literature & Arts awards, one Russ Manning Promising Newcomer nomination for Teagan Gavet's work on the graphic novel *Nordguard: Across Thin Ice*, and both the 2012 Hugo Award for Best Graphic Story and the 2013 Mythopoeic Society Adult Literature award for Ursula Vernon's fantasy graphic novel *Digger*.

Jeff and Alopex are delighted to represent the company at the first Furry Migration and will do their best not to lead any lemming fursuiters off cliffs.

You can read more about all the Sofawolf Press publications on www.sofawolf.com.



Lords of Waterdeep

(Referee: *Matt McMillan*)

Friday, 2:00 PM to 6:00 PM - Menominee East (Table 4)

3-5 players

You know the story: the group of hardy adventurers meet a shadowy figure in a tavern who gives them a quest. But what do you know about the shadowy figures? Find out! Come and play the board game that lets you portray one of the secret masters of the fabled city, Waterdeep. Send adventurers off on quests to further your own goals and, in the end, shape the city in your own image!

- No experience needed.

Room Party: The Game (with the Furry con expansion)

(Referee: *Sylvan*)

Friday, 2:00 PM to 4:30 PM - Menominee East (Table 1)

6 players

Ever want to run a room party at a con? Ever want to have the best? Ever want to sabotage the others? Ever wonder what a vodka-soaked tiger smells like? Come and join in this fast-paced game of convention parties: including the “Furry Con” expansion set!

- No experience needed.

Yu-Gi-Oh Tournament

(Referee: *The Poetry Ninja*)

Friday, 3:30 PM to 7:30pm (4 hours) - Menominee East (Tables 2 – 3)

12-16 players

This card game will welcome players, known as duelists, of all skill levels to come try their hand at winning some fabulous prizes. This tournament will have a free entry fee, and shall follow the recent Forbidden/Limited List with an exception, players will be allowed to use 1 forbidden card in their deck. Don't know how to play, that's fine, our fabulous judges and players will be happy to teach you, and who knows you might be able to get a free deck out of it all, too.

- No experience needed.

Furry Pathfinder: The Emerald Spire Superdungeon (Part One: 4th Level)

(Referee: *Joe Sto/Scott Lessman*)

Friday, 6:30 PM to 12:30 AM (6 hours) - Menominee East (Table 1)

6 players (possible extra slots; see GM)

For ages untold, a gemstone monolith has pierced the heart of the Echo Wood. Now, as civilization intrudes upon this enigmatic splinter, a strange life once again stirs in the depths—one with ties to undying evils and a might beyond time itself. The promise of wealth and power calls to glory-seekers from across the Inner Sea region, tempting them into a labyrinth of monster-haunted vaults, defiled tombs, arcane laboratories, and worse, as they seek to unveil the secrets locked below the legendary Emerald Spire.

- Some experience needed.



Keepers of the Universe Draft Tournament

(Referee: *Velli Wolf*)

Friday, 8 PM to 10:30 PM - Menominee East (Open Gaming Table 1)

5 players

For those who are interested beyond the basics of learning this game there will be a draft-style tournament with booster packs and maybe more as prizes depending on how many participate! For information on how this game works, see the how-to panel for this game.

Some experience needed.

Saturday Schedule

Furry Pathfinder: The Emerald Spire Superdungeon (Part Two: 6th Level)

(Referee: *Joe Sto/Scott Lessman*)

Saturday, 11:00 AM to 5:00 PM – Menominee East (Table 1)

6 players (possible extra slots; see GM)

For ages untold, a gemstone monolith has pierced the heart of the Echo Wood. Now, as civilization intrudes upon this enigmatic splinter, a strange life once again stirs in the depths—one with ties to undying evils and a might beyond time itself. The promise of wealth and power calls to glory-seekers from across the Inner Sea region, tempting them into a labyrinth of monster-haunted vaults, defiled tombs, arcane laboratories, and worse, as they seek to unveil the secrets locked below the legendary Emerald Spire.

Some experience needed.

King of Tokyo

(Referee: *Matt McMillan*)

Saturday, 11:00 AM – 12:00 PM – Menominee East (Table 2)

3-5 players

Giant monsters destroying the city? Of course! Why not? And, furthermore, why not portray those monsters? King of Tokyo is the board game where giant monsters mutate and battle over which will be the undisputed master of the city. Macros should definitely apply!

- No experience needed.

Furry Pathfinder: The Emerald Spire Superdungeon (Part Three: 9th Level) (Referee: *Joe Sto/Scott Lessman*)

Saturday, 6:30 PM to 12:30 AM (6 hours) - Menominee East (Table 1) - 6

players (possible extra slots; see GM)

For ages untold, a gemstone monolith has pierced the heart of the Echo Wood. Now, as civilization intrudes upon this enigmatic splinter, a strange life once again stirs in the depths—one with ties to undying evils and a might beyond time itself. The promise of wealth and power calls to glory-seekers from across the Inner Sea region, tempting them into a labyrinth of monster-haunted vaults, defiled tombs, arcane laboratories, and worse, as they seek to unveil the secrets locked below the legendary Emerald Spire.

- Some experience needed.



Magic: the Gathering Tournament

(Referee: *Matt McMillan*)

Saturday, 6:30 PM to 12:30 AM – Menominee East (Tables 2 - 3)
8-16 players

Get your duel on with the grand-daddy of all collectible card games! Bring your deck for this Legacy tournament of epic proportions. Four rounds to see who is the mightiest of wizards in the Multiverse: join in and determine your fate! Prizes sponsored by Level Up Games.
Some experience needed.

Sunday Schedule

Return of Room Party: the Game (with the Furry con expansion)

(Referee: *Sylvan*)

Sunday, 9:30 AM – 12:00 PM – Menominee East (Table 1)
6 players

Your second chance to run a room party at a con! Your second chance to be Master of Party Fandom! Sabotage the other parties at the con while building up your own. Learn what those popufurs are really like when you hand them a drink... Come and join in this fast-paced game of convention parties: including the "Furry Con" expansion set!
No experience needed.

Tsuro (Referee: *Matt McMillan*)

Tsuro

Sunday, 11:00 AM – 12:00 AM - Menominee East (Table 4) - 2-8 players

The dragons of the air beckon you to find your path. In this exciting, twisting, and turning tile-based board game, you must chart your path. But beware: you may be turned in unexpected directions by the other players ... or off the board, entirely!

No experience needed.

Whack A Catgirl! (Referee: *René McMillan*)

Sunday, 11:00 AM to 12:00 PM – Menominee East (Table 3)
2-5 players

Neko-chan, the catgirl, is cute! Therefore she must be pelted with various objects. Plushies, buckets of water, other fangirls, you name it! Choose cards to build an arsenal of items lure and throw at the catgirl. A hilarious game of cards and cats!

- No experience needed.

Special Gaming Events

Fundraising Poker Tournament (Referee: *Snowwolf*)

Saturday, 12:30 PM to 4:30 PM – Menominee East (Tables 2 – 4)
12-27 players

Come one come all to the first annual Furry Migration poker tournament. Whether you're a seasoned pro or a beginner, this tournament will be an exciting



and fun way to spend your afternoon. The tournament this year will follow the standard casino style and will include rebuys and add-ons. A \$10 donation will grant you a seat at the tournament and, with an additional \$5, you can increase your starting stack by 50%. There will be prizes for the top 5 players along with a prize for being on the “bubble” and medals for the top three. First prize will be a sponsor membership for next year’s FM! Don’t miss your chance to become a legend!

- Some experience needed.

Artemis Bridge Simulator (*Referee: The Royal Manticoran Navy*)

Friday 2:00 PM to 12:30 AM – Yakima

Saturday 9:30 AM to 12:30 AM – Yakima

Sunday 9:30 AM to 12:30 PM – Yakima

Take a position on a simulated spaceship bridge and help defeat pirates, navigate space, and avoid space-whales! (Okay, the space whales do nothing, but they’re pretty cool.) One computer runs the “main screen”, while the players serve on workstations for the normal jobs a bridge officer might do: Helm, Communication, Engineering, and Weapon Control. Artemis is a social game where several players are together in one room working to help the Captain achieve your goals.

- No experience needed.

Furries Against Humanity (*Referee: Flip*)

Friday 8 PM to 12:30 PM – Winnebago - 12 players – Adults only!

Saturday 8 PM to 12:30 PM – Winnebago - 12 players – Adults only!

Cards Against Humanity is a party game for horrible people. Unlike most of the party games you’ve played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card. It is racist, sexist, and just-plain-offensive. Check your ability to be offended at the door.

- No experience needed.

The Art Show

Quick or Direct Sales

Artists may choose to list a Quick Sale price. This piece may be purchased at that price if no other bids have been made on the piece. To make a Quick Sale, approach one of the Art Show staff members and tell them you would like to Quick Sale on an item. Take them to the piece and the staff member will record your badge number and name as a Quick Sale purchase. The piece will be available for pick-up Sunday morning at which time you will pay for it. The artist has the choice to offer a Quick Sale price, but it is not a requirement. Remember, just like bidding this is a contract that is binding.

Live Voice Auction

A Live Voice Auction will be held Saturday night at 9:30pm. The fully bid-on and “special” pieces from the Art Show will be up for Auction. These pieces all





Foxfeather R. Zenkova

Foxfeather is a native Minnesotan artist, most well known for her totemic animal jewelry, yin-yang creature designs, 'animal stack' series, and theatrical masks. Foxfeather's art focuses on the connection between humans and animals; she enjoys helping people to connect to the natural world through art. She is very thankful to be a part of the furry community and its amazing support of artists, creativity, and many amazing animal charities. While her art is now displayed in galleries throughout the world, her first show as a career artist was Anthrocon almost fifteen years ago.

Alongside art, she is the caretaker of an eighty acre property in southern Minnesotawhere she is pursuing the dream of creating a sustainable grass-based farm, restoring the native prairie, and sharing her love for the land with others through eco-retreat experiences. She is a beekeeper and avid aviculturalist. She works with a variety of exotic animals and is owned by a small menagerie of critters as well as being a veteran of wildlife rehabilitation and companion parrot rescue.

When she is not working on art or the farm, Foxfeather enjoys practicing aikido, scuba diving, falconry, and voraciously reading books.

You can learn more about Foxfeather and see her artwork on her website: <http://foxloft.com> and on her Fur Affinity page: www.furaffinity.net/user/foxfeather/



have four bids which places them into the auction. A higher bid than the last listed entry must be made to move the auction forward on that piece. If no new bids are made, the piece goes to the highest on the card. While you cannot handle the art, we will have runners to bring the piece to you for closer viewing. When calling for a runner or placing a bid, please raise your hand so the runner or the auctioneer can find you. When bidding has stopped moving forward, the auctioneer will call three times for a final bid. At the third call, the piece sold to the highest bidder who must then give their badge number for the record.

Rules

- No food or drink is allowed in the gallery area.
- Bags and cameras will be checked before entering the gallery.
- All bidding must be made by those who are 18 years or older.

Bidding or Quick Sale-ing on art is a binding contract with Furry Migration, you are responsible for payment as the winning bid. Lack of payment can affect your registration in future years. No art can leave the art show until Sunday morning. Reproduction rights are not included with art sales, unless the artist indicates otherwise. Minnesota sales tax (7.275%) applies to all purchases, and is paid by the purchaser.

CAUTION! Art comes in many fashions and tastes from cutie cuddlies to that of a very mature adult nature. Know that we allow everyone in, but some sections may have subject matter that may offend or may not be appropriate to all viewers.

Disclaimer

The Furry Migration Art Show Director is the final authority on all matters regarding the Art Show. The Art Show Director reserves the right to define and revise rules as necessary. The decisions of the Art Show Director are final. For more info, please contact the Art Show Director at artshow@furrymigration.com.

Hours Of Operation

Registration

Thursday: 7 PM to 10 PM

Friday: 10 AM to 10 PM

Saturday: 10 AM to 8 PM

Sunday: 11 AM to 4 PM

Art Show – General Convention Membership

Friday: 2 PM to 8 PM Bidding and Quick Sale

Saturday: 11 AM to 6:30 PM Bidding and Quick Sale

Sunday: 9:30 AM to 12:30 PM Art pick-up

Art Show – Hours For Artists

Thursday: 7 PM to 10 PM Set-up

Friday: 9 AM to 12:30 PM Set-up, 2 PM to 8 PM Prearranged Set-up

Sunday: 9:30 AM to 12:30 PM Artist Check-out



Art Show – Special Events

Friday: 9:30 PM to 11 PM Art Show Reception for Sponsors, Dealers,
Artists, and MF Staff

Saturday: 9:30 PM to 11 PM Live Voice Auction

Fursuit Lounge

Friday: 9:30 AM to 1 AM

Saturday: 9:30 AM to 1 AM

Sunday: 9:30 AM to 2 PM



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Sunday: 9:30 AM to 2 PM



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