

furvestep

MISSION TO MARS



// RECEIVED LOGFILE

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Initializing Connection..

Connecting to ComLink#FV4: [|||||||||] 100%
Login as: Attendee
Attendee@FV4's password: Flinnv

Welcome to Furvester Mission Mars

Listing system information:
Planned Launch: 28 Dec 2022
Coordinates: 48.499629, 9.150342
Fuel: 62.1%
State: ready
Crewsize: 307
Commanders: 72

*** System restart required ***
```

WELCOME SUBJECT#01

It has been a rough three years with many delayed launches, but we are finally ready to send all of you on an amazing journey to our neighboring planet, Mars! Thanks to our new overflow hotel, we were able to increase our capacity by 30 percent. But even with that, a lot more people registered than we ever could have anticipated. This allowed us to invest a lot more into this year's convention and give you an even better experience!

We are pleased to welcome our Guest of Honor, Rivalmit, who is an amazing traditional artist from Slovenia. Ever wanted to learn how to sculpt or wanted a sculpture of your own fursona, then look no further. Rivalmit will host several panels during the convention, offer some exclusive pieces at the charity auction, be at her Dealers' Den table or roam around the convention. So be sure to say hi when you see her.



Also don't miss to check out our charity "OTTER-Zentrum Hankensbüttel". Located in the North of Germany they cater not only to cute otters but also to badgers, pine marten and polecats. Never heard of polecats? Don't panic, you can read all about these fluffy creatures at their info stand in the Dealers' Den. You'll be able to support them by acquiring items in the charity auction or donating some of your coins through the fursuiters carrying our donation cans.

Oh by the way, while we were gone the hotel built an entire new event floor for us – how nice of them! This new area will host our fursuit and chill-out lounges where you can hug a fursuiter, enjoy the lovely fields during the day and watch the stars during the night. With the fursuit lounge out of the way, more space could be freed up to extend the main stage. Don't worry, there will still be a headless lounge next to the stage for you to cool off.

When it comes to other events, we've got a packed schedule to keep you all entertained throughout the convention. This includes watching the cool Fursuit Theater performance, see fluffy creatures compete in the Fursuit Games, enjoy the music at the dances or play a game in our arcade hall. Of course the Boop Box game is back as well with new achievements for you to unlock!

I hope that you will enjoy this year's Furvester and its Mission to Mars. I'll see you on the launch pad, and remember to listen for Beep Boop noises!

DASPRiD
Chairman





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CLARITY

ABOUT “AKTION FISCHOTTERSCHUTZ E.V.”

In 1979, when the non-profit organization Aktion Fischotterschutz e.V. was founded, it was clear to every member that their work would not be solely focused on the protection of the Eurasian otter. Saving the Eurasian otter from extinction – since it is acutely threatened in Central Europe – was and still is the main concern of this association. The Aktion Fischotterschutz e.V. with its nearly 15,000 members and sponsors is the world’s largest independent otter protection organization at the time.



Today, the otter itself became a symbol for nature conservation as a whole, because the presence of otters in certain waters where it resides is a sign for a largely healthy condition of that specific area. Rare species – such as otters and beavers – would only settle down in domestic areas when they have an intact and structurally rich habitat (e.g. forests). This is the reason why the Aktion Fischotterschutz e.V. is working throughout Northern Germany to revitalize and upgrade the quality of flowing waters and its surroundings.



THE “OTTER-ZENTRUM” [OTTER-CENTER] IN HANKENSBÜTTTEL, LOWER-SAXONY E.V.

The “Otter-Zentrum” is a unique wildlife center on the southern edge of the Lüneburg Heath. There is something for everyone to discover here: Observe badgers, polecats, minks, stone martens and pine martens, nimble stoats and of course the rare Eurasian otter in natural-looking habitats and enclosures. We do daily feeding demonstrations mostly of the twilight and nocturnal martens, where visitors receive a lot of information about these fascinating animals, their way of life and their habitats.

The path network in our center (which is more than 3 kilometers in total) connects the spacious enclosures to one another and invites you to take a varied walk along hedges, streams and ponds, meadows and the more than 100-year-old oak forest. All of the paths are suitable for wheelchairs and strollers. This is to grant many opportunities for observation, discovery and activity so that it is easy to spend a whole day there without getting boring for everyone.

Even if the otters and others are not to be seen, because they most probably prefer to stay in the warm burrow, there's still a lot to explore:

In addition to several playgrounds with opportunities to do some climbing and balancing, there are many information boards which can be playfully discovered. All explorers, whether old or young, can pull levers and press buttons, try out what's behind folding boards and much more. For example, you can find out how much hair an otter fur has, what your own garage entrance has to do with otter protection, how everyone can do something to protect the forest or why the preservation of the local marshland protects our climate.

SYS:\DIR



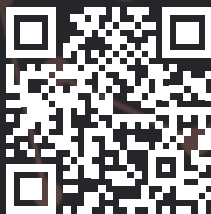
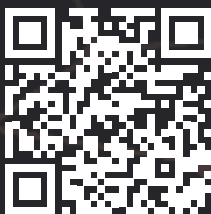
APP

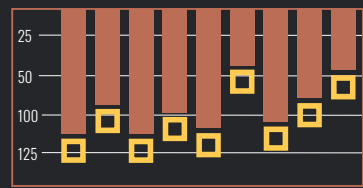
MOBILE APP

If you have a smartphone you may be interested in our mobile app, which is available for both Android and iOS. It is your mobile guide for when you don't have the con book with you!

You can use it as a personalized schedule with reminders for upcoming events and as a handy map to find your way around the venue.

Once the app has loaded the schedule, a permanent internet connection is not required anymore. It will try to look for updates from time to time, but will continue to function even if you are offline.





BADGE GAME

As in the previous year, our badge game returns again so that you'll always have something to do in your off time! With many new achievements this should also be interesting again for veterans.

All you need to play is your convention badge. Just look around the convention for our small gray boop boxes, which have a badge sticker on them.

Just hold your badge close to them, and you will hear a boop sound. Depending on the circumstances, you will receive an achievement for your boop. Some achievements are publicly listed in the mobile app, which you can see once you logged in. Others are hidden though, and you have to figure them out by yourself!



Each achievement will gain you a different amount of points. The person with the most points will be declared the winner at the closing ceremony. Feel free to share your knowledge with others or play the game just by yourself, it's up to you!

You can find the high score in the mobile app to measure yourself against other attendees. Booping will be possible until the end of the convention, but the evaluation of the points will be frozen shortly before the closing ceremony.





RULES OF CONDUCT



GENERAL

1. Treat others the way you would like to be treated.
2. Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Furvester's relationship with its guests, its venues or the public is strictly forbidden and may result in a expulsion from the convention. This general rule supersedes all others listed below and may be invoked at any time.
3. Harassment of any kind, including physical assault, battery, deliberate intimidation, stalking, or unwelcome physical attentions, will not be tolerated. Nothing except continued explicit written or verbal agreement is considered consent. A fursuit is not consent.
4. You are liable for any damage you might cause. As accidents happen, please take the initiative and inform a Director and/or Security of any damage.
5. Instructions from the Directors, Security or the hotel personnel must be followed at all times. Any infringement may result in expulsion from the convention.
6. If you are a driver and have made arrangements to transport other attendees, you are responsible for ensuring alternative transportation if you change your plans during the con.
7. Any violation of these rules that also constitutes a breach of valid law will be escalated to the proper authorities (e.g. theft, harassment, weapons or controlled substance violations, etc.).
8. The Hotel Reception will maintain the Lost & Found. Any items not picked up by 11:00 on late departure day will be placed in storage. These can be returned prior to the next convention if the owner coordinates pick-up or pays for shipment.

HOTEL

1. The consumption of food and drink not purchased at the hotel is only allowed in your room.
2. Under no circumstances are items made of glass permitted in the Main Stage during dances.
3. Damaging the hotel inventory in the guest rooms will result in claims for compensation against the room owner.
4. If you need to dispose of items discreetly, please contact ConOps or SecOps.
5. It is prohibited to enter restricted areas of the hotel or the convention (e.g. backstage, convention storage areas, etc.).
6. Disabling or tampering with fire detection devices or suppression equipment will result in an immediate expulsion and ban from the convention. Exceptions are allowed only when coordinated prior to the convention with Security.
7. Sleeping in the public areas (lobby, halls, bathrooms, bar, etc) is not permitted.
8. Personal music players such as bluetooth speakers or boom boxes may not be used in a way that may disturb any bystanders.
9. It is strictly forbidden to throw anything out of any windows, balconies or any other elevated location. If anything falls from the windows (items to dry, flags, etc.) it is the attendee's responsibility to retrieve it, or have it retrieved.
10. Any non-residential attendee (not staying at the hotel) is required to leave the hotel within 30 minutes after the final event of the night.
11. Fursuits are not allowed in the pool or wellness areas and additionally in the restaurant and the breakfast room during meal times.

52.4734211E 13.4589572N 22 621 23

SMOKING, ALCOHOL & DRUGS

1. Any individual found to be in possession of or distributing illegal or controlled substances will be expelled from the convention and reported to the local authorities. This includes "legal highs" such as nitrous oxide.
2. Smoking and vaping is only allowed in the designated areas outside of the building. If the smoke or vapor is detectable within the hotel, you may be asked to move. Please respect fursuiters when smoking or vaping.
3. Alcohol consumption is allowed during the convention, but binge drinking and obnoxious behaviour will not be tolerated. Drinking to the point of requiring medical attention is grounds for a Final Warning.

50.8442336E 4.3474096N 22 621 23

REGISTRATION

1. You must be 18 years or older as of the first day of the convention to attend Furvester.
2. Only registered attendees are allowed in the convention spaces.
3. Your badge is only valid for you, may not be shared with another person, must be worn on display in the hotel's public areas at all times and must be presented and/or surrendered to Security upon request.
4. When picking up your badge, a valid photo ID must be presented which matches the data entered during registration.
5. Payments are non-refundable. A paid registration may be transferred prior to the convention by contacting registration registration@furvester.org.
6. Changing or obscuring information on your badge is not allowed.

COVID-19

1. Whether masks or vaccination will be required will depend on the regulations in effect at the time of the convention. Regardless, we recommend wearing an FFP2 or surgical mask in crowded areas.
2. Depending on the regulations, a negative test might be required to enter the convention. Please note that if you test positive and still choose to come to the convention, you risk being banned.
3. In case of cancellation we will refund the full ticket price. A possible vaccination requirement is not a cause for refund.
4. We cannot be held liable for any events, actions or requirements which are beyond our control.

55.6076622E 12.9919643N 14 864 69

46.733424E 8.2071627N 42 333 11

WEAPONS & FIREWORKS

1. Fireworks must carry a CE-sign and the code number 0589 to be allowed to use.
2. For safety reasons it is not allowed to ignite fireworks or other kinds of explosives on hotel grounds.
3. Fireworks must be used according to their instructions. Endangering yourself or other convention-goers with the improper use of fireworks will be brought up immediately with Security and/or the police to discuss further actions that might be necessary.
4. We ask you kindly to keep fireworks away from fursuiters.
5. You may not carry any weapons anywhere on the premises of the hotel or the convention center at any time. In this context, any object which is, according to its nature, suitable for inflicting injuries to persons or animals or to do damage to property will be considered a weapon. This includes items which are legal according to German weapon laws like e.g. Kubotans, pepper / CS spray, alarm guns (even with permit) and any other object deemed too dangerous by Security.
6. All weapon look-alikes, LARP props, replicas, tools and weapon like toys must be approved immediately after your registration on site. Please take them to SecOps for approval. The Security Board reserves the right to confiscate any item not used in accordance with the conditions of its approval, or if an item causes damage or injury to any person or property. Confiscated items will be available for pick-up upon departure or at SecOps on late departure day prior to 11:00.
7. Security may require your weapon to be peace-bound. Tampering with the peace bonding will invalidate the clearance immediately.
8. No water pistols, silly string, or any thrown or projectile-type toy may be used inside the hotel without prior written permission from a member of the Security Board.
9. Mock fights, swordplay, fire breathing or similarly dangerous activities are not allowed. Exceptions for staged events may be granted by the Head of Security. Please inquire ahead of time - preferably before the convention.
10. Any non-residential attendee (not staying at the hotel) is required to leave the hotel within 30 minutes after the final event of the night.
11. Fursuits are not allowed in the pool or wellness areas and additionally in the restaurant and the breakfast room during meal times.

CLOTHING & DECENCY

1. The fursuit lounge is meant as a safe haven for the fursuiters. Due to limited space, only fursuiters, Furvester Directors and Crew, hotel personnel, and one helper per fursuiter are allowed in. Others will be asked to leave. The fursuit lounge crew reserves the right to ask any person to remove themselves, or be removed, from the fursuit lounge.
2. Displaying items made out of real fur or NSFW items (art, objects, etc.) is not permitted in public areas.
3. You must wear shoes and/or fursuit paws when outside of your room.
4. The following rules apply to costumes or accessories. When in doubt, please contact our Security prior to the convention security security@furvester.org. Decisions made during the convention by the Head of Security, after consulting with a second member of the Board of Directors, are final and not up for debate.
 - a. Costumes and accessories are generally permitted if they neither harm nor endanger:
 - i. Furvester
 - ii. the hotel or our relations with the hotel
 - iii. attendees (including Crew, other attendees, and yourself)
 - b. The following items are never permitted outside of your private room
 - i. Costumes or accessories that are visibly anatomically correct or indecently revealing the wearers own private anatomy
 - ii. Costumes, accessories, or gear whose primary function is sexual as opposed to fashion.
 - iii. Costumes, accessories, or other items made out of real fur.

52.4585856E -1.7151529N 53 643 99

PARTIES, EVENTS & GATHERINGS

1. If you wish to host a private room party and wish to be discrete, you may leave a phone number, room number, and name of a contact person at SecOps. Decency and noise rules still apply, but in the event of a noise complaint or other necessary communication, Security will prioritize other contact methods to knocking.
2. Noise in the hallways during nighttime hours needs to be kept at a low conversation volume. If your room is the loudest in the hallway, you will be asked to quiet down. All noise complaints will be acted upon.
3. Security is required to clear out overcrowded rooms. For your own safety, we recommend keeping the occupancy below 10 in a regular room, or below 20 in a suite.
4. All attendees are expected to clean up after themselves both in public spaces and in their rooms (e.g. after parties, confetti cannons, larger items of trash, etc.). Trash bags will be available at the hotel reception if required.

PHOTOGRAPHY & VIDEO

1. Furvester reserves all rights to photos and videos taken during the convention, with the exception of material from private rooms.
2. You are granted the right to use all photos and videos you've taken for private and/or non-commercial usage.
3. Using media in for-profit publications requires written permission by one of our Directors. This permission may be requested by submitting the material in question to team.
4. The media team of Furvester can film and take photos in all public areas for the use of publication. All pictures and videos taken by the media team may be used in such publications without release or compensation. Only in case of expected privacy will a release be required for such media.
5. It is prohibited to film or take photos in the fursuit lounge.
6. Other restrictions and rules may apply for certain events, as posted on location. Please ask a Crew member or Director for clarification.

ATTENDEES

SPONSOR

Äeon	Foxxcoon	Megisto Ballad	Reiko Aldrakar	'Vote
Agrato	FreakyFoxx	Mindo	Rex	Zhoran Lightreaver
Ai	FreyaFarley	Mingan	Rezumaru	ZleekWolf
AlexaRawr	Furexa	minzstern	Rizz Wildfur	ZoCorFox
Ambient	Fursurfer	MittFox	Ryukyun	Zylon
aphinion	FuzzyPones	Nanonium	Ryünarios	Zymen
Atry	Greybound	Naschtara	Scar	
Aulio	HerntheHunted	Nebulous	SchnapsDrache	
Auroz	Hewie	NeoTheFolf	Shano	
Avery_Emerous	Hiryu	Nill	Shiyan	
Baron_Radish	Hofec	Nils	ShockzY	
Benedict	Iceman	Nixoralis	Sidney Kenson	
Bersti Whitewolf	Ikario Rainbow	Noahheiz	Silverine	
Bio Organic Fox	ImpulseTheFox	Nuuk	Sniffx	
Blaze	irius	OmegaPi	Songbirb	
Blouie	Jacky	Oposum	#Space Cat aka Dan	
Blykam	Jenny Carter	Partal	Spiky	
Braket	Jiroooooo	Pauly	Spirou	
Brastos	Kajeldal	Peachy	Stahlfell	
Carsten	Katyro	Perifex	Stonewolf	
Chacha	Kauri Kakaurari	Petephin	Subius	
Chili	Kazzuka_DeadPaw	Phasor	Syon	
Chudlight	Kelarod	Pixel	Szheros_Thyuan	
Crispy Seaweed	KestralFox	Powershot	Tayron Blackwolf	
Cyber	KhakiKukhi	pOwOke	Tempest	
Cydo Bärsky	Kharos	Princess Azreal	Tenzo	
DASPRiD	Kinaj Kitsuneko	PsymonSays	Thyrus	
Deval Dragon	Kitos_the_arctic_fox	Qetesh	Tidron	
Dongarian	Kigurusen	Queuecow	TikuFarkas	
Douglas	Kiwi	Quiran Lycaon	ToasterTheFox	
DracoScythem	Krauser	Ragna	Trax	
Drownz	Kyraanim	Rain336	Tuxila	
Eichi	LilTayeGrr	Ray	VaporVixen	
Emberclaw-Devilolf	Lionory	Raymond Feesh	Vauvenal	
Evi SnowMew	littlelion	RayuDW	Vay	
FOOF	Loboti	Razee	Ven	
Faith Suniku	Malik	Red Moon Hawk	Verdancy	
Flint	Marcarbon	RedNoise	VonFluffington	
FolfieSpeedy	Mathdew	RedWolf	Vulparion/Kody	
Foosy	Meadow	Reedy	WoChiFo	

REGULAR

Aaron Silberfell	Dan	JackFennec	Mote	Sam	Traceo
Achates	Darki_Spell	Jarven	Mr.Lemur	Saphi	Twig
Acivev	DAWn	JelleTheTanker	MuffinVinvin	schMA	Valentine
Aero	DevTheFox	JinxMcKenzie	MVPxChris	Schnurr	Vesk
Aiphyros	Diara	Johanna	Mycos	Schwabenotter	Vita
Akai	DJSippo	Jurij	Nailix	Sereas	Werikane
Akeno / Shadow	doctorvi	KarmaFur	Nate Fosky	SetoxTheFox	Wexon
Akulatraxas	Dood	Karou	Natric	Shade the Bat	Wiesel
alex	Duke	Kasco	Nebraska	Shado	Willion
Allomere	EchoesAbove	KeLoX	NeolytheMew	Shadow	Wilphx
Amoeba	Ekko	Kilian	Nesko	Sháilu	Winterstern
Anakin	EmeraldFox	Kimba	NicTheFox	Shatter	Woofi
Andrew	Ender Faedrake	Kimutiger	Nighthoof	Shimmer_Light	Woxy
AngelGooley	Eufaula Coywolf	Kioi	Nikurasu	Shinon	Wyrun_Max
Aniko	Faith	KratziBurst	northscylla	Shizah	Xtorbenx
Anomura	Falco	KuroWolfDog	Nox	Sierra104	Yukon no Kegawa
Arkee	Felis_Bananas	Kwazulu	OberstWolf	Silo	Yume Fox
Arkon Inu	Fenja	Lacxu	Ocean	Silvan Foxy	Ziggy Spidox
Arthy	Fjore	Larvagandor	Octa	Skaði	Zukushi
AsrielTheFoxy	Floof	Legiarrd	Oskar	Skylar	Zylean
AyaKazumi	fluffyIunarii	Legironto	Paro	slippybanana	
Azabua	Fondy	Lenny	Parsa	Sora	
Azilord	FooFoo	Lennyaa	PC-Ente	Souvillaine	
AzraelKio	FotoFurNL	Leo	Pierdeer	Sova_13	
Bigby	FoxiesCuties	Leptus	Pixi	Sparky	
Blacky	foxo	Liror	PopcornFurry	Speckles	
Blauerwolf	Foxqy	Loki	Praind	Specter	
BlazeShade	FrozoOtter	Lucky	Princess Cier	Squash	
Bluesugar	FurCPhoto	Iunawawawawa	Proto	Stardashy	
Bonsai	FurZery	Luppo	Pudyflux	StarFoxCoon	
Bropix	Fusion	makibox	Raigho	StaRz	
Buddy	Fwoofy	MarMar	Raily_Wolfsky	SteamBro	
Caiuxs	Galax Lion	Maszat	Raishy Redson	Stef	
Caleo	Gallaxus	Max Shepherd	ravingraptr	Storm	
CeCilion	Gao	Maximoh Foxy	Razurac	Struky	
Cee-O	GeorgieWoofy	McSwag	Red	Stuhlie	
Ceilfox	GreenGuy - Minks	Messagenotsend	Rick	Suzu	
Charmie	Hanook	Mewt	Ripster	Swift	
Chip	HexagonHusky	Mewu	Rivalmit	Takk	
circuitbreaker	Hilda	Meylo	Rizzy	Tako	
Claspo	Horsi	Miitshii	Rocket	Talo	
CMD	ImDelta	Milestial	Rocket Pirate	Taron_The_Dragon	
Cobratal	Incendium	Minty	Racoon	Teddy Baaron	
Cokyeena	IngvarJackal	Möbius	Rocky	Tekki	
coral	Inuki van Paw	Mocha-Paw	Ryius	tenex	
cuti_pie_fox	IronBarWolf	Moki	Ryo Takagero	The_Frozen_Neroj	
Cyrix	Jacetherat	Morcyd	Saedis	Tillikum	

OUR TEAM

TEAM:\BOARD OF DIRECTORS

DASPRiD // Chairboop

Flint // Vice-Chairman

Directors: Chudlight, LilTayGrr, Peachy, Reedy, Sakurenai, StarFoxCoon, Subius

TEAM:\MEDIA

Peachy // Head

Auroz // Deputy

Videographers: Dan the Lion
Photographers: Ryius, Sidney Kenson, Jiro, Squash

TEAM:\ACCOUNTING

DASPRiD // Marsfunds

Crew: Qetesh

TEAM:\CONBOOK

DASPRiD // Coordinator

Peachy, Kaito // Artist Relations

Spirou // Layout & Design

TEAM:\STAGE TECH

StarFoxCoon // Head

StaRz // Deputy

Crew: BlazeShade, Doulas, Kruemel, Omega-Pi, Petephin, Raily Wolfsky, Spirou, minzstern, Caleo, ravingraptr, KilianDash, Thyrus, Tempest

TEAM:\DEVOPS

DASPRiD // Head

Crew: Qetesh, Circuitbreaker, Reedy

TEAM:\THEATER

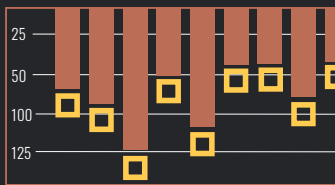
Kelarod // Director

Peachy // Producer

Actors: Faith, Flint, CeilFox, Quiran, Cydo, Saphi, Paro

TEAM:\GOH RELATIONS

Flint // Oxygen Supplies



TEAM:\SECURITY

Chudlight, Subius, Espa, Quiran, IceColdWulf
// Security Board

Crew: Bersti Whitewolf, Blaze The Husky,
Deval Dragon, EmberClaw, Fusion, Lionory,
Echoes, Nighthoof, Ryukun, Shizah, Cyber,
JinxMcKenzie

TEAM:\GAMES

Trax // Head

Crew: Chili, Cyber, Flint, Katyro, Kelarod,
Akeno, RayuDW

TEAM:\HR

Peachy, Flint, Akeno

TEAM:\FIRST AID

Paramedic: IceCold-
Wulf, Rex, Aiphyros

Crew: Kio, NoxShadow-
cat

TEAM:\FURSUIT LOUNGE

LiTayeGrr // Head

Akeno // Deputy

Crew: Cydo, Faith, Malik, Meylo, Paulyup,
RayuDW, Red Moon Hawk

TEAM:\CONOPS

Reedy // Head

Crew: Braket, Brastos, Circuitbreaker, Jenny
Carter, Katyro, Kelarod, Loboti, Naschtara,
Rain336, Silverine, Woxy

TEAM:\EVENTS

Chudlight // Head

Crew: Scar, Liror

TEAM:\CIARITY

Peachy // Head

Crew: Johanna

TEAM:\DEALERS' DEN

Peachy // Head

Crew: Reedy

GUEST OF HONOR

SYS:\GUEST



RIVALMIT

Our guest of honour this year is Rivalmit, an artist from Slovenia.

Rivalmit does mostly traditional art with the emphasis on sculpting for the last 7 years along with acrylic painting and water colours. She's mostly known for her sculptures of all kinds of creatures but mostly dragons.

On the side she also does jewelry, masks and costumes, dolls, puppets, digital paintings, comics and animations.

Rivalmit is not going to many conventions, but one where you can always find her is Eurofurence. The





Have you heard of the small country Slovenia? Probably not but I can tell you it exists because I live there! My name is Rivalmit and I am an Artist.

My life has been passionately connected to art since as long as I can remember. My first word was probably brush, or paint, or paper. From what I was told, I even took my mother's lipstick and drew on the walls with it. No blank white surface was safe. I never limited myself to a single practice and tried and still do traditional painting with different media, digital painting, sculpting, puppet and fursuit making. Sizes range from tiny cute characters to huge dragon wall murals. More recently I focused on sculpting because that is what people like to see from me. I teach what I learned and explored in panels on furry conventions.

The fandom means art, creativity, fun, friends. The fandom enabled me to do what I can do best as a freelance artist. It's great to give the fandom something back by making these wonderful characters into reality. Their characters mean incredibly much to a lot of furries and having these sitting next to them as a real touchable object

@Rivamit



rivamit.com





1 Main Stage
2 Headless Lounge
3 Photoshoot Booth
4 Fursuit Lounge
5 Panorama Lounge

6 Hotel Lobby
7 Breakfast Room
8 ConOps
9 SecOps
10 Dealers' Den

11 Panel Room
12 Arcade
13 Bistro
14 Bar
15 Restaurant

SITE PLAN





DANCE LINEUP

Take Off Dance

What's the best thing to do right before a big and exciting mission? R.O.H!!
Joining a big party with all your friends and many other great and talented people. Be sure to take off this "Take Off Dance" on the "Main stage" to get on the "Take Off" with the assistance and providing all forms of new DJ, music and featuring beats right before the take-off into Space!

29 December

21:00-22:30

Tyhrus

90s / Eurodance

22:30-01:30

Taron & Kiba

From Dance to Hardcore

01:30-03:00

Code-Y

80/00s Rhythms, Trance, Psytrance

Club Mars

We arrived at Mars and the Crew has already set up the stage to celebrate the successful mission.
Take off with us to provide you a new ship experience with fresh and energetic beats to make sure you're going to slide just right into New Year without any regrets!
Be sure to come by the "Main stage" - we promise you won't stop dancing!

31 December

21:00-22:30

DJ Tempest

Progressive House

22:30-00:00

Blaze

Tech House

00:30-02:00

DJSippo

Electro House

02:00-03:30

ravingraptr

Bass House

Landing Party

We're back on the planet, the crew wishes you to the "Landing Party".
We'll make sure you won't get this and "Come by Mars" as it takes you to our "Open-Deck Event" and show everyone what you got behind those "Holes".
Open-Deck Event hosted by Miles & Blaze

1 Januar

21:00-03:00

Open Decks

Hosts: Blaze & Kiba

EVENTS

MAIN STAGE

Opening Ceremony

Join us for the official opening of the convention!

Seating starts 15 minutes before the event.

Fur-eoke

Did you ever want to try your singing (or howling) skills? You can now. Come to the furry karaoke in or out of suit and give it a try! Solo or duets can be arranged.

e621 trivia statistic quiz

This is the panel for you if you enjoy furry art, statistics, and game shows! Learn statistically true facts about foxes and huskies that you never knew before!

Fursuit Games

A popular part of any convention among fursuiters and audience. Fursuiters will team up and engage in a friendly competition among various games that will test their skills and agility. Make sure to join if you want to partake in some fun fursuit friendly games!

Closing Ceremony

Everything good has to come to an end at some point, and this marks the end of this convention. Join us while we speak some last words to our attendees and thank everyone for making this convention possible!

Seating starts 15 minutes before the event.

Your first furry con

Are you a convention veteran or is this your first furry convention? If you are new to this, you might have some questions, so join us in this panel to learn about the do's and don'ts of a furry convention.

DJ Panel

Interested in how to DJ yourself? Come meet at this interactive panel and we'll give you a short introduction to the basics and how to DJ for yourself and exchange tips on how to get all paws on the dance floor.

PowerPoint Karaoke

Do you like being put on the spot? Do you like improvising on unknown topics with unknown slides? Do you want to give social commentary on the uselessness of PowerPoint? Then this is the panel for you!

So this one time...

Have you ever wondered how much work goes into a convention? Are you curious what all the staff does ahead of the convention? Also... what has gone wrong? Then come and join us, we will tell you stories about helping out at conventions!

Take Off Dance

What's the best thing to do right before a big and exciting mission? RIGHT!

Throwing a big party with all your Friends and many other great and beloved people!

Be sure to check out the "Take Off Dance" on the Main stage to get in the Vibe with the astronaut crew providing all kinds of exciting music and bumping beats right before the take-off into Space!

Fursuit Theater

Even on Mars there is an opportunity for some space-y entertainment.

It's a story to be told from one planet to another and have the best scenarios in between.

Become the messengers from afar and tell the tale of the wondrous mission that was performed on the well-known Martian stage!

Seating starts 15 minutes before the event.

Charity Auction

Would you like to acquire a banner you've seen whilst being on your Mars mission for your return to planet Earth? Or would you like to further support our charity mission? — This is your chance.

Every one of you has the chance to get extraordinary goods to bring back home. May they be donated artworks or a banner: Items will be available at the bidding during our charity auction.

NYE Club Mars

We arrived at Mars and the Crew has already set up the Stage to celebrate the successful mission!

Tonight, we're going to provide you a non-stop experience with fresh and energetic beats to make sure you're going to slide just right into New-Year without any regrets!

Be sure to come by the Main stage - we promise: you won't stop dancing!

Dead Dog Dance: The Landing Party

We're back on Earth and the Crew invites you to the last Party.

We'll make sure you won't forget this one!

Come by Mainstage to take part in our Open-Decks Event and show everyone what you got behind those Decks!

Open-Decks Event hosted by Kiba & Blaze

PANEL ROOM

Werewolves from Reutlingen

The famous hidden-identity party game of werewolves vs villagers.

Boop the lens

You ever wondered how to film your fuzzy friends on a convention or other events. Here you might find some answers or just a boring TED talk from a camera dude with a presentation that will provably fail. But there should be some equipment to try and talk about.

Jackbox Games

Play some multiplayer games against, and with, other attendees. All you need is a smartphone with a web browser! We are going to play some famous games like Quiplash and Fibbage!

Sculpting

Join me on this panel as I will share my experiences with sculpting and will go through the process of creating a figure from the very start to finish. I will introduce you to some of the materials I have worked with in the past and sculpting tools I found to be most useful to me, as well as finding ideas for the sculpture from sketching and making poses alive and dynamic to creating sculptures with mixed materials.

You can feel free and bring your own equipment or short clips to maybe get some advice/questions, so join us in this panel to learn about the do's and don'ts of a furry convention.

Music FurJam

Event for jamming musicians, singers and listeners - come make some furry noise!

A current plausible alternative to Rockets

I'm a space loving African painted Dog and love talking about the cosmos and space. This panel is for you if you love talking space travel, the cosmos, and related fields.

Meet the GoH

Ever wondered what it is like to make sculptures? Then come and join us to meet our GoH Rivalmit! You can come in and ask her questions!

BREAKFAST ROOM

Breakfast

It's always a good idea to start your day with a proper breakfast. If you haven't partied all night and are sleeping over this, we invite you to eat as much as you like at the breakfast buffet.

Daily always from 6:30 - 11:00.

Tabletop Games

If you want to play some table top and card games, this is your choice.

SECOPS

SecOps Open Hours

The Security & Medics Teams are here for you if you need assistance. During the day the office will be open. At night, there will be a sign with a telephone number to get in touch with someone.

From 27 Dec 12:00 until 02 Jan 07:00.

CONOPS

ConOps Open Hours

Need assistance from the team or have questions? Feel free to come by. Daily from 09:00 - 20:00

DEALERS' DEN

Dealers' Den

Special acquisitions can be made at our Martian marketplace. Have a look at the astonishing collection of items the space merchants made during their travels around the planet. A visit to this marketplace is recommended to every traveler. Don't you wonder if there's merchandise on Mars? — This is the chance you've waited for. Our Martian merchants are awaiting you!

PHOTOSHOOT BOOTII

Fursuit Photoshoot

There's no better memory of your mission to Mars than a photograph! Every fluffy astronaut is welcome in our photo quarter to pose on our very own Martian setting. Since researchers found out, fursuits are in fact proven to be suited for our space missions, you should be prepared to have a lot of fun during your time here! The Martian photographer would be excited to get to know our Earthly creativity and is ready to make especially excellent photos for you. Make your Mars mission a unique one!

BISTRO

Registration & Badge Pickup

It's time to join the queue and pick up your badge! If you missed this you can pick up your badge at ConOps.

Open Feedback

Give us your feedback! Help us improve our convention by giving direct feedback to the organizers!

ARCADE

Arcade

Have some spare time until the next event or panel? Wanna play some video games? Come into the Arcade. We got some old and some new games here to fill your time.

Daily from 09:00 - 02:00

OUTSIDE TERRACE

Group Photo

There's no better memento than a photo from Mars: with you and all the adventurous astronauts that went on a big space mission to the Red Planet! Participate to show how many of you were recruited by the Furvester Space Program and that our mission was a huge success. To make sure everything is going flawlessly, we need you to know that our timers work very precisely. Please be at the determined place right on time!

Launch Site Cleanup

We want to be good neighbors and leave a good impression on the hotel and the surrounding businesses. At this time anyone who wishes to help pick up any debris is welcome to help the staff clean up the launch site.

PANORAMA LOUNGE

Fursuit Selection Games

Wanna participate in the fursuit games? Grab a partner and show up in fursuit to form a fluffy 2-person team! If you qualify in our mini-games, you'll have the chance to preform against other teams in our big event!

Club eXtraOrdinary

Welcome to Club eXtra Ordinary, where shiny critters can be themselves, and hang out and party! From Malmö to Reutlingen Club XO is visiting and bringing the party with it! Put your best gear on - latex, leather, spandex, armour, motorcycle boots - whatever feels the most you and come hang out with fellow rubber and gear critters! Talk, dance, drink, and have one last squeaky blast before tomorrow's New Year's party!

HEADLESS LOUNGE

Headless Lounge

Get some rest from being a life-sized fluffy animal and relax in a safe space. Here you'll find some water, refreshments and fans. For more services you're welcome to our Fursuit Lounge on the rooftop.

Service Hours:

28 Dec 12:00 - 02:30	31 Dec 10:00 - 02:30
29 Dec 10:00 - 02:30	01 Jan 10:00 - 03:00
30 Dec 10:00 - 02:30	

FURSUIT LOUNGE

Fursuit Lounge

Our comfortable Fursuit Lounge welcomes all the fluffy creatures. You can change here, refresh yourself, cool down, have a chat, and dry your fursuit. We also have fursuit makers on duty offering to help repairing your suits.

Service Hours:

28 Dec 12:00 - 02:30	31 Dec 10:00 - 02:30
29 Dec 10:00 - 03:30	01 Jan 10:00 - 17:00
30 Dec 10:00 - 03:30	

Mini-Fursuit Lounge

Only reduced services of FSL are available due to partial teardown. Please remove your belongings from the FSL if you are not staying for late departure. 1 Jan from 17:00 to 03:30.



Fursuit Pickup!

Please remove anything bulky from the fursuit lounge so our team can start tearing things down starting immediately after the closing ceremony. Basic services of the FSL will remain until after the Dead Dog Party, but we're reducing it

LAST CHANCE to pick up your suit!

Last call to pick up all your stuff from the FSL. Any leftovers will be moved to the Lost & Found.

2 Jan 07:00 - 09:00

HOTEL LOBBY

New Year's Reception

What better way to ring in the New Year than with your favorite furry friends, fireworks, and free sparkling wine (or orange juice)?



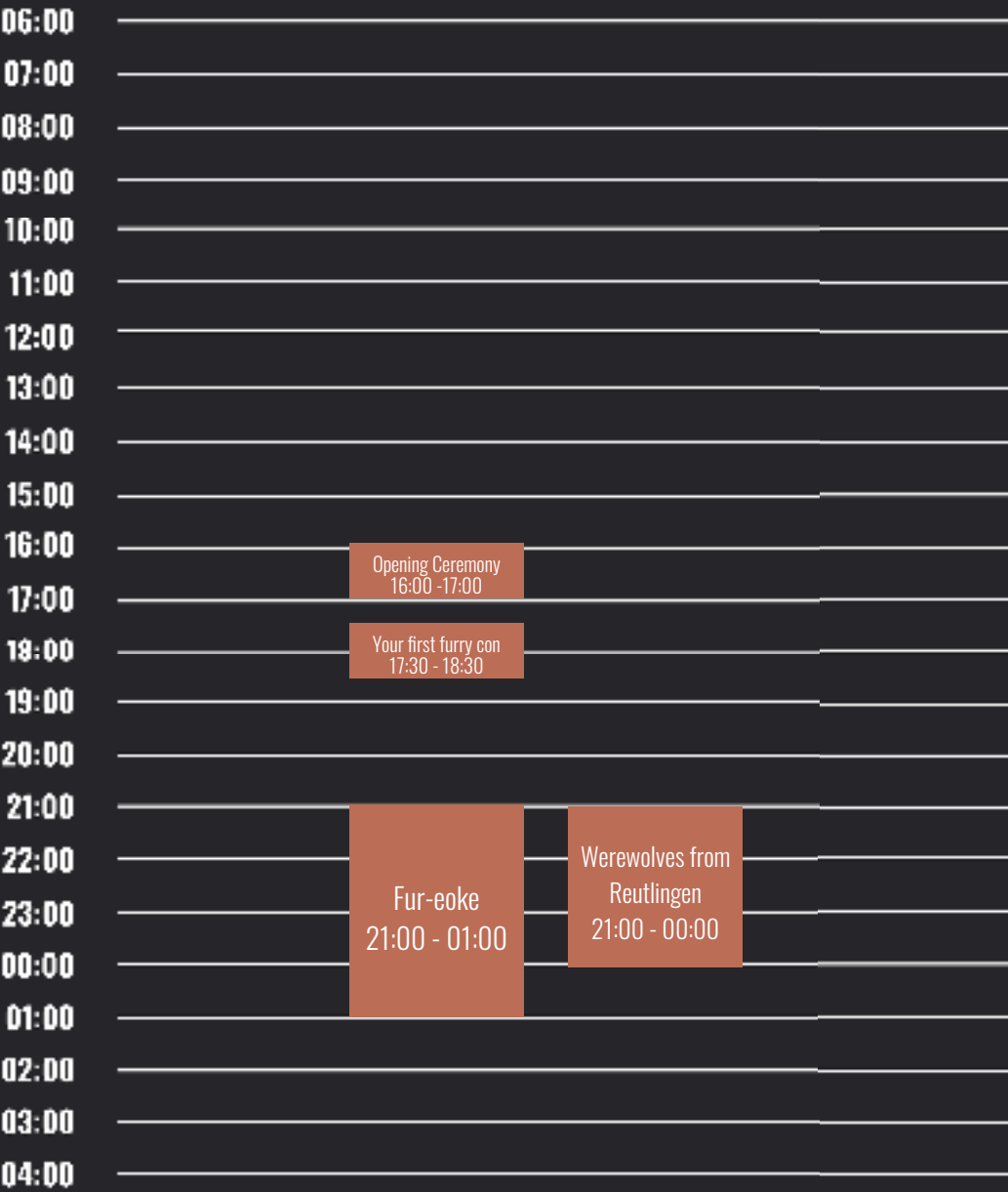


WEDNESDAY

Mainstage

Panel Room

Dealers' Den



Photobooth

Breakfast

Outside

Other

Breakfast
06:30 - 11:00

Registration &
Badge Pickup
09:00 - 14:00

Tabletop Games
13:00 - 02:00

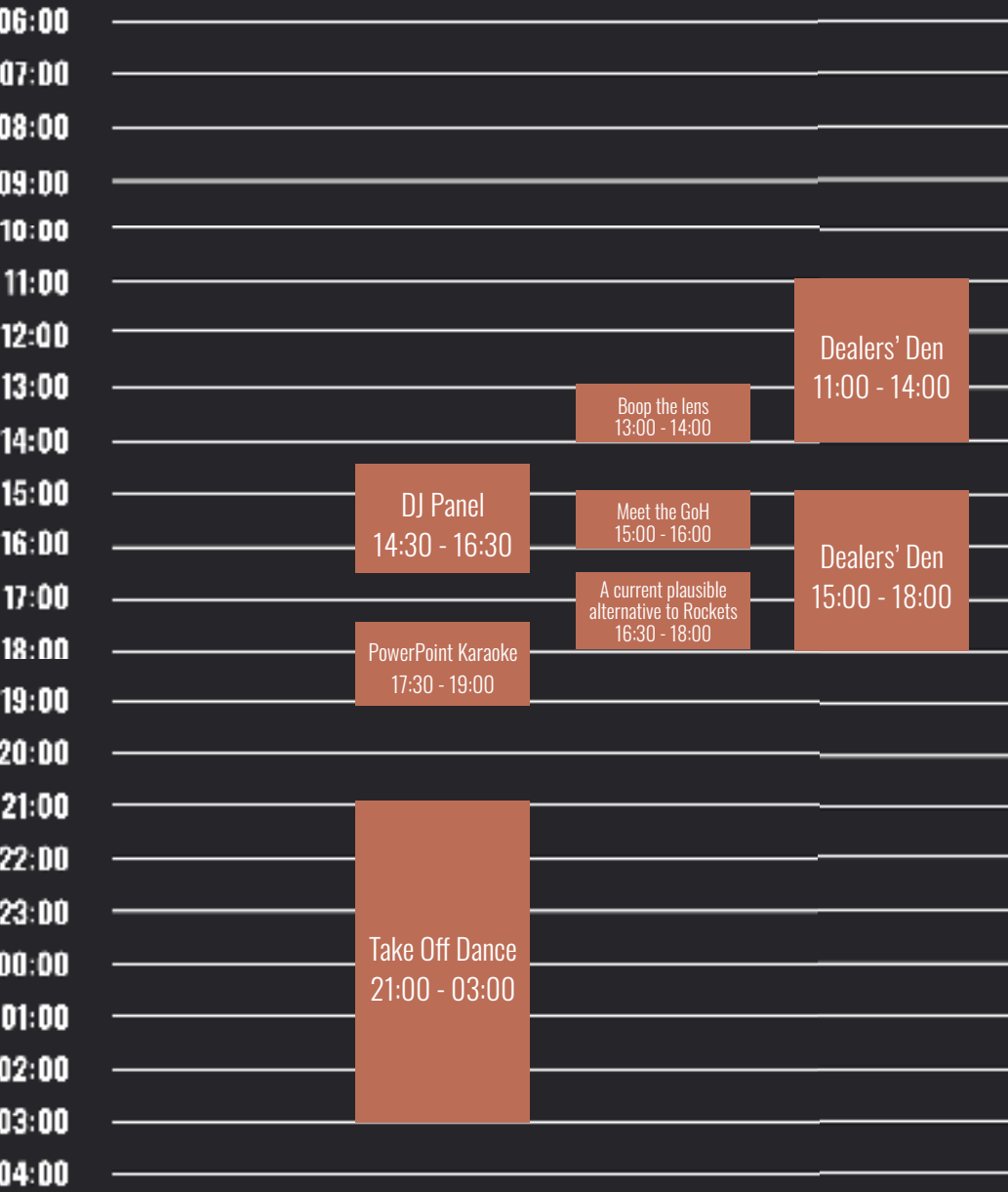
Registration &
Badge Pickup
17:00 - 20:30

THURSDAY

Mainstage

Panel Room

Dealers' Den



Photobooth

Breakfast

Outside

Other

Breakfast
06:30 - 11:00

Fursuit
Photoshoot
11:00 - 18:00

Group Photoshoot
14:00 - 14:30

Fursuit Selection
Games
13:00 - 15:00
(Panorama Lounge)

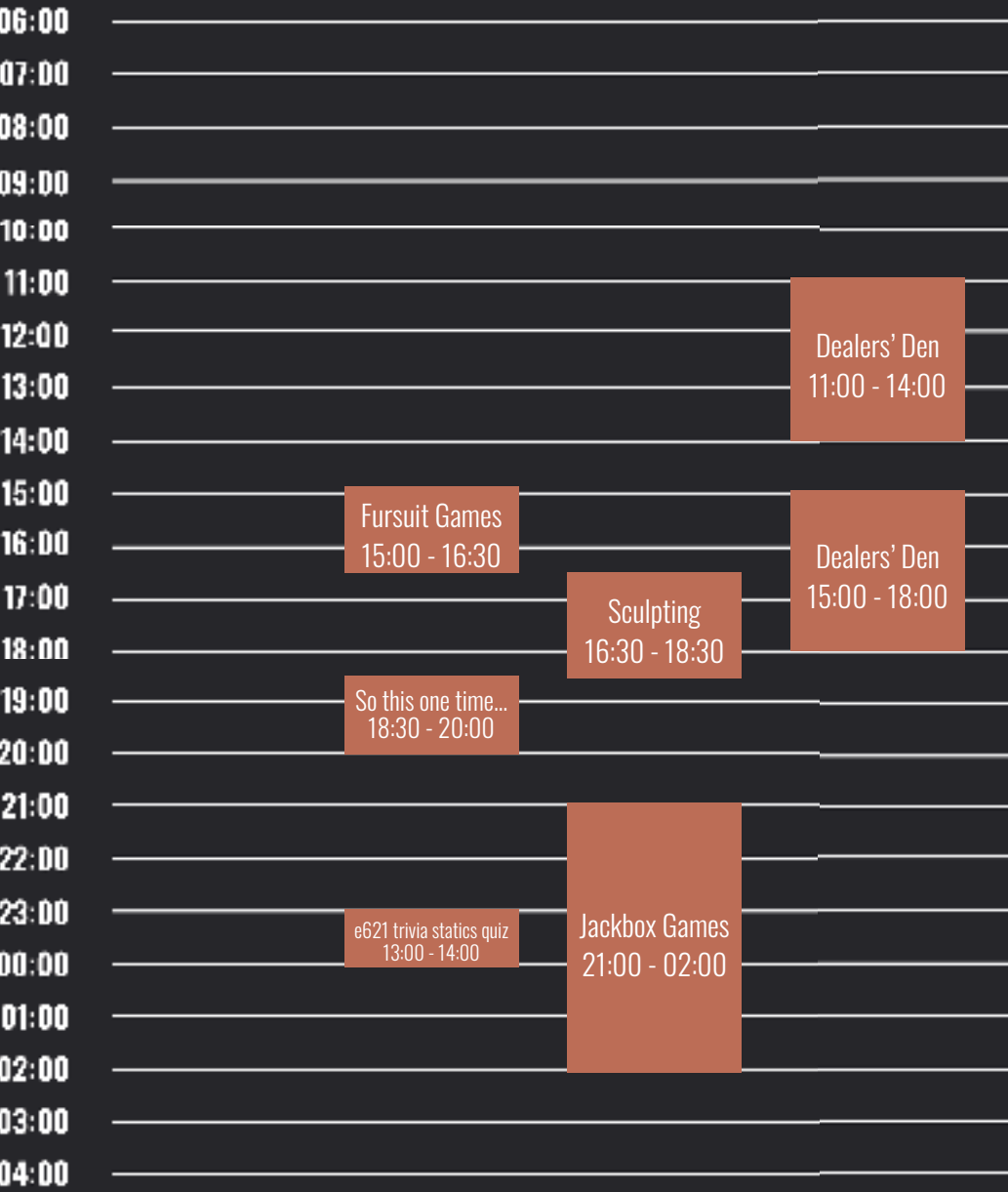
Tabletop Games
13:00 - 02:00

FRIDAY

Mainstage

Panel Room

Dealers' Den



Photobooth

Breakfast

Outside

Other

Breakfast
06:30 - 11:00

Fursuit
Photoshoot
11:00 - 18:00

Tabletop Games
13:00 - 02:00

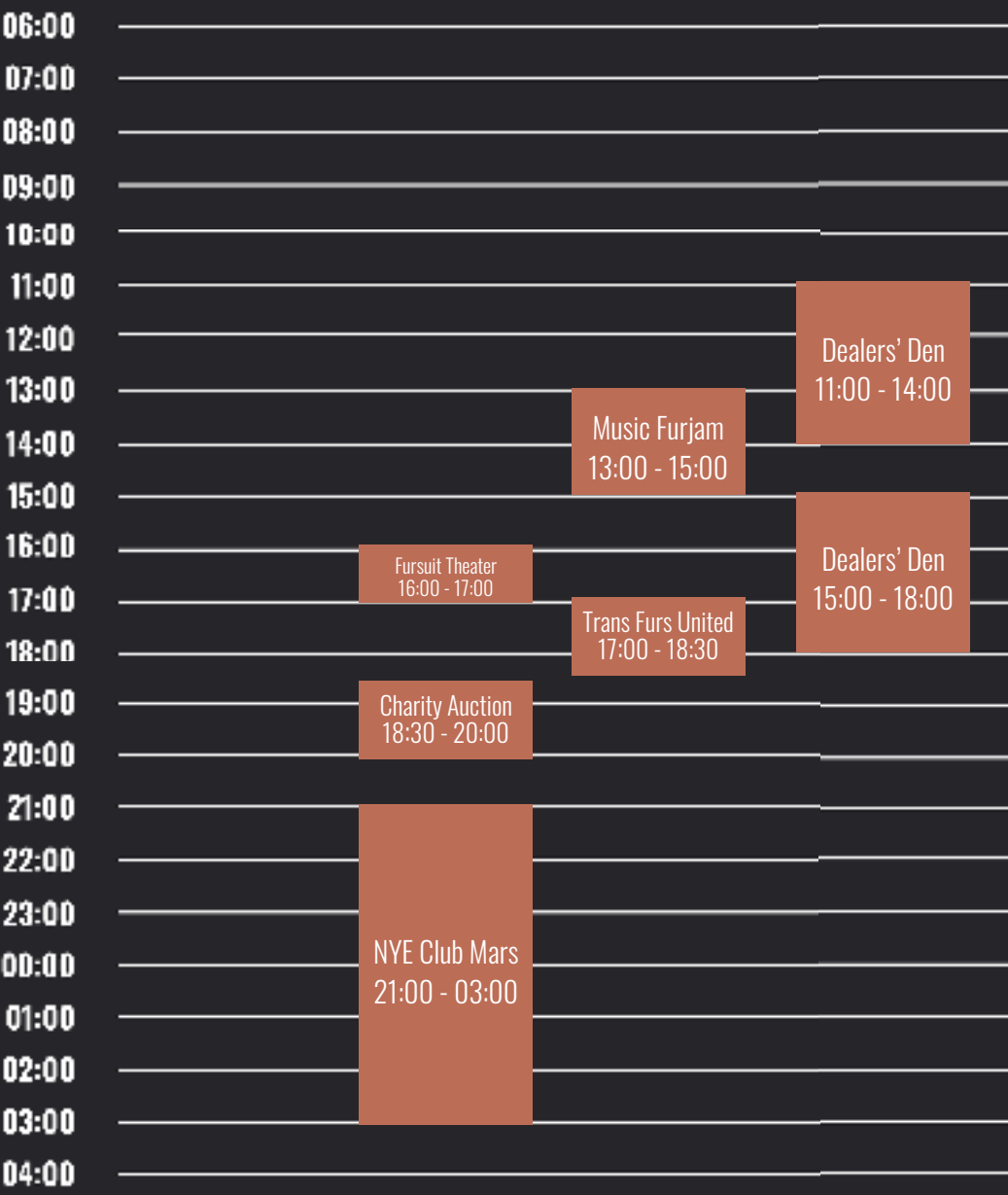
Club eXtra-
Ordinary
21:00 - 01:00

SATURDAY

Mainstage

Panel Room

Dealers' Den



Photobooth

Breakfast

Outside

Other

Breakfast
06:30 - 11:00

Fursuit
Photoshoot
11:00 - 18:00

Tabletop Games
13:00 - 02:00

New Year's Reception
23:30 - 00:30
(Hotel Lobby)

SUNDAY

Mainstage

Panel Room

Dealers' Den

06:00			
07:00			
08:00			
09:00			
10:00			
11:00			
12:00			
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21:00			
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23:00			
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01:00			
02:00			
03:00			
04:00			

Closing Ceremony
14:00 -15:00

Dead Dog
Dance: The
Landing Party
21:00 - 03:00

Photobooth

Breakfast

Outside

Other

Breakfast
06:30 - 11:00

Fursuit Pickup!
12:00 - 12:15
(Fursuit Lounge)

Launch Site Cleanup
16:00 - 16:30

Open Feedback
15:00 - 16:00
(Bistro)

Tabletop Games
13:00 - 02:00

CREDITS



AI ART RECOGNIZATION

Angel Lazzu
Page 32, 33



ACCESS SUCCESS



AI ART RECOGNIZATION

Dazel
Page 10



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AI ART RECOGNIZATION

Neketo
Page 9



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AI ART RECOGNIZATION

AxlHailer
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ÖRLI FÖRSZTIVÁL
ÁCÁRD, HUNGARY

CHAT: INFO:

T.ME/ÖRLIFÖRSZTIVÁL T.ME/ÖRLIFÖRSZTIVÁL

2023.05.14. - 2023.05.18.





AI ART RECOGNITION

DiggerTheFOX
Cover & Photoshoot Back-
ground



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AI ART RECOGNITION

BornArtZ
Page 25



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AI ART RECOGNITION

Mestiso
Page 4



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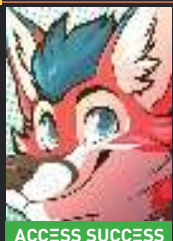


AI ART RECOGNITION

Gladfield
Volunteer Button Design



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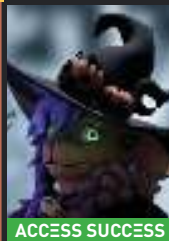


AI ART RECOGNITION

Spirou
Conbook & Webdesign



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AI ART RECOGNITION

QuaggyCharr
Conbook map



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AI ART RECOGNITION

Irius
Page 2



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AI ART RECOGNITION

DASPRiD
Everything else



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