

NORDICFUZZCON

2014



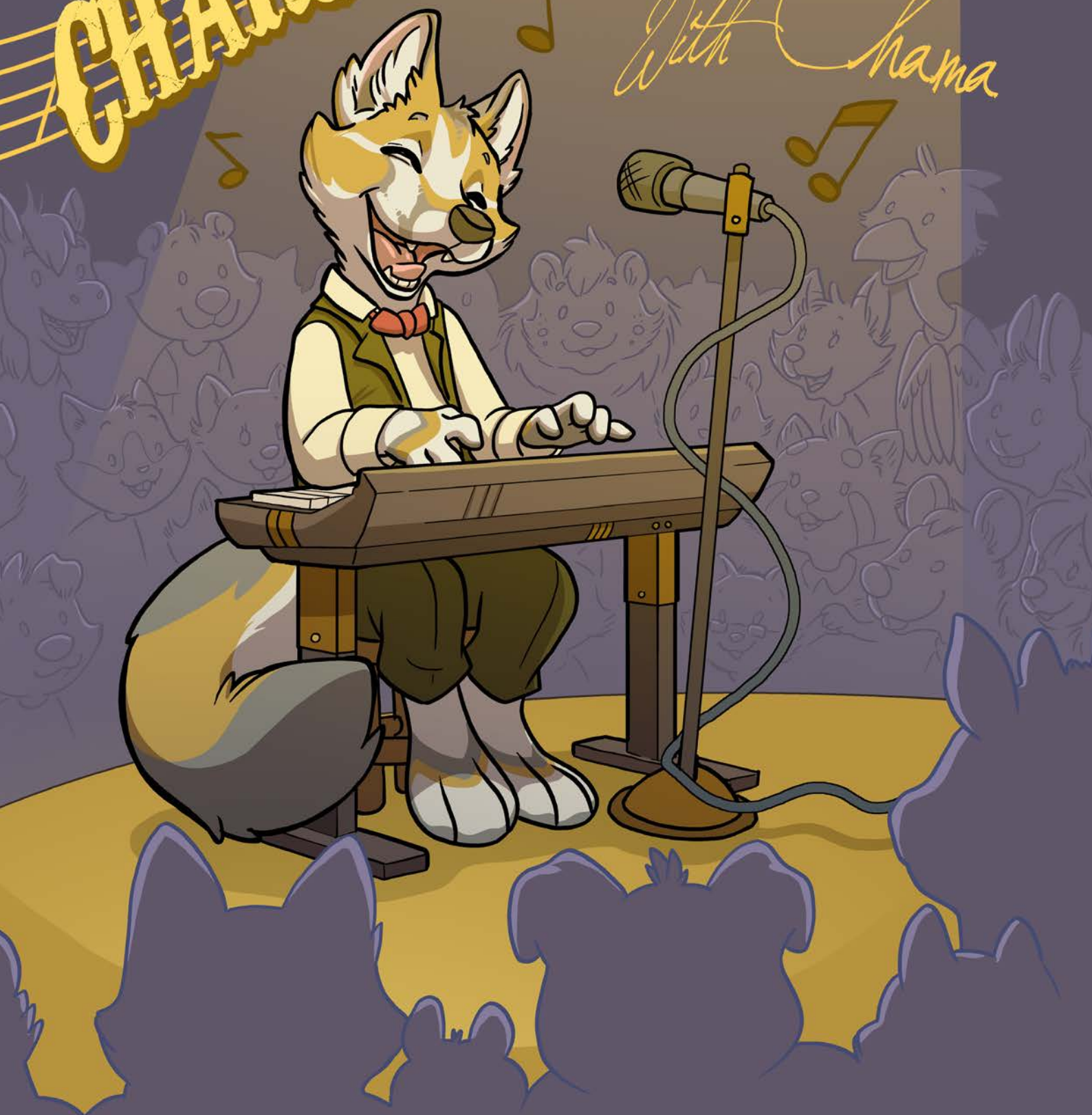
SATURDAY (1/3)

MAIN STAGE

22:30-23:30

CHARITY CONCERT

Eith Chama



NFC CHARITY PROUDLY PRESENT OUR FIRST CHARITY CONCERT WITH THE AMAZING CHAMA!
YOU DON'T WANT TO MISS IT! COME HEAR THIS AMAZING FOX PLAY BEAUTIFUL TUNES!

Letter From the Editor

Well met, convention-goer! Welcome to NordicFuzzCon 2014.

Please, sit down. Have a glass of wine, or some brandy. Perhaps you'd prefer some of this exotic vintage *julmust* instead, which I believe is a Swedish specialty.

The honour of writing this introductory letter was bestowed upon me because cats are lazy creatures who shy away from any real work, and they couldn't write their way out of a – ermh, I mean, it was bestowed upon me as a gesture of goodwill due to my faithful services to the convention, and due to my (alleged) familiarity with the written word.

Our theme this year, as you may already know, is *Steampunk: A Murder Mystery*. This means a lot of cogwheels, zeppelins, goggles, funny-looking top hats... and **murder**. [sound of thunder claps as the room is illuminated] Oh, this oversized, blood-dripping cogwheel in my paw? Take no heed. That lifeless body on the floor? Why, it's only part of the decorations, and is in fact made entirely out of mashed potatoes. *Hey, quick, over there! A convenient distraction!* It's a fox fursuiter who hasn't been hugged in at least 10 seconds! I'm sure they hunger for the kind of affection that only a complete stranger can give.

Oh, back already? Well then, I can go on to tell you about our esteemed guest of honour this year: one Bryan Talbot, award-winning comic book creator extraordinaire from the British Isles. You may know him from his work on *Grandville*, a steampunk noir series set in a world of talking animals. We are thrilled to have him among us, and we urge you all to attend the panels he has on offer.

I am also quite excited to announce that we are now officially the largest furry convention in Scandinavia, with more than a quarter thousand registered attendees. But, to paraphrase the indie band They Might Be Giants, it's kind of akin to being the world's tallest midget. At least in relation to our bigger, older siblings around the world, including Eurofurence in Germany, ConFuzzled in the UK, and of course the behemoth that is Anthrocon over in the USA. We pay no mind, however, as our goal is not to be the biggest; it is to give you, the attendee, the best experience that we are able to (and to have some fun ourselves along the way). We hope you will stay with us for the ride as we grow, progress, evolve, regress, catch fire, and suffer the trials and tribulations that organised events such as these must go through. NordicFuzzCon 2013 was a hoot, and we intend for this year to be even *hootier*. Plus, you know what they say: the sequel is always better than its predecessor.

Ah, but I shall bore you no longer with my words! I'm sure you're eager to get started on your convention-going experience, and it would be rude to keep you here for much longer. But one last thing before you head off: while our theme this year may involve murder, we ask that our attendees kindly refrain from murdering one another during the convention. Removing blood stains from carpets is no easy job.

Speaking of which, I'd better get back to work.

Sincerely,

Miles T.F. Baxxter

Conbook editor



Guest of Honour

Bryan Talbot

The NordicFuzzCon team is proud to present this year's Guest of Honor: The award winning writer, illustrator and comic book artist Mr. Bryan Talbot!

Bryan Talbot, born in 1952, is well known for his work on *The Adventures of Luther Arkwright*, *Alice in Sunderland* and the Eisner Award winning *The Tale of One Bad Rat*. Having started his career doing British underground comics in the 70s, he is today an active part of the comic book community, making regular public appearances at conventions. In addition to winning and being nominated for several awards, Talbot has also received several honorary degrees. He was given an Honorary Doctorate of Arts by University of Sunderland in July 2009, the first time this has been done for a comic book artist in the UK, and in 2012 Talbot was awarded an Honorary Degree of Doctor of Letters by Northumbria University in recognition of his lifetime of work in the field of graphic novels.



Among other things, Bryan Talbot is the creator of the series of graphic novels called *Grandville*, which is a detective story that combines steampunk and anthropomorphic animals. That said, we assume any questions on why we have chosen him to be our Guest of Honor this year should be answered. The books explore the story of a badger, Detective Inspector LeBrock, who works for Scotland Yard in a futuristic steampunk world.

Currently, three comic books in the *Grandville* series have been published, and two more have been planned. The books, while obviously fictional, often refer to current affairs such as terrorism or weapons of mass destruction, with themes ranging from gangster, science fiction, and religious to grand conspiracy. The *Grandville* series has been widely recognized: *Grandville Mon Amour* won the French Prix SNCF, and both *Grandville Bête Noire* and *Grandville Mon Amour* have been nominated for Hugo Awards.

We are excited to have such a merited guest at NordicFuzzCon. In addition to appearing at the “Meet the Guest of Honor” panel, Bryan will also host other events during the convention. Whether you are aspiring to be the next big furry comic book artist, or you admire good art, or you just like a good story, this is an opportunity you do not want to miss!

To learn more about Bryan Talbot, his works, and his future public appearances, visit:

www.bryan-talbot.com

NFC Charity 2014: Djurens Ö

NordicFuzzCon is proud to present our charity for 2014: Djurens Ö (The Animals' Island). This is the first wildlife rescue organisation in Stockholm and is run by unpaid volunteers – just like furry conventions. For the last 15 years they have been working hard to help and save injured, sick and motherless animals with the aim of rehabilitation into the wild.

Djurens Ö also operate an emergency phone service for sick or injured wildlife, and from the Stockholm area alone, they get over 20.000 calls per year! These hardworking volunteers take in around 2000 animals in for rehabilitation every year, and if at all possible they are later released back into the wild.

Djurens Ö not only rescues birds, hares, squirrels and hedgehogs, but also other animals like foxes, badgers and seals – in fact, they will work with any species when helping a wild animal in need. Sadly, for many animals there is no help to give since they need special treatment at a more advanced facility.

In 2000, the founders bought a camera and started filming their work – with a quite unexpected result! It started as a mini-series on the Swedish TV4's Nyhetsmorgon (Morning News). The year after they got their own TV-series called Djurens Ö on the same television channel. The program made three seasons and is often re-run. The media attention helped putting focus on wildlife rescue – an area which until then had been very scattered and not received much attention.

As a result, Djurens Ö has decided to not only work directly with the animals, but also arranges courses on wildlife rescuing to help new rescue stations get started. They also collect experience and information about wildlife rescuing and preventive work to function as a knowledge centre. They have published a handbook on how to handle birds with oil damage, and this has been distributed to all animal organisations and relevant governmental departments. They have also written a book called Djurens Ö featuring the moving stories of their efforts to save the animals, and this book doubles as a handbook on wildlife rehabilitation. In addition, they arrange training courses to educate the wildlife rehabilitation workers of the future, and help establish more rescue centres.

The never ending passion of these hard-working volunteers is only matched by the compassion and loving care which they provide to the animals in need.

How can I help this worthy cause?

- Buy lottery tickets in the Dealers Den where you have the chance to win prizes.
- Bid on items in the charity auction.
- Donate an item to the lottery or charity auction.
- Give a donation to the official donation boxes when our charity fursuiters pass by.
- Make a donation directly to the charity themselves.

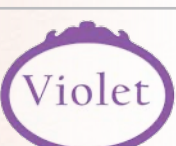
For more information, please visit:

<http://djurenso.se/> (unfortunately the website is only available in Swedish)



Lanyard Color Chart

When signing in at the convention, all attendees are given their convention badge as well as a fancy lanyard to go with it. But the colours of the lanyard will vary. Please consult the chart below to see what the different colours indicate.

	Residential Attendees	The most common lanyards. For those who are staying at the official convention hotel.
	Attending Only	Those without a room at the official hotel. Where these attendees are sleeping, no one knows. Some speculate that they actually never sleep.
	Staff	The hard working folks behind the convention. If you have any inquiries, they are always happy to help.
	Crew	Like staff, except with fewer responsibilities if anything explodes.
	Security	Has a fursuiter caught fire? Have non-attendees wandered onto the premises? Are we being invaded by an army of cybernetic <i>Dalecarlian</i> horses? These are the guys to inform.
	Guest of Honour	The most prestigious lanyard, which this year is carried by comic book creator Bryan Talbot.



"Steamed vegetables?! Yuck!"

Rules of the Convention

Before you run off and have fun at the convention, we ask that you familiarize yourself with the following rules.



To show that you have a valid registration you have to wear your conbadge visible at all times.



Please respect other attendees and their privacy. Stop means stop!



Everything shown in public areas has to fit a general audience.



Smoking is not permitted anywhere inside the building



You are not allowed to bring drinks with more than 3.5% alcohol to the hotel. Remember to drink responsibly!



The consumption of food or non-alcoholic drinks purchased from outside the hotel is only permitted in your hotel room.



All weapons, replicas, tools, toys and mock fights must be approved by the Chief of Security.



You agree that videos and pictures taken of you can be used in non-profit publications without release or compensation.



Photographing in the Dealers Den is prohibited. Cameras are not permitted at all in the Art Show.

This is a short version of the Rules of Conduct you agreed to during the registration process. Please be aware that this overview does not cover all rules and that all decisions will be based on the full rules as given on our webpage: www.nordicfuzzcon.org/Home/Rules

Failure to comply with these rules may result in a stern talking to (in less severe cases), expulsion from the convention and the hotel grounds (in severe cases), or being reported to the official authorities (in very severe cases).

❧ Fursuiting at a Convention ❧



K.P.; Megaplex convention chairman

This is your first time with a fursuit at a convention. You've probably unpacked it, brushed it, and are eagerly wanting to get into suit and run around in the convention space to show everyone your new critter. But before you do, there are always a few things you should do to make sure you have a great time at the convention. Please let me introduce myself. My name is K.P., and I have been fursuiting since the 1990's. I've been to a lot of conventions, and there are some tips and information that everyone should know before you fursuit at a convention.

First, look around and familiarize yourself with the convention space. Find out where the fursuit lounge is. This is a place where you can remove the costume head, cool off, have some water, and get rested. It's important to know how to get to the lounge so that you don't overheat or get dehydrated. Every furry convention has a place for you to get some water and rest, so you should take advantage of this service. If you feel overheated, thirsty, or just tired, it's a good idea to head to the headless lounge and rest for a few minutes.

You will also want to take a few minutes to look around the convention space for obstacles or hazards. These can include trash cans, poles and columns, benches, chairs, freestanding signs, and even mirrors that resemble doorways. All of these things can cause you to trip, fall, or cause an accident. Know where they are so that you can avoid them or deal with them. You will also want to figure out where key locations at the convention are.

These include locations like the dealers den, the main ballroom, and even restrooms.

Another tip involves stairs. At some point, every fursuiter will probably need to walk up or down a staircase. When you traverse a staircase for the first time, count the steps from one level to another. That way if you are walking up or down stairs, you know the number of steps and have a smaller risk of falling or tripping. It can also help you look more natural when climbing stairs.

Ok, so you are in your room and unpacking the suit. You may be brushing it and getting it all clean and ready to go out. There are a few things that you may want to take care of before you go out. First, can you get in and out of suit by yourself? If not, be prepared to have a helper or a spotter get you into and out of fursuit. This is most important when getting out of suit. Especially if you may be overheating or need to use the restroom. There are times when you definitely do not want to get trapped in your costume. So please make sure that you have these arrangements taken care of before you go out.

Now, here is a super simple tip that will help keep that suit head smelling good. Brush your teeth before you go out. Believe it or not, your breath will carry into the suit head and leave an odor. Also you may even start smelling that garlic pasta that you had for lunch. A quick oral cleaning will help alleviate that.

So now you're in the convention space. This is what you've been waiting for. People are wanting to take your picture or interact with you. This is where your character can really shine. When taking photos, you may want to think of some poses that will help convey your character's personality. Spreading arms and feet in a "ta-da" pose always gives a happy, bouncy feeling to the photo. Standing with arms folded across your chest or hands on hips can imply confidence. Covering your character's eyes makes them look shy. So think about the poses you may want to use. Just standing with your arms at your sides make for somewhat boring photos of a possibly very exciting character! It's also important to note that when wearing a fursuit, all movements and motions look smaller. So exaggerate your movements. This requires practice, but as you become familiar with how your suit looks and wears, you will find the best movements for you and your character.

Now, while you are out and about, please be mindful

of dehydration or exhaustion. I know I mentioned this before, but it can't be emphasized enough. Stay hydrated, and rest when your body needs it. Be mindful of the state of your health. Should you become ill, take the needed actions right away. Heat stroke is DANGEROUS. Nausea in a fursuit can be a messy and heartbreaking cleanup. So please, be mindful of how you feel and your body's hydration and cooling needs.

So you are heading back to your room to get out of suit and clean up a bit. First, after you are out of suit, go ahead and take a shower. Get yourself clean and refreshed. This will help keep you healthy, and that is always a priority.

Now, cleaning and maintaining that beautiful costume. In the past, people have used all sorts of chemicals to clean fursuits. Some of the most popular have been "End-Bac" and Febreze. End-Bac has been shown to have some very bad properties. It was NEVER intended to be used on porous surfaces or on surfaces that come in contact with your skin. This chemical is a carcinogen and should NEVER be used on your costume... ESPECIALLY THE HEAD! It also has a chemical reaction with foam. It will break down most polymer foam and accelerate a condition we call "dry rot". This will cause little pieces of foam to shed and fall off the main block. Once this starts, you can't stop it. It's a degenerative process. So End-Bac is a bad idea. For those who use Febreze, do you ever put this chemical on your clothes? Then why would you put this on your fursuit? It leaves a residue that may be anti-microbial, but isn't really good for you.

So what is the solution? It's inexpensive and readily available. It's regular isopropyl rubbing alcohol! You can get this product in almost any drug store. Pour it into a spray bottle and you can heavily spray down the interior of your fursuit head. The alcohol kills the bacteria, and evaporates very quickly so that there is no damage done to the foam. If you have access to a small fan, put the head on the fan to keep air moving through it until it's dry. Also turn your fursuit inside out and spray it down, with particular emphasis on the armpits, the crotch and any area that got excessive perspiration. Hang the suit and let it dry. Then turn it back out and spray the fur with the alcohol and let it air dry. You will find that this process will keep your fursuit from smelling, and will maintain the integrity of the foam and fabrics for a good, long time. You can also spray the footpaws to keep foot odor from forming in them.

I hope that you found this information helpful. Enjoy the fun you will have fursuiting at the convention!



"An unusual opportunity to take a photo in a horse pen did not go unused. Look for a location that will add visual interest. Also the pose almost suggests 'What did I do to get in here?' Keep the pose entertaining, fun, and fluid. Don't be a statue, keep some suggestion of motion in your photos."



Our Esteemed Sponsors

*We would like to thank the following for choosing to give a bit more, helping us afford the oil we need to lubricate the gears of NordicFuzzCon and its staff for years to come. If you are among our esteemed sponsors, please give yourself a firm pat on the back and a hearty handshake on our behalf!**

Agrajag	Ethan Staghorn	Joon	Prhoperty of Miatai	TheMogMiner
Alec Deloupe	ExileFox	Junkvist	Raedwulf	tinka
Alfadog	F00F	Kal	Ratwolf	Trax
AmyFever	FallenWolf	Kamuniak	Red Russell	Uruloke
Amy Ninetails	Fearis	Keenora	Redward	Voffen
AoNekoAmaru	Feligris	Kheldis	Rimawolf	Weatoef
Aoroo	Fenrisulfr	LeoNerd	rugguglan	Wolfie
Arki	ferret	Leophan	Silkyfur	WolfKendo
Asaril	Flamian	Lexus	Sondring	Wolfspawn
atkelar	Flappy	Lightfox	Super Swede	Wolftale
Cadero	Forax Silver	lupestripe	Swandog	Wolfy Cato
Capeh	Fredrix	Manny Proud paw	Swedefur	Darksilence
Chiyo	Furfinn	Miatai	Tails41347	Xzeria
Clover	Fuwo	Motaro	Taranis	Zamarn
Crarsy	FuzzyPhox	Mumma	Tarquil	Zuna Umbreon
Creideiki	Gero	nall	Tellos	
Cyrus	Happy	Nitra		
DarkFoxDK	Hassel	Norwegian Kitsune		
Delph	Hawkie	Oddity		
Delu	hHp	Okami		
Ebbe	Ice tiger	PanKat		
Ekorren	jax	Phrozt		
Entei-rah	Joel Fox	Pilosus		
Equium	JoeyDoe	Pinky		

** You may also find a staff member and request that they give you the mentioned back-pat and handshake instead, in which case they may delegate the task to the nearest volunteer.*





Zigg!
Wolf 2.14

A STEAMPUNK MURDER MYSTERY



Fursuit Lounge

The fursuit lounge is a safe haven for fursuiters where they can rest between and after costuming sessions, and take off their heads, paws, and bodies without fear of spectators. The lounge can be found in the Mechanical Workshop room, located between the Airship Galley (restaurant) and the Electric Ballroom; this is the same place as last year.

In the lounge, simple refreshments are provided to fend off dehydration and exhaustion. Large fans keep the room (and you) cool and helps fur dry quicker. A special air-blowing rack for drying fursuit heads and paws is also available.

For your convenience, fursuits can be temporarily stored in the fursuit lounge when not in use, and there are dedicated racks where bodysuits can be hung up to dry overnight. This can be particularly useful for attendees without access to a hotel room. Note that storage is at your own risk.

If you suffer a fursuit malfunction, there is also a simple fursuit repair station set up for quick repairs. Please inquire with staff if you wish to borrow a glue gun.

Lounge rules:

1. This area is for fursuiters and their handlers only.
2. Handlers may enter together with their respective fursuiters.
3. Do not take pictures or record video in the lounge.
4. Be mindful of other people and their belongings.
5. The convention and its staff are not responsible for any damaged or stolen property.

EZCOOLDOWN

innovative cooling vests for fursuiters and costume performers



Specially designed for fursuiters!
Virtually invisible. Not bulky
Preserves your fursuit's natural anatomy
Provides hours of 57°F / 14°C cooling relief
Uses advanced polymer PCM inserts
No insulating layers. No condensation
Made out of super breathable mesh
Charges quickly in fridge, freezer or cold water
Can be used over and over again
3 sizes. Adjustable for ANY body type or build

www.ezcooldown.com



Dealers Den & Art Show

Opening hours: Friday and Saturday 12:00 – 16:00

Live auction: Saturday 20:00 – 21:30

Prints, commissions, comics, fursuit essentials, commissions, and more! Dealers den is the place to be if you're looking to get your paws on some nifty furry merchandise. The Dealers Den can be found in the Victoria Market room.

The standard currency in the dealers den is the Swedish kronor (SEK), but it's up to the specific dealer if they accept other currencies as well.

This year's list of registered dealers:

- 13
- Chricko
- Creamie
- Flappy
- Frenzee
- Gaikotsu
- Kirrow
- MAX
- Ninjakotte
- Panterdjuret
- Prroperty of Miatai
- Professor Reynard
- Swandog
- Teaterfjollan
- Tellos
- Templa
- Twospotz
- Ziggy

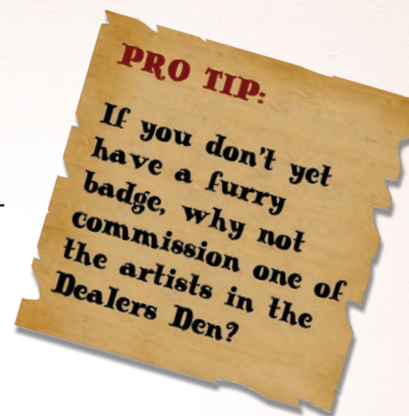
NOTE: The actual list of dealers may deviate ever so slightly, in case of gruesome murders, cogwheel incidents, and other such unfortunate (but wonderfully theme-relevant) events.

In the Gastown Gallery room you will find the Art Show, a mini furry art gallery. Here you can register and engage in a silent auction to bid on various limited edition prints, one-of-a-kind originals, and perhaps the odd exotic trinket. If a bidding sheet is maxed out on a piece, it will move on to the live auction on Saturday. You must then attend the auction and outwit/outbid your fellow attendees to win back whatever mysterious artifact it is you are pursuing. Godspeed!

A Note To Dealers & Art Show Contributors

Dealers and contributors to the Art Show are given exclusive access to the premises to set up their tables and hang their art before the rooms open for business. Dealers Den setup and Art Show submission will take place on Thursday 18:00 – 19:00, and Friday 10:00 – 12:00.

Breakdown will take place on 16:00 – 18:00 on Saturday. For those who sold pieces at the Art Show or live auction, payout for sold items and pickup of unsold items will take place on Sunday 15:00 – 15:30.



Experience Stockholm

Stockholm is a large city with much to offer. While we can't possibly list everything, we've listed a handful of the more interesting and popular locations below which we feel may be of interest to anyone wanting to experience the city.

A. **Gamla Stan**: One of the largest and best preserved medieval city centers in Europe, the picturesque Gamla Stan is a staple attraction of Stockholm with an eclectic selection of shops, restaurants, cafés, and museums.

B. **The Royal Palace**: One of the largest palaces in Europe, Sweden's Royal Palace serves as the official residence to the king and queen of Sweden, His Majesty Carl XVI Gustaf and Her Majesty Silvia. Djurgården

C. **Drottninggatan**: A stretch of pedestrian only street with numerous shops and merchants. A perfect place for a nice stroll and shop for souvenirs to bring back home.

D. **Djurgården**: is a scenic island located close to central Stockholm. Ideal for peaceful strolls away from the city, but also home to some of Stockholm's most popular sights and attractions. Such as the Stockholm Zoo and the Vasa Museum, where it has the world's only fully preserved ship from the 17th century.



Hotel Information

Food & Drink

The **Baker Street Breakfast Buffet** will be open from 08:00 to 12:00 Thursday to Sunday, and 06:30 to 09:30 on Monday. For attendees staying at the hotel, access to the breakfast buffet is included *for free*! Those not staying at the hotel can still join, but are required to pay 125 SEK.

The hotel will also offer a scrumptious **Victorian Dinner Buffet** all days of the convention, including Wednesday and Sunday. The buffet will be open from 17:30 to 21:00 on Wednesday and Sunday, and from 17:30 to 22:00 on Thursday, Friday, and Saturday. Access to the buffet costs 150 SEK for both residential and non-residential attendees.

For those with a yearning for brandy, fine wines, and piña coladas, a selection of alcoholic beverages can be purchased at the hotel's two bar areas, located at the hotel's front desk in the lobby and in the restaurant. Note that the restaurant will end its bar service and close their doors at 00:00. Bar service at the reception will end at 02:00.

If you are staying at the hotel you can also use order food and drinks on your convention badge. The items will be added to your hotel registration and you will be required to pay for them when checking out. If your room is undamaged when checking out, you can use your deposit to cover the bill.

Internet Access

Wi-fi internet is free for all attending the convention! Just look for the network **WLAN Zone – The Cloud**. Upon connection, your internet browser should direct you to a login page. Register there to get a Cloud account, which you will then use to get access. If you already have a Cloud account, use it to login.

Sauna

For those staying at the hotel, there is a sauna available at the premises. (PS. *We do not recommend using the sauna in your fursuit!*) The sauna is open from 17:00 to 23:00 every day.

Checking Out

Residential attendees will have to check out from their rooms by 12:00 on Sunday, or 10:00 on Monday for those with late departure.



Golden Leaves Con 2014
November 13 - 16

The biggest Swiss furry convention is guaranteed to brighten up your autumn: It's a prescription-free cure to the November blues. At CHF 170 (SKR 1.217), all-inclusive, it's affordable, too.

Do you want to see the Alps? Experience a medium-sized convention and still get lots of activities? Meet furs from many European countries? Then, you should give us a second look at <http://glc.furry.ch>

Among other things, we offer you:

- A hot outdoor pool
- A fursuit-friendly dance
- A full-fledged pawpet show
- Fresh, home-made food

The poster also includes three small images: a hotel building, a scenic mountain view, and a room with bunk beds. A large red diagonal banner with a white 'X' is in the top right corner.



Wednesday, February 26

	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00
The Airship Gallery Second Line								
Grandville Square			Check-In (early arrival)					
The Mechanical Workshop								

Thursday, February 27

	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00
The Crystal Palace						Opening Ceremony	Your First FurCon?	
The Electric Ballroom								Fur
Lord Archibald Fox's Study							Meet the Charity	
Victoria Market								
Gastown Gallery								
The Boiler Room								
The Secret Passage								
Steam Pipe Central								
The Sewer of Almost Certain Death								
The Wine Cellar								
The Airship Gallery	Baker Street Breakfast Buffet							
Grandville Square			Check-In					
The Mechanical Workshop	Fursuit Lounge							





18:00	19:00	20:00	21:00	22:00	23:00	24:00	1:00	2:00++
Victorian Dinner Buffet								
Fursuit Lounge								

18:00	19:00	20:00	21:00	22:00	23:00	24:00	1:00	2:00
		Meet the Guest Of Honor		Rehearsal & Setup (Furry Music Cafe)				
Fursuit Charades				Disco: Dance/House 1	Disco: Dance/House 2	Disco: Dance/House 3		
	Drawing for Noobs			Video Production 101				
Dealers Den Early Setup								
Art Show Early Submission								
Video Gaming								
				Once Upon a Fuzz				
Open Gaming								
Open Gaming								
Open Gaming								
Victorian Dinner Buffet								
						Cards Against Humanity		
Fursuit Charades Signup								



Friday, February 28

	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00
The Crystal Palace		Fursuited and Handling			Furry Music Cafe			2
The Electric Ballroom			1	Fursuit Zoo				
Lord Archibald Fox's Study		Volunteering			3		Furry Philosophy	
Camera Obscura					Fursuit Photoshooting			
Victoria Market	Dealers Den Setup		Dealers Den					
Gastown Gallery	Art Show Submission		Art Show					
The Boiler Room								
The Secret Passage								
Steam Pipe Central								
The Sewer of Almost Certain Death								
The Wine Cellar								
The Airship Gallery	Baker Street Breakfast Buffet					5		
Grandville Square				Fursuit Zoo				
The Mechanical Workshop								

Legend:

1. Fursuit Photo Group
2. Grandville and the Anthromorphic Tradition
3. A Retrospect of Animal Anthromorphism in Art
4. Designing and Performing a Character
5. Ice Cream Buffet and Stand up Comedy (Sponsors/Detectives only)



	18:00	19:00	20:00	21:00	22:00	23:00	24:00	1:00	2:00
			Fursuiters Got Talent		Banner Brawl				
				Disco: Fursuit Friendly 1			Disco: Fursuit Friendly 2		
	4		MLP: Season 4		Weird Toon Features		Art Jam		
	Video Gaming								
					MTG Deck-Swap Tournament				
	Open Gaming								
	Open Gaming								
	Open Gaming								
Victorian Dinner Buffet					Fur-E-Okie				
				Werewolf of Miller’s Hollow					
Fursuit Lounge									

Art

Dance

Fursuitting

Gaming

General

Guest of Honor

Main

Performance



Saturday, March 1

	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00
The Crystal Palace		How I Create a Graphic Novel		1		2		3
The Electric Ballroom							4	
Lord Archibald Fox's Study					Storytellers Circle		Bambi	
Camera Obscura			7			Fursuit Photoshooting		
Victoria Market			Dealers Den				Dealers Den Breakdown	
Gastown Gallery			Art Show				Art Show Breakdown	
The Boiler Room								
The Secret Passage								
Steam Pipe Central								
The Sewer of Almost Certain Death								
The Wine Cellar								
The Airship Gallery	Baker Street Breakfast Buffet				Eat Sweden			
The Mechanical Workshop								

Legend:

1. Group Photo
2. Fursuit Games Preliminaries - Furtective Recruitment
3. Fursuit Games Finals - Furtective Trials
4. Flowology Panel - Spinning Light Poi
5. Pawpets Revealed
6. How to Make Your Own Fursuit
7. Fursuit Photoshooting
8. Advanced Fursuit Photography Panel



	18:00	19:00	20:00	21:00	22:00	23:00	24:00	1:00	2:00
			Art & Charity Auction			Charity Concert			
	5			Disco: Dance/Rock 1		Disco: Dance/Rock 2			
		6			Drawing After Dark with Frenzee				
		8							
	Video Gaming								
			Singstar						
				Room Party: The Game					
	Open Gaming								
	Open Gaming								
Victoria Dinner Buffet									
Fursuit Lounge									

Art

Dance

Fursuitting

Gaming

General

Guest of Honor

Main

Performance

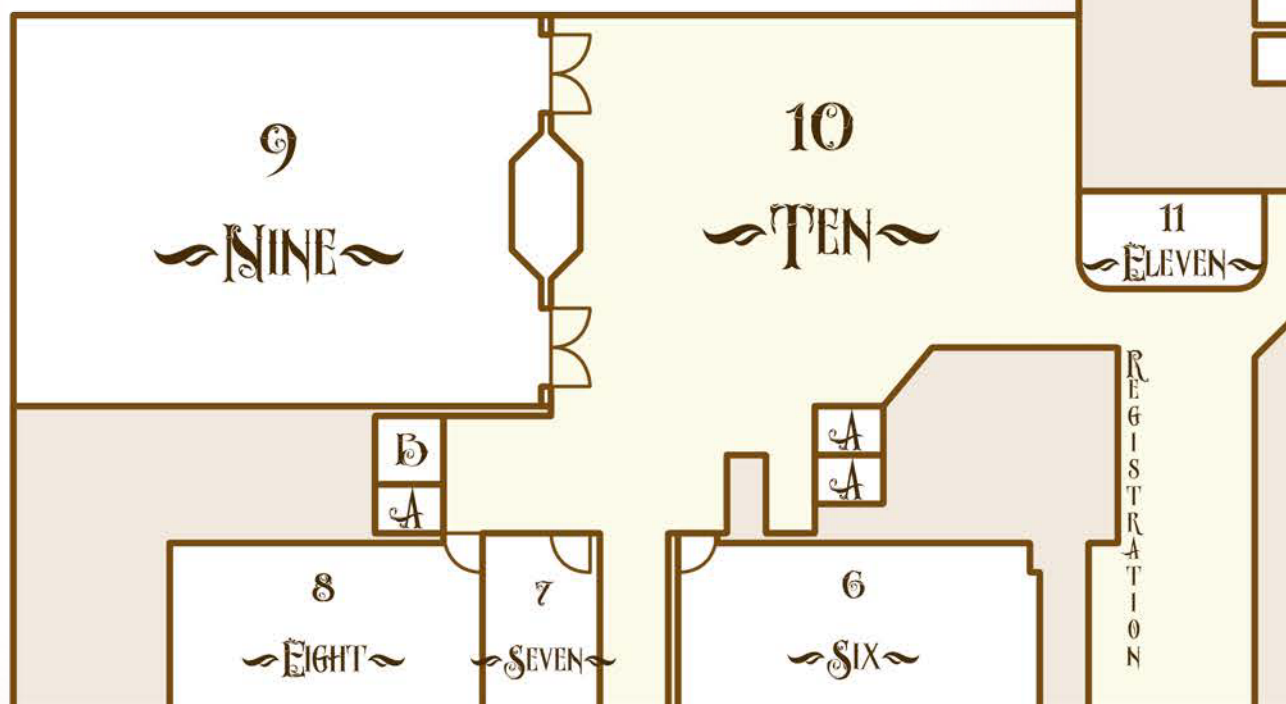


Sunday, March 2

	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00
The Crystal Palace			Closing Ceremony	Feedback Session				
The Electric Ballroom					Art Pickup	Artist Payout		
The Airship Gallery	Baker Street Breakfast Buffet							

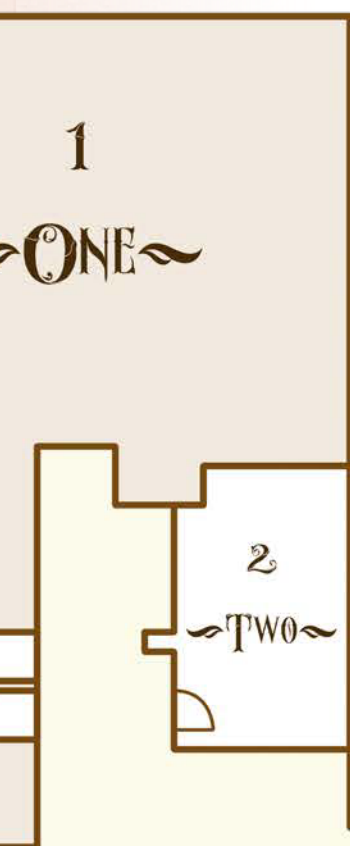
Legend:

1. Scotland Yard HQ (ConOps) & Hotel Rooms
2. Lord Archibald Fox's Study (Panels)
3. The Airship Gallery (restaurant) & Gaming Area (downstairs)
4. The Mechanical Workshop (fursuit lounge)
5. The Electric Ballroom(night club)
6. Victoria Market (Dealers Den)
7. Gastown Gallery (Art Show)
8. Camera Obscura (Photo Room)
9. Crystal Palace (Main Stage)





	18:00	19:00	20:00	21:00	22:00	23:00	24:00	1:00	2:00
			Disco: Dead Dog 1		Disco: Dead Dog 2				
Victoria Dinner Buffet									



Legend:

10. Grandville Square (lobby)

11. The Clockwork Hideaway (Bar & Hotel Reception)

A. Restroom

B. Handicap Restroom



Events

Art

Advanced Fursuit Photography Panel

Saturday 19:00 – 20:00

EZwolf reveals the secrets about advanced fursuit photography, starting with the concept, composition, using ambient light and moving up to studio lighting and Photoshop compositing. You'll be able to see how some of his most popular images were created, following a step-by-step walk-through. Next to technical details, EZ will share his ideas about developing concepts and how to transform them into distinctive photos.

Location: Camera Obscura (Photo Room)

Run by: EZwolf

Art Jam

Friday 23:00 – Saturday 02:00

Artist get-together. Everyone and anyone who creates any kind of artwork is welcome to join and exchange ideas, experiences, and FA usernames ;3!

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Lexy

Artist Payout

Sunday 15:00 – 15:30

If you sold anything in our Art Show or Art Auction, this is the time to pick up your earnings. Any unsold items should also be retrieved at this time. If you have to leave before please contact the Dealers Den team!

Location: The Electric Ballroom (Night Club)

Run by: Pinky

Art Pickup

Sunday 14:00 – 15:00

If you had the winning bid on anything in the Art Show, or won something in our Art and Charity Auction, you must come here to pay for and pick up your items. (Cash payment only.) If you have to leave before please contact the Dealers Den team!

Location: The Electric Ballroom (Night Club)

Run by: Pinky



Art Show

Friday 12:00 – 16:00

Saturday 12:00 – 16:00

In the art show you can see furry art and even bid on it if you want to buy it. If an item gets too many bids (meaning the bid slip is full) then the item goes to live auction. Whether you want to bid on something or just see the beautiful furry art, have a stroll through the Art Show.

Location: Gastown Gallery (Art Show)

Run by: Pinky

Art Show Breakdown

Saturday 16:00 – 18:00

Location: Gastown Gallery (Art Show)

Run by: Pinky

Art Show Submission

Thursday 18:00 – 19:00 (early submission)

Friday 10:00 – 12:00

Location: Gastown Gallery (Art Show)

Run by: Pinky

Events

Banner Brawl

Friday 22:00 – 23:00

Join us as we watch two teams of talented artists battle it out on the canvas using only their sharp wits and their somewhat more blunt pens. Each round there's something new to add to the canvas. And they only have two minutes to draw it...

Location: The Crystal Palace (Main Stage)

Run by: Fairlight

Dealers Den

Friday 12:00 – 16:00

Saturday 12:00 – 16:00

In the Dealers Den you can meet all our dealers and check out the wares they are selling. Step into the Den to get a commission, buy furry items, or buy lottery tickets to support the charity.

Location: Victoria Market (Dealers Den)

Run by: Pinky

Dealers Den Breakdown

Saturday 16:00 – 18:00

Location: Victoria Market (Dealers Den)

Run by: Pinky

Dealers Den Setup

Thursday 18:00 – 19:00 (early setup)

Friday 10:00 – 12:00

Location: Victoria Market (Dealers Den)

Run by: Pinky

Drawing After Dark With Frenzee

Saturday 22:00 – Sunday 00:00

In this late hour art panel Frenzee will try to teach you how to draw anything/everything while getting drunk, ending the panel with a game of pictionary. Intoxication optional but encouraged. (High risk of immaturity and NSFW-themes.)

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Frenzee!

DRAWING FURRIES FOR NOOBS

LEARN TO DRAW

AMAZING FURRIES IN

UNDER 60 MINUTES.

EVEN IF YOU'VE NEVER

DRAWN BEFORE!

RUNNING TIME: 60 min.

EVENT: Master figure drawing in under one hour.

DETAILS: The panel is divided into two parts: 5 minutes theory lecture and 55 minutes paws on work

Drawing For Noobs!

Thursday 18:30 – 19:30

Have you thought about learning to draw, but feel you haven't got it in you? I'm here to say that you do! In under one hour you will learn to unleash your creative potential. Starting with simple shapes, you will learn the secrets of the Renaissance masters in a few simple steps and discover how easy it is.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Ziggy Wolf

Video Production 101

Thursday 21:00 – 22:00

Do you own a digital camcorder? Do you like to use it on every occasion, even to the point of annoying friends or family? Or do you even have plans to create your own series of videos? Then join this panel! We will discuss the process of creating videos from the ground up.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: atkelar

Events

Dance

Disco: Dance/House

Thursday 21:00 – 23:00 (Solvithor)

Thursday 23:00 – Friday 01:00 (Fuffy)

Friday 01:00 – 02:00 (DJ Tiger)

Lets kick off the first evening with some Dance and House music in our famous NFC Disco!

Location: The Electric Ballroom (Night Club)

DJs: Solvithor, Fuffy, DJ Tiger

Disco: Dance/Rock

Saturday 21:00 – 23:00 (Alec)

Saturday 23:00 – Sunday 02:00 (DarkFox)

For the last official evening of the con, lets wind up the party again with more dancing!

Location: The Electric Ballroom (Night Club)

DJs: Alec, DarkFox

Disco: Dead Dog

Sunday 20:00 – 22:00 (Ceil Fox)

Sunday 22:00 – Monday 00:00 (DarkFox)

The convention may be over, but some of us are still around. Join the traditional Dead Dog party on our final night together, before we all return to the real world.

Location: The Electric Ballroom (Night Club)

DJs: Ceil Fox, DarkFox

Disco: Fursuit Friendly

Friday 21:00 – Saturday 00:00 (Ceil Fox)

Saturday 00:00 – Saturday 02:00 (Jari)

Our Fursuit Friendly Friday with its special disco – let's have all our fursuits shake their tails and dance into the night.

Location: The Electric Ballroom (Night Club)

DJs: Ceil Fox, Jari

Food

Baker Street Breakfast Buffet

Thursday 08:00 – 12:00

Friday 08:00 – 12:00

Saturday 08:00 – 12:00

Sunday 08:00 – 12:00

Monday 06:30 – 09:30

Rise and shine with the sunny side up! The breakfast buffet will be served between 8 and 12 in the restaurant during the main convention days, and is included in the room price for the ladies and gentlefurs staying at the hotel.

Location: The Airship Galley (Restaurant)

Run by: Trax

Eat Sweden

Saturday 14:00 – 15:00

Did you know that Sweden has an old and interesting culinary heritage? Sweden is known for its yummy meat balls, but there is so much more to Swedish food. Pinky will give you some introductions and facts about Swedish food and during this session you will also have the chance to taste the food yourself! Since food will be cooked and served, there is an extra charge for attending this event.

Location: The Airship Galley (Restaurant)

Run by: Pinky

Ice Cream Buffet + Stand-Up Comedy

Friday 15:00 – 16:00

Feeling like having some laughs? Then come and hear Flamian perform some stand-up comedy while enjoying some delicious ice-cream. Ice cream? Yes! Lots of ice cream! Enough ice cream, in fact, to show why gluttony is one of the seven deadly sins... Access is limited to sponsors (50 SEK) and detectives (for whom entry is free).

Location: The Airship Galley (Restaurant)

Run by: Flamian

Victorian Dinner Buffet

Wednesday 17:30 – 21:00

Thursday 17:30 – 22:00

Friday 17:30 – 22:00

Saturday 17:30 – 22:00

Sunday 17:30 – 21:00

Every evening, a lavish dinner buffet is served in the airship galley. While the food takes you on a culinary journey, you can look out the panoramic windows to enjoy gorgeous views of the Victorian cityscape below—if you have good imagination, that is. ;)

Location: The Airship Galley (Restaurant)

Run by: Trax

Events



Fursuiting

Designing And Performing A Character

Friday 18:00 – 19:00

An open panel discussion on creating interesting and memorable characters in fursuit, with practical advice and interactive demonstrations.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Zuki

Fursuit Charades

Thursday 17:30 – 19:00

Is it a bird? Is it a zepplin? Is it a fursuiter gesticulating wildly? In our signature fursuit charades, the answer can be “yes” to all three! Decipher the words as part of the audience, or act out words or phrases on stage in suit. Fun will be had by all! (See the Fursuit Charades Signup.)

Location: The Electric Ballroom (Night Club)

Run by: Ethan Staghorn, Trax, Miles T.F. Baxxter

Fursuit Charades Signup

Thursday 17:00 – 17:30

Want to be on stage in suit for our fursuit charades? Come in costume and sign up right here!

Location: The Mechanical Workshop (Fursuit Lounge)

Run by: Ethan Staghorn

Fursuit Games Finals - Furtective Trials

Saturday 17:00 – 18:30

Come and watch the four most skillful pairs from the preliminaries face each other in a series of tests to determine the duo best suited to become the next great master furtectives!

Location: The Crystal Palace (Main Stage)

Run by: Aoroo

Fursuit Games Preliminaries - Furtective Recruitment

Saturday 15:00 – 16:00

Fursuiters in teams of two are welcome to sign up for this year's Fursuit Games. This time around the preliminaries will be an open on-site registration along with a little test. Beware that only four teams may proceed to the finals, so make sure to do your best!

Location: The Crystal Palace (Main Stage)

Run by: Aoroo

Fursuit Group Photo

Friday 12:30 – 13:00

Be part of the largest fursuit crowd in the Nordic countries and get pictorial proof to boot! If weather permits, we will walk to a photo spot outside, otherwise we'll take the picture indoors. But, don't be late, as the rest can't wait! If you're not on location ten minutes after the event starts, we might leave without you. The fursuit zoo starts immediately after the group photo, for your convenience.

Location: The Electric Ballroom (Night Club)

Run by: atkelar

Events

Fursuit Lounge

Wednesday 16:00 – Monday 03:00

Fursuiting is hot and exhausting. Pop into our always-open fursuit lounge to take a break, cool down, and rehydrate. Here you are outside of public view and it's acceptable to take your head off. You may even perform minor repairs. Note: fursuiters and their handlers only. No photography!

Location: The Mechanical Workshop (Fursuit Lounge)

Run by: Ethan Staghorn, Hassel

Fursuit Photoshooting

Friday 14:00 – 18:00

Saturday 12:00 – 13:00

Saturday 14:30 – 18:00

Want a portrait of your fursuit? Alone or in a small group? Then drop in at our fursuit photoshoot and pose for our professional photographer and his camera. The photos will be made available online after the convention.

Location: Camera Obscura (Photo Room)

Run by: atkelar

Fursuit Zoo

Friday 13:00 – 14:00

Stay in suit after the group photo and join the crowd at our fursuit zoo for an hour of fun—the more costumed critters, the merrier! Interact with great costumes and (if you're a fursuiter) show off your own. There will be surprise activities, plenty of photo-ops, and possibly a short parade, all to create a fun mingle for suiters and nonsuiters alike!

Location: The Electric Ballroom (Night Club) • Grandville Square (Lobby)

Run by: Ethan Staghorn

Fursuiters Got Talent

Friday 19:30 – 21:00

This is your chance to see some of the talented fursuiters we have showing their talents to the audience. A panel of judges will pick three top performers, and then it is up to YOU in the audience to pick the winner. Come cheer them on and vote for the one you like the most.

Location: The Crystal Palace (Main Stage)

Run by: Pinky

Fursuiting And Handling

Friday 11:00 – 12:30

New to fursuiting? Interested in developing your fursuit performance? Or maybe you would like to join the fun as a fursuit handler? Ethan and SFW address common questions and discuss important aspects of fursuiting and handling, particularly in public. You don't need to be in costume for this panel.

Location: The Crystal Palace (Main Stage)

Run by: Ethan Staghorn, SFW

How To Make Your Own Fursuit

Saturday 19:00 – 20:00

In this panel made by Kirrow we will talk about things that are good to know when making a fursuit. Things like what type of base, what kind of fur, which colors, and what materials that are good to use when making a suit.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Kirrow



Events

Gaming

Cards Against Humanity

Thursday 23:30 – Friday 01:30

How depraved can your fellow furries be? Find out in this card game, where you match sentence-fragments to create the worst (or best) sentences. Not for the easily offended.

Location: Grandville Square (Lobby)

Run by: DarkFoxDK

Magic: The Gathering Deck-Swapping Tournament

Friday 22:00 – Saturday 00:00

Bring your deck to this casual tournament. All decks brought will be pooled together, then each participant will be given a random deck from the pool. Those without decks who wish to participate are free to come and see if there are any spares.

Location: The Secret Passage (Games Room 2)

Run by: Rufus, Pilosus

Once Upon A Fuzz

Thursday 22:00 – Friday 00:00

Let your imagination run wild in this storytelling card game, competing against your fellow furs to create a fairy tale from the cards you have been dealt. Featuring custom cards by Norwegian furry artist Catya, inspired by the furry fandom and the convention's theme.

Location: The Secret Passage (Games Room 2)

Run by: Miles T.F. Baxxter

Open Gaming

Thursday 18:00 – Friday 00:00

Friday 18:00 – Friday 00:00

Saturday 18:00 – Friday 00:00

Sit down with a wild variety of board games and card games, including My Little Pony Monopoly, Super Mario Chess, Donkey Kong Jenga, Mice and Mystics and other oddities. Pick up a set and bring your friends to one of the open gaming rooms for a match or campaign.

Location: Steam Pipe Central (Games Room 3)

• The Sewer Of Almost Certain Death (Games Room 4) • The Wine Cellar (Games Room 5)

Run by: AoNekoAmaru

Room Party: The Game

Saturday 21:00 – 23:00

Who needs room parties when you can simulate the experience through card games? The goal is to host the most awesome room party while at the same time making the other players' room parties less awesome. Includes the Furry Con expansion pack, with furry-specific cards drawn by Blotch.

Location: Steam Pipe Central (Games Room 3)

Run by: Miles T.F. Baxxter

Singstar

Saturday 20:00 – Sunday 00:00

Try out your singing voice on oldies and new hits with Singstar's song libraries, raise the odds with a duet and spice up the performance by bringing in friends and random strangers as jury.

Location: The Secret Passage (Games Room 2)

Run by: AoNekoAmaru

Video Gaming

Thursday 18:00 – Friday 00:00

Friday 18:00 – Saturday 00:00

Saturday 18:00 – Sunday 00:00

Relive arcade classics and home console favorites, discover the odd rarities, take down pixel legions in co-op, challenge your friends and rivals to a brawl and party to the Kinect beat. Dedicated video gaming DJs will shuffle an eclectic assortment of games and controllers from the 80's to nowadays.

Location: The Boiler Room (Games Room 1)

Run by: AoNekoAmaru

Werewolf Of Miller's Hollow

Friday 20:30 – 22:00

The small hamlet of Miller's hollow is besieged by werewolves. Every night a villager is murdered – eaten by a werewolf. Will the villagers be able to root out the beasts or succumb to this deadly menace? Join us for a lively game with a few friends.

Location: Grandville Square (Lobby)

Run by: Agrajag

Events

General

A Retrospect Of Animal Anthropomorphism In Art

Friday 14:00 – 15:00

Anthropomorphism is the oldest form of religion anthropologists have uncovered, and religion influences art. So we have a lot of depictions of human animals hybrids. From the Egyptian pantheon, the mythos of the Celts, the fables of Aesop and funny animals in kid cartoons and more adult utterances in comics.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Fredrix

Bambi

Saturday 16:00 – 17:00

We dive into the world of cute and fluffy forest animals in this casual discussion about Disney's beloved classic, Bambi. Is there a cure for twitterpation? Is man really all that bad? We will also be looking at the slightly less beloved "midquel", as well as the original novel that started it all.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Miles T.F. Baxxter

Furry Philosophy

Friday 15:30 – 16:30

The reasons for being furry are many, maybe as many as there are furies. Some furies enjoy the fandom for the art and the fursuiting, for others, it has a deeper meaning. In the Furry Philosophy panel, we explore what it means to us to be furry, how it affects who we are.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Sayh

My Little Pony: Season 4

Friday 19:30 – 20:30

An informal discussion about the latest season of the world's most popular magical pony show. Is friendship still magic? Has Daring Do been ruined forever? Will they ever get off that darn island? Join us and have your say! Warning: there will be spoilers.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Miles T.F. Baxxter



Storytellers Circle

Saturday 14:00 – 15:00

Have you written a story and would like to tell it? Or maybe listen to the stories of others? We read short stories, poems, lyrics, our own creations and talk about them.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Chama C. Fox

Events

Volunteering

Friday 11:00 – 12:00

Artists, craftsmen and musicians are not the only necessary part of furry community. Not at all. Attend this panel to hear one person's view as to why volunteer workers are the valuable core units of the furry community.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Flamian

Weird Toon Features

Friday 21:00 – 22:00

Coming soon to a theater near you. A wacky short movie marathon like no other. Be amazed by these weird and wacky features from animation's lesser known history.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Ziggy Wolf

Guest of Honor

Grandville And The Anthropomorphic Tradition

Friday 16:30 – 18:00

One of the most famous works of Bryan Talbot is his series of three cartoon books called Grandville. They feature anthropomorphic characters in a steampunk universe, which makes them very fitting for the theme of this year's convention. Bryan will make a slide presentation on Grandville and the anthropomorphic tradition in general, so join us for some interesting tales and pictures.

Location: The Crystal Palace (Main Stage)

Run by: Pinky

How I Create A Graphic Novel

Saturday 11:30 – 13:00

Being a good artist is one thing. Writing story lines that are interesting and catch the audience's attention is another. Combining the two is an art form which few people master to the level that Bryan Talbot has in his works. Bryan Talbot takes you through the typical creative process he uses when writing and drawing one of his books from original conception to finished page, covering

research, plotting, story structure, scripting, the use of grids, panel transitions, page composition, layout, use of eye level, lettering and coloring.

Location: The Crystal Palace (Main Stage)

Run by: Pinky

Meet The Guest Of Honor

Thursday 19:30 – 21:00

Come along to meet our Guest of Honor, Bryan Talbot, and hear all about his life and work. This is a Q&A session where you can ask him questions and have a chat about art, stories and making a living out of making cartoons.

Location: The Crystal Palace (Main Stage)

Run by: Pinky

Main

Art & Charity Auction

Saturday 20:00 – 21:30

At the live auction you can buy the best of the best that this convention has to offer. Art Show items with the most bids go to live auction so those keen to own them have a chance to bid on them. You can also grab some amazing direct-to-auction charity items. Whether you want to bid on that special item or watch the crowds gasp as bidders outbid each other and the amounts go higher and higher, this is a main event of the convention not to be missed!

Type: Main Events, **Location:** The Crystal Palace

Run by: Pinky

Charity Concert

Saturday 22:30 – 23:30

Our beloved Chama C. Fox is hosting a concert for charity. He will perform some of his own songs, as well as old favourites like music from The Lion King and even Ronja Rövardotter. You can also wish for songs to be played (for some extra donation to the charity). Don't miss this first NFC Charity Concert! The event is free to enter.

Location: The Crystal Palace (Main Stage)

Run by: Wolftale, Chama C. Fox

Events

Check-In

Wednesday 12:00 – 21:00

Thursday 12:00 – 21:00

You just arrived at the hotel? Then this is your first thing to do! Grab your badge and conbook before you proceed to the hotel reception desk.

Location: Grandville Square (Lobby)

Run by: Swedefur, Miles T.F. Baxxter

Closing Ceremony

Sunday 12:00 – 13:00

All good times must come to an end (at least for a while). The closing ceremony is when we officially end the convention, but also when we wrap it up with some interesting facts, important information and show our gratitude to all who deserve it. Come along to say a proper goodbye to this year's convention.

Location: The Crystal Palace (Main Stage)

Run by: Pinky, Trax

ConOps Office

Wednesday 12:00 – 22:00

Thursday 12:00 – 22:00

Friday 10:00 – 22:00

Saturday 10:00 – 22:00

Sunday 10:00 – 15:30

Con-what? Feeling lost? Don't fret! ConOps is here to your rescue. Lost/Found, Security, Where is X?, When is Z taking place?, Inquiries, harassment, hotel problems: it's all handled here.

Location: Scotland Yard HQ (Con Ops)

Run by: Capeh

Feedback Session

Sunday 13:00 – 14:00

Now that everything is said and done from the convention staff, we'd love to hear your opinion! How did we do? Got any suggestions for next year? Take this opportunity to meow, bark, and squeak about the con in a face-to-face session with the chairmen, staff, and fellow attendees.

Location: The Crystal Palace (Main Stage)

Run by: Ethan Staghorn



Events

Group Photo

Saturday 13:30 – 14:00

Show that you're part of the large NordicFuzzCon community and participate in our group photo with all our attendees! Please be there latest at 13:40... or we will maybe take the photo without you.

Location: The Crystal Palace (Main Stage)

Run by: atkelar

Meet The Charity

Thursday 16:30 – 17:30

This is your chance to meet our charity for this year, Djurens Ö (Animal Island). In this panel you can meet the people behind it and hear all the amazing and moving stories of their struggles, challenges and successes, many of which also made it into the TV series about them.

Location: Lord Archibald Fox' Study (Panel Room)

Run by: Pinky, Wolftale

Opening Ceremony

Thursday 15:00 – 15:45

This is the grand opening ceremony! This is where you will get important messages, lots of information about the convention, and of course when we will officially declare the convention for open. For friendly fun, furry finesse and funny facts, come join the grand opening!

Location: The Crystal Palace (Main Stage)

Run by: Pinky, Trax

So This Is Your First Furry Con?

Thursday 16:00 – 17:00

Convention? Confused and confounded? Let furry veteran Ethan Staghorn advise you on how to have a great convention, give tips on con etiquette, and answer any questions you may have. The panel is also a great way to meet fellow first-timers!

Location: The Crystal Palace (Main Stage)

Run by: Ethan Staghorn

Performance

Flowology Panel - Spinning Light Poi

Saturday 16:00 – 17:00

Learn how to spin poi and light up the dance floor with streaks of color! Dazzle your friends; woo your furry crushes! It's simple: just keep the poi spinning with style. Some glowsticks will be provided, but bringing your own poi is highly encouraged. Fursuits and all skill levels welcome!

Location: The Electric Ballroom (Night Club)

Run by: Snacks!

Fur-E-Okie

Friday 22:00 – Saturday 00:00

Imagine a Victorian choir of pious church mice. Our fureoke is about ten times louder, thrice as tone deaf, and a hundred times more fun.

Location: The Airship Galley (Restaurant)

Run by: Trax

Furry Music Café

Friday 14:00 – 15:30

Come listen to the music of the furries! New music and old will be performed in a cozy, relaxed setting. There will be free cookies and drinks

Location: The Crystal Palace (Main Stage)

Run by: Chama C. Fox

Pawpets Revealed

Saturday 18:30 – 19:30

Interested in puppetry? Seen all the pawpet shows? Join us as the grandfather of furry puppetry in Europe shares his stories and techniques. This is a hands-in workshop, feel free to bring your puppets!

Location: The Electric Ballroom (Night Club)

Run by: Fairlight

Rehearsal And Setup For Furry Music Café

Thursday 21:30 – 23:00

Electrical explosions, broken instruments, the stage collapsing, stars refusing to come out of their dressing rooms until their demands are met: none of these things will happen here... we hope.

Location: The Crystal Palace (Main Stage)

Run by: Chama C. Fox, Ceil Fox

Credits

Chairmen:

NewEinstein (Philip Hens)

Trax (Patrik Fomin)

ConOps

Department Head:

Trax (Patrik Fomin)

Staff:

Bardolph

Capeh

Lightfox (SE) (Gustav Od)

Crew:

Cadero

Nakomi

Events

Department Head:

NewEinstein (Philip Hens)

Crew:

AoNekoAmaru

Aoroo

Atkelar

DarkFoxDK

Ethan Staghorn

Fuzzy

Pinky

Registration

Department Head:

NewEinstein (Philip Hens)

Staff:

Trax (Patrik Fomin)

Crew:

Miles T.F. Baxxter

Swedefur

Venue

Department Head:

Trax (Patrik Fomin)

Crew:

Tellos

Fursuit Affairs

Department Head:

Ethan Staghorn

Crew:

Hassel

Charity

Department Head:

Pinky

Crew:

Nyxal

Wolftale

Dealers Den & Art Show

Department Head:

Pinky

Crew:

Jinxy

Decorations

Department Head:

Lexy

Artists:

Andy McNub

Chrystalia

Frenzee

Fröken Keke

iRenia

Lexy

StrangeFox

IT

Department Head:

Trax (Patrik Fomin)

Crew:

Lightfox (BE)

Miles T.F. Baxxter

Conbook

Department Head:

Miles T.F. Baxxter

PR

Department Head:

Sayh (Steinar Eliassen)

Staff:

Equium

NewEinstein (Philip Hens)

Crew:

Ethan Staghorn

Swandog

Security

Head of Security:

Nall

Volunteers:

Clover

Gaikotsu

Happy

Koryak

Pilosus

Rufus

Tarquil

Medic

Head of Medic:

Silverfoxwolf

Volunteers:

Mumma

Nyxal

Credits

Artists:

Cover, Chelsea Kenna

pg. 1, Neonpossum

pg. 4, Lumo

pg. 5, Zenia Rose

pg. 7, Wolftale

pg. 8, Titash

pg. 9, Ziggy Wolf

pg. 11, Teaterfjollan

pg. 12, Frenzee

pg. 22, 25, Theo

pg. 26, West

pg. 28, Tello

pg. 30, Strangefox

pg. 33, Theblackvixen

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- **ConFuzzled** for letting us use space on their website.
- **[Suspect in custody]**
- **Loke and all other attendees** who provided us with games and consoles.
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- **Weed** for all the good work put into security planning.



... and to **all our attendees**. We couldn't have done it without your help and support. See you again next year!



Chelsea Kenia 2014