

# RAINFURREST 2012

## WAREHOUSE FURTEEN





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Rainfurrest 2012: Warehouse Furteen



**FAST & FURRIous**

**ANTHROCON**  
July 4th to 7th, 2013  
Pittsburgh, PA, US

<http://www.anthrocon.org>

ROCKY MOUNTAIN FUR CON

**LUCKY 13**

AUGUST 2—4, 2013 – DOUBLE TREE HOTEL – DENVER COLORADO





# Rainfurrest 2012: Warehouse Furteen



© Yamibliss

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## Artifact: Google Calendar

### Attributes:

Did you know that the Rainfurrest 2012 event schedule is available on your smartphone... for free? All it takes is a subscription to Google Calendar! The QR Code to the left will allow you to subscribe to all of our calendars in just a few clicks – and if you're using Android, you will see this sync in just a few minutes. Find out how to make this work at the Google Calendar Setup panel on Thursday at 1:00 pm–3:00 pm in Orcas A.

### Disadvantages:

None found yet.

### Handling:

Instructions can also be found online at  
<https://www.rainfurrest.org/2012/electricsched.php>





## Letter from the Chairman

Another year, and we are ready for all the fans of Rainfurrest. Our staff has been hard at work to bring you all the best con ever.

Now, remember to watch what you touch or use in the warehouse. You never know what can happen or what may appear or disappear. Our agents have been hard at work making the warehouse safe for you all. Besides our special agents, we have agents that we have brought in to help improve your skills in your craft. This is a training and social weekend – improve your skill, meet your friends, and make new contacts within the agency.

If you see any of our staff during the weekend (and you read your con book at the con) please thank them for their hard work. Without them, your con wouldn't happen. Thank you all for coming, and I hope you have a good weekend.

Gene Armstrong

Rainfurrest 2012 Chairman





# Rules of Conduct

## General Conduct

While at Rainfurrest, we urge you to use your common sense and respect everyone's desire to enjoy the event. Event Staff will make every attempt to accommodate you, but may ask you to stop an activity or behavior that is disruptive or disrespectful. Repeat offenders may be required to leave the event. The Event Staff retains the right to deny entry to the convention to anyone, and you may be asked to leave at any time without warning or particular infraction to these stated rules of conduct.

## Media Policy

Media coverage at the event is allowed only with prior approval and correct media credentials. Attendees agree not to act as media agents in any way while attending the event.

## Hotel

As an attendee, you are a guest of the hotel and must abide by the hotel's rules and policies whenever you are on the premises. A maximum of four guests per room are permitted in the Rainfurrest hotel. Hilton policy dictates that hotel staff must provide at least minimal service to your room once per day. If you are expelled from the hotel, you may also forfeit your event membership. You are responsible for any damage you cause to hotel property. The event space and public spaces within the hotel are not sleeping areas. This includes lounges, hallways, the lobby, and public restrooms.

## Harassment and Assault

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

## Weapons

Blade weapons such as daggers, swords, and toy firearms are acceptable provided they have been peace

bonded such that they clearly cannot be drawn. Water guns and Silly String type products of any kind are *not* acceptable due to the potential for damage to costumes, hotel property, etc.

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

## Under-age Members

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

## Refund Policy

No refund of any kind will be given for memberships. Products sold (not included with your membership fee) may be exchanged or refunded on a case by case basis.

## Violations and Appeals

Violation of these policies will be handled by Event Staff as deemed appropriate. Remedial action may be appealed to the event directors. Decisions made by event directors are final.



© Rhari



## Writer GoH: Elizabeth Ann Scarborough

Altogether I've written and collaborated on thirty-eight novels, twenty-two solo and sixteen in collaboration with the fabulous Anne McCaffrey. Among my solo novels is *The Healer's War*, the 1989 Nebula Award winner for best novel, loosely based on my experiences as a nurse in Vietnam.

Just last week I released for the first time anywhere, a new e-book (available soon as Print on Demand as well), *Spam vs the Vampire*. Spam is a cat whose mistress disappears suddenly, leaving him and his fourteen feline housemates alone and soon to starve. When someone breaks into the house, Spam takes the opportunity to escape into the outside world, where he's actually never been before, to hunt for his human, or at least some other human to feed and care for him and his friends until their friend Darcy comes back. The more he hunts, the more he becomes sure that she is not going to be coming back on her own.

Website: [eascarborough.com](http://eascarborough.com)

Facebook: [on.fb.me/OhvyKI](https://on.fb.me/OhvyKI)



### Artifact: The Stone

#### Number:

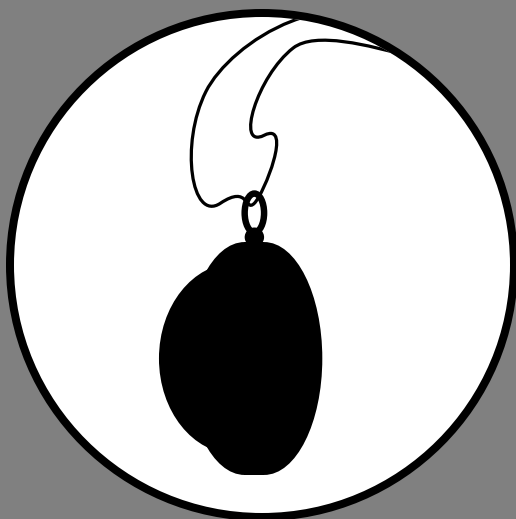
MJB-0805011820150603152118010705

#### Attributes:

Small red stone set into an amulet, on a chain that goes around the neck. Gives the power of limited telekinesis, levitating up to ten times the wearer's weight. Works through direct or indirect contact, as long as the wearer can touch the object or something attached to the object. Other direct uses include control over physical and electronic locks, in order to open all doors.

#### Drawbacks:

Unpredictable, appears to activate only in extreme emergency situations where the wearer or someone close to them is in mortal peril, thus very problematic to test. People who score high on tests for either materialism or obsessive-compulsive disorder will be instinctively drawn to the stone, often engaging in physical violence to try to possess it.

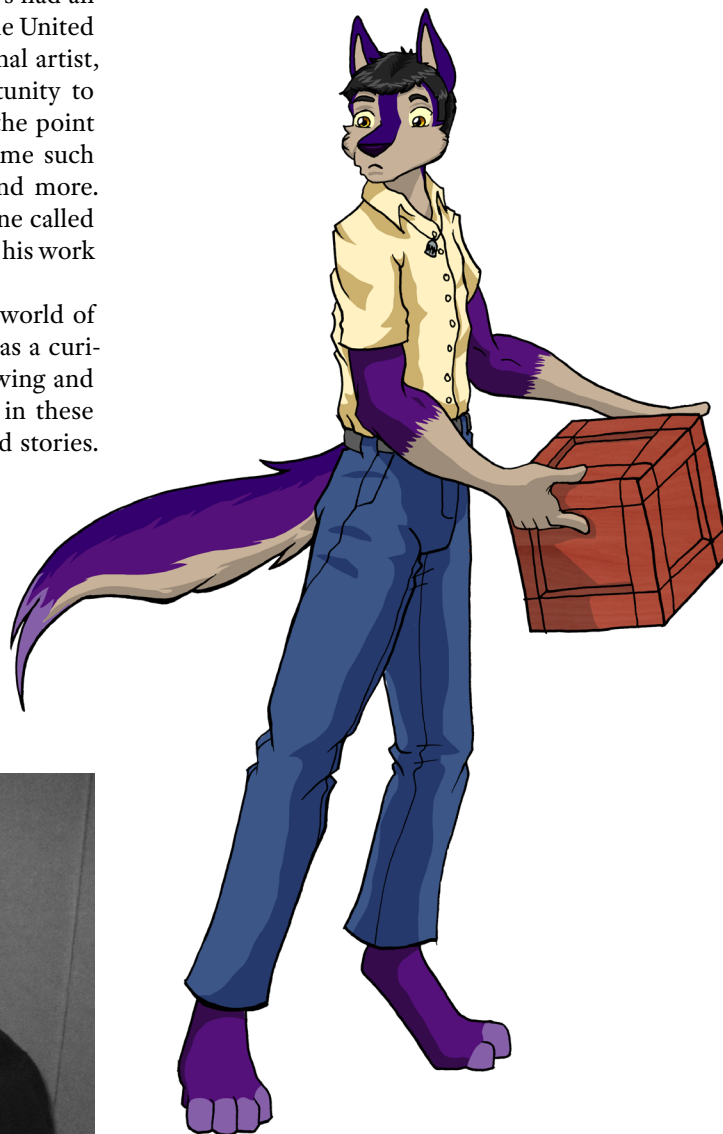


# Artist Guest of Honor: Yamibliss

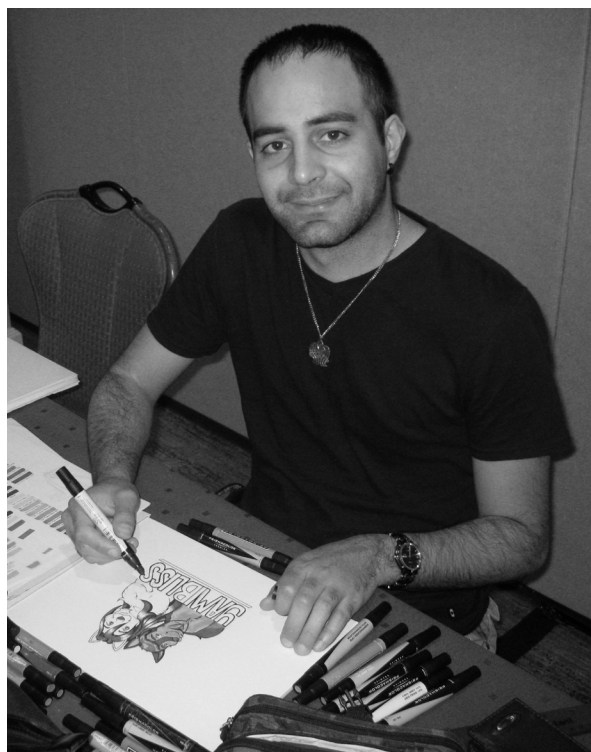
My name of course is Jeffrey Carrion AKA Yamibliss. I'm originally from Puerto Rico. I have always had an interest in art, especially in animation from the United States as well as Japan, comic book, traditional artist, and more. In high school I had the opportunity to explore more about the world of anime on the point where I began drawing characters from anime such as Sailor Moon, Dragon Ball, Evangelion and more. The one series that really impacted me was one called *Chirality* by Sataoshi Urushihara. After seeing his work I began creating my very own character.

In 2002 in college I began exploring the world of anthropomorphism. Something that started as a curiosity finished up as a large collection of drawing and artwork today. I hope to continue working in these media and create more art pieces, comic and stories. Who knows, maybe some role-playing game?

Fur Affinity: [furaffinity.net/user/yamibliss](http://furaffinity.net/user/yamibliss)  
deviantArt: [yamibliss.deviantart.com](http://yamibliss.deviantart.com)



© Yamibliss





## Fursuit Guest of Honor: Matrices

Matrices is a dog-person and fursuiter who lives on planet Whidbey Island, in the northern Oak Harbor, WA system. A veteran of the furry fandom for over a decade, she enjoys building costumes, making props, drawing, and generally being crafty. In the event that one of her projects was to go out of control and end up as a Warehouse artifact, the name on the tag would display Sara Howard (her human name) as its creator. With fondness for teaching, as well as learning from, other creative people, she participates in fursuiting education, construction, and commerce. To continue to foster a sense of open sharing within the community, she has maintained and published a variety of handy fursuit tutorials on her website.

Here are some helpful links where convention-goers can find her online:

Website: [www.matrices.net](http://www.matrices.net)

Fur Affinity: [furaffinity.net/user/matrices](http://furaffinity.net/user/matrices)

Twitter: [twitter.com/RaisedbyDogs](https://twitter.com/RaisedbyDogs)



## About Our Charity: Rabbit Meadows

Rabbit Meadows was originally founded in 1989 as the House Rabbit Society of Washington.

In 1996 we moved into a commercial building on Lake City Way in Seattle, where we added guinea pigs, rats, hamsters and other rodents to our rescue.

In 2008 we relocated our shelter back to our original location on Union Hill, leaving our retail store at the Lake City Way location.

All proceeds from the store sales goes to our rescue efforts.

Rabbit Meadows consists of an outside Sanctuary for feral rabbits and a Shelter/Adoption building for adoptable rabbits.

Over 1500 rescued feral rabbits have roamed the four-and-a-half acres of Rabbit Meadows Sanctuary since we opened in 1996.

Our first rescue mission was at a business park in

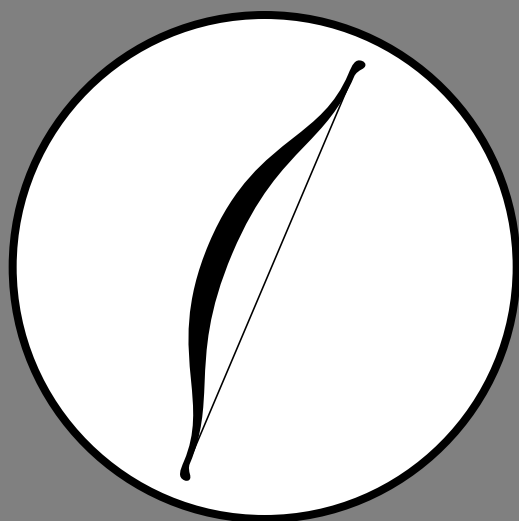
Redmond where we saved 650 feral rabbits from the ultimate fate of the arriving bulldozers.

We've subsequently rescued feral rabbit populations from Rocky Reach Dam in Wenatchee, Seattle's Woodland Park, and the Aqua Barn of Kent, ensuring each rabbit a safe haven to live out the rest of their life at Rabbit Meadows without threat of harm.

Rabbit Meadows Adoption Center  
8311 252nd Ave NE  
Redmond, WA 98053

Rabbit Meadows Store  
14317 Lake City Way NE  
Seattle, WA 98125

Website: [rabbitmeadows.org](http://rabbitmeadows.org)



### Artifact: Sherwood Bow

#### Number:

RBH-71512122523812014125

#### Attributes:

Allows the user nearly telekinetic control over the course of arrows shot from the bow, as well as a preternatural firing speed, allowing feats otherwise thought physically impossible. Known examples include shooting perfect bullseyes, slicing opponents arrows down the middle, and firing secondary arrows to alter the course of the first.

#### Drawbacks:

Compels one to give all their possessions to those less fortunate, then moves onward to giving someone else's possessions away. Users quickly become possessed of the idea they'll "never get caught," leading them to engage in ever-more-dangerous demonstrations of skill.



# Rainfurrest 2012 Event List

- |                                                  |                                            |
|--------------------------------------------------|--------------------------------------------|
| 23 <i>AD&amp;D 4E</i> Adventure                  | 15 Drawing 101                             |
| 16 Adobe Illustrator Tips and Tricks             | 18 Drawing Cubfurs                         |
| 19 A Fursuiter's Best Friend                     | 26 Drum Circle                             |
| 14 Animal Symbolism                              | 30 Fiction vs Fanfiction                   |
| 22 Animatronics                                  | 25 Filk 101                                |
| 27 A Reading by Kyell Gold                       | 28 Finding or Forming a Writers' Group     |
| 30 A Reading by Mary Lowd                        | 20 First Time Fursuiting for Newbs         |
| 12 Art and Charity Auction                       | 18 Folds and Flow: Drawing Clothing        |
| 17 Artist Guest of Honor Q&A                     | 17 Four or More: Taurs and the Multilimbed |
| 16 Art Jam #1                                    | 23 Freeform Roleplaying                    |
| 16 Art Jam #2                                    | 31 Furry Anatomy and Description           |
| 18 Art Jam #3                                    | 13 Furry and the Press                     |
| 12 Attending a Con on a Limited Budget           | 12 Furry Apps                              |
| 24 <i>Aye, Dark Overlord</i>                     | 14 Furry Ham Radio                         |
| 27 Bardic Circle                                 | 13 Furry Spirituality                      |
| 13 Behind the Scenes at a Con                    |                                            |
| 24 <i>Betrayal at the House on the Hill</i> Demo |                                            |
| 30 Beyond the Basics                             |                                            |
| 21 Body Painting and Bodysuits                   |                                            |
| 21 Building a Duct Tape Dummy                    |                                            |
| 13 Building a Furry Support Network              |                                            |
| 27 Buying a Good Instrument                      |                                            |
| 19 <i>Call of Duty</i> Tournament                |                                            |
| 11 Cartoons and Cereal                           |                                            |
| 25 Chaos Circle                                  |                                            |
| 28 Character Development                         |                                            |
| 22 Character for Your Character                  |                                            |
| 13 Charity Speaks!                               |                                            |
| 23 <i>Chez Geek</i> Demo                         |                                            |
| 23 <i>Chez Geek</i> Tournament                   |                                            |
| 12 Closing Ceremonies                            |                                            |
| 30 Collaboration in Writing                      |                                            |
| 17 Comics Layout and Design                      |                                            |
| 16 Commissions Etiquette 101: For the Buyer      |                                            |
| 16 Commissions Etiquette 102: For the Artist     |                                            |
| 27 Computer Music-Making Programs                |                                            |
| 19 <i>Conker: Live &amp; Reloaded</i> Tournament |                                            |
| 30 C oyotl Awards Ceremony                       |                                            |
| 17 Creating Webcomics Q&A                        |                                            |
| 12 Cubfurs Roundtable                            |                                            |
| 14 Cubfurs Social                                |                                            |
| 11 Dance!                                        |                                            |
| 19 <i>Dance Dance Revolution</i> Tournament      |                                            |
| 26 Dance Etiquette                               |                                            |
| 26 Dance Lessons 101                             |                                            |
| 11 Dance Some More!                              |                                            |
| 12 Dead Dog Party                                |                                            |
| 16 Designing Art for Tees                        |                                            |
| 19 Digitigrade Legs                              |                                            |



  Yamibliss

# Rainfurrest 2012 Event List

- |                                                  |                                                                |
|--------------------------------------------------|----------------------------------------------------------------|
| 21 Fursuit Dance Competition                     | 16 Live Model Drawing: Clothed Males                           |
| 22 Fursuiter Meet and Greet                      | 18 Live Model Drawing: Nude Females                            |
| 20 Fursuit Etiquette                             | 16 Live Model Drawing: Nude Males                              |
| 11 Fursuit Friendly Dance                        | 25 <i>Magic: The Gathering</i> Legacy Tournament               |
| 21 Fursuit Games                                 | 25 <i>Magic: The Gathering</i> Pre-Constructed Deck Tournament |
| 22 Fursuit Guest of Honor Q&A                    | 26 Making a <i>Good</i> Video for YouTube                      |
| 21 Fursuit Head Construction                     | 15 Making Your Art the Digital Way                             |
| 22 Fursuiting Beyond the Con                     | 27 Making Your Music Furry                                     |
| 21 Fursuiting Inspirations                       | 18 Making Your Portfolio Pop                                   |
| 20 Fursuiting on a Budget                        | 19 <i>Mario Kart Wii</i> Tournament                            |
| 22 Fursuit Maintenance and Travel                | 19 <i>Mario Party...</i> Party                                 |
| 20 Fursuit Making: Dos and Don'ts                | 13 Meet the Rainfurrest Board of Directors                     |
| 21 Fursuit Parade!                               | 28 Mega Book Launch Combo Event!                               |
| 20 Fursuits 101: Basic Construction and Sewing   | 14 Micro/Macro Roundtable                                      |
| 21 Fursuits 102: Intermediate Construction       | 14 Mind Control                                                |
| 21 Fursuits 103: Advanced Construction           | 27 Music Writing 101                                           |
| 22 Fursuits 104: The Business                    | 15 <i>My Little Pony</i> Party!                                |
| 21 Fursuit Tech and Lighting                     | 23 Nerf War!                                                   |
| 21 Gather for Parade                             | 22 <i>Neverwhen</i> RPG Demo #1                                |
| 14 Gender and Sexuality                          | 23 <i>Neverwhen</i> RPG Demo #2                                |
| 19 <i>Geometry Wars 2</i> Tournament             | 23 <i>Neverwhen</i> RPG Demo #3                                |
| 18 Getting in a Non-Furry Gallery                | 24 <i>Neverwhen</i> RPG Demo #4                                |
| 28 Getting Published #1                          | 24 <i>Neverwhen</i> RPG Demo #5                                |
| 31 Getting Published #2                          | 25 <i>Neverwhen</i> RPG Demo #6                                |
| 12 Google Calendar Setup                         | 16 Off-Camera Lighting for Photographers/Videographers         |
| 25 Graveyard Games                               | 11 Opening Ceremonies                                          |
| 11 Guests of Honor Dinner                        | 27 Open Mic Night                                              |
| 13 Hackers, Locks, and Cheese                    | 27 Overcoming Stage Fright                                     |
| 18 <i>Halo: Reach</i> Tournament #1              | 17 Party Pictionary                                            |
| 19 <i>Halo: Reach</i> Tournament #2              | 14 Photography and Furs                                        |
| 25 Hardware on a Budget                          | 15 Plushie Making 101                                          |
| 16 Hats, Tails, and Other Loom-Knitting Projects | 25 Poetry and Pictures                                         |
| 12 Health and Fitness                            | 15 Pokéfurs Roundtable                                         |
| 15 Hiding and Coming Out as a Furry              | 15 Positively Promoting Furry                                  |
| 13 Home Brewing                                  | 16 Pricing Your Piece                                          |
| 31 How (Not) to Write a Bad Story                | 21 Professional Fursuiting                                     |
| 21 How to Be a Demon                             | 19 Prosthetics 101                                             |
| 25 How to Mix and DJ                             | 27 Rainfurrest Musical Revue                                   |
| 13 HTML 101                                      | 28 Reading #1 by Elizabeth Ann Scarborough                     |
| 23 <i>Humans!!!</i> Demo                         | 31 Reading #2 by Elizabeth Ann Scarborough                     |
| 15 Hybrids Roundtable                            | 13 Real Life Furrries                                          |
| 11 Ice Cream Social                              | 25 Recording and Production                                    |
| 15 Illustration and Professional Practice        | 23 <i>Red Dragon Inn</i> Demo                                  |
| 26 Instrument Show and Tell                      | 23 <i>Red Dragon Inn</i> Tournament                            |
| 26 Karaoke                                       | 19 <i>Rock Band</i> Tournament                                 |
| 22 Keeping Cool in Your Fursuit                  | 12 Running a Con Party                                         |
| 14 Know Your Copyright Law                       | 24 Running a Furry Character in a Mainstream RPG               |
| 17 Live Model Drawing: Action Poses              |                                                                |
| 18 Live Model Drawing: Clothed Females           |                                                                |

# Rainfurrest 2012 Event List

- 28 Scriptwriting Challenge Day 1: Lights!
- 29 Scriptwriting Challenge Day 2: Camera!
- 31 Scriptwriting Challenge Day 3: Action!
- 12 Scritch and Hiss
- 17 Sculpture 101
- 12 *Second Life* Social
- 27 Sell Your Music!
- 14 Sensual Scalies
- 18 Shading and Coloring
- 12 So This is Your First Furry Con
- 16 Speedpainting
- 13 Steampunk 101
- 13 Steampunk Props
- 24 Successfully Running an Adult-Oriented RPG
- 19 *Super Smash Bros. Brawl* Tournament
- 19 *Super Smash Bros. Melee* Tournament
- 20 Tails and Ears Workshop
- 26 The Music of Furry Film
- 27 Training Your Voice
- 30 *Unsheathed Live!* Podcast
- 11 Ursa Major Awards Hall of Fame Awards
- 11 Ursa Majors and Cóyotl Awards  
Combined Reception
- 22 Using the Right Glue
- 11 Variety Show
- 11 Variety Show Rehearsal
- 26 Voice Acting in the Furry Fandom
- 23 *Werewolf: the Apocalypse* Preset Game
- 14 What Are the Ursa Major Awards?
- 11 Whose Lion...?
- 33 With Special Guest: Initial P
- 31 World Building and Background Design
- 25 Write a Song – Live!
- 28 Write a Story in an Hour
- 30 Writer Guest of Honor Q&A
- 30 Writer's Block and How to Overcome It
- 27 Writing 101 #1
- 29 Writing 101 #2
- 30 Writing 101 #3
- 28 Writing a Furry Into a Non-Furry Setting
- 28 Writing Challenge Day 1: In the Beginning
- 29 Writing Challenge Day 2: Work It!
- 31 Writing Challenge Day 3: Submit!
- 30 Writing Exercises and Tools
- 30 Writing for a Graphic Novel or Comic
- 28 Writing Furry Erotica
- 29 Writing (More) Furry Erotica
- 31 Writing Realistic Dialogue



## Artifact: Pocketwatch

### Number:

AIW-060505042515211808050104

### Attributes:

A golden open-faced pocketwatch of impeccable accuracy. Despite bearing a stem-winder, it does not seem to require winding to operate perpetually, keeping perfect time according to GMT+0. On the edge of the casing is the inscription, “25 adjusted to 7¾,” an impossible designation of internal structure and adjustment.

### Drawbacks:

Possession of the pocketwatch seems to impart an obsessive need for punctuality, even as regards the most minor engagements. More disturbingly, it also seems to impart an inability to maintain such punctuality, leaving the bearer under the impression that they are always late for something very important.



# Rainfurrest 2012 Events

## Theater and Events

### Opening Ceremonies

Dragonfly Goodnight, Elizabeth Ann Scarborough, North, Lea Day, Matrices, Yamibliss

*Thursday 3:00 pm–4:00 pm • Emerald Ballrooms D-F*

Come help us kick things off with our Con Chair and Guests of Honor!

### Dance!

*Thursday 9:00 pm–3:00 am • Emerald Ballrooms D-F*

Dance the night away! Live DJs help you get your groove on.

### Whose Lion...?

Semjay

*Thursday 10:00 pm–midnight • Glacier and Horizon*

The famous improv show... with a Furry twist! Enjoy the contestants' hilarious antics – but be careful! They may make you join in! *18 and over only! IDs will be checked at the door.*

### Variety Show Rehearsal

North, Orion Supergan

*Friday noon–3:00 pm • Emerald Ballrooms D-F*

Got a song, a skit, or just a cool costume you want to show off? Then participate in our Variety Show! And here's where you show the Rainfurrest staff what you have in mind, work out how you'll be introduced to the crowd and your music cues, and so on. Attendance is *mandatory* if you intend to be in the Furry Variety Show. *Note: all acts must be suitable for all ages.*

### Guests of Honor Dinner

Dragonfly Goodnight, Elizabeth Ann Scarborough, North, Lea Day, Matrices, Yamibliss

*Friday 6:00 pm–8:00 pm • Summit Ballroom*

Come meet Elizabeth Ann Scarborough, Matrices, and Yamibliss, Rainfurrest's official Guests of Honor – and have a delicious catered meal while you're at it! *Note: Tickets are \$15 for Standard and Sponsor registrations (Patrons attend free!)*

### Fursuit Friendly Dance

*Friday 9:00 pm–3:00 am • Emerald Ballrooms D-F*

More dancing! Now fortified with 45% more fursuits!

### Cartoons and Cereal

Ravenwood

*Saturday 8:00 am–10:00 am • Glacier and Horizon*

Wake up and get off to a great start to Rainfurrest's biggest day with (you guessed it!) some cartoons and cereal!

### Ice Cream Social

*Saturday 4:00 pm–5:30 pm • Glacier and Horizon*

Meet and greet – and eat! Ice cream smoothes all social interactions. Experience this truth and find some new friends, or just get together with the ones you already have. *Note: Tickets are \$4 for Standard and Sponsor registrations (Patrons attend free!)*

### Ursa Major Awards Hall of Fame Awards

Dragonfly Goodnight, Gene Breshears

*Saturday 6:00 pm–7:00 pm • Emerald Ballrooms D-F*

The Ursa Major Awards have been a going concern for several years. Come hear what they consider the best of the best in Furry fandom.

### Variety Show

North, Orion Supergan

*Saturday 7:00 pm–9:00 pm • Emerald Ballrooms D-F*

Watch your fellow furries as they perform songs and skits. See their cool costumes and crazy capers as they put on a show!

### Dance Some More!

*Saturday 9:00 pm–3:00 am • Emerald Ballrooms D-F*

Wrap up Rainfurrest's biggest day by dancing to a great music selection mixed live.

### Ursa Majors and Cóyotl Awards

#### Combined Reception

Dragonfly Goodnight, Gene Breshears, buni

*Saturday 9:00 pm–11:00 pm • St. Helens Suite*

Those behind the Ursa Major and Cóyotl Awards host a reception for their fellow furries. Come meet those behind the awards, discuss Furry and their involvement in it, and maybe grab a little food. *Sorry, Patrons and invited guests only.*

“Weight is a number on the scale, not the determining factor to indicate health.” Come join the discussion on how to become a healthier individual through simple changes or additions to your daily regimen. Learn ways to feel better, have more energy and avoid the dreaded con crud. There will be free samples for attendees!

# Rainfurrest 2012 Events

## Meet the Rainfurrest Board of Directors

DragonFly Goodnight, Sabertooth, Ari, KitsyAngel, Aphinity, Aloha, Rhari, TuxedoKitty, Trapa  
*Friday 10:00 am–11:00 am • Orcas B*

Meet the members of RAIIn, the company behind Rainfurrest! Discuss what it takes to put on a convention, put in some suggestions of your own, and generally learn who's ultimately behind these shenanigans, anyway.

## Steampunk 101

Diana Vick

*Friday 11:00 am–noon • Orcas A*

Just what is "steampunk," anyway? And why is it so popular? Come find out!

## Furry Spirituality

Dennis the Tiger, Doc McDowell

*Friday 1:00 pm–2:00 pm • Orcas A*

Many of us have selected our fursona because we identify with it in some way. Or, maybe you just like that animal, and follow a different spiritual path. Whatever your path is, join us and we'll talk.

## Home Brewing

Dennis the Tiger

*Friday 2:00 pm–3:00 pm • Orcas A*

Microbrews have become very popular in the last few years. Learn how to be the micro-iest brewery of all! Find out what equipment you'll need to make your own beer and mead, and get some basic tips to get you started.

## Behind the Scenes at a Con

Dragonfly Goodnight, North

*Friday 3:00 pm–4:00 pm • Orcas A*

Rainfurrest is an awesome convention, to be sure. But just what does it take to put it together? If you're curious, come and find out! And if you're thinking of starting a con of your own, this is an essential panel to get a heads-up on what you will likely encounter along the way.

## Building a Furry Support Network

Dragonfly Goodnight, Dennis the Tiger, Wereman

*Friday 4:00 pm–5:00 pm • Orcas A*

Finding resources and just talking to total strangers can be quite a challenge. Find out how to network for emotional support, or even so you can find that job.

## HTML 101

Trapa, DragonManMike

*Friday 5:00 pm–6:00 pm • Orcas A*

The Web is already a big part of our lives, and it's only going to become more so. Learn the basics of HTML so you can get your Web presence off to a good start.

## Real Life Furrries

Caladon Dalimar

*Friday 8:00 pm–9:00 pm • Orcas A*

Science is advancing every day. Will it ever be advanced enough to actually make furrries real? Will there be enough of a market for scientists to even try? Come and discuss the possibilities of making – or even becoming! – real-life furrries.

## Hackers, Locks, and Cheese

Kay

*Friday 10:00 pm–11:00 pm • Columbia B*

Open discussion of hacker-type things such as locks, RFID, network security, et cetera. Hackers, interesting locks, strange, esoteric devices and a variety of cheeses may be provided.

## Steampunk Props

Diana Vick

*Saturday 11:00 am–noon • Orcas A*

How do you make something look steampunk? For that matter, how do you make it at all? Get some ideas from a steampunk artist and costumer so you can make that awesome costume you've always wanted!

## Charity Speaks!

Rabbit Meadows

*Saturday noon–1:00 pm • Orcas A*

Hear what Rabbit Meadows is all about – what they do, and how they do it.

## Furry and the Press

Dragonfly Goodnight, North

*Saturday 1:00 pm–2:00 pm • Orcas A*

Furrries have had, shall we say, a rocky relationship with the general press. Learn how to promote a positive but still accurate image of the fandom to those not already a part of it, and along the way hear some horror stories about furs who didn't think before they spoke.



## Rainfurrest 2012 Events

**Cubfurs Social**

KitsyAngel, Fuzzy Lion, Lepkitty, BobbyFox, Relena

*Saturday 1:30 pm–3:00 pm • Glacier and Horizon*

We all like best to play with people our own age, and we're as young as we feel we are. So come and socialize with people who are as young at heart as you are!

**What Are the Ursa Major Awards?**

Dragonfly Goodnight, Gene Breshears

*Saturday 2:00 pm–3:00 pm • Orcas A*

No, really – what are they? Who decides who gets the award, and what do they mean? Come hear about Furry fandom's own awards from two members of its Board of Directors.

**Photography and Furs**

Dennis the Tiger

*Saturday 4:00 pm–5:00 pm • Orcas A*

Discuss some of the unique difficulties in photographing furs, like making that black cat fursuit look like something other than a black hole. If you're into F-stops, focal lengths, and lighting levels, this is the panel for you!

**Know Your Copyright Law**

Ari

*Saturday 5:00 pm–6:00 pm • Orcas A*

Is it okay to post that commission on the Web? What about drawing someone else's fursona? There's been a lot of drama online about these and other matters, and every time there's conflicting claims on just where the legal line lies. Hear from an actual lawyer the answers to some of these questions.

**Furry Ham Radio**

Trapa, Kay

*Saturday 7:00 pm–8:00 pm • Orcas A*

For anyone who either is, or wants to become an amateur radio operator, Trapa will explain what it's all about and talk about plans for the future.

**Micro/Macro Roundtable**

Kaji Aldewolf

*Saturday 8:00 pm–9:00 pm • Orcas A*

For those of us whom enjoy looming over the skyscrapers or even bigger. Or being shorter than the door knob, down to where a toy soldier is taller than you. Then why don't ya come on by, chat it up with like minded furrries. Just... don't put a hole in the ceiling, and watch out for everyone else's feet.

**Gender and Sexuality**

Murphy Erasmus

*Saturday 9:00 pm–10:00 pm • Orcas A*

A frank and open discussion about sex, gender, and sexuality in the Furry fandom, and the roles they all play. Murphy Erasmus, of Pridespeak, will talk about transgendered, transsexual, and bigendered furs, the pros and cons of having a fursona of a different gender than your own, and what terms like "gender" and "sex" really mean, both in and out of the fandom.

**Mind Control**

Fin Wolfsky

*Saturday 10:00 pm–11:00 pm • San Juan*

Cursed artifacts? Evil devices? Mischievous maidens? This is an open forum for everything from mind control in myths and folklore to modern day television and media. So come on in, relax, watch the swirling spirals, and have some fun!

**Sensual Scalies**

Zantal

*Saturday midnight–2:00 am • Glacier and Horizon*

Dragons, snakes, crocodiles, lizards, even dinos – all scaled creatures have a sensual side, and it's on full display after dark. Come see what they have to offer. *18 and over only! IDs will be checked at the door.*

**Animal Symbolism**

Doc McDowell

*Sunday 10:00 am–11:00 am • Orcas A*

Foxes are sly, and rabbits are associated with fertility. Animals have long been associated with certain character traits, people, and more. Find out what some of your favorites are linked to, and why.

# Rainfurrest 2012 Events

## Hybrids Roundtable

Caffran, Gracewolf

*Sunday 11:00 am–noon • Orcas A*

Foxes and wolves make folfs. Rabbits and cats make cabbits. And dragons go well with just about anything. Come discuss your mixed-up fursonas, and maybe we can figure out why we like them so darn much.

## Hiding and Coming Out as a Furry

Caffran, Caladon Dalimar, Aphinity, Dennis the Tiger

*Sunday noon–1:00 pm • Orcas A*

There's a lot of reasons for hiding that you're a furry. But should you? And how do you go about revealing it once you change your mind? Learn some strategies of letting people know you're a furry without immediately losing friends or family.

## Pokéfurs Roundtable

Evolus

*Sunday 1:00 pm–2:00 pm • Orcas A*

Not all Furs need to be of actual creatures (just ask the nearest dragon). Come and discuss what being a Pokéfur in the Furry fandom involves, and meet others of a similar interest. Bring your DS – there may be time to battle and trade with other attendees!

## My Little Pony Party!

Markarian

*Sunday 1:00 pm–3:00 pm • Glacier and Horizon*

The hooved sensation returns! Join us for a session of videos and treats, discussions and games!

## Positively Promoting Furry

Kijani Lion, Ithabise, Aphinity

*Sunday 2:00 pm–3:00 pm • Orcas A*

Is it a good idea to wear your tail in public, or does it just perpetuate a stereotype? When people roll their eyes and say, "Phht. Darn furries..." what do you say? Learn some of the great things Furrries do to improve the world, how to refute some of the ugly rumors, and how to generally carry yourself as a Furry Ambassador to the Rest of the World.

## Art

### Illustration and Professional Practice

Prawst

*Thursday 4:00 pm–5:00 pm • Orcas B*

Making commissions is fun and profitable, but living solely off your talents is a whole 'nother story. Learn how to develop your art to a commercially viable body of work, and some things vital to making a successful career.

### Drawing 101

Tojo the Thief

*Thursday 5:00 pm–6:00 pm • Orcas B*

So you want to be an artist. Good for you! Learn what equipment you should buy and some basic drawing techniques to get you started.

### Making Your Art the Digital Way

Yamibliss

*Thursday 6:00 pm–7:00 pm • Orcas B*

Yamibliss, Rainfurrest's Artist Guest of Honor, gives you some basic tips to making art on your computer.

### Plushie Making 101

Apoxon

*Thursday 7:00 pm–8:00 pm • Orcas B*

An introductory panel about how to create stuffed animals (anthropomorphic and non). Specific attention will be paid to details such as jointed limbs, hard-sculpted features, and thread sculpting.

# Scions



Check us out at:  
[www.yaganet.com](http://www.yaganet.com)

Or, email us at:  
Jim F.  
[jimf@yaganet.com](mailto:jimf@yaganet.com)  
Sarah M.  
[sjmartin415@gmail.com](mailto:sjmartin415@gmail.com)

## Step into the action

Scions is a medieval live action role play group located in Marysville, WA.

Join and become a Scion, one that is chosen by the gods to save realities and planes not like your own.



## Commissions Etiquette 101: For the Buyer

MaxCoyote

*Thursday 8:00 pm–9:00 pm • Orcas B*

There's tons of stories out there about people artists never, ever want to deal with again. And word does get around; bad buyers eventually find it hard to find someone to make that special piece they've always wanted. But what is a bad buyer? And how do you avoid becoming one?

## Commissions Etiquette 102: For the Artist

Matrices

*Thursday 9:00 pm–10:00 pm • Orcas B*

There's plenty of bad buyers out there, sure, but there are also bad commissioners: artists that make the buyer go, "Never again!" But just what do they do wrong? Learn what makes a bad commissioner, and how to avoid falling into that category yourself. And if you do it accidentally, how it can be rectified.

## Art Jam #1

*Thursday 10:00 pm–2:00 am • Orcas A&B*

Check your sketchbook at the door and draw in someone else's. Then see what you got in yours at the end of the day. Please don't drop your sketchbook off and walk away; this is a sketch exchange!

## Pricing Your Piece

Sean "Moorcat" Ravencraft

*Friday noon–1:00 pm • Orcas B*

It's obvious to everyone that different skill levels command different prices. But it's less clear that the price can be affected by what media you use or where it's displayed. Find out what how to set a reasonable price to your artworks, and how to make some minor changes that might make big improvements to your finances.

## Adobe Illustrator Tips and Tricks

Egypt Urnash

*Friday 2:00 pm–3:00 pm • Orcas B*

Learn some techniques and tricks to make your pictures really look great, from a self-proclaimed Illustrator Goddess. This is meant to be specific to Illustrator, with complete walkthroughs, but some may be applied elsewhere.

## Designing Art for Tees

Aloha

*Friday 3:00 pm–4:00 pm • Orcas B*

Tips for making great art you can put on a shirt without breaking the bank with your printing costs.

## Hats, Tails, and Other Loom-Knitting Projects

Axiluvia

*Friday 4:00 pm–5:00 pm • Orcas B*

There's a lot you can do with yarn, and its naturally fuzzy feel lends itself well to Furry themed projects. Find out just what you can do and some tips as to how to do it!

## Speedpainting

Prawst

*Friday 5:00 pm–6:00 pm • Orcas B*

How to get a full scene out, lightning fast.

## Live Model Drawing: Clothed Males

Bunni, Mushu Puma

*Friday 8:00 pm–9:00 pm • Orcas B*

Learn real anatomy and proportions from real life, with the help of our live model.

## Live Model Drawing: Nude Males

Bunni, Mushu Puma

*Friday 9:00 pm–10:00 pm • Orcas B*

Real anatomy workshop with a live model. Today's lesson: the male body. *18 and over only! IDs will be checked at the door.*

## Art Jam #2

*Friday 10:00 pm–2:00 am • Orcas A&B*

Another chance to get your sketchbook filled with some unique artwork! All you have to do is give someone else the same thing. Enjoy the skill and camaraderie of your fellow artists.

## Off-Camera Lighting for Photographers/Videographers

Wyvern Aldinger

*Saturday 11:00 am–noon • Orcas B*

Ready to take your photo art to the next level? Come join Wyvern, the Chief Tiger from Magelight Photography as he walks and talks through all his best lighting magic! See a petting zoo of hot lights, cold lights, strobes, gels, and modifiers! Audience participation encouraged.

# Rainfurrest 2012 Events

## Comics Layout and Design

Werepuppy, Yamibliss

*Saturday noon–1:00 pm • Orcas B*

When should you make a complicated page with oddly sized and placed panels, and when should you just stick with a simple layout? How do you place your characters and objects in a panel? When is a background necessary, and when is it just distracting? Learn the answers to these and other questions from two comics experts!

## Artist Guest of Honor Q&A

Yamibliss

*Saturday 1:00 pm–2:00 pm • Orcas B*

Have a question to ask Yamibliss, our Artist Guest of Honor? Now's the time to ask! Find the answers to those matters you've always wondered about, and maybe a few that had never occurred to you.

## Live Model Drawing: Action Poses

Rhari, Fever Low

*Saturday 2:00 pm–3:00 pm • Orcas B*

## Four or More: Taurs and the Multilimbed

Rhari

*Saturday 3:00 pm–4:00 pm • Orcas B*

## Party Pictionary

Prawst

*Saturday 4:00 pm–5:00 pm • Orcas B*

Come do sketch battle with other congoers as two participating teams compete for an ultimate *mystery prize*. This ain't your typical family game night round of Pictionary!

## Creating Webcomics Q&A

Lamar, Egypt Urnash, Thomas K. Dye, Dana Simpson

*Saturday 5:00 pm–6:00 pm • Orcas B*

Ask established webcomics artists for hints! Questions on how to get started in publishing a webcomic, and how to keep going, and more, all are welcome.

## Sculpture 101

Yamibliss

*Saturday 6:00 pm–7:00 pm • Orcas B*

Learn the basics of sculpting from our Guest of Honor, Yamibliss. He'll show you some basic tools and techniques to take your 3D art up a level.



## Artifact: White Gloves

### Number:

BRM-2381201921164153

### Attributes:

Plain white gloves, three fingers and one thumb, sometimes seen with two black lines on the back. Gives the wearer reality-bending powers. Includes near-invulnerability to explosions, being dropped from great heights, flattened by a steamroller, or otherwise imperiled. Belonged to several lapines, canines, as well as at least one species of rodent.

### Drawbacks:

Turns the wearer into a living cartoon. Wearers develop an extreme sensitivity to chemical solvents such as turpentine, acetone, and benzene. Extremely hazardous to sanity and narrative continuity.





## Getting in a Non-Furry Gallery

Sean "Moorcat" Ravencraft

*Saturday 7:00 pm–8:00 pm • Orcas B*

It might surprise you to learn this, but furry fandom isn't the only place to display your art. But just how do you get into that gallery on Third Street, anyway? Come and find out!

## Live Model Drawing: Clothed Females

Bunni, Silvia

*Saturday 8:00 pm–9:00 pm • Orcas B*

Learn real anatomy and proportions from real life, with the help of our live model.

## Live Model Drawing: Nude Females

Bunni, Silvia

*Saturday 9:00 pm–10:00 pm • Orcas B*

Real anatomy workshop with a live model. Today's lesson: the female form. *18 and over only! IDs will be checked at the door.*

## Art Jam #3

*Saturday 10:00 pm–2:00 am • Orcas A&B*

If your sketchbook still has some empty pages, you can still get them filled! Come to the third and last Art Jam, put your sketchbook in the pile, and doodle a little in someone else's.

## Shading and Coloring

Yamibliss

*Sunday 11:00 am–noon • Orcas B*

Once you've got that linework inked, you're only half done! (Well, all right, two-thirds, maybe three quarters.) Now color it! But how do you make it look better than flat-filled cell art? Learn some tips on light and shading, not to mention color selection, from Rainfurrest's Artist Guest of Honor, Yamibliss.

## Making Your Portfolio Pop

Sean "Moorcat" Ravencraft

*Sunday noon–1:00 pm • Orcas B*

All right, your art is good enough that you want to get employed as an artist. But how do you make it stand out from all the other people out there? How do you make it more than just a collection of your favorites?

## Drawing Cubfurs

Rhari

*Sunday 1:00 pm–2:00 pm • Orcas B*

## Folds and Flow: Drawing Clothing

Kazen

*Sunday 2:00 pm–3:00 pm • Orcas B*

Clothing is hard to design. And with its many folds and falls, it's hardly easy to draw, either. But Kazen can give you some idea of how to get it right. Learn where to put those creases, and how to figure out how that outfit will look in the wind.

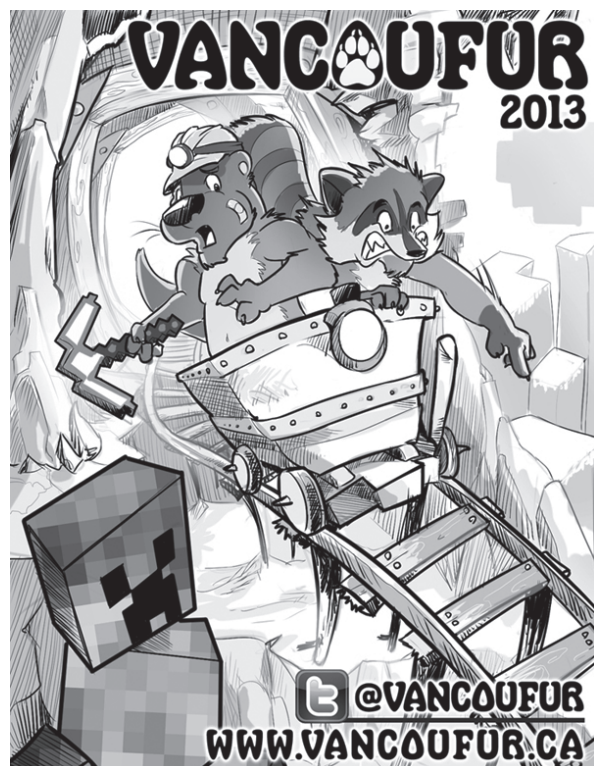
# Electronic Gaming

## Halo: Reach Tournament #1

Sam Nelson

*Thursday 5:00 pm–7:00 pm • Emerald Ballroom C*

Those Red and Blue teams are at it again, this time on planet Reach! Fight it out for supremacy and learn who is the best Spartan.



# Rainfurrest 2012 Events

## **Mario Party... Party**

Sam Nelson

*Thursday 10:00 pm-midnight • Emerald Ballroom C*

The party game... now in tournament form! Play a variety of minigames and try to come out on top.

## **Geometry Wars 2 Tournament**

Sam Nelson

*Friday 10:00 am-noon • Emerald Ballroom C*

If you like shooting squares, rectangles, circles, and little spiky bits, all set to awesome music, this is the game for you! (And trust me, it's more fun than it sounds.) Compete with your fellow Furs and see who gets the most points.

## **Mario Kart Wii Tournament**

Sam Nelson

*Friday 1:00 pm-4:00 pm • Emerald Ballroom C*

Race for the Princess! Oh, wait, she's in the other car, over there. Race for glory and prizes, then.

## **Call of Duty Tournament**

Sam Nelson

*Friday 5:00 pm-8:00 pm • Emerald Ballroom C*

Who is the best one out there? Come and find out!

## **Super Smash Bros. Melee Tournament**

Sam Nelson

*Friday 8:00 pm-11:00 pm • Emerald Ballroom C*

Pick one of Nintendo's most famous characters. Try to slap your opponent silly. What could be simpler?

## **Halo: Reach Tournament #2**

Sam Nelson

*Saturday noon-2:00 pm • Emerald Ballroom C*

One tournament just wasn't enough to settle it! The Red and Blue teams return for a rematch. Can you beat all the other Spartans on Reach?

## **Super Smash Bros. Brawl Tournament**

Sam Nelson

*Saturday 2:00 pm-5:00 pm • Emerald Ballroom C*

Extreeeeeme button-mashing! Kill Mario! Kill Sonic! Kill everybody! Well, except yourself, you hope.

## **Rock Band Tournament**

Wula

*Saturday 5:00 pm-7:00 pm • Emerald Ballroom C*

Find out if you have what it takes to become a rock star! Or at least who jams the best.

## **Conker: Live & Reloaded Tournament**

Sam Nelson

*Saturday 10:00 pm-midnight • Emerald Ballroom C*

Player on player action - with a Furry twist! Shoot it out and learn who's the better squirrel.

## **Dance Dance Revolution Tournament**

Sam Nelson

*Sunday 1:00 pm-3:00 pm • Emerald Ballroom C*

Dance the night away for fun and profit. Or, at least, for fun. Show the crowd that you know how to follow those pesky arrows!

# Fursuit

## **Prosthetics 101**

Jovial King

*Thursday 4:00 pm-5:00 pm • San Juan*

Fursuits are awesome, no doubt, but they're hot and bulky. Is there a way to achieve that more natural look, closer to human form and proportions? Yes! Prosthetics! Find out what it takes to make muzzles and claws, and where to find the materials.

## **Digitigrade Legs**

Syber Wolf

*Thursday 5:00 pm-6:00 pm • San Juan*

Digitigrade legs are often seen as the ultimate touch of realism for a furry character. Learn some ways to create the proper illusion.

## **A Fursuiter's Best Friend**

Kodipup

*Thursday 6:00 pm-7:00 pm • San Juan*

Fursuiting at a furry convention is relatively easy, but elsewhere it's usually best to have someone watching out for you. Whether you call them helpers, spotters or furless lackeys, learn how pick or be a great fursuit helper.

# Rainfurrest 2012 Events

## Fursuiting on a Budget

DragonManMike

Thursday 7:00 pm–8:00 pm • San Juan

So you want to build a fursuit but don't have much money? Learn how to build a fursuit on a limited budget – as well as a few pointers on what you can't manage without some real cash.

## Fursuit Etiquette

Aphinity

Thursday 8:00 pm–9:00 pm • San Juan

You have a fursuit, but you don't know if you should or shouldn't do something. Learn the basics on what good habits or behavior you should have and what things not to do that could get you in trouble.

## First Time Fursuiting for Newbs

Kijani Lion, Ithabise, Aphinity, Nicodemus Rat

Thursday 9:00 pm–10:00 pm • San Juan

What newcomers can expect about fursuiting, from how much they cost, dealing with glasses, heat, clothing, the importance of spotters, and the many other things fursuiters have to deal with.

## Fursuit Making: Dos and Don'ts

Razzy Lee

Friday 10:00 am–11:00 am • San Juan

Razzy Lee shows you the techniques that will help beginners create a successful fursuit. Learn what materials to use, where to buy them, time management, specific building techniques and more!

## Fursuits 101: Basic Construction and Sewing

Matrices

Friday 11:00 am–noon • San Juan

So you want to be a fursuiter! Matrices, Rainfurrest's Fursuiter Guest of Honor, explains how to get started with basic tips on finding materials and putting them together into a coherent whole.

## Tails and Ears Workshop

Razzy Lee, DragonManMike

Friday noon–2:00 pm • San Juan

Build your own ears and/or tail to wear around the con, and learn how to do it yourself in the process! Note: A \$10 entry fee will be required to cover the cost of materials, which will be provided. A limited selection of fur colors will be available, maximum 40 guests at this panel. First come first serve.

## Artifact: Hooked Cane

### Number:

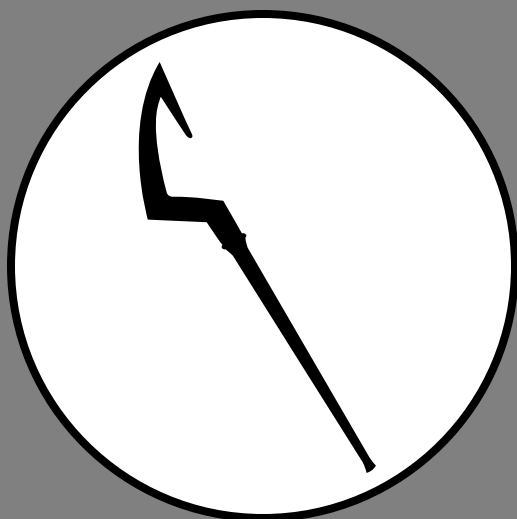
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### Attributes:

Long pole with a curious hook at the end. While held, the user gains ability towards tremendous feats of agility and stealth. The user's vision alters to indicate places that are climbable, which tightropes can be balanced on, and what hiding places are available. Buildings, trees, and giant vixens all become easily scaled, spires and steeples can be perched on.

### Drawbacks:

Over extended use, the user slowly becomes a kleptomaniac, stealing more and more to see what one can get away with. This initially manifests as simple pickpocketing, but quickly moves up to ransacking private office safes, including violent fits of property damage searching for "gold coins".



# Rainfurrest 2012 Events

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## Fursuits 102: Intermediate Construction

Matrices

*Friday 2:00 pm–3:00 pm • San Juan*

Learn more in-depth hand and foot paw construction, as well as basic fursuit head construction from the Fursuiter Guest of Honor, Matrices.

## Fursuit Head Construction

Nicodemus Rat, Ithabise

*Friday 3:00 pm–4:00 pm • San Juan*

Perhaps the trickiest part of a costume. There are many ways to build a fursuit head. Learn the techniques to build one for yourself.

## Fursuit Games

Kodipup

*Friday 4:00 pm–6:00 pm • Emerald Ballrooms D-F*

Run! Jump! Climb! Die of heat exhaustion! Watch your favorite fursuits do all these things in a hilarious set of competitions.

## How to Be a Demon

Aetobatus, Frysco

*Friday 7:00 pm–8:00 pm • San Juan*

This is a fursuit performance panel, but unlike the others which tend to be more about acting cute and friendly, this is focused on performing in the more aggressive costumes which are becoming popular.

## Fursuit Dance Competition

*Friday 8:00 pm–9:00 pm • Emerald Ballrooms D-F*

See who can bust the best move – in suit! Are you up for the challenge?

## Body Painting and Bodysuits

Dennis the Tiger

*Friday 8:00 pm–9:00 pm • San Juan*

Costuming doesn't necessarily need a fursuit. Some patterned spandex and face paint can create a startling look without any fur whatsoever. Dennis the Tiger explains how to get some of the effects you want, and avoid the ones you don't.

## Building a Duct Tape Dummy

Razzy Lee

*Saturday 10:00 am–11:00 am • San Juan*

Razzy will display the correct supplies and show the proper method of making a duct tape dummy in a live demonstration. Q&A during the demo.

## Professional Fursuiting

Yippee Coyote

*Saturday 11:00 am–noon • San Juan*

What does it take to get paid to be a fuzzy character? What does it entail? How do I get this gig? Find out from someone who's had several years of professional mascot experience!

## Fursuiting Inspirations

Thumper

*Saturday 11:00 am–1:00 pm • Glacier and Horizon*

Come explore the many different motivations behind fursuiting! The diversity of the fandom is punctuated by the many different styles and methods of fursuiting and the great range of reasons behind each individual character or personality that comes to life. Leave your bias and preconceived notions of "good and bad" at the door and come enjoy a celebration of fursuiting! This panel is for both veteran fursuiters and non-suiters seeking inspiration or motivation to start!

## Fursuit Tech and Lighting

GroggyFox

*Saturday noon–1:00 pm • San Juan*

Light up your suit! Learn how to use LEDs, EL wire, fluorescent and glow in the dark materials, and so forth, and some ideas on using them with fursuits.

## Fursuits 103: Advanced Construction

Matrices

*Saturday 1:00 pm–2:00 pm • San Juan*

Learn from the Guest of Honor! Matrices shows some of her more advanced construction techniques covering fursuit heads tips and tricks, patterns, and body construction.

## Gather for Parade

Bucker Fuskycote

*Saturday 2:30 pm–3:00 pm • Emerald Ballrooms D-F*

If you're in the Fursuit Parade, this is the time and place to start gathering. Fursuiters and others involved in the Parade only, please!

## Fursuit Parade!

Bucker Fuskycote

*Saturday 3:00 pm–4:00 pm • Emerald Ballrooms D-F*

Come see those fursuits that you've seen wandering around – all at once! Parade will follow the route marked on your Pocket Program.



## Fursuit Maintenance and Travel

Syber Wolf

*Saturday 4:00 pm–5:00 pm • San Juan*

Learn how to take care of your fursuit to make it last and how to pack it properly to take it around the world with you.

## Animatronics

Blue Mountain Fox

*Saturday 5:00 pm–6:00 pm • San Juan*

Curious about how to make those fursuit ears move? Eyes blink? Learn how animatronics can make you fursuit head come alive!

## Fursuiter Meet and Greet

Aphinity, NitroShep, DragonManMike

*Saturday 6:00 pm–7:00 pm • Glacier and Horizon*

General roundtable discussion where fursuiters talk about who they are, what costumes they have, and what they enjoy about suiting. Come meet your favorite suiter and ask them questions you've always wondered about, or bring your own work to show off!

## Fursuit Guest of Honor Q&A

Matrices

*Saturday 9:00 pm–10:00 pm • San Juan*

Sit down with our fursuit guest of honor for a questions and answers session.

## Using the Right Glue

Trapa

*Sunday 10:00 am–11:00 am • San Juan*

There are many glues on the market, it's important to use the right one for your project. Learn how to select the right adhesives to construct your own fursuit.

## Fursuiting Beyond the Con

Kodipup

*Sunday 11:00 am–noon • San Juan*

Fursuiting does not have to be just at conventions. Hear some ideas where and how to extend your performance skills to a public audience and properly go about doing so.

## Fursuits 104: The Business

Matrices

*Sunday noon–1:00 pm • San Juan*

Matrices explains the business of making fursuits including ordering materials, customer service and demand, advertising, overhead, supply and shipping. Plus an overview of advanced Tech for: Heads, Bodies, Feet, Hands and Tails.

## Character for Your Character

Kodipup

*Sunday 1:00 pm–2:00 pm • San Juan*

Want to attract attention? Learn the many tips and tricks to making your character stand out at a convention or in public.

## Keeping Cool in Your Fursuit

NitroShep

*Sunday 2:00 pm–3:00 pm • San Juan*

Ever wondered how some fursuiters stay in those furry suits so for long? Learn the right clothing to wear, the cooling equipment available and how to pace and prepare yourself.

# Live Gaming

## Neverwhen RPG Demo #1

Dragondyne

*Thursday 2:00 pm–6:00 pm • Columbia A*

Welcome to the world of Neverwhen, a campaign setting (using Paizo's popular The Pathfinder Roleplaying Game) that allows players and Gamemasters to take items and/or characters from any d20 setting and use them in their own campaign. The demos consists of several different scenarios selected based on the player's interest, all of which combine a variety of different genres within one adventure. For those of you that have played in our demos before we have all new scenarios this year. And if you haven't, come and see what it's all about! This is the first of six demos that will be run throught the con.

# Rainfurrest 2012 Events

## Red Dragon Inn Demo

Zolaerla, Axuluvia

Thursday 6:00 pm–8:00 pm • Columbia A

The quest is over, time to party! You and your fellow adventurers are relaxing in a tavern, drinking and gambling. Can you be the last one standing sober, and not get kicked out for being broke? Spike other people's drinks, cheat at cards for an extra advantage, or just beat the other players up.

## Chez Geek Demo

Zolaerla, Axuluvia

Thursday 8:00 pm–10:00 pm • Columbia A

You and your friends are living in a dorm together, each with your own room, and as stereotypical college kids, you just want to slack off. Try to get some nookie, order some pizza, play Decorate the Drunk, or just try to get some extra sleep!

## Humans!!! Demo

Axiluvia

Thursday 10:00 pm–midnight • Columbia A

You are the zombies, looking for tasty, tasty humans. Build up your horde to be able to surround and corner victims, but be careful, as your fellow zombies can have it so some of those dirty rotten humans may be able to defend themselves.

## Neverwhen RPG Demo #2

Dragondyne

Friday 10:00 am–2:00 pm • Columbia A

See: *Neverwhen* RPG Demo #1.

## Chez Geek Tournament

Zolaerla, Axuluvia

Friday noon–2:00 pm • Columbia A

It's something of a paradox: competing to be the best slacker. But, hey, come and give it a go! Maybe you can even get some nookie while you're at it.

## Nerf War!

Bobbyfox, Loki

Friday noon–2:00 pm • Glacier and Horizon Ballrooms

A Rainfurrest tradition! Bring your Nerf gun or borrow one from the armory, pick a side, and fight it out! If you and your friend are having an argument, this is a great way to settle it! Play capture the Flag, Free for All, and other games.

## Werewolf: the Apocalypse Preset Game

Nada Otter

Friday 3:00 pm–6:00 pm • Columbia A

One of the popular classics in the World of Darkness, *Werewolf: the Apocalypse* will be soon released in its 20th Anniversary edition. In the mean time get some of your modern day horror fill with this game. Characters will be provided, all you need to do is show up ready to have fun.

## Neverwhen RPG Demo #3

Dragondyne

Friday 3:00 pm–7:00 pm • Columbia A

See: *Neverwhen* RPG Demo #1.

## Freeform Roleplaying

Zolaerla

Friday 6:00 pm–7:00 pm • Orcas A

Sick of ridiculous rules, power levelling, die rolls spoiling everything, constant battles, or even just want to RP on the go? Then try out freeform role-playing, where role-playing and storytelling reign supreme!

## AD&D 4E Adventure

DragonManMike

Friday 8:00 pm–midnight • Columbia A

Start your adventuring career with this fast paced, exciting, 4th Edition *Dungeons and Dragons* adventure set in the immense and complex world of the Forgotten Realms. Battle monsters, thieves and other nasties as your own hero. If you have your own Forgotten-Realms-legal character of 5th–7th level please feel free to bring them to play with. Premade characters will be provided for new players.

## Red Dragon Inn Tournament

Zolaerla, Axuluvia

Friday 8:00 pm–10:00 pm • Columbia A

Have what it takes to beat everybody else at the bar, gulp a few drinks, and still end up ahead with everybody else's gold? Compete against other adventurers in small groups to win and for prizes.

## Successfully Running an Adult-Oriented RPG

Damion St. James, Sephiram 23

*Friday 9:00 pm–10:00 pm • Orcas A*

Just because it's a game doesn't mean it has to be PG. But running a mature RPG can be tricky, for a variety of reasons. Damion St. James discusses how to decide just how adult to make your game, as well as how to work with or around any embarrassment you may suffer when playing or running in such an environment – and, of course, how to express those scenes properly. *18 and over only! IDs will be checked at the door.*

## Betrayal at the House on the Hill Demo

Zolaerla, Axuluvia

*Friday 10:00 pm–midnight • Columbia A*

You and your friends went to the House on the Hill, and the door has mysteriously shut behind you! You explore the house, building the board as you go, having nerve-wracking events and ominous omens happening, until one of you turns traitor against the others!

## Neverwhen RPG Demo #4

Dragondyne

*Saturday 10:00 am–2:00 pm • Columbia A*

See: *Neverwhen* RPG Demo #1.

## Aye, Dark Overlord

Zolaerla, Axuluvia

*Saturday 2:00 pm–3:00 pm • Columbia A*

You mangy minions, why did you fail my latest evil plot? Well? Answer me! You play one of the Dark Overlords useless, sniveling minions, in this role-playing card game trying to explain how it wasn't *your* fault the mission failed. Oh no, your great magnificence, it wasn't me, it was them!

## Neverwhen RPG Demo #5

Dragondyne

*Saturday 3:00 pm–7:00 pm • Columbia A*

See: *Neverwhen* RPG Demo #1.

## Running a Furry Character in a Mainstream RPG

Damion St. James, Sephiram 23

*Saturday 6:00 pm–7:00 pm • Orcas A*

Ironclaw is specifically designed for furry characters, but what if you want to play one in D&D, or *Shadowrun*, or some other system? How to design and play a furry character in a system not specifically built for it.



## Artifact: Vial of Juice

### Number:

AGB-21140205011801021205

### Attributes:

A vial of a potion that gives whoever drinks it enhanced strength for a time, or sometimes the ability to jump very high. Only a few drops are left, and a replacement substance has never been synthesized, despite extensive analysis and testing.

### Drawbacks:

The effects vary depending on species. On some ursines the jumping effect is very pronounced, and seems to produce a side effect not unlike a sugar high, causing a lot of bouncing everywhere. For most species, the juice can only be used once a day without adverse (and random) side effects.

# Rainfurrest 2012 Events

## ***Magic: The Gathering* Pre-Constructed Deck Tournament**

Zolaerla, Axuluvia

*Saturday 7:00 pm–10:00 pm • Columbia A*

Didn't bring your Magic deck, or never really played before? This pre-constructed tournament have several different types of decks, all Legacy style, and tested to be well balanced against each other and simple enough that beginning players can play them with little difficulty. Decks will be provided!

## **Graveyard Games**

Axiluvia

*Saturday 11:00 pm–2:00 am • Columbia A*

Full of undead fun! Stay up late and play games like *Zombies!*, *Humans!*, *Zombie Fluxx*, *Zombie Dice*, and *Zombie Munchkin!* This is strictly BYOB, though (Bring Your Own Brains).

## ***Neverwhen* RPG Demo #6**

Dragondyne

*Sunday 10:00 am–2:00 pm • Columbia A*

See: *Neverwhen* RPG Demo #1.

## ***Magic: The Gathering* Legacy Tournament**

Zolaerla, Axiluvia

*Sunday noon–3:00 pm • Columbia A*

Bring your own deck or use one of our pre-built decks and compete in multiplayer groups of Magic! Definitely not DCI sanctioned, this is just for fun, so proxies are welcome too. Please no broken or infinite combos. Prizes for the top winners!

# Music

## **Filk 101**

Chain Wolf

*Thursday 4:00 pm–5:00 pm • Columbia B*

What the heck is filk, anyway? Why do we enjoy this as furies, or as average fen? What is it for? Why do it at all? Who are some good artists you'd recommend for starters? Find out how, if you think about it, we are all filkers in our own way.

## **Recording and Production**

Drewfus, JD Wolf

*Thursday 4:00 pm–5:00 pm • Glacier and Horizon*

How to use some simple post-production to make your home recordings sound their best.

## **Hardware on a Budget**

Drewfus, Markarian

*Thursday 5:00 pm–6:00 pm • Columbia B*

How to put together a decent home studio for just a little money. Places to buy your hardware, tips to getting it cheap, and how to check whether it's still worth getting.

## **Poetry and Pictures**

Sharako

*Thursday 7:00 pm–8:00 pm • Columbia B*

Using visual art to inspire poetry.

## **How to Mix and DJ**

Recca

*Thursday 8:00 pm–9:00 pm • Emerald Ballrooms D-F*

Being a DJ is more than just slapping a tune into the player, or even arranging a playlist and pressing the button. But just what does it entail, really? What makes a good mixer and DJ from a bad one?

## **Chaos Circle**

Chain Wolf

*Thursday 8:00 pm–9:30 pm • Glacier and Horizon*

Completely opposite of a bardic circle, this format supports people jumping in and singing at intervals of when it is convenient. If there's a break between songs, don't be afraid to jump in. On the other hand, there's nothing wrong with playing audience. Filkers need an audience too. Anyone can jump in after a song, or request a song that someone else in the circle might know the lyrics to or have music for.

## **Write a Song – Live!**

Bucker Fuskoyote

*Friday 10:00 am–noon • Columbia B*

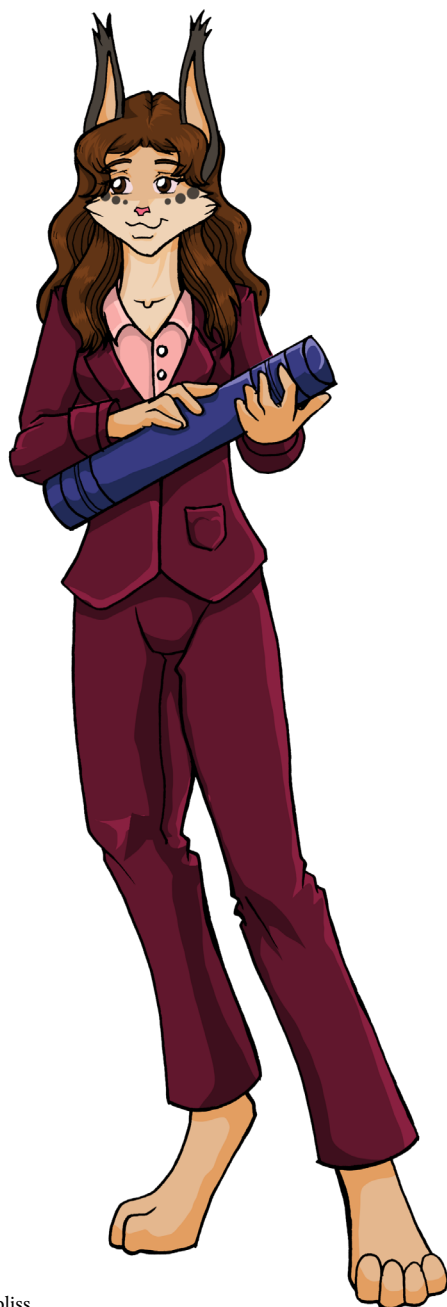
Create a song on the fly with your fellow furs and your host Busker!

## Instrument Show and Tell

Chain Wolf

*Friday noon–1:00 pm • Columbia B*

Show me yours and I'll show you mine. Display your instrument and swap stories over why it's special to you.



© Yamibliss

## Making a *Good* Video for YouTube

Wyvern Aldinger

*Friday 1:00 pm–2:00 pm • Columbia B*

Making a video is easy. Making one that doesn't suck... less so. Learn some tips and tricks on how to make a vid that'll really bring in the clicks.

## Dance Etiquette

Phor

*Friday 2:00 pm–3:00 pm • Columbia B*

Dos and don'ts of the dance floor, so you can dance responsibly, if not necessarily well.

## The Music of Furry Film

Markarian

*Friday 3:00 pm–4:00 pm • Columbia B*

A film without a music accompaniment seems emotionless and just plain wrong. Check out how these tunes worked with some of the most revered furry films to help make them so great.

## Drum Circle

Yarek Mooncat

*Friday 3:00 pm–5:00 pm • Glacier and Horizon*

Free form drum circle. Pound out a beat, feel the rhythm, and enjoy the primal goodness. All percussion instruments welcome!

## Dance Lessons 101

Phor

*Friday 6:00 pm–7:00 pm • Emerald Ballrooms D-F*

You can dance if you want to, but if you don't know what you're doing your friends might leave you behind. Learn some basic moves.

## Voice Acting in the Furry Fandom

Rahne Kallon

*Friday 7:00 pm–8:00 pm • Columbia B*

From directing, editing, recording, and everything in between, learn the many benefits of being a voice actor in the furry fandom, as well as the fundamental differences between voice acting inside the fandom as opposed to voice acting outside the fandom.

## Karaoke

Flake Bluejay

*Friday 9:00 pm–midnight • Glacier and Horizon*

Sing along for some good fun. Make those wine-glasses crack, or wow the audience with your ability.



# Rainfurrest 2012 Events

## Music Writing 101

Drewfus

*Saturday 11:00 am–noon • Columbia B*

Learn the basics of music theory and simple notation.

## Overcoming Stage Fright

Drewfus, Dragonfly Goodnight

*Saturday noon–1:00 pm • Columbia B*

Those pre-performance jitters can be absolutely devastating. Learn how to overcome them so you can concentrate on your act.

## Training Your Voice

Drewfus

*Saturday 1:00 pm–2:00 pm • Columbia B*

Learn some basic techniques to put your voice on the path to aural excellence.

## Rainfurrest Musical Revue

Drewfus, Markarian, Morris, Fiddleback, Drummer Fox, Buckner Fuskycote, Fritzzy, Mayuki

*Saturday 4:00 pm–6:00 pm • Emerald Ballrooms D-F*

Come experience the talent that the furry community has to offer. We have poets, song writers and instrumentalists to beat the band!

## Computer Music-Making Programs

Drewfus, JD Wolf

*Saturday 6:00 pm–7:00 pm • Columbia B*

Basic pointers on home recording using Garage Band, Logic, Audacity and setting up recording hardware.

## Bardic Circle

Chain Wolf

*Saturday 8:00 pm–9:30 pm • Glacier and Horizon*

The format is simple: sit in a circle where you can pick/request, pass, or play. If you choose pick/request, you are either requesting a song or someone in the circle. If you pass, your turn is skipped to move on to the next. So come and join a musical round robin of sorts!

## Open Mic Night

Drewfus

*Saturday 10:00 pm–midnight • Glacier and Horizon*

Music, poetry, stories and comedy all welcome... at least until the gong sounds. If you have something you want to do in a less formal venue than the Variety Show, this is for you!

## Sell Your Music!

Initial P

*Sunday 10:00 am–11:30 am • Glacier and Horizon*

Initial P, music producer and owner of the Disko Warp label, gives you a crash course in selling your music online. Discussion topics will include distributing your music through iTunes and Bandcamp, licensing, how to legally release cover songs, accounting, and the all-important *promotion!* This panel is great for any aspiring music producers or singers who want to know more about the business.

## Buying a Good Instrument

Drewfus

*Sunday 11:00 am–12:30 pm • Columbia B*

Local instrument maker and repairman Drewfus of AJ Guitar Works goes over what to look for when purchasing a stringed instrument.

## Making Your Music Furry

Buckner Fuskycote

*Sunday 1:00 pm–2:00 pm • Columbia B*

Furry is such a visual genre, but it is possible to express your furry side through music. But how? Come and find out!

# Writing

## Writing 101 #1

Alflor Aalto, Kitsderwulf, Mangi

*Thursday 4:00 pm–5:00 pm • Alpine*

Learn the basics of writing a story. More than just plot, characters, and setting, learn some tips on planning your tale and putting it all together.

## A Reading by Kyell Gold

Kyell Gold

*Thursday 5:00 pm–6:00 pm • Alpine*

Kyell will read from an unpublished work (either a forthcoming work, or a deleted scene from a published work) and possibly something from his new release, *Winter Games*.

## Character Development

Kitsderwulf, Mary Lowd, Sterling

*Thursday 6:00 pm–7:00 pm • Alpine*

How to create fully formed and well-rounded characters, as well as the difference between side characters and main characters and how to best make them come alive out of your stories.

## Writing Challenge Day 1: In the Beginning

Elizabeth Ann Scarborough, Hunter, Sterling

*Thursday 7:00 pm–8:00 pm • Alpine*

Take part in a three-day writing competition! You will be given a theme on which to write a short story, and the winner will have their story published in next year's convention book. Here, learn the rules of the challenge and receive the theme.

## Scriptwriting Challenge Day 1: Lights!

Hunter, Sterling

*Thursday 8:00 pm–9:00 pm • Alpine*

Take part in a contest to write a one scene act, that could be performed by your fellow Furrries in Fursuits (or without) during next year's variety show. Here, learn the details of your mission, and the rules.

## Writing Furry Erotica

Ianus Wolf, Mangi

*Thursday 9:00 pm–10:00 pm • Alpine*

Every genre has its more risqué content to it. Come and join some of the community's adult authors as they discuss the topic of writing fiction from their point of view, and provide insight on how to begin, where to go, and give advice for those who are unsure if they want to try their hand. *18 and over only! IDs will be checked at the door.*

## Mega Book Launch Combo Event!

Dragonfly Goodnight, Hunter, Sterling, Kyell Gold, Kitsderwulf, Mary Lowd

*Thursday 9:00 pm–11:00 pm • St. Helens Suite*

This year at Rainfurrest we get to celebrate not only the release of the second Rainfurrest Anthology *Tails of a Clockwork World*, but also Kyell Gold's latest entry into the Cupcakes novella series called *Winter Games*. Come up for a bit, and meet the authors. *Sorry, Patrons and invited guests only.*

## Writing a Furry Into a Non-Furry Setting

Caladon Dalimar, Mary Lowd, Rikoshi

*Friday 10:00 am–11:00 am • Alpine*

A look at how furry fandom can be a part of any genre, and how to take more classical types of storytelling from a furry point of view.

## Reading #1 by Elizabeth Ann Scarborough

Elizabeth Ann Scarborough, Lea Day

*Friday 11:00 am–noon • Alpine*

Elizabeth Ann Scarborough will read from one or more of her most recent five and a half books, all of which concern cats. Catalyst and Catacombs are about the Barque Cats, space ships' cats. In Catacombs, we learn *why* cats were worshipped in ancient Egypt (hint: it's not because they're cute and like hazing cheezburgers) when the Barque Cats, under the direction of the maybe-evil Pshaw-Ra, save the universe as we would like to continue knowing it.

## Finding or Forming a Writers' Group

Gene Breshears, Elizabeth Ann Scarborough, Mary Lowd

*Friday noon–1:00 pm • Orcas A*

Writing Groups are a great tool for a writer to find feedback on their work, and learn more by constructive critique. What to look for in a good writing group, and how to form and organize one.

## Write a Story in an Hour

Xodiac

*Friday noon–2:00 pm • Alpine*

Writing fast can be a challenge, but it can also be a lot of fun. Come and take part in a challenge to write a story in one hour or less based off of randomly selected ideas. Then, stick around to hear what everyone wrote. Remember to bring your laptop, or a pad of paper and a pen!

## Getting Published #1

Kyell Gold, Rahne Kallon

*Friday 2:00 pm–3:00 pm • Alpine*

Learn about the roadblocks, pitfalls, and provide insight on getting published. Get some hints on how to pick the right venue and publisher, as well as advice, and tools on how to present your work to give you the best chance at getting published, and how to handle the inevitable rejection that comes with the trade.

# Rainfurrest 2012 Events

## Writing 101 #2

Caladon Dalimar, Kyell Gold, Rikoshi

*Friday 3:00 pm–4:00 pm • Alpine*

Learn the basics of writing a story. More than just plot, characters, and setting, learn some tips on planning your tale and putting it all together.

## Writing Challenge Day 2: Work It!

Elizabeth Ann Scarborough, Hunter, Sterling

*Friday 4:00 pm–5:00 pm • Alpine*

Take part in a three-day writing competition! You will be given a theme on which to write a short story, and the winner will have their story published in next year's convention book. Here, get answers to questions that may have arisen, work on your stories with others, and get some moral support. If you came to Rainfurrest late and still want to give the challenge a try, here's where you can learn the theme on which you must write, also.

## Scriptwriting Challenge Day 2: Camera!

Hunter, Sterling

*Friday 9:00 pm–10:00 pm • Alpine*

Take part in a contest to write a one-scene act, that could be performed by your fellow Furrries in Fursuits (or without) during next year's variety show. Here, ask any questions that arose since you began, receive some friendly assistance, or just work on your piece in a quiet, supportive environment.

## Writing (More) Furry Erotica

K.M. Hirosaki, Kyell Gold, Kitsderwulf

*Friday 9:00 pm–10:00 pm • San Juan*

Every genre has its more risqué content to it. Come and join some of the community's adult authors as they discuss the topic of writing fiction from their point of view, and provide insight on how to begin, where to go, and give advice for those who are unsure if they want to try their hand. *18 and over only! IDs will be checked at the door.*



## Artifact: Alexandrian Tome

### Number:

DKT-102114091518231515040308210311

### Attributes:

A compact book that allegedly contains much of the knowledge from the lost Library of Alexandria. Only one volume has been found, though it is thought to be part of a series. The book almost never fails to provide exactly the right information that a given situation requires, and includes such topics as survival, lost treasure, extensive historical and technical details, and common phrasebooks for many uncommon languages.

### Drawbacks:

The indexing system is esoteric enough as to be entirely obtuse, except to a regional youth scout troop who use the book as their Guidebook, and are trained to find such information quickly in emergencies. The book also cannot give advice about things that (allegedly) do not exist.

# Rainfurrest 2012 Events

***Unsheathed Live!* Podcast**

K.M. Hirosaki, Kyell Gold

*Friday 10:00 pm–midnight • San Juan*

Stay a while, and listen! Kyell Gold and K.M. Hirosaki will sit down and do their *Unsheathed Live!* podcast from Rainfurrest. *18 and over only! IDs will be checked at the door.*

## Fiction vs Fanfiction

Alflor Aalto, Hunter, Lea Day

*Saturday 10:00 am–11:00 am • Alpine*

A frank discussion of the differences between fiction and fanfiction, and how best to separate the two. Our panelists will offer advice and feedback on how to add your own voice and vision to the world and characters of others, as well as ways to take those ideas and create your own.

## Writer's Block and How to Overcome It

Ianus Wolf, Kitsderwulf, Mary Lowd

*Saturday 11:00 am–noon • Alpine*

*The block:* something all writers eventually must face. Join our panelists in an open, friendly discussion as they offer up tips, tricks, and advice on how to break through it at last.

## Writing Exercises and Tools

Kitsderwulf, Ianus Wolf

*Saturday noon–1:00 pm • Alpine*

Every writer has different tricks and tips for getting the creative juices going, how to break through problems in a story, and how to improve their skills. Learn some of the techniques our panelists have employed, so you can give them a try for yourself.

## Collaboration in Writing

Elizabeth Ann Scarborough, Kyell Gold, Sterling

*Saturday 1:00 pm–2:00 pm • Alpine*

Two authors get an idea and decide to pool their talents. Will it be a great story, or a horrible mess? Our panelists will provide tools and tips on how to collaborate effectively, and point out pitfalls that might derail a collaborative project. Remember, there's no "I" in "Team!"

## A Reading by Mary Lowd

Mary Lowd

*Saturday 2:00 pm–3:00 pm • Alpine*

Mary E. Lowd has written furry fiction ranging from space opera to horror, spanning species from cats, dogs, and otters to koalas, lizards, and fish. Her fiction has been nominated five times for Ursa Major Awards. Come hear a short story or two!

## Writing 101 #3

Alflor Aalto, Gene Breshears, Mangi

*Saturday 3:00 pm-4:00 pm • Alpine*

Learn the basics of writing a story. More than just plot, characters, and setting, learn some tips on planning your tale and putting it all together.

## Beyond the Basics

Gene Breshears, Lea Day, Mary Lowd

*Saturday 4:00 pm–5:00 pm • Alpine*

A discussion of advanced techniques in writing, as well as skills and habits needed to be a successful author.

## Cóyotl Awards Ceremony

buni

*Saturday 5:00 pm–6:00 pm • Alpine*

Hosted by the Furry Writers' Guild, the Cóyotl Awards have been created for authors, by authors. Please join us in helping recognize quality work in anthromorphic fiction, and in what is hoped to become a new tradition within the writing fandom.

## Writer Guest of Honor Q&A

Elizabeth Ann Scarborough, Lea Day

*Saturday 6:00 pm–7:00 pm • Alpine*

Elizabeth Ann Scarborough will be glad to answer questions on most aspects of her career solo and with Anne McCaffrey, concerning writing, research, and traditional/indie publishing.

## Writing for a Graphic Novel or Comic

Sparf, Werepuppy

*Saturday 7:00 pm–8:00 pm • Alpine*

Putting together the story to go with the pictures drawn for a comic book format can be a daunting task. Sit down and listen to some newcomers and long-time writers from our own community give their thoughts and feelings on the topic.

# Rainfurrest 2012 Events

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## World Building and Background Design

Kitsderwulf, Sparf, Sterling

*Saturday 8:00 pm–9:00 pm • Alpine*

Panel discussion on world design concepts and how to incorporate them into your story, with tips on how to create a fluid and consistent world.

## Writing Challenge Day 3: Submit!

Elizabeth Ann Scarborough, Hunter, Sterling

*Saturday 9:00 pm–10:00 pm • Alpine*

Take part in a three-day writing competition! You will be given a theme on which to write a short story, and the winner will have their story published in next year's convention book. Here, put the finishing touches on your story, and turn it in for judging!

## Scriptwriting Challenge Day 3: Action!

Hunter, Sterling

*Saturday 10:00 pm–11:00 pm • Alpine*

Take part in a contest to write a one-scene act, that could be performed by your fellow Furies in Fursuits (or without) during next year's variety show. Here, put the finishing touches on your work, and submit it for judging.

## Getting Published #2

Elizabeth Ann Scarborough, Ashe Vasilica,

Mary Lowd

*Sunday 10:00 am–11:00 am • Alpine*

Learn about the roadblocks, pitfalls, and provide insight on getting published. Get some hints on how to pick the right venue and publisher, as well as advice, and tools on how to present your work to give you the best chance at getting published, and how to handle the inevitable rejection that comes with the trade.

## Furry Anatomy and Description

Mangi, Ravenwood, Rikoshi

*Sunday 11:00 am–noon • Alpine*

Basic anatomical accuracy, and how to convey the species and texture of a furry setting by description alone. Tips and tricks to prevent repetitive description and keep the flow of your story going, and ideas on where to look for inspiration for species and characters.

## Reading #2 by Elizabeth Ann Scarborough

Elizabeth Ann Scarborough, Lea Day

*Sunday noon–1:00 pm • Alpine*

Elizabeth Ann Scarborough will read from one or more of her most recent five and a half books, all of which concern cats. Her three most recent novels are "purranormal" mysteries concerning the adventures of Spam, who confronts vampires, zombies, and Christmas with the help of various four legged friends, one new two-legged friend, and occasional handouts of fish and chips.

## How (Not) to Write a Bad Story

Xodiac, Kitsderwulf, Rikoshi

*Sunday 1:00 pm–2:00 pm • Alpine*

Some stories are just bad. They might be wonderful ideas, but the dialogue, the presentation or the entire thing might be so awful it's funny. (Or not funny, even.) Learn how to recognize writing that's not just flawed but simply bad, and how to avoid it in your own work.

## Writing Realistic Dialogue

Ianus Wolf, Kitsderwulf, Lea Day

*Sunday 2:00 pm–3:00 pm • Alpine*

Different accents, dialects, and inflections, writing dialogue to read as it was intended to be spoken can be difficult. Learn tricks and ideas for how to put believable and usable dialogue into your stories, to help enhance and enrich your own work, and others'.



# Scavenger Hunt

Keen-eyed and sharp-minded agents will recognize important artifacts and information even when they are well-hidden... or in plain sight! Can you assemble a team with the skills and resourcefulness to track down and answer everything on the list?

The scavenger hunt will conclude on Sunday. Check your pocket guide for the room and time for the conclusion. The winner will be announced and prizes given at Closing Ceremonies. The items can be interpreted loosely, but if you choose to interpret them too loosely you may lose points on that item. This scavenger hunt is open to the staff, and as such, none of the staff may be asked for clarification on items. Your team will have to make the decision and hope for the points.

*Do not* damage hotel or private property in any way or you will be disqualified, and probably asked to leave the event. Have fun, and collect as many items as you can for the point values shown!

*pts. artifact*

- Keen-eyed and sharp-minded agents will recognize important artifacts and information even when they are less-than-obvious... or in plain sight! Can you assemble a team with the skills and resourcefulness to track down and answer everything on the list?
- The scavenger hunt will conclude on Sunday. Check your pocket guide for the room and time for the conclusion. The winner will be announced and prizes given at Closing Ceremonies. The items can be interpreted loosely, but if you choose to interpret them too loosely you may lose points on that item. This scavenger hunt is open to the staff, and as such, none of the staff may be asked for clarification on items. Your team will have to make the decision and hope for the points.
- Do not* damage hotel or private property in any way or you will be disqualified, and probably asked to leave the event. Have fun, and collect as many items as you can for the point values shown!
- | pts. | artifact                                                                                                                             |
|------|--------------------------------------------------------------------------------------------------------------------------------------|
| 5    | Vacuum tubes or hose                                                                                                                 |
| 1    | A bar of soap                                                                                                                        |
| 2    | A badge from a <i>My Little Pony</i> convention                                                                                      |
| 5    | A purple crayon                                                                                                                      |
| 5    | A group fursuit photo at a hotel other than the Hilton (+5 points for more than three suits)                                         |
| 5    | A Mountain Dew can that is not original flavour (or diet original)                                                                   |
| 5    | A treat from the patron lounge                                                                                                       |
| 5    | A room key from another furry convention                                                                                             |
| 10   | The Chair's signature on a pocket guide                                                                                              |
| 15   | A photo with the fursuit guest of honor (Matrices) in costume                                                                        |
| 5    | An artifact with a story behind it, in a static bag                                                                                  |
| 5    | One member of your team wearing a tail                                                                                               |
| 5    | For having a team of three or more                                                                                                   |
| 5    | One of each color of lanyard for this year                                                                                           |
| 25   | One pin from each of the previous years                                                                                              |
| 5    | A two-dollar bill                                                                                                                    |
| 15   | FA's uptime percentage                                                                                                               |
| 20   | A list of the most popular animal species according to RF Registration                                                               |
| 5ea  | A list of suggestions for guests of honor and <i>why</i> (only good suggestions get points, so come up with good reasons)            |
| 1ea  | Doubletree cookies (+5points if they're still warm)                                                                                  |
| 15   | The current largest "UID" in the reg system (team with the closest guess without going over)                                         |
| 15   | A drink recipe for a "furry" drink which could be sold at the bar next year                                                          |
| 5    | Something from the hometown of the team members                                                                                      |
| 5    | A team member's favourite plushie                                                                                                    |
| 5    | A can of tuna                                                                                                                        |
| 5    | The Chair's favourite food                                                                                                           |
| 5    | Three typos in the conbook (regional spellings and punctuation styles don't count)                                                   |
| 5    | A Canadian flag                                                                                                                      |
| 5    | A flag from a country outside North America                                                                                          |
| 5    | A printed circuit board                                                                                                              |
| 5    | A Nerf dart                                                                                                                          |
| 5    | A scrap sketch from one of the art panels                                                                                            |
| 15   | Something that Nitro Shep wants.                                                                                                     |
| 10   | The name of each character in the movie "Brother Bear"                                                                               |
| 10   | A container to put all your loot in                                                                                                  |
| 5    | A badge from one of the guests of honor                                                                                              |
| 5    | The name of the winner of the dance competition. (+5 points for them to be a honorary team member)                                   |
| 5    | What was Astolpho's special "Canadian treat" request when he was GoH last year? (+5 points if you can also find out who provided it) |
| 5    | In a furry world where ferrets were the dominant species, what would be the most commonly sold item at the gas station? (And why?)   |
| 5    | In a furry world where construction jobs are most commonly held by canines, what would be the most common building material?         |

## Dance Schedule

## Thursday Night

## With Special Guest: Initial P

Pete Ellison, aka Initial P, boss and producer of cult favorite hi-nrg record label Disko Warp, likes it cute, fast and hard. Pete has a list of production, songwriting and remix credits as long as his arm: explosive YouTube hits "Oh Oh Oh Sexy Vampire" by Fright Ranger and "Less Than Three" by Becky, penning the comeback single "Doki Doki" for Swedish bubblegum group Smile.dk, remixes for Canadian euro-dance duo Melody & Mezzo, and production for Pony Canyon's Japanese CD series Hapikoa\*Speed. In 2011, Initial P and Disko Warp are ushering in a new era of hi-nrg sounds with their signature compilation series Speedisko.

Initial P has also been working hard to bridge the gap between electronic music and anime culture. In addition to producing 2010's "Disko Warp Presents Anime Love Hardcore" album of remixed anime themes, he's also a resident DJ at both Portland's Kumoricon and Seattle's Sakuracon anime conventions. With appearances now lined up at Toronto's Atomic Lollipop and DC's Katsucon, Initial P is on a mission to spread Disko Warp's unique style outside of the northwest.

No stranger to con culture, Initial P is fur-friendly and has recently taken interest in our community, having made an appearance at Fur the Record's event Cat-A-Tonic back in July.

## FUR-OCITY : Hard Dance &amp; Hardcore

|                 |       |                                       |
|-----------------|-------|---------------------------------------|
| Belle           | 09:00 | Trance                                |
| DigiFox         | 09:45 | House, Bassline, Hard House           |
| Pwn_3           | 10:30 | Goa, Psytrance                        |
| Tigon & Kitsune | 11:15 | Hard Dance, UK Hard House, Hardcore   |
| Initial P       | 12:00 | Happy Hardcore, Anime Remix, Hands Up |
| Genki           | 12:45 | Freeform Hardcore                     |
| HK              | 01:30 | UK Hardcore                           |
| SkunkieButt     | 02:15 | Hardcore                              |

## Friday Night

## Animal House : House, Dubstep, Moombah

|              |       |                                       |
|--------------|-------|---------------------------------------|
| Rawkzorz     | 09:00 | Electro, House, Dubstep               |
| Tibolf       | 09:45 | House, Electro                        |
| AudioDile    | 10:30 | House, Electro, Nu-Disco, Fidget      |
| EarVelvet    | 11:15 | House, Electro, Club                  |
| Recca        | 12:00 | House, Electro                        |
| SpeakerBarxx | 12:45 | Glitch, Dubstep, DnB                  |
| Dioynz       | 01:30 | Glitch-hop, DnB, Dubstep, Dutch House |
| F3RAL        | 02:15 | Moombahton, Nu Jump-Up, Electro       |

## Saturday Night

## Studio Fifty-Fur : Retro, House, Breaks

|                |       |                                    |
|----------------|-------|------------------------------------|
| Fur the Record | 09:00 | 70s, 80s, 90s non-electronic music |
| Akonite        | 12:45 | House, Electro, Breaks             |
| Ikkuma         | 01:30 | House, Electro, Breaks             |
| Coldwar        | 02:15 | House, Electro, Disco              |

## Sunday Night

## Dead Dog : Retro, House, Breaks

|             |       |                                |
|-------------|-------|--------------------------------|
| Bloodwiser  | 07:00 | Industrial, Aggrotech          |
| Dr. Nikolai | 08:00 | Multi-Genre                    |
| OneLuv      | 09:00 | Moombahton, Dubstep, Glitch    |
| Pawz Rewind | 10:00 | Moombahton, Nu-Jumpup, Electro |
| BARKsquad   | 11:00 | Moombah, Electro, Dubstep      |

# Mu Mao the Magnificent and the Magic Boots

Elizabeth Ann Scarborough

On a long empty two-lane highway, an orange pickup flew past the unmarked dirt road cutting through an endless wasteland of rock and tumbleweed. The truck did not slow down as the door opened and a bag made from a pillowcase with a rubber band closing it was booted out onto the side of the road.

After awhile, the bag moved, at first slowly, then frantically tearing at the cloth and rolling over and over until at last the rubber band broke. The bag shook and slid back to reveal the tri-color head of an old calico queen.

She finished crawling out of the bag, and lay there limp and unmoving, her escape having exhausted her remaining energy. Then she struggled to her feet and took inventory of her parts, washing everything with a dry tongue. The man who had thrown her from the truck hadn't bothered with food or water before stuffing her into the bag, tossing her into the car, and driving her out to the Badlands, to this place. Here the girl whose companion the cat had been for sixteen years would never find her.

The cat wasn't sure what she had done wrong. She gave one small rusty cry at dust settling from the truck's passing.

"I'll take her to the vet," he'd told the girl. "You go on. I'll take care of it." But he growled under his breath about spending good money on a broken down old cat.

She hadn't been feeling very well, it was true, and she hadn't been hungry enough to eat at home, where she had dishes of water and food. Now she knew she would have to eat and drink soon or perish. In her youth, when she had borne that single litter of kittens before the girl found her, she had been a quick

and skillful hunter. Since then she had caught only the occasional rodent stupid enough to invade her house.

As if she had placed an order, a mouse suddenly darted out of the tall grass and down the dirt road. She stood on legs that wobbled. Then with a gyration of her thin old tail she found her balance and trotted down the road after it. She wasn't as fast as she used to be but if she was patient, if she just followed, it would have to stop sometime and when it did, she would be there before it even knew she'd been pursuing it. It would make her a decent meal and save her for a little while longer.

She stalked it, but every time she drew close enough to pounce, it suddenly appeared to have jumped several feet in front of her. It was a very irritating mouse.

She was considering finding something else to hunt, (a tortoise perhaps?) when her pursuit took her up a rise in the road. From the top of it, she saw the low, ugly building sticking out of the landscape. Wind and dust camouflaged the structure from a distance, so that its rusted metal exterior took on the same color as its surroundings. A few yards further, when the mouse suddenly disappeared through a small hole in the building's side, near the ground, the cat saw that if only she could follow it, she might gain both dinner and a place to get in out of the elements. She had recently become reacquainted with how weather felt since any time the man was around, the girl had made sure the cat was safely outside.

Up closer to the building, she saw that the hole was larger than it appeared. She knew from experience if she could just get her head through it, the rest of her could be persuaded to follow. She peered through the

# Mu Mao the Magnificent and the Magic Boots

hole but though she had the impression of a vast space with many intriguing shapes to investigate, from the outside looking in, she could not quite tell what they were supposed to be.

Something scuttled across the floor. How lucky for her mice were so stupid! And where there was one mouse, there were probably many more. This place was worth the trouble it would take to squeeze through the hole.

Once inside, she surveyed her surroundings. Crates, boxes, bins, and a great many trunks and suitcases were stacked in long rows on heavy shelves of metal and wood. Among the crates she spotted a carved mask, a war bonnet, a metal suit holding a pointy thing in its glove, a tall golden man-shaped figure with a painted face, and a collection of gears, globes, levers and screws that smelled like oil.

The mouse whizzed past her much faster than she expected. Gathering her strength, she pounced, but it was already in the next aisle when she landed. Finally with great stealth and a low-crawl stalking technique she used to use to catch the girl's feet beneath the blankets at night, she surprised it when it was stopped and leapt on top of it, holding it down.

That was when she realized it wasn't edible.

Her chin bent down one of the rounded metal ears. Her fangs and claws could not pierce the unyielding wood of its body. It did not squeak. It buzzed twice and played a little tune, then spun round and round faster than she could follow.

Interesting, perhaps, but not edible. Rats! The cat, exhausted and discouraged, lay down on the cold concrete floor and considered her options. Taking in her surroundings, she saw that, unfortunately, nothing looked edible or wet. Maybe the mouse had real friends?

The mouse kept buzzing until the exasperated cat gave it a swat with her paw, and it skidded under a shelf.

It must have crashed against a back support because the shelves suddenly shivered and something hit her on the back. She looked around, but saw no attacker.

Unlike the rough wood and metal shelving throughout the part of the warehouse she'd seen so far, this unit was made of sleek polished wood and had dividers separating pairs of shoes. Shoes meant humans, somewhere. And shoes had scents. She sniffed, hoping to learn something about the humans who came to this place. The ceiling was studded with the light from heavy lamps, but they hung so high that in spite of

their brilliance the light didn't quite reach the floor. So there definitely must be humans. Lights were for humans, not mechanical mice or visiting cats who could see perfectly well in the dark.

But although the scents were all faded and old, something about the shoes that attracted her. One pair was made of glass, another of silver. Those were lady's shoes, like the pair of red ballet slippers, and dozens of ruined, holey dancing shoes that still stank vaguely of sweaty feet and grass.

Standing taller than all of them, even with their tops folded down, a pair of fancy men's boots big enough to hide in caught her eye. But when she investigated, swatting one of them over in case she might need to crawl inside, she saw beside it another boot, a tiny little boot, so small and oddly shaped that she had the odd thought that it might fit her own back paw. Looking down, she spotted the mate. Having bounced off her back, it had lodged under the edge of the shelf. She pulled it toward herself.

"Try it on," Someone purred. "You know you want to."

A round-bellied pure white cat sat on the very top shelf, peering down at her. A pale warm glow surrounded the other cat, the light puddling on the floor to bathe her white feet.

"S-sorry," she said, bowing her head in submission. "I didn't realize this place had a cat. You're very good at hiding your scent, sir."

"Do not concern yourself, my dear. You are here, as you were destined to be from the beginning. I foresaw your arrival in fact and commanded your little guide to ensure that you found your way."

"How do you know what I was destined to do?" she asked. "Just this morning I was snatched away from my girl and brought to this desolate place to die."

"And how did that work out for him, mmmm?" Mu Mao asked.

"Well, I'm still here," she said, a little surprised herself. On her last visit to the vet, before her girl met the man who tried to kill her, the doctor said that her kidneys were failing and she would probably not last long. They, her girl and the doctor, thought she didn't understand, but she did. There once had been other cats in her household, and some of them had died that way. She had outlived them all and thought now would be her turn. But the light surrounding the white cat seemed to seep up from where it touched her feet to soothe and relax her whole body, unclenching what

## Mu Mao the Magnificent and the Magic Boots

had been clenched since the man first arrived in her life.

"Who are you, if you don't mind my asking?" she asked the white cat.

He licked his shoulder then held his chin high, proclaiming, "I am Mu Mao the Magnificent, through this and all future incarnations. Throughout my lives I have been a wise man, a shaman, a priest, a wandering mendicant, a high lama, etc. etc., progressing in my karmic lessons until I evolved into my highest possible self and was allowed to return to earth as a cat – first a temple cat and now a bodhisattva cat whose mission is to guide and counsel mortal cats through the pain of samsara."

Tomcats! They were always so full of themselves. "That doesn't explain what you're doing here. I don't see anyone but me for you to guide and counsel through sam – whatever it is you said."

"Samsara, the cycle of life, death and rebirth. Nine lives in the case of us cats. Very perspicacious of you to notice that you are the only one here! Congratulations! You are fairly sprinting toward enlightenment already and you've been here but a short time."

She lay down flat on her stomach, suddenly weary beyond exhaustion. She still didn't like his attitude though "You see nothing. I don't need counseling and the only guidance I need is toward food and water."

"Truly? Do you hunger? Do you thirst? Look within and speak truly. I can of course manifest sustenance if you require it, but I think you will find, upon reflection, that you do not."

"Of course, I..." she began, but stopped when she realized that although she'd thought about eating and drinking when she first saw the mouse, she was no longer interested. "Hmmm, not at the moment. But I strongly suggest you manifest anyway because I'm expecting to be again any time now."

"Only speak your need and it shall be met," he said. "But in the meantime, we must speak of your new course, the reason that brought you hence."

"Hence?"

"Here."

"Where *is* here?" she asked, looking around.

"This is a repository of magical objects and powerful treasures," he told her. "By virtue of my spiritual attainment, I am personally responsible for conferring upon the appropriate being the type of artifact that facilitates transformation."

"Really? How nice for you," she said, licking her

front paw. Now that she was cut off from her home, she didn't care much about anything, although she *did* retain a slight curiosity. "What kind of thing are we talking about here?"

"Ah!" he said, "A full range of transformational objects. Over there," he tilted his ears toward the unseeable eastern end of the great enclosure, "is the box once stolen by Raven, containing the light of the world, the dawns and dusks we cats find so ideal for hunting and even more useful, the moon in all of its phases. Over there is the jewel box of transformative gems, amulets and talismans. In that wardrobe in the next aisle," another ear tilt and the light surrounding him also illuminated a tall ornately carved piece of furniture that made her claws itch, "are the cloaks of invisibility, ball gowns made from rags, the seal skins of selkies and the swanskins of the Children of Lir."

"I'm not a swan or a seal," she said, "And while I might make a bed of a ballgown, or a toy of a magic jewel, I have no use for the other items, except the sun, which was still up in the sky the last time I looked."

"Nothing gets past you, I see," Mu Mao said with a good-humored twitch of his whiskers. "No, those things are not for you. We are at present concerned with this magical footwear. There are Cinderella's glass slippers, the cursed Red Shoes, the tattered dancing slippers of the twelve princesses who almost bankrupted their father's kingdom with their shoe bill alone, and the seven League Boots that allowed their wearer to travel great distances with each step."

"Peachy keen," she said, yawning. "What's that got to do with me?"

"Those? Nothing. Your destiny is here."

And though she wasn't even looking in their direction when he spoke, suddenly she found herself facing the tiny pair of boots.

"Slip them on," he said. "They are just your size and they will look fabulous with your fur color. There's a pair of fancy gloves for your front paws and quite a fetching hat as well that goes with the outfit, but the boots are the magical bit. They belonged to the illustrious Puss."

"Hmmm. You mean that cat from the story who tricked the king into liking his boy and then tricked an ogre into turning into a mouse so he could eat him and the boy could have his fortune?" she asked, examining one of the boots before tipping it over with her front foot.

# Mu Mao the Magnificent and the Magic Boots

"That's the one," Mu Mao said, "Although, as in all stories, there is more to it than that."

"Fascinating," Puss said, though she had no interest in fairytales. "It's a silly story. What would a cat want with boots? Although...." She sniffed them and patted at one with an exploratory paw. "They might save wear and tear on the pads. It's a long walk home."

"No doubt," he said. "Go on."

Intrigued in spite of herself, she stood on three paws and slipped her right back foot into one and her left back foot into the other.

"How do they feel?" Mu Mao asked.

She stood on her booted back feet and did a little jig, admiring the beautiful green boots as her tail swished around them with the twisting of her body. "Incredible! I believe I could dance all the way home!"

"If you wish," he said. "Though these were crafted for other, higher, perhaps darker, purposes."

"For a cat who claims to be old and wise, you don't make a lot of sense," she said, frisking up and down the aisle. She felt young and free. It was amazing what the right footwear could do for a cat's spirits. "Thanks for the boots. I'd better go. The girl will be worried."

"No doubt," he said. "But don't you want to hear the rest of the story?"

"'They lived happily ever after, the end,' end of story," she called back over her shoulder as she raced for the exit, which somehow was now straight ahead, with no aisles between her and what was no longer a little mousehole but a full sized cat flap. When had that happened?

Transformation, the white cat had said and she did feel transformed, light as air and energetic as a kitten. She frolicked and scampered up the road, her plumey golden tail bouncing behind her, her green boots and white paws playing tag with each other as she ran.

It had been shortly after breakfast, after the girl left for class, when the man stuffed the cat into the bag and threw her into the truck. Now, twilight had been let out of the box where the white cat claimed it was kept. The air was much cooler. It smelled fresh and clean, except for one scent, familiar as her own shadow, overlain with another she also knew well, though she associated it with mice.

As she neared the rise in the road again and looked toward the highway, she saw something white stirring in the breeze. The pillowcase. The scent grew stronger as she drew nearer to the road. Her dancing stopped

and her steps slowed, though her feet still felt light as air in her new boots.

Another object lay on the road, half concealed by the dust coating it. The smell emanated from it. Approaching, she saw that it was feline in shape, and very still. Leading with her nose, she stalked toward it. Beneath the dust, the cat was black, white and red and dead all over. And yet, beneath the dust, the cat was... her.

She sat back on her tail.

How could this be her when she felt very alive and had spent the day in the enormous building listening to a glowing white cat talk of fairytale objects, her new boots among them? The dead cat smelled familiar because it bore her own scent, though its fur was different from her fluffy golden coat.

Confused, she turned three times and sat down again. She could not remember being calico. Hadn't she always been ginger? That was why the boots were green, wasn't it? They set off her ginger fur so beautifully and matched her eyes.

She blinked those eyes and though she was unaware of sleeping or moving, when she opened them again, she was once more in the narrow canyon of crates and curiosities. Above her the white cat, Mu Mao, shone like the moon.

"Ah," he said. "There you are."

Beside the rack sat a plate of salmon pate and a bowl of clear water. Finding out she was dead had made her surprisingly hungry and thirsty.

"Perhaps you are wondering how Puss's boots came to be considered a transformative object worthy of my curatorship," Mu Mao said, although she hadn't wondered any such thing. "They weren't, originally. But you may recall that in the confrontation with the ogre, at Puss's goading, the villain turned first into a giant and then into a mouse, whereupon he was eaten. What did not make it into the story is that upon eating the giant, Puss received his shape shifting powers. Thereafter he himself could assume any shape he wished. I have been waiting for a cat mature enough to wield those powers now retained in Puss's boots, a cat near the end of her life and ready for a new incarnation, a new Puss. You, madame, are that cat."

"But I have to go home to the girl."

"She has been told that the cat she knew as you is now dead. The man who murdered you would do it again if you returned now."



# Mu Mao the Magnificent and the Magic Boots

She saw the truth of that, and though the fading vision of the girl's face haunted her as perhaps her own ghost haunted the girl, she knew their time had passed – for now.

Mu Mao continued. “Stay with us. Become our agent and learn to vanquish such villainous modern day ogres using the power of your magic boots. Then when you wish, you may return to your home to punish your murderer. Meanwhile, this is a wondrous place and the task before you a noble one. What say you?”

Puss inhaled the final bite of salmon, washed it down with a lap or two of water, and sat to wash her paws and face, the white cat's question ringing in her tufted pointy ears. “Yeah, sure, why not?” she said, catching her quite lovely reflection in a magic mirror. “Er— You mentioned a hat?”

The white cat beamed, and a fine plumed green hat appeared at her feet. “Agent Puss, your mission, should you decide to accept it....”



© Rhari



## Artifact: Mobian Shoes

### Number:

STH-191605050415061915211404

### Attributes:

Slipping these shoes on allows the wearer to run at very high speeds. Secondary effects of this speed include light being bent in a spherical field and then pushed behind, creating the illusion of the wearer becoming a rotating blur followed by a glowing trail. The velocity is great enough to propel around loop-de-loops, up vertical cliffs, through enemy robots.

### Drawbacks:

While running, because of the light distortion, the wearer sees a series of halo-shaped visual artifacts along their path. Over prolonged use, these ‘rings’ take on a greater psychological significance, to the point where the runner considers collecting them absolutely vital to their health. They will pursue such rings as long as they can run, forgetting that the rings are only in their mind.



## The Clock

# The Clock

## Rayen Moonheart

It was the sound of a single gunshot that alerted the wolf to the world around him for the first time in hours. He hit his head on the large copper apparatus hanging over his chair as he stood quickly, shouting a few incoherent obscenities. Turning to his window, he stopped, staring wide-eyed at the glass. The window, which had previously been unmarred save for the occasional soot smear, now had a tell-tale hole and a spiderweb of cracks from where the bullet had passed through. The wolf, still in shock, turned to find that the bullet had buried itself in the wall behind him.

Pulling his large, thick brass goggles off of his eyes and onto his forehead, the wolf took a step toward the window, peering out at the large, black-roofed buildings that surrounded his own third floor apartment in the city. Try as he might, he couldn't spot any figures in any of the windows or along any of the rooftops. Or at least, none holding pistols or rifles aimed at his window. He quickly closed the last of the distance between himself and the window and pulled the thick, black curtains shut, blocking the sight of the shooter, if there was someone actually shooting at him.

With a shaky breath, he looked back to his work desk. Tools littered the surface, as well as dozens of brass gears of varying sizes, copper tubes, and a heavy steam engine that he'd been tinkering with when he'd heard the gunshot. At the center of it all was his current project: a clock. Well, *The Clock*, if he could ever get it working right. Thousands of sketches and schematics were pinned to the wall all around the desk, filled with drawings and extensive notes. This machine, this clock, if it worked, would be his greatest achievement as an inventor.

A knock at the door to his study nearly caused the poor wolf to leap out of his fur.

"Come in!" he managed, trying to calm himself as he placed a paw on his chest, over his heart. Most of

his fur was still standing on end as the small mouse servant, Charles, pushed open the door. Charles was dressed in his usual black suit, and was holding a small, sealed letter. He looked up at the wolf with wide eyes.

"Master Davis! Are you all right? You look live you've seen a ghost!" He rushed to the wolf's side, straightening Davis' rather unkempt white shirt, which was far less white than it had originally been, bearing many grease stains and streaks of soot. Charles even straightened his bow tie, which had been so askew as to nearly be vertical. Davis took a moment to respond.

"Y-yes. I'm fine." He closed his eyes, leaning onto his chair with one paw and rubbing his temple with the other. "I've just been working too hard I think." Indeed, he had been sitting in the study working through most of the night and all of the morning. The wolf had fallen asleep on his desk for a few hours the previous night, and had resumed work when he had awoke.

"If you insist, sir." The mouse said, but the concerned look didn't fade from his face. Still, he held up the sealed letter to the wolf. "Here you are, Master Davis. This letter was delivered for you a few minutes ago. The messenger said it was rather urgent." Davis took the letter with a quick nod.

"Thank you Charles." He smiled, sitting back down in his chair and picking up his reading glasses from his desk, having to push aside a couple of the brass cogs laying about. With the glasses settled on his gray and white furred muzzle, making his green eyes look much larger, he popped the seal on the letter and began to read.

*Dear Victor Davis,*

*I'm terribly sorry that I must contact you like this, but we cannot meet just yet. I'm being followed by the Shadows. I regret to inform you that you are in*

*terrible danger. If this letter has arrived at the right time, then the shot that came through the window moments ago barely missed you and is now buried in your wall.*

Davis stared blankly at the letter, his jaw slightly slacken as he looked up at the bullet hole in the wall. Charles, who was still standing by the desk, waiting for further instruction, followed the older, gray wolf's gaze, and squeaked in surprise as he saw the damage to the wall. Davis looked back down to the letter, reading quicker now, alarmed.

*There are men who are intent on killing you and taking The Clock. You must avoid them, and finish the device. If you want to live, and I know you will, take The Clock, what you need to finish it, and your old Lightning Pistol from your drawer and head for the warehouses down at the docks immediately. Find Warner Avenue and follow it to Warehouse Thirteen. They will be following you, so don't let your guard down.*

*Take great care,  
Sir Richard Fischer*

The gray wolf stared at the letter in disbelief for a long moment. What the letter was telling him seemed so very impossible, but the bullet in his wall told him otherwise. With a heavy sigh, he pulled his glasses off and set them on the desk. He felt that this could possibly be some elaborate prank, or a trap, but whoever this Sir Fischer was knew Davis well enough to know he'd have to investigate.

"Charles, get my coat and hat ready please." The wolf said as he stood, looking over the desk, "And bring me a bag to pack up The Clock, as well." The mouse nodded quickly and slipped out the door to do as much.

Davis looked over the mostly completed device lying on his desk. The Clock had a large brass frame, at the center of which was held a perfectly clear glass globe. All throughout the frame, visible as it was still mostly open, was an intricate and elaborate set of gears, wires, coils, diodes and pistons, all of which were unmoving. When completed and wound, The Clock was intended to be a perfect measure of the whole of time. All of time measured and calculated by a single machine, Davis hoped that he could learn not only the age of the universe, but how long it would live.

Charles returned with his coat, top hat and bag. Davis pulled his coat on with the mouse's help, and taking the bag, began to carefully place The Clock and the remaining pieces into it, along with his tools, and a few of the schematics from the wall. Lastly, he opened the desk drawer, and after digging around, managed to find his old Lightning Pistol.

The pistol, which was slightly dusty, consisted of a fine, carved wooden handle, a thick copper frame, several diodes, and a complicated trigger mechanism constructed from several cogs, which all linked to a micro Tesla coil in the barrel. When the trigger was pulled, the coil would fire a single bolt down along the barrel to leap towards the target. This particular pistol Davis had crafted himself, back when he was first learning to make machines. Never did he think he'd have to carry it and use it himself.

The wolf pulled a small holster out of the drawer and attached it to his belt before slipping the weapon into place and taking his hat from Charles. Placing his hat on his head, he tugged the goggles on his head up onto his hat, where they'd stay comfortably stored just above the brim. Thus ready to go, he lifted his bag and smiled to the mouse.

"Thank you, Charles. I shall hopefully be returning this evening." Davis placed a heavy paw on the mouse's shoulder.

"It is no trouble, Master Davis. I'll watch over the apartment, and be to serve upon your return." The mouse smiled and bowed his head as Davis stepped from the room, heading out of the apartment and down the stairs to exit the building.

Out on the cobblestone street, carts drawn by steambot horses clanked along noisily. The sound didn't bother Davis; he always enjoyed the sound of clockwork and steam machinery. Looking up and down the grimy road that ran between tall, black and grey buildings, the wolf pulled his coat tighter around him. Turning towards the warehouse district, Davis set off at a brisk pace, his ears swiveling back and forth. He knew he might just be paranoid, but the letter had definitely set him on edge, and he was trying to be as cautious as possible.

Most of the walk passed uneventfully, the wolf's paws falling onto worn stone streets in even cadence as the sun began to fall behind the tall spires of the city's chimneys that billowed smoke into the air. It was when he finally spotted Warner Avenue that he first noticed the sound of footsteps behind him. Turning

## The Clock

to look, Davis found the street behind him completely empty. His stomach did a nervous flip as a line from the letter ran across his mind.

*I'm being followed by the Shadows.*

As Davis turned back to Warner Avenue, he began to walk faster, gripping his bag tightly in his paw as the other fingered the hilt of the pistol nervously. He turned onto the road, his heart beginning to pound in his ears as the setting sun cast long, ominous shadows across his path. There were more footsteps behind him, and again, he looked back over his shoulder to find nothing there. His pace increased, and he was almost running now, heading quickly to the warehouse down at the end of the avenue, clearly labeled 13. More footsteps, far too many to be made by one living thing following him. He looked again, and finally he caught a glimpse of movement in the shadows, but nothing clear. He was almost to the door of the warehouse, and he prayed it was unlocked.

He reached the door and his paw frantically worked the knob to throw the door open. Spinning, he pulled the pistol from his pocket, whirring as it turned on and charged its first shot, aiming it at the empty street as he backed into the building. Kicking the door shut behind him, Davis found himself in utter darkness, barely able to see beyond his own nose. The only sound that kept him company was the echo of his own labored breathing. The scent of dust and old, rusting machinery assaulted his nose, and he couldn't pick out the scents of anyone else. Holstering his pistol and digging in the pocket of his coat, the wolf found what felt like his old pipe lighter. Pulling out the old metal device, he pressed the button on the side, and with a whirr and a click, a flame sprung from the top. Light.

Davis found himself standing between the door, and several crates that were stacked all the way to the ceiling, which formed a small hallway leading to the wolf's right. With a shaky breath, he turned towards the one path available to him, and began to walk, slowly and cautiously, down the hall. His ears were perked and swiveling, listening for any noise not made by his own person, and his eyes darted back and forth, watching for movement. The wolf's fur was undoubtedly standing on end, but he didn't much care about his appearance at the moment.

The hallway of crates turned in towards the center of the factory after a few yards, and as the wolf rounded the corner, he jumped in surprise as he could have sworn he'd heard someone whispering in his

ear. When he looked however, no one was there. His heart seemed to leap into this throat, which tightened and made his breathing harder. His paws were shaking, which made the flame flicker unsteadily, and he began hearing whisperings almost constantly behind the thumping of his own heartbeat in his ears.

It was then that he noticed the light in the distance. Ahead, the crate-hallway seemed to open up into a room, and a single, hanging light lit a small area underneath it, and a figure stood withing the ring of salvation it created. It had to be Sir Fischer. It *had* to be.

Davis began to run towards the light, and the whispering seemed to chase him as he did, growing louder in his ears. The shadows around him seemed to thicken and reach for him. He couldn't tell if it was real, or his own fear doing it to him, but he ran for his life, his grip on his bag so tight his paw hurt. The pipe lighter was gone from his hand, and he couldn't remember if he'd just dropped it or stowed it back in his pocket, but it didn't matter, he just ran.

He reached the ring of light, and slowed. The whispering seemed to fade as he stepped, panting, into the light, retreating with the shadows. Davis bent, placing a paw on his knee as he caught his breath, looking up at the figure. It was a panther, pristine, groomed black furred tail swishing back and forth, his back turned to Davis. He wore a fine, neatly pressed suit of black, with the red collar of his shirt just visible under his jacket. The top hat he wore was perched neatly between his ears, a red, stylized band attached to a pair of brass goggles strapped to it. In his paw was a pocket watch made of fine gold, providing a steady ticking which seemed to punctuate the darkness. Something about the entire scene made Davis feel uneasy, and as he straightened, his free paw found the hilt of his pistol gain.

"You're rather late, Master Davis." The panther's voice was deep and cold, like a midnight frost, or a biting winter's wind. He turned to face Davis. His features were pleasant enough. He was quite handsome, well dressed, and proper. However, something in his smile, showing his white fangs, was off. "I figured the creator of The Clock would be more... timely."

"Are you Sir Fischer?" Davis asked, his voice shaky. It was easy to tell he was frightened, but he met the panther's golden eyes anyway, mustering all the courage he could. The feline gave a laugh that chilled the wolf to the bone.

"Fischer? That fool is dead. By my own hand I might

add. He took a rather nasty tumble off the rooftop. One typically doesn't walk away from that." His grin became more twisted as he pulled a pistol from his belt and aimed it at the wolf. Davis recognized the make. It wasn't a Lightning Pistol, like his own. It was an old slug thrower, a blackpowder pistol from decades back. Criminals and thugs were the only ones who used them anymore. "And you, Master Davis, are next."

"Then if I am to die," Davis' voice almost cracked as he said it, "At least answer me this; why? Why me? You don't even know if The Clock will work."

"Oh, but I do!" He gave another cold, mirthless laugh, "See, your invention does far more than you expect. It doesn't just measure all of time perfectly, even as it shifts and changes. It *shows* all of time. The user can see all of history as it's shaped and changed! And the device is so very near completion."

"No." Davis stared at the panther. He could hardly believe what he was hearing. If what this panther said was true, The Clock performed far greater than he could have imagined, which meant, "You're here to kill me and complete it yourself, to change the future to your own design."

"You're as brilliant as they say you were." The panther gave a cold smile. "Yes, I am here to do just that. The Shadows of Truth will lead the future into perfection." Davis pulled the pistol from his belt, but something hit his paw, and he stumbled backwards, yelping in pain as his tail was yanked down. He turned to look, only to see the shadows of the room itself moving to pin him down as his pistol slid across the floor and out of sight or reach. His top hat tumbled off his head as he hit the ground, forced onto his back by the unseen strength.

"W-what devilry is this?" He said, his voice panicked as he made a futile effort to fight against the shadows clawing at him. The line from the letter came back to him once more. *I'm being followed by the Shadows*. It had been literal.

"Oh, just my help." He cocked the hammer on the pistol and aimed it at Davis' head. The wolf squirmed and fought, but it was hopeless. He was going to die.

"Psychic manifestation. You'd understand in a few years, but you won't live that long."

Davis squeezed his eyes shut and braced himself as the panther gave another dark laugh. His paw tightened on the handle to his bag. His bag! He'd almost forgotten it. He his paw worked quickly, fighting back against the shadowy force holding him down, driving his arm into the mess of tools and gears within the main pouch. Tears streamed down the wolf's cheek as his paw wrapped around the handle of his favorite screwdriver. This was it. Davis wrenched his arm free of the shadows as he pulled back and hurled the tool at the panther, even as a loud crack filled the air and deafened the wolf. He waited for the bullet, but it never came. Holding his breath, he listened, and as the ringing in his ears faded, heard nothing but silence. Cautiously, he opened his eyes.

The panther was lying on the floor before him, unmoving, pistol still in hand. Davis sat up, shocked, and realized he was no longer being pinned. The shadows had retreated, and were behaving normally again. He stared at the panther's dead body, unsure for a moment what had happened. Had he really just defeated this man with a screwdriver?

"Are you alright, Master Davis?" A voice made the wolf jump in surprise, and he turned to his right, looking up at a cougar who stood holding Davis' Lightning Pistol, aimed at the spot the panther had stood in moments ago.

"Y-yes. I'm fine." He stammered a bit as he answered, looking up bewildered at the mysterious cougar. Lowering the gun, the feline stepped over towards Davis, his long trenchcoat swishing slightly as he turned. He offered the wolf a paw to help him up.

"I'm glad I made it just in time. I'm sorry about all this. Come on, we need to get you somewhere safe where you can finish The Clock." The cougar gave a warm smile, and Davis stared at his paw for a long moment, before reaching up to take it.

"T-then, you're Sir Richard Fischer?" Davis asked as he stood. To his surprise, the cougar chuckled warmly, which seemed to put the wolf at ease.

"Please, Davis, just call me R.F."

## Acknowledgements

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All the Hilton staff, for putting up with our craziness.  
The video staff that put together our promo video.

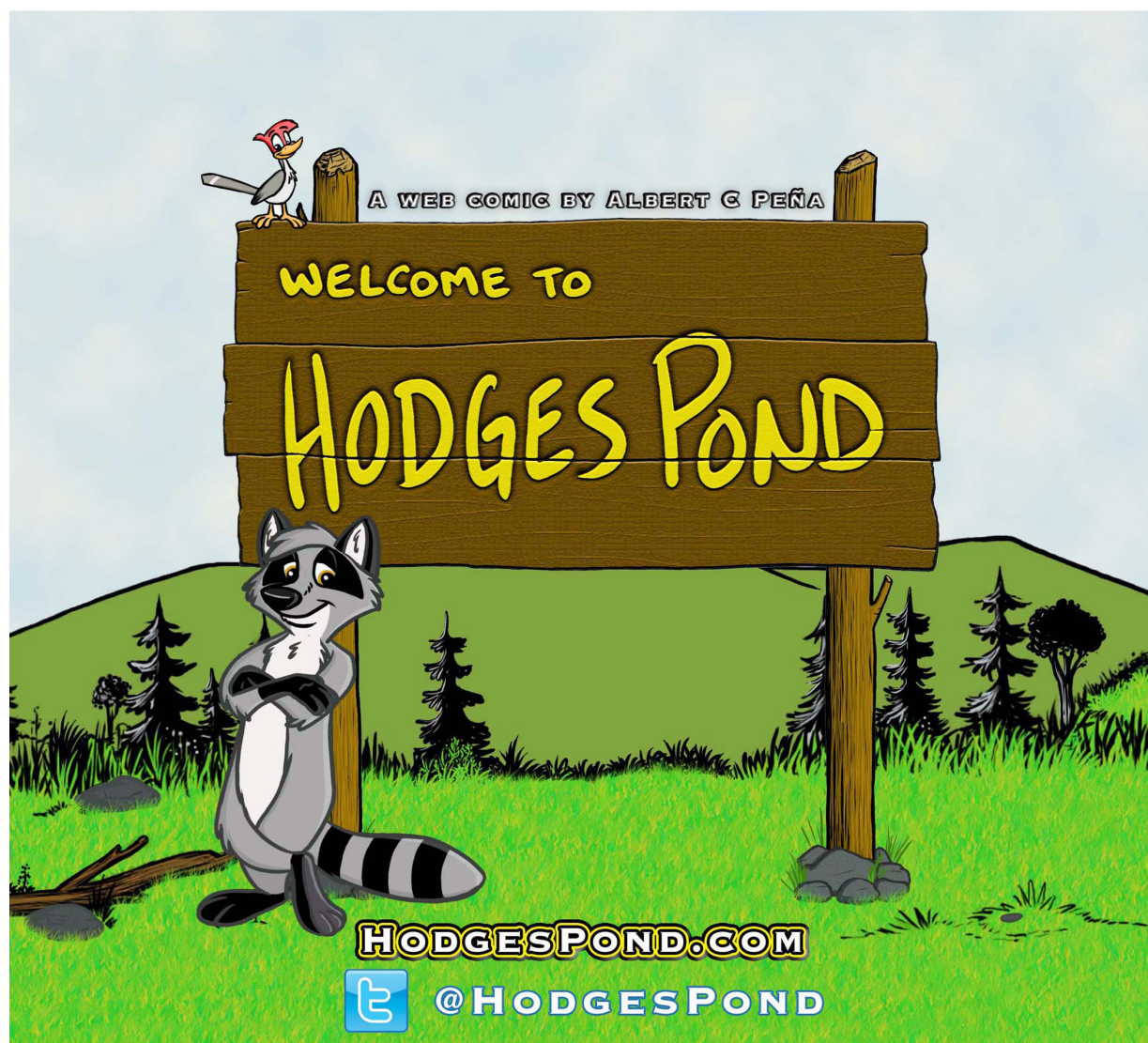
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Last but not least, the fans, for without you Rainfurrest would not happen.





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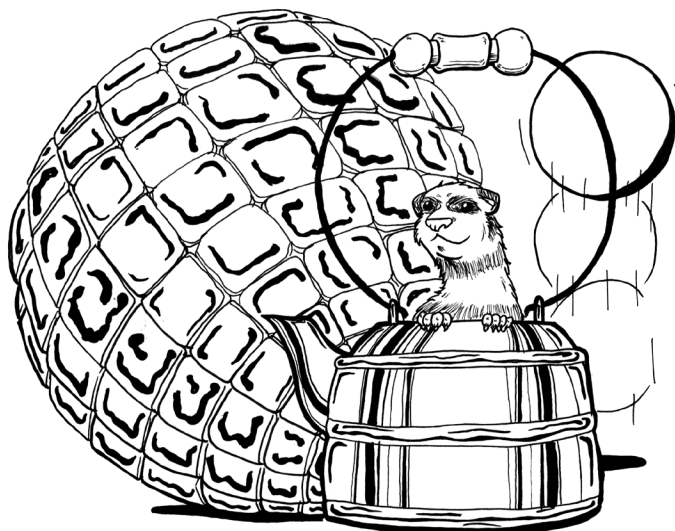
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# Top Secret Artifact Manifest

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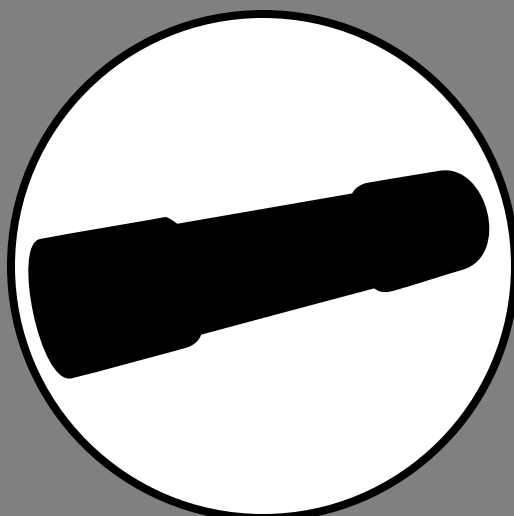
Avaheil D'otter

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*...and all those registered after this list went to print!*



**Artifact: Green Ooze**

**Number:**

TMN-03152301022114070104210405

**Attributes:**

Very hazardous green substance in fragile glass tubes. Contact with the substance increases the subject's size, strength, and intelligence, and alters their genetic makeup to a hybrid of different species.

**Drawbacks:**

The effect is very hard to control regarding what other species is added to the mix. This usually boils down to "whatever you touched last". The process itself also has no known reversal – the change is always permanent. This is not always a good thing.

# Rainfurrest 2012 Badge Art



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