

RainForest 2013 Dancing in the Moonlight



A Celebration of Six Aspects of Fandom

Performance

The furry fandom is expressive. We make music, we dance, we sing, we act. Our fandom is rich with those who perform for others, whether they be in the same room or at the other end of the Internet.

Gaming

Videogaming, tabletop roleplaying, boardgaming, anything and everything that's play. Play is social; play is practice; play is all kinds of stuff. Our playful nature is something unique because we put a distinctly furry spin on it.

Writing

Narrative runs through our fandom, and RainFurrest in particular focuses on this. Writing helped the early fandom to reach far and wide, and it's still the lifeblood of comics, animations, and any creation with a story in it.

Fursuiting

There's something more to fursuiting than performance and art; everyone both inside and outside the fandom sees that. We make our furry selves known through costume, becoming all that we are.

Art

Any visual artist could tell you how much the furry fandom means to them, but generally, they'll show you instead. Furies have made and continue to make their artistic mark practically everywhere, and in increasingly unique ways.

Fandom

We have strong social ties, a wide gamut of spirituality, and as has been said, we are first and foremost fans of ourselves. This aspect celebrates the bloggers, the organisers, the curators, the ones focusing on and strengthening the fandom itself.



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the mysterious
secret of
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**Pittsburgh, PA
July 3-6, 2014**

<http://www.anthrocon.org>

RainFurrest 2013: Dancing in the Moonlight

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Letter from the Chairman

Hi folks, and welcome to RainFurrest!

This is my seventh year as a member of RainFurrest staff – and what a seven years it's been! From the very beginning, our goal for the convention was simple; we wanted to put on the best furry convention in the world. And I really think that we've come a long way to accomplishing this. Our dances are second to none, we have more programming at the event than any other furry convention anywhere, and year after year we hear from you about how much fun you have at RainFurrest. We're proud to have made our place in the world by being and doing things differently, and this year is no exception!

Some of the things we're doing differently this year? Well, our dances this year will run until 4:00 AM, with a special "after dark" section after midnight. We've also combined our concert and GoH dinner this year. You can come and dine with the Guests of Honor, and then sit back after your meal and watch Fox Amore and Alexander James Adams perform in concert. These are just some of the new and different things we have planned out for this year.

I also want to take a moment to thank our staff. Without the talented and wonderful staff members we have, there

would be no RainFurrest. Our Guests of Honor also deserve many thanks, for without their contributions we wouldn't have such an awesome tee-shirt, conbook cover, or the many panels to which they contribute.

And all of us would like to thank you, our attendees. Without you, we wouldn't have any reason to be here, doing this. The staff may be the gears, and the Guests of Honor the steam, but without our attendees to provide the fire, this engine just wouldn't keep rolling.

In May of this year, I celebrated ten years of helping run conventions. Though I did found another convention, the convention I'm most proud of contributing to – the convention I consider my home – is RainFurrest. From the beginning, we have focused on becoming the best of the best, and I truly believe we are achieving that.

I've always said that this is your convention. Enjoy it; we made it especially for you! Enjoy the Song, the Light, the Motion, the Joy, and most importantly, the Magic of what brings us together as a community!

—Aloha, RainFurrest 2013 Chairman

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Code of Conduct

General Conduct:

Please use common sense and respect others' right to enjoy the event. Remember that any activity which is illegal outside the event is still illegal *inside* the event. Event staff may ask you to stop an activity or take it to a private room. While in public or convention spaces, attendees are expected to maintain a "[PG-13]" standard of conduct. Repeat offenders may have their membership revoked. Please also note that the event staff retains the right to deny entry to anyone and that you can be asked to leave at any time without warning or particular infraction to these stated rules of conduct.

Badging Policy:

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

Media Policy:

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

Hotel:

As a convention attendee, you are a guest of the hotel and must abide by the hotel's rules and policies whenever you are on the premises. However, if you are unsure if something is allowed, the hotel front desk will be able to assist you. If you are expelled from the hotel for violation of their rules, you immediately forfeit your event membership and must surrender your proof of membership. You are responsible for any damage you cause to hotel property. The event space and public spaces within the hotel are not sleeping areas. This includes hallways, the lobby, parking garage and public restrooms. Due to recent changes in state law, marijuana is now legal in Washington State. However, consumption of marijuana on hotel property is prohibited by hotel policy and may result in the immediate revocation of convention membership.

Harassment and Assault:

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

Weapons:

Bladed weapons (such as daggers or swords) and toy firearms are acceptable provided they have been peacebonded 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, &c.

"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 13-17, there must be a responsible adult on site and able to be contacted at all times.

Violations and Appeals:

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



Writing Guest of Honor: FurPlanet

FurPlanet is a furry-owned and operated small press publisher based in Dallas, TX. They publish and sell books, comics and art books in the furry community. FurPlanet has been in operation since 2004 and since 2008 has been owned by FuzzWolf and Teiran. By using print-on-demand rather than traditional printing methods, FurPlanet is able to publish a broad range of titles. In 2012 alone they published forty-eight new releases and are on track to beat that record this year. You can find FurPlanet in the dealers' rooms of many furry conventions each year, including RainFurrest. Since 2011 FurPlanet has been the publisher of RainFurrest's charity anthology.

FurPlanet's two mascots are Fez, the badger and Rory, the fox. Fez is a talented planning badger and handles the company accounting while Rory ships the orders and believes any problem can be solved with muffins!

FuzzWolf

FuzzWolf found the furry fandom in 1998 and has never looked back. Since then he's written numerous stories which you can find online, started the KnotCast podcast, been a founding member of the Furry Fiesta board, staffed several conventions, hosted many furmeets and become a publisher. He is passionate about promoting and growing the writing in the furry community and is honoured by RainFurrest's recognition of FurPlanet's publishing work.

Fuzz is originally from Scotland, but has lost his accent

along the way and now lives in the Dallas area with his mate of many years, Teiran.

Teiran

Teiran is a writer and co-owner of FurPlanet. His most well-known stories are his series *Fun at the Mall*, *Gryphon Thief*, *High School Days*, and his novel, *The Hero*. He is also the conbook staffmember for Furry Fiesta.

He is most often depicted as a wolf, but he has also been known to be a badger and occasionally a dragon.

Buck C Turner

Buck Turner has been hanging around the fandom in one guise or another since the late nineties. A sometimes artist, sometimes podcaster, and frequent editor, he's been working with FuzzWolf and Teiran for almost as long as they've been running FurPlanet. He's the editor of *ROAR*, a fixture at the convention table, and a leading source of brute labor.

Zia McCorgi

Zia McCorgi is a resident of Albuquerque, NM so he really enjoys the change of weather RainFurrest provides. He wrote the book *Save the Day* and FurPlanet hasn't let him go since. He enjoys knitting, walking his dog, baking and writing. He really hopes you stop by the FurPlanet table so he can tell you all about the fantastic books and comics they have.



Artist Guest of Honor: Soulscape

Thea / Amanda Rose ventures from Nanaimo, British Columbia with her vibrant colors and fluid action setting the stage for this year's theme. She loves dancing at discotheques as much as she illustrates characters within them, bringing to life the spirit of imagination.

Growing up with a fine artist and animated film influences,



along with a generic love for nature, Thea was instantly knee-deep in professional furry art upon the discovery of the fandom in 2008, having drawn anthro art since her early teens. She pushes her artistic abilities with nearly every picture, seeking to attain a level of excellence that has become recognized by the fandom.

Aside from an artistically inclined high school, Thea is mainly self-taught through countless books, studies, and mentorship from her late mother to attain the skills she has today. She dreams of perhaps doing illustration and concept art for companies along with more education later in life, but is very content with the freelance industry that suits her diverse lifestyle and gives her opportunity to keep on improving. Her biggest challenge though, for her art is to spread the message that every person has the power to overcome and thrive in their life with simply believing in oneself in levels deeper than can be easily seen.



Fursuit Guest of Honor: Temperance

Temperance lives in Western Canada with her husband and two cats. She spends her days making fursuits and drawing comic books, and spends her evenings playing video games and watching horror movies.

Temperance has been making costumes for over ten years. When she began making costumes it was a learning curve of comic books, cartoons and video game characters. While working as a vendor at Calgary Comic and Entertainment Expo 2008, she spotted a fursuiter wandering the halls. She immediately decided she wanted to try and make one of "those animal costumes", and so began researching on the

Internet where she learned all about fursuits and the furry fandom. After completing her first fursuit, she instantly wanted to make another, and then another. It wasn't long after she learned her craft and became involved in the furry community that she began making fursuits for other people.

Temperance makes fursuits professionally through her art and costume studio, Komickrazi Studios. She has won various costume awards for her works including Workmanship and Performance at the world famous San Diego Comic-Con International Masquerade. Her work was also recently featured in a music video for the Australian band "DZ Deathrays".

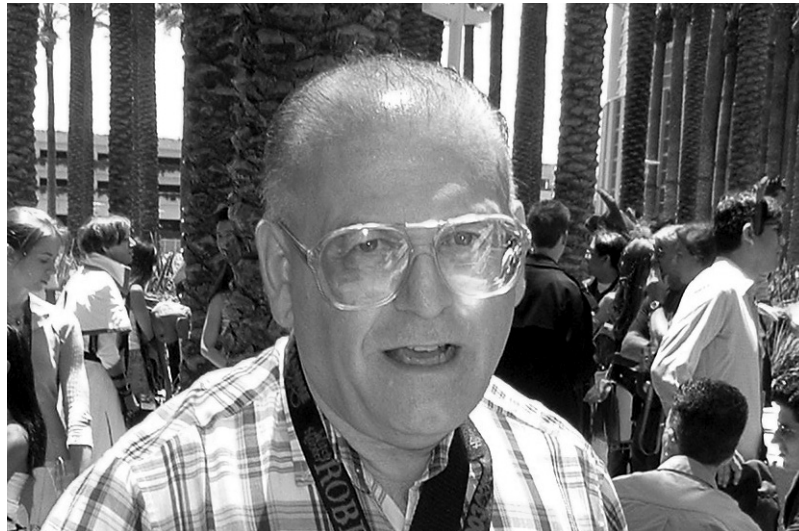


Fandom Guest of Honor: Fred Patten

Fred Patten lives in Los Angeles. He got active in science fiction fandom in 1960 while in college, and in comic book fandom in 1962. He has been on the committees or a fan guest of honor at many SF and anime conventions. He has been in over a dozen science fiction and comics APAs and was the central mailer of *CAPA-alpha*, the first comics APA, from 1968 to 1972. He co-founded Japanese anime fandom in 1977 and furry fandom in 1980. He was the official editor of *Rowrbrazzle*, a furry APA, from 1989 to 2005. He attended all the ConFurences except one from 1989 to 2003, and all the ConiFur Northwests from 1998 to 2004. A major stroke in 2005 has left him paralyzed. Since then, he participates in furry fandom from his hospital bed via computer e-mail.

He has written over a thousand SF and furry book reviews.

He was the furry book reviewer for *Yarf!* from 1990 to 2003, for *Claw & Quill* from 2004 to 2005, for *Anthro* from 2005 to 2008, for *Renard's Menagerie* in 2008, and for *Flayrah* from 2011 to the present. He also writes reviews of animation books for AnimationWorld Network, and of general books for AmoXcalli. He co-founded the Ursa Major Awards for the best anthropomorphic literature and art of the year in 2001, and has been active on its administrative board ever since. He is in the Furry Writers' Guild. He was inducted into the MiDFur convention's Furry Hall of Fame in 2012. He is the editor of three furry short-story anthologies; *Best in Show* (2003), *Already Among Us* (2012), and *The Ursa Major Awards Anthology* (2012). He wishes that he could attend a RainFurrest.



Writing Special Guest: Phil Geusz

Phil Geusz is a furry author, working primarily in the transformation-story sub-genre. He's best known for his work in the *The Blind Pig* (TBP) storyverse, as well as for his books *Transmutation Now!*, *The First Book of Lapism*, *Freedom City*, *Manifest Destiny*, *Wine of Battle*, *A Left-Handed Sword*, *Descent*, *Resisting Arrest*, *Spur*, the *David Birkenhead* series, and *Corpus Lupus*. His TBP story *Graduation Day* appeared in

the landmark anthology *Best in Show*, edited by Fred Patten; he also wrote the introduction to the transformation story section of this collection. His short stories appear in several mainstream collections.

Phil is a notably prolific author – in 2010 alone he sold five novels to three separate publishers. Three of them, the “No Oath Sworn” trilogy, were sold to a mainstream (non-fandom-related) house. Phil also has numerous other publication credits, served as Writing Guest of Honor at RainFurrest 2007, and has been nominated several times for the Ursa Major Award. His work has appeared many times on the Ursa Major Recommended Anthropomorphics List.

Within the furry world, Phil's fiction is posted almost exclusively through the Transformation Story Archive and Furry-lit Mailing Lists; he's been active on the TSA since approximately 1996.

Phil also founded the annual TSA-Bash, a sort of minicon for TSA-ers that has been held annually at various locations across the nation since 1998. In late 2012, Phil became a contributor for the furry site, [adjective][species], writing under the name Rabbit.

He can most often be found at Mephit Furmeet, in his home state of Tennessee, which he considers his “home con”. He has served as Writing Track Coordinator for numerous cons, and immensely enjoys chairing panels and working with other furry authors at these events.



Music Special Guest: Alexander James Adams

Using story and song, the Faerie Tale Minstrel leads his listeners into worlds of magic and music where anything can happen if you only believe. A steward of all kinds of animals, Alexander has rescued many a sad, furry creature and made its day better. Come listen, laugh, and cry to guitar or fiddle and become enchanted by the compelling voice of this storyteller. Make your day a brighter, better place and then spread the magic around! (faerietaleminstrel.com)



Music Special Guest: Fox Amooore

Fox Amooore will be soaring his way to his first ever RainFurrest from the other side of the planet, from bonnie Scotland. He joined the fandom in 2006 and has since risen to become one of the most widely listened-to musicians within it.

He has produced several albums including “Feel” and “The Ballad of Midnight” and was the composer behind the entire soundtrack to the Bitter Lake film released last year. He has worked with numerous artists both as single releases for his songs and his albums, including AlectorFencer, Kaji, Nimrais, TaniDaReal and so many more.

He has performed at numerous conventions including Eurofurence, where he raised thousands of Euros in charity alongside fellow musician Alexander James Adams and acclaimed author and musician Peter S. Beagle. He will be performing live at RainFurrest and infact at his first ever West Coast US convention. He is very much looking forward to attending a convention he has heard so many good things about!

Outside of the furry fandom, Fox Amooore works as a full-time musician. He works or has worked as a piano and keyboard player in bands ranging from jazz duets to original progressive metal bands. One band particularly of note is “The Get Back Band”, a Paul McCartney tribute band that has seen him perform from The Cavern Club to The Alhambra Theatres. His work also involves composing, including being a part of the music production in the Nintendo Wii, iPhone and Android game “Order Up!” He currently has an artist sponsorship with musical instrument giants Roland and has featured in a number of popular YouTube videos, including Gotye’s “Somebodies: A YouTube Orchestra”.



Charity: The Clouded Leopard Project

RainFurrest chooses a charity every year to help raise funds for. Every year RainFurrest along with having donation boxes has events such as our charity auction to raise funds for the year's chosen charity.

The Clouded Leopard Project

The Clouded Leopard Project (www.cloudedleopard.org) is dedicated to the conservation of clouded leopards and their habitat by supporting field research, implementing education initiatives in range countries, and bringing global awareness to clouded leopard conservation issues.

Clouded Leopard Project (CLP) was initiated in 2000 by the Point Defiance Chapter of the American Association of Zoo Keepers. Staff Biologists and Educators working with the clouded leopards at Point Defiance Zoo & Aquarium recognized the need for an organization dedicated to raising the profile of this charismatic and highly endangered cat, virtually unknown to the general public in both clouded leopard range countries and around the world. In addition, CLP founders wished to provide financial assistance to encourage scientific study of wild clouded leopards in an effort to uncover the secrets of their behavior and determine their conservation needs. The growth of the organization has recently led to the non-profit incorporation of Clouded Leopard Project; therefore it is no longer affiliated with the American Association of Zoo Keepers as its fiscal sponsor.

The Clouded Leopard Project conducts work in three primary areas:

- Support of field research and conservation efforts for clouded leopards and their habitat. CLP fosters relationships with clouded leopard researchers and provides funding support for their field work. We also create and maintain partnerships to promote collaborative conservation efforts with organizations already working with communities directly impacting clouded leopard habitat.
- Development and implementation of educational



initiatives to increase global awareness of clouded leopards, both in and out of range countries. CLP disseminates information about clouded leopards through its website, printed materials, and presentations at conferences and special events. We are also active in education efforts for both children and adults in clouded leopard range countries, creating educational materials and sponsoring educator training workshops.

- Conducting fundraising efforts to support CLP activities. CLP sells merchandise through its website, zoo gift shops, and local and national events. CLP also offers a variety of donation levels and a clouded leopard adoption package online.

We invite you to learn about this amazing, endangered cat and help spread the word about its conservation needs. You can support clouded leopard conservation by making a donation or by purchasing from the official Clouded Leopard Project online store.

Charity Auction

Our charity auction features things that our staff and attendees have donated or collected for donation. The auction sells all the items with all profit going to the charity.

RainFurrest is always looking for items for our charity auction, as well as other fundraising ideas. If you would like to help out, send us an email at charity@rainfurrest.com.



RainFurrest 2013: Dancing in the Moonlight



© Dragonfly Bunny, The Earthen Cavy



List of Panelists

Alexander James Adams

Guest of Honor Concert
Guest of Honor Dinner

Alflor

Character Development
Comedy, Tragedy, Action, Romance
Oh, The Horror!
Writing for Beginners 1
You Had Me At....

AlohaWolf

Closing Ceremonies
Guest of Honor Dinner
Ice Cream Social
Meet the RAIIn Board
Opening Ceremonies
Scratch 'n Bitch

Aphinity

Dead Dog Party
First Time Fursuiting for Newbs
Fursuit Meet and Greet
Fursuit Parade
Fursuit Performance

Apoxon

Apoxon's Plushy Making
So You Wanna Build a Fursuit?

Arcana

Meet the Art Whores

Ashe

Book Launch: FurPlanet
Book Launch: SofaWolf
Professional Editing
Rainy's High Tea
Writing Erotica

Axiluvia

Demo: *Betrayal at the House on the Hill*
Demo: *Phytocats*
Demo: *Red Dragon Inn*
Demo: *Sentinels of the Multiverse*
Demo: *Smallworld*
Event: Graveyard Games
Tournament: *Red Dragon Inn*

BlueMountainFox

Animatronics

Bob!

Cereal and Toons
Nerf War!

Buck Hopper

Voice Acting Workshop

Buck Turner

Professional Editing

buni

Comedy, Tragedy, Action, Romance

Callista Skip

Demo: *Furoticon*
Tournament: *Furoticon*

CatBoy

Webcomic Design

Dana Simpson

Drawing Webcomics

David Alan

And Now... the Naughty Bits!
Collaboration in Writing
Intended for Mature Audiences
Sex, Drugs, and Rock 'n Roll!

Diesel Dragon

Event: Friday Night *Magic*
Tournament: Pre-built *Magic*

DragonManMike

Ears Building Workshop
Fursuit Meet and Greet
Fursuiting on a Budget
Tails Building Workshop

Dragondyne Publishing

Neverwhen RPG Demo 1-6

Dragonfly Goodnight

2014 Seattle Pride!
Meet the RAIIn Board
SWOC Board Meeting

Drahck

Acquiring a Fursuit: Info For Beginners
Fursuit Care and Maintenance

Egypt Urnash

Drawing Webcomics
Illustrator with Urnash

Ethan Gruner

And Now... the Naughty Bits!
Collaboration in Writing
Furry Anatomy and Description
Furry Characters in a Non-furry Setting
Intended for Mature Audiences
World Building and Background Design

Faye

Gender and Sexuality

Fever Low

Life Drawing: Akido

Fox Amooore

Guest of Honor Concert
Guest of Honor Dinner

Frosty Orca

Aquatics

List of Panelists

Fuzzwolf

And Suddenly... You're Popular!
Book Launch: FurPlanet
Children's, Young Adult, and Adult Writing
Guest of Honor Dinner
Guest of Honor Meet & Greet with Q&A
Self-Publishing: The Perils and Pitfalls

Fuzzy

Babyfur.ME Social
Furry Social Networking

Garret Biggerstaff

Fiction versus Fan-Fiction
Finding Furry in Literature
Tell Me a Tale: Live Flash Fiction with Reading
Writing Competition: Thursday, Friday, Saturday

Garrett Marco

A Reading and Q&A with Garrett Marco
There's a Line... and You've Crossed It.
Writing for Beginners 1~2
You Had Me At....

Gemini Star (Electric Keet)

Friendship is Magic!

Gizmo

How to Break into Film: For Crews
Sixty-Second Meet and Greet
The 1st Annual RainFurrest Film Festival: Intro, Judging

GroggyFox

Fursuit Tech and Lighting
Fursuits and Photography

Gummi Pony

Banned Cartoons 1~2

Ianus Wolf

Crafting Mythology
Dialogue In your Stories
Oh, The Horror!
Sex, Drugs, and Rock 'n Roll!
Tell Me a Tale: Live Flash Fiction with Reading
The Mystical Magical Marvelous Magnificent Mary Sue!
Writer's Blocks: Tools and Tricks
Writing Erotica

Jason Wodicka

Adult RPGs
Crafting Mythology
Finding Furry in Literature
Furry RPGs
Modifying and Retelling Historical Fiction

JillCostumes

Fursuit Refurbishing and Critique

Jovial King

Prosthetics 101

Julianne Reyer

Collaboration in Writing
Intended for Mature Audiences
Self-Publishing: The Perils and Pitfalls
Sex, Drugs, and Rock 'n Roll!

Jäger

Animate Inanimates

Karen Povey (The Clouded Leopard Project)

Meet the RF2013 Charity: The Clouded Leopard Project

Kijani

First Time Fursuiting for Newbs
Fursuit Performance

Kincaid

Knotty Tails

Kitswulf

Fiction versus Fan-Fiction
Finding Furry in Literature
Furry Characters in a Non-furry Setting
Writing Exercises and Tools

KodiPup

Fursuit Games
Fursuiting Beyond the Con

Kyell Gold

A Reading and Q&A with Kyell Gold
And Suddenly... You're Popular!
Book Launch: SofaWolf
Children's, Young Adult, and Adult Writing
Finding and Forming a Writing Group
Modifying and Retelling Historical Fiction
Professional Editing
Tell Me a Tale: Live Flash Fiction with Reading
Unsheathed

Kyle Fox

Furry Ham Radio
Hackers, Locks, and Cheese

Lace Aurora

Designing a Fursuit Character

Lenare

Rainy's High Tea

Line Monkey

Friendship is Magic!

Little Bear

Tournament: *Call of Duty*
Tournament: *Gears of War 3*
Tournament: *Halo*
Tournament: *Rock Band 1~2*
Tournament: *Super Smash Bros. Brawl*
Tournament: *Super Smash Bros. Melee 1~2*

MFD Crew

MFD Dance Panel and Cypher



List of Panelists

Mary Lowd

A Reading and Q&A with Mary Lowd
Children's, Young Adult, and Adult Writing
Comedy, Tragedy, Action, Romance
Fiction versus Fan-Fiction
Furry Characters in a Non-furry Setting
The Mystical Magical Marvelous Magnificent Mary Sue!
There's a Line... and You've Crossed It.
Writing Exercises and Tools
Writing for Beginners 2

Matrices

Fursuit Refurbishing and Critique

MaxYote

Commissions 101: For the Buyer
Meet the Art Whores

Mia Lutra

Partner Dancing 101

Mikha

Art Jam #1: New Moon
Art Jam #2: Waxing
Art Jam #3: Full Moon
Art Jam #4: Waning
Drawing 101: The Basics
Drawing 102: Massive Scale Compositions
How To Con Badge
Life Drawing: Male/Female/Clothed/Nude
Neoclassical Anthropomorphism

MirringFox

Meet the Art Whores

Mitch de la Guardia

Crafting Mythology
Furry Anatomy and Description
World Building and Background Design

Mitch de la Guardia

Character Development

Nicodemus

First Time Fursuiting for Newbs
Fursuit Performance

Nikolai Pandamoyed

Photo Shooting Action

Phil Geusz

And Suddenly... You're Popular!
Dialogue In your Stories
Finding and Forming a Writing Group
There's a Line... and You've Crossed It.
World Building and Background Design
Writing Competition: Thursday, Friday, Saturday
Writing Exercises and Tools

Prawst

AdventureCru Unleashed
Party *Pictionary*
Prawst's Quik Tips
Professional Illustration with Prawst
Youtubaloo Renaissance: Can't Corner the Dorner

Razzy Lee

Anatomy 101
Building a Duct Tape Dummy
Razzy Lee's Logo and Graphic Design

Rex Wolf

Staffing RF2014

Rhari

Drawing the Taur
Life Drawing: Akido

Rhiannon Louve

Guided Meditation
Animism for Contemporary Thinkers: Animals, Science,
and Spirit
Spirit Guides, Totems, Familiars and Fursonas

Roy G. Biv

Banned Cartoons 1-2

Ryan Campbell

A Reading and Q&A with Ryan Campbell
Book Launch: *SofaWolf*
Character Development

Ryan Hickey

Dialogue In your Stories
Furry Anatomy and Description
Modifying and Retelling Historical Fiction
Writing Competition: Thursday, Friday, Saturday

Sam Ward

Self-Publishing: The Perils and Pitfalls
Writer's Blocks: Tools and Tricks

Saphy

Furry Karaoke!

ScribbleFox

Designing a Fursuit Character

Semjay

Whose Lion Is It, Anyway?

Sharako

Charity Auction / Art Auction
Meet the RF2013 Charity: The Clouded Leopard Project

Soulscape

Dealing with Srs Art

Sunwingedwolf

Meet the Art Whores

List of Panelists

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Tarl "Voice" Hoch

And Now... the Naughty Bits!
Finding and Forming a Writing Group
Oh, The Horror!
The Mystical Magical Marvelous Magnificent Mary Sue!
Writer's Blocks: Tools and Tricks
Writing for Beginners 1~2
You Had Me At....

Teiran

Writing Erotica

Temperance

Advanced Fursuit Construction
Basic Fursuit Construction & Sewing
Cats Costuming
Fursuit Building as a Business
Fursuit GoH Meet
Fursuit Head Construction
Fursuiters Best Friend
GoH Demo: Temperance
Guest of Honor Dinner

Thumper

Fursuit Games
Fursuiting Inspirations

Tigon

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Dance: Friday "Feral Bass"
Dance: Saturday "Animal House"
Dance: Sunday "Dead Dog"
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Variety Show
Variety Show Rehearsal 1~2

Tojo the Thief

Dragon Anatomy

Trapa

My Little Pony Picnic
Scavenger Hunt: Intro, Judging
Using the Right Glue

Tugs Puppybear

Fur What It's Worth

Twinky Arts

Acquiring a Fursuit: Info For Beginners
Fursuit Care and Maintenance

WereMan

Furry Networking
Your First Furry Convention

WerePuppy

WereDoggyStyle

Wolphi

Aquatics

Yarek Mooncat

Drum Circle

Zolaerla

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Demo: *Phytocats*
Demo: *Red Dragon Inn*
Demo: *Sentinels of the Multiverse*
Demo: *Smallworld*
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Event Descriptions

General

Opening Ceremonies

AlohaWolf

Thursday 5:00 PM–6:00 PM • Emerald D/E/F

Come celebrate the start of RainFurrest 2013! Meet the Guests of Honor and enjoy a celebration of Song, Light, Motion, Joy... and Magic.

Meet the RAIn Board

Dragonfly Goodnight, AlohaWolf

Friday 11:00 AM–noon • San Juan

Come meet the RainFurrest Board of Directors and find out what's going on with the corporation that manages the con.

Scratch 'n Bitch

AlohaWolf

Sunday 3:30 PM–4:30 PM • Glacier

As RainFurrest comes to a close, we'd like to hear from you. What went well? What didn't? This is your chance to let your voice be heard.

Closing Ceremonies

AlohaWolf

Sunday 5:00 PM–6:00 PM • Main Theater

Join us in a final farewell to RainFurrest 2013.

Art

Photo Shooting Action

Nikolai Pandamoyed

Thursday 2:00 PM–3:00 PM • Alpine

Whether they are of the dance, the fursuit parade, or whatever else may catch your eye, Niko will cover various techniques and means of expression for snapping that slick flick. Come on in and get some training.

Drawing 101: The Basics

Mikha

Thursday 3:00 PM–4:00 PM • Alpine

This panel will attempt to cover all the basics you need to learn in order to blossom as a furry artist. Topics include basic anatomy, a few techniques, and finding quality art supplies. There will also be a few exercises to encourage creativity. If you have a pencil and a pad yet lack direction, this panel is for you.

Drawing 102: Massive Scale Compositions

Mikha

Thursday 4:00 PM–5:00 PM • Alpine

In the historical tradition of great art, furry artist Rain will discuss the process of composing, executing and completing large scale pieces. Whether ten or fifty characters, he will provide sound advice and examples for your work.

How To Con Badge

Mikha

Thursday 5:00 PM–6:00 PM • Alpine

It's important to present yourself accurately; you want people to see your fursona properly. This panel will discuss several key points which every con badge encompasses, from poses to lettering to color combination. Come by and draw your own badge.

Professional Illustration with Prawst

Prawst

Thursday 7:00 PM–8:00 PM • Alpine

It is very important to be taken seriously in this profession. Prawst will discuss what it means to be a professional artist, making money off of your work, taking commissions, and pricing yourself. Be sure to stop by.

Knotty Tails

Kincaid

Thursday 8:00 PM–9:00 PM • Alpine

Kincaid, writer for the furry comic *Five Glasses of Absinthe*, will discuss the many elements of scripting an adult comic: finding inspiration and influence, balancing sensuality and sexuality, designing the aesthetic of your setting, and working with artists.

Commissions 101: For the Buyer

MaxYote

Thursday 9:00 PM–10:00 PM • Alpine

Join MaxYote, an expert on commissioning furry artists, as he discusses the appropriate procedure for procuring art from your favorite artists. Topics covered includes common protocol, what information to have for the artists and how to complete commissions swiftly.

Art Jam #1: New Moon

Mikha

Thursday 10:00 PM–2:00 AM • Alpine

Stop by and bring your sketchbook as well as ideas. Thematically this session will be based on change and new cycles. Supplies will be provided, as long as you provide yourself. Stick around with your blackbook and get it stuffed.

Event Descriptions

Prawst's Quik Tips

Prawst

Friday noon–1:00 PM • Alpine

Tune in as the master of awesome impresses you with his skills and prowess. That's right folk, Prawst will provide you with sage advice on how to draw really *murrific* stuff. Drop by as he enlightens your mind on how to kick your art to the next level, quickly.

Razzy Lee's Logo and Graphic Design

Razzy Lee

Friday 1:00 PM–2:00 PM • Alpine

At this furry panel graphic designer Razzy Lee will go over some of the essentials of logo design as well as design principles. She will guide you through some real life examples of design, explaining in detail the process for purrfection.

Dragon Anatomy

Tojo the Thief

Friday 3:00 PM–4:00 PM • Alpine

Professional artist Tojo will teach all you cubs the fine art of his specialty, dragons. Known for his prolific production of these mythical creatures, he will be sure to go over the ins and outs of basic dragon drawing.

Drawing Webcomics

Dana Simpson, Egypt Urnash

Friday 5:00 PM–6:00 PM • Alpine

Two snarky ladies talk about making webcomics happen.

Banned Cartoons 1

Roy G. Biv, Gummi Pony

Friday 6:30 PM–7:30 PM • San Juan

We think of cartoons as entertainment for children, but in the history of the medium, there have been a number of cartoons that were later banned or censored. We'll discuss the history of these cartoons, and watch parts of them as part of the exercise. Part 1 covers material up to 1980.</p><p>

Banned Cartoons 2

Roy G. Biv, Gummi Pony

Friday 8:00 PM–9:00 PM • San Juan

See Banned Cartoons 1 for details. Part 2 covers material from 1980 to the present.

Life Drawing: Male Clothed

Mikha

Friday 8:00 PM–9:00 PM • Alpine

Stop by as our Art Track Lead discusses the finer points of drawing people with their clothes on. The basics of drapery will be addressed, as well as more advanced discussion on anatomy and composition. All ages welcome.

Life Drawing: Male Nude

Mikha

Friday 9:00 PM–10:00 PM • Alpine

Stop by as our Art Track Lead discusses the finer points of drawing people with their clothes off. The basics of drapery will be addressed, as well as more advanced discussion on combining human with animal anatomy. *Ages 18+ only.*

Art Jam #2: Waxing

Mikha

Friday 10:00 PM–2:00 AM • Alpine

Stop by and bring your sketchbook as well as ideas. Thematically this session will be based in change and new cycles. Supplies will be provided, as long as you provide yourself. Stick around with your blackbook and get it stuffed.

Life Drawing: Akido

Rhari, Fever Low

Saturday noon–2:00 PM • Alpine

This special life drawing session will be taught by Rhari and Fever Low using real life models to demonstrate action technique. From stances to more advanced notions of movement, these furs will teach this to all ages.

Illustrator with Urnash

Egypt Urnash

Saturday 2:00 PM–3:00 PM • Alpine

Learn from Adobe Illustrator expert Egypt Urnash as she covers the finer points of this program. Watch while she showcases her skills and abilities, providing points and tips to those of you interested in expanding your digital skills.

GoH Demo: Temperance

Temperance

Saturday 4:00 PM–5:00 PM • Alpine

Our Guest of Honor Temperance will host this panel displaying her prowess in a number of ways. Throughout the hour she will provide insight on her artistic style and help you push your own, whether beginner or advanced.

Anatomy 101

Razzy Lee

Saturday 5:00 PM–6:00 PM • Alpine

Resident artist Razzy Lee will guide this class in the basics of figure drawing. Starting with perspective and anatomy, she will move onto gestural drawing as well as how to work a figure towards completion. Meant for the starter artist.



Event Descriptions

WereDoggyStyle

WerePuppy

Saturday 6:00 PM–7:00 PM • Alpine

Prolific and professional artist WerePuppy will be stopping in to share some of his wisdom with us. He will highlight some of his techniques and process with us, showing us how a breakout artist gets work finished.

Dealing with Srs Art

Soulscape

Saturday 7:00 PM–8:00 PM • Alpine

Thea gets back to ground zero to show newbies and aspiring artists alike what subjects you need to cover for self studies, the mindset to climb the skill ladder, business tips, and the best books to have for your artistic arsenal to take it to the next level.

Life Drawing: Female Clothed

Mikha

Saturday 8:00 PM–9:00 PM • Alpine

Stop by as our Art Track Lead discusses the finer points of drawing people with their clothes on. The basics of drapery will be addressed, as well as more advanced discussion on anatomy and composition. All ages welcome.

Life Drawing: Female Nude

Mikha

Saturday 9:00 PM–10:00 PM • Alpine

Stop by as our Art Track Lead discusses the finer points of drawing women with their clothes off. The basics of drapery will be addressed, as well as more advanced discussion on combining human with animal anatomy. 18+ Only.

Art Jam #3: Full Moon

Mikha

Saturday 10:00 PM–2:00 AM • Alpine

Stop by and bring your sketchbook as well as ideas. Thematically this session will be based in change and new cycles. Supplies will be provided, as long as you provide yourself. Stick around with your blackbook and get it stuffed.

Neoclassical Anthropomorphism

Mikha

Sunday noon–1:00 PM • Alpine

The fandom has several distinct styles of art, stop by as our Art Track Lead addresses and advises on one of the more recent development, Neoclassicism. Discussions in realistically rendering anatomy and drapery will ensue.

Drawing the Taur

Rhari

Sunday 1:00 PM–2:00 PM • Alpine

As our art track starts to wrap up, be sure to stop in and learn more on how to draw taurs from Rhari, an expert through practice on these four-legged anthromorphs. From chakats to centaurs, four-limbed creatures of all kinds will be discussed.

Apoxon's Plushy Making

Apoxon

Sunday 2:00 PM–3:00 PM • Alpine

Join us for one of our last panels as Apoxon teaches all you eager murr and purrs the ins and outs of sewing together your own plushy. If you've been wanting to learn how, or already know yet want to learn more, be sure to stop by.

How to Break into Film: For Crews

Gizmo

Sunday 3:00 PM–4:00 PM • Horizon

Ever wondered how to get into film? Gizmo talks through aspects of getting into the business.

Art Jam #4: Waning

Mikha

Sunday 3:00 PM–5:00 PM • Alpine

Stop by and bring your sketchbook as well as ideas. Thematically this session will be based on change and new cycles. Supplies will be provided, as long as you provide yourself. Stick around with your blackbook and get it stuffed.

Gaming

Neverwhen RPG Demo 1

Dragondyne Publishing

Thursday 2:00 PM–6:00 PM • Columbia B

Welcome to the world of Neverwhen. *Neverwhen* is a campaign setting (using Paizo's popular *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. In addition, a storyline is provided that allows the easy inclusion of your campaign into the *Neverwhen* universes. We are doing demos of this *Pathfinder* setting. Pre-generated characters are available. The demos consist of several different scenarios selected based on the player's interest. All of the scenarios reflect the ability to combine different genres within the adventure. For those of you that have played in our demos before we have are introducing new demo adventures.

Event Descriptions

Demo: *Sentinels of the Multiverse*

Zolaerla, Axiluvia

Thursday 6:00 PM–8:00 PM • Columbia A

Oh no! Vice City is under attack by Plague Rat! Send in the super heroes to stop him and many other powerful villains in this collaborative superhero card game.

Demo: *Smallworld*

Zolaerla, Axiluvia

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

Be careful how you plan to conquer a small world that everybody else wants to conquer! Rack up as much gold as you can while bumping off the other players as you play unusual races such as the Bivouacking Skeletons, Underworld Pixies, or Flying Dwarves.

Neverwhen RPG Demo 2

Dragondyne Publishing

Friday 10:00 AM–2:00 PM • Columbia B

See *Neverwhen RPG* Demo 1.

Nerf War!

Bob!

Friday 11:00 AM–1:00 PM • Secondary Theater

Get your war on! This has been one of RainFurrest's longest-running events. Come work off some energy shooting your fellow congoers in a controlled environment! Cover will be provided, as will some basic weapons and ammo. Grab a gun and get shooting!

Demo: *Phytocats*

Zolaerla, Axiluvia

Friday noon–2:00 PM • Columbia A

Ever wanted the cutest cat-plants around? Want to see what sprouts out when you give your eggs water, sun, and love? Come play *Phytocats*, a fun, cute card game where you grow your pets!

Tournament: *Halo*

Little Bear

Friday 1:00 PM–3:00 PM • Emerald C

Come and get your shoot on.

Demo: *Red Dragon Inn*

Zolaerla, Axiluvia

Friday 2:00 PM–4:00 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 get all the gold? Spike other people's drinks, cheat at cards for an extra advantage, or just beat the other players up.

Neverwhen RPG Demo 3

Dragondyne Publishing

Friday 3:00 PM–5:00 PM • Columbia B

See *Neverwhen RPG* Demo 1.

Tournament: *Red Dragon Inn*

Zolaerla, Axiluvia

Friday 4:00 PM–6:00 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!

Event: *Friday Night Magic*

Zolaerla, Diesel Dragon

Friday 6:00 PM–10:00 PM • Columbia A

Into *Magic: the Gathering*? Or just want to learn how to play? Come game with us with your own decks, or play with one of our 50+ prebuilt decks in a free-for-all fashion. Standard, Legacy, Commander and everything else is allowed.

Tournament: *Gears of War 3*

Little Bear

Friday 7:00 PM–9:00 PM • Emerald C

Come and get your Omen on.

Demo: *Furoticon*

Callista Skip

Friday 10:00 PM–midnight • Columbia A

In *Furoticon*, you control your own personal furry harem and compete for dominance over your opponent's harem! Check out the How to Play panel to get your hands on some cards (demo decks available!) and compete in one of our Tournaments to win prizes! Stop by the Tail Kiss Studio Dealer Table to sign up or get more information. (Tournament sign-up only accepted in the Dealer Room.) Ages 18+ only.

Tournament: *Call of Duty*

Little Bear

Friday 10:00 PM–midnight • Emerald C

Come and get your war on.

Neverwhen RPG Demo 4

Dragondyne Publishing

Saturday 10:00 AM–2:00 PM • Columbia B

See *Neverwhen RPG* Demo 1.



Event Descriptions

Event: Freeform Role-Playing

Zolaerla

Saturday noon–4:00 PM • Columbia 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 story telling reign supreme!

Tournament: *Super Smash Bros. Melee 1*

Little Bear

Saturday 2:00 PM–4:00 PM • Emerald C

Come and get your fight on.

Neverwhen RPG Demo 5

Dragondyne Publishing

Saturday 3:00 PM–7:00 PM • Columbia B

See *Neverwhen RPG Demo 1*.

Demo: *Betrayal at the House on the Hill*

Zolaerla, Axiluvia

Saturday 4:00 PM–6:00 PM • 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!

Furry RPGs

Jason Wodicka

Saturday 4:00 PM–5:00 PM • San Juan

So you've heard of this "roleplaying" thing, and you've played a game or two. Our panel will introduce you to all sorts of games and systems you might not have heard of – from games ideal for a few hours at a con to games ripe for a multi-year campaign. We'll focus on games that default to being furry, but we'll also cover other furry-friendly games. If you're a roleplayer – or you want to be! – come find your next favorite game!

Tournament: *Super Smash Bros. Brawl*

Little Bear

Saturday 6:00 PM–8:00 PM • Emerald C

Come and get your *smash* on.

Tournament: *Pre-built Magic*

Zolaerla, Diesel Dragon

Saturday 6:00 PM–10:00 PM • Columbia A

Didn't bring your *Magic* deck, or never really played before? This pre-constructed tournament will 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 most of them with little difficulty. Sign up early as we only have twenty-four slots available!

Adult RPGs

Jason Wodicka

Saturday 8:00 PM–9:00 PM • San Juan

A good role-playing experience can leave you with memories and stories that last for years. A bad experience can destroy trust and friendships. The easy way to keep away from the bad stuff is to never take risks – but that's no fun! We'll teach real, tested ways to expand the comfort zone, incorporating sex and other taboo subjects into your tabletop games without tearing your play-group apart.

Tournament: *Furoticon*

Callista Skip

Saturday 10:00 PM–midnight • Columbia A

In *Furoticon*, you control your own personal furry harem and compete for dominance over your opponent's harem! Check out the How to Play panel to get your hands on some cards (demo decks available!) and compete in one of our tournaments to win prizes! Stop by the Tail Kiss Studio dealer table to sign up or get more information. (Tournament sign-up only accepted in the Dealer Room) *Ages 18+ only*.

Tournament: *Super Smash Bros. Melee 2*

Little Bear

Saturday 11:00 PM–1:00 AM • Emerald C

Come and get your fight on again.

Event: Graveyard Games

Axiluvia

Saturday midnight–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 Publishing

Sunday 10:00 AM–2:00 PM • Columbia B

See *Neverwhen RPG Demo 1*.

Party Pictionary

Prawst

Sunday 11:00 AM–noon • Alpine

A game where the crowd, split into two teams, competes to best each other in a gameshow style competition where audience members draw topics and the crowd has to wildly guess. An experience rife with laughter and good times.

Tournament: *Rock Band 1*

Little Bear

Sunday 11:00 AM–1:00 PM • Emerald C

Come and get your rock on.

Event Descriptions

Tournament: *Rock Band 2*

Little Bear

Sunday 2:00 PM–4:00 PM • Emerald C

Come and get your rock on again.

Writing

Finding Furry in Literature

Garret Biggerstaff, Kitswulf, Jason Wodicka

Thursday 1:00 PM–2:00 PM • Elliott B

Furry exists in a surprising amount of fantasy, science fiction, and modern fiction. Werewolves, talking horses, and sentient felines abound, but that's just the tip of the iceberg. Come hear us talk about where you might have found furry, and didn't know it.

Dialogue In Your Stories

Phil Geusz, Ianus Wolf, Ryan Hickey

Thursday 2:00 PM–3:00 PM • Elliott B

How people say something is just as important as what they say. Dialogue is more than just words; it's accent, inflection, and cadence. Come listen to some of our panelists discuss how they include this into their work, and how you can too.

Children's, Young Adult, and Adult Writing

Fuzzwolf, Kyell Gold, Mary Lowd

Thursday 3:00 PM–4:00 PM • Elliott B

Your audience often times determines your style of writing. Certain things you can do in older literature don't always sit well with a younger audience. Come and listen as our Guest of Honor and two of RainFurrest's veteran panelists discuss this topic.

A Reading and Q&A with Kyell Gold

Kyell Gold

Thursday 4:00 PM–5:00 PM • Elliott B

Kyell Gold has been one of RainFurrest's friends from the beginning, and every year that he's come, he's always brought a new story to tell. Come sit and listen as he spins a tale for his audience from some of his current works, and perhaps get a question or two about your favorite characters or books answered at the same time!

Writing Competition: Thursday

Ryan Hickey, Phil Geusz, Garret Biggerstaff

Thursday 6:00 PM–7:00 PM • Elliott B

Once more, RainFurrest is happy to host its yearly Writing Competition. We get a topic, and we give our writers two days to try and write a completed short story. Do you think you have what it takes to meet the challenge? Come and see! Even if you don't, everyone needs support, beta readers, and proofers. Anyone is welcome!

Writing for Beginners 1

Alflor, Tarl "Voice" Hoch, Garrett Marco

Thursday 7:00 PM–8:00 PM • Elliott B

Writing is an art. Art is talent honed with skill and experience. Come on by if you are just beginning as a writer, or even have had a few stories under your belt, and listen as our panelists give their words of wisdom for new writers, and feel free to ask for their advice.

World Building and Background Design

Phil Geusz, Mitch de la Guardia, Ethan Gruner

Thursday 8:00 PM–9:00 PM • Elliott B

Characters need to have a place to live in. And a character who exists in an environment that is just as vibrant and real as they are helps make a story dynamic and interesting. Our panelists will talk about the processes they go through to help design everything from simple fantasy towns to sprawling science fiction megaplexes.

Writing Exercises and Tools

Mary Lowd, Kitswulf, Phil Geusz

Thursday 9:00 PM–10:00 PM • Elliott B

Writing takes practice. Practice is more than just writing itself, but also doing exercises to take yourself outside of your comfort zone. In this panel, we talk about different little tricks and tools that an author can use to help get that engine going.

Intended for Mature Audiences

Julianne Reyer, David Alan, Ethan Gruner

Thursday 10:00 PM–11:00 PM • Elliott B

Erotic fiction can often times be a tricky topic to tackle. It's not just about how you get into the market, but the differences in how you write towards that audience. Come and listen as our panelists talk about their experiences in getting into the business.

Furry Anatomy and Description

Ryan Hickey, Ethan Gruner, Mitch de la Guardia

Friday 9:00 AM–10:00 AM • Elliott B

Writing is about painting a picture inside the mind of the reader and trying to describe how a furry character is more than just their species. Our panelists will sit and talk about their techniques for ensuring the reader can see the furry character clearly on the page, and they'll answer questions from the audience on how they can do the same.



Event Descriptions

Furry Characters in a Non-furry Setting

Mary Lowd, Kitswulf, Ethan Gruner

Friday 10:00 AM–11:00 AM • Elliott B

Defining “furry” can be a tough thing to do in the context of a story that is not inherently furry. But often times writers do it in surprising ways. In everything from children’s stories to complex high fantasy, writers have given their animal characters an interesting life of their own. Come and listen as our panelists discuss how “furry” can exist in your fiction, even when it’s not considered furry.

A Reading and Q&A with Mary Lowd

Mary Lowd

Friday 11:00 AM–noon • Elliott B

Mary Lowd is one of RainFurrest’s local authors. She brings to the table a sense of whimsy and delight in her many short stories and her two *Otters In Space* novels. Come and listen as Mary reads from her work and answers your questions.

Writing Competition: Friday

Ryan Hickey, Phil Geusz, Garret Biggerstaff

Friday noon–1:00 PM • Elliott B

With twenty-four hours under their belt, the writers in our competition get a day to get together and bounce ideas off of each other, find someone to proof- or beta-read their work, and even ask the panelists or our special guest judge, Phil Geusz, for assistance!

Guest of Honor Meet & Greet with Q&A

Fuzzwolf

Friday 2:00 PM–3:00 PM • Elliott B

This year’s RainFurrest Writer Guests of Honor are not just writers! Fuzzwolf, Tieran, and the rest of the FurPlanet team attend RainFurrest every year so that the latest in furry fiction, comics, and magazines are available for our attendees. Come and meet the faces behind the business that brings you some of your favorite literature in our furry world.

You Had Me At....

Alflor, Tarl “Voice” Hoch, Garrett Marco

Friday 3:00 PM–4:00 PM • Elliott B

The “elevator pitch” is a term used in the media circles for the short presentation of your idea to try and capture the interest of a publisher or studio. You have from the time you get on until the time they get off to get their attention. In this panel, you can hear about how to get your work submitted to small and large publishing houses, and how to deal with everything that comes with it. Not just the successes, but also the pitfalls, the setbacks, and the rejection.

Self-Publishing: The Perils and Pitfalls

Fuzzwolf, Sam Ward, Julianne Reyer

Friday 4:00 PM–5:00 PM • Elliott B

With the creation of the Kindle, the ability to self-publish has become much easier now that the e-book format has become very popular for a reader on the go. But even before that, some authors were willing to take the risk and print their own work without the support of a publishing house. Along with FurPlanet, this year’s Guest of Honor, sit down with some authors who have made the jump into self-published fiction and how they did it.

Book Launch: SofaWolf

Kyell Gold, Ryan Campbell, Ashe

Friday 4:00 PM–6:00 PM • St. Helens

RainFurrest, the preeminent furry writing convention, would like to cordially invite you to join Ryan Campbell and the SofaWolf staff in celebration of the launch of *Gods of Clay*, Ryan Campbell’s newest novel and the latest SofaWolf release.

A Reading and Q&A with Ryan Campbell

Ryan Campbell

Friday 6:00 PM–7:00 PM • Elliott B

Ryan Campbell brought us the book *Smiley and The Hero* and regularly adds his pen to *New Fables*. Now he’s begun a new trilogy called *The Fire Bearers*, and the first book, *God of Clay*, is set to release at RainFurrest! Come get a sneak peek into Ryan’s works as he reads from his newest work, and answers questions of new readers and fans alike.

Tell Me a Tale: Live Flash Fiction with Reading

Kyell Gold, Ianus Wolf, Garret Biggerstaff

Friday 7:00 PM–9:00 PM • Elliott B

Come and see the creative process at work! As the audience, you supply the characters, the setting, and the situation. The three authors who have volunteered their time will have one hour to write a story based on this, and then will get a chance to read them aloud. Can these three meet that challenge? There’s only one way to find out!

Writing for Beginners 2

Mary Lowd, Tarl “Voice” Hoch, Garrett Marco

Saturday 9:00 AM–10:00 AM • Elliott B

Everyone writes. Even if it’s just bits in a blog on Facebook, to stories on a paper pad you think no one else is ever going to see. But it takes some talent and dedication to take those little ideas and bring them to the next level. Our panelists will come together to help you learn what it can take to be a writer.

Event Descriptions

Character Development

Alflor, Mitch de la Guardia, Ryan Campbell

Saturday 10:00 AM–11:00 AM • Elliott B

Characters are who drive your story forwards, and because of this they need to be as varied and organic as the people who read about them. Building a good and believable character is often times as hard as crafting a good plot, and our panelists will help give you the tricks and tools to help give your readers that real edge.

A Reading and Q&A with Garrett Marco

Garrett Marco

Saturday 11:00 AM–noon • Elliott B

As a part of Soul Mate Publishing, Garrett Marco is no stranger to either side of writing, being an author and a publisher. As a newcomer to RainFurrest, we would like to welcome him to our convention and fandom, and would like to invite you all to listen to some of his work, and answer your questions.

Writing Competition: Saturday

Ryan Hickey, Phil Geusz, Garret Biggerstaff

Saturday noon–1:00 PM • Elliott B

Today is the day when everyone will turn in their work, and the judges will begin to look over all the entries. As with every year, our first prize winner will receive not only a membership for next year's convention, but they will also have their work printed in the 2014 conbook. The winner, and the second and third place prizes, will be announced at Closing Ceremonies.

Professional Editing

Ashe, Buck Turner, Kyell Gold

Saturday 1:00 PM–2:00 PM • Elliott B

Join Buck Turner, Kyell Gold, and Ashe Valisca as they discuss both the science and the dark art of editing a story. They will discuss why you need a good editor, the right ways to work with your editor, and how to become a better editor of your own work.

Comedy, Tragedy, Action, Romance

Mary Lowd, Alflor, buni

Saturday 2:00 PM–3:00 PM • Elliott B

Genre can sometimes be a hard thing to define. What does it really mean to be a comedy or tragedy, or a romance, or even an adventure story? Our panelists will help provide you with their insight into the differences that help you figure out where your stories might fall.

Oh, The Horror!

Alflor, Tarl "Voice" Hoch, Ianus Wolf

Saturday 3:00 PM–4:00 PM • Elliott B

Horror can be one of the harder genres to get into, as the elements that help make up a good horror story are hard to master. During the panel, these writers will discuss how to write a horror story to grab the heart and the fear of the reader, and help keep them engaged all the way to the climax.

Sex, Drugs, and Rock 'n Roll!

Ianus Wolf, Julianne Reyer, David Alan

Saturday 4:00 PM–5:00 PM • Elliott B

Some topics are hard to put into books... drugs and alcohol being one of them. Things like teenage rebellion are rife with booze, cigarettes, recreational drug use, and often times can lead to other things. During this panel, our writers will talk about how you can realistically include these kinds of things in your work.

Modifying and Retelling Historical Fiction

Kyell Gold, Jason Wodicka, Ryan Hickey

Saturday 6:00 PM–7:00 PM • Elliott B

What-ifs are a wonderful thing, taking something and then putting a new twist on it in order to try and find a new perspective. Re-telling history into historical fiction is often times an exercise in getting the reader to become interested in the truth of the events that lead to your story. These writers will sit down and talk about their favorite historical fiction works, and how to create your own fiction in truth.

Book Launch: FurPlanet

Fuzzwolf, Ashe

Saturday 6:00 PM–8:00 PM • St. Helens

RainFurrest, the preeminent furry writing convention, would like to cordially invite you to join Phil Geusz and the FurPlanet staff in celebration of the launch of *Evolutionary Action*, Phil Geusz's newest novel and the latest FurPlanet release.

Crafting Mythology

Ianus Wolf, Jason Wodicka, Mitch de la Guardia

Saturday 7:00 PM–8:00 PM • Elliott B

In the background of any fantasy world, there is usually a magic and mysticism that helps give a vibrancy and life all its own. From oppressive theocracy or enlightened religions, from demonic cults to ancient covens, listen as our writers discuss how to artfully craft the mystic and unseen into their worlds.



Event Descriptions

Fiction versus Fan-fiction

Mary Lowd, Kitswulf, Garret Biggerstaff

Saturday 8:00 PM–9:00 PM • Elliott B

Sometimes there can be a thin wall between what you can consider your own work, and just an extension of someone else's work. Fan fiction is an increasing viable medium for writers to cut their teeth and hone their talent, but eventually a writer needs to strike out on their own.

And Now... the Naughty Bits!

Ethan Gruner, Tarl "Voice" Hoch, David Alan

Saturday 9:00 PM–10:00 PM • Elliott B

There is a lot of adult furry fiction. A *lot*. Sometimes the fandom is a bit pigeonholed because of it. But despite this, it is still a viable writing medium. In this after-hours panel, you will get a chance to talk about the ins and outs of being an adult fiction writer, and ask some of the more uncomfortable questions you might not have been willing to ask otherwise about the topic.



© Shawn "the girl"

Event Descriptions

Writing Kinky Stories

Ashe, Ianus Wolf, Teiran

Saturday 10:00 PM–11:00 PM • Elliott B

Everybody has a favorite kink they like to write about, be it macro, BDSM, muscles, or paws, but there are ways to make a kinky story into a really good story too. Come join Teiran, Ashe Valisca, and Ianus J. Wolf for tips and tricks to make your kinky writing better.

There's a Line... and You've Crossed It.

Phil Geusz, Mary Lowd, Garrett Marco

Sunday 9:00 AM–10:00 AM • Elliott B

Fiction has its good, its bad, and its downright ugly. Some stories are so bad they're good, but some of them are just plain horrid. But there can even be some diamonds in the worst offerings that you have either written, or have been passed by someone's desk. Come in, sit, and listen to the discussion about bad writing.

The Mystical Magical Marvelous Magnificent Mary Sue!

Ianus Wolf, Mary Lowd, Tarl "Voice" Hoch

Sunday 10:00 AM–11:00 AM • Elliott B

Who are Mary Sue and her brother Gary Stu? They are characters of self-insertion – the people who are the author's avatar inside their stories, and often times end up being empowered to do things within the plot that would make even the staunchest hero blanch. Mary Sues can be the death of a good piece of writing, and our panelists will help you figure out if she has either moved in, or is waiting in the bleachers.

And Suddenly... You're Popular!

Fuzzwolf, Phil Geusz, Kyell Gold

Sunday 11:00 AM–noon • Elliott B

Popularity is not something that everyone can handle. In many respects it's more work than people think it is. There are book launches, signings, appearances, social media. Everyone wants to see you, and everyone wants to learn from you. Our Guests of Honor and one of our the most popular and prolific furry authors will sit down with you to talk about how to handle this as best possible.

Writer's Blocks: Tools and Tricks

Ianus Wolf, Tarl "Voice" Hoch, Sam Ward

Sunday noon–1:00 PM • Elliott B

Writer's Block is something every writer has to eventually deal with. Our panelists will tell you about the things they've used in the past to help get past the block and get back to the craft. Come by to listen, learn something new, and perhaps ask a few questions too.

Collaboration in Writing

David Alan, Ethan Gruner, Julianne Reyer

Sunday 3:00 PM–4:00 PM • Elliott B

Teamwork in writing seems like an odd thing, but having another writer to bounce and carry the plot off of can help get life into a story you never expected to be there. Our writers will sit down and discuss the ins and outs of successfully working together to craft something that both they, and their readers will enjoy.

Finding and Forming a Writing Group

Phil Geusz, Kyell Gold, Tarl "Voice" Hoch

Sunday 4:00 PM–5:00 PM • Elliott B

A writing group is a great but often-times underused tool by writers. Bringing a group of aspiring writers together to bounce their ideas off one another, to read each other's works, and to provide honest critique can improve everyone's ability to write well. There are many writing groups out there, but sometimes if you're not close to one, forming your own can also work. At this panel, our writers will talk about their experiences with writing groups, and what needs to be done to create and keep a successful one.

Fandom

Your First Furry Convention

WereMan

Thursday 1:00 PM–2:00 PM • Horizon

Each year, RainFurthest welcomes newcomers who have never been to a convention before. With so much to see and do, the experience can be overwhelming. How do I approach an artist in the dealer's den? What do I need to know about fursuiters? What do I need to do each day? Who do I contact if I have an urgent question? Thankfully, we've got some advice for you on how to make the most of your convention experience, including how to make time for your friends! Come ready to make enough memories to last you until next year!

Staffing RF2014

Rex Wolf

Thursday 3:00 PM–3:30 PM • Horizon

Have you ever wondered what it takes to staff a convention, and how you could be a part? Come talk with the vice chair of RF2013 about plans for next year!



Event Descriptions

Furry Networking

WereMan

Thursday 4:30 PM–5:30 PM • Horizon

There are different ways to find a job, either by sending your resume, contact different companies or meet people who are in need of your skills. While familiar with resources to network, it is crucial to know how to use social media platforms such as Facebook or LinkedIn. In addition to tips and tricks to overcome your anxiety, you will receive an introduction how to network and talk to total strangers at an event where you don't know anybody, which also applies to RainFurrest. With experience from New York, Seattle, and Vancouver, WereMan will share the challenges it can take and what to expect. You'll also learn how to refer to your own group of friends and relatives for support and suggestions.

Furry Social Networking

Fuzzy

Thursday 6:00 PM–7:00 PM • Horizon

Cons are a great place to meet new friends and socialize, but after the con, keeping in touch with your friends presents its own challenges. This panel is both a chance to meet other social media enthusiasts and also a chance to discuss etiquette and habits of effective social media use.

Animate Inanimates

Jäger

Thursday 8:00 PM–9:00 PM • Secondary Theatre

A social time for plushes, pooltoys, and other “inanimates”.

Gender and Sexuality

Faye

Thursday 8:00 PM–9:00 PM • San Juan

How do we define gender and sexuality in the furry community? What are some of the stereotypes people think of when they think of furries and sexuality? What is a “gender outlaw”? All of these questions will be answered, and more! Attendees will participate in activities designed to help them explore their views on gender and the gender binary, as well as sexuality in this comprehensive workshop on gender and sexuality.

My Little Pony Picnic

Trapa

Friday 11:00 AM–12:30 PM • Grassy Knoll

Don't you know you're all my very best friends? Come and meet other fans of *My Little Pony: Friendship is Magic*!

Scavenger Hunt Intro

Trapa

Friday 1:00 PM–1:30 PM • San Juan

Every year, RainFurrest hosts a scavenger hunt. See what relics you can find scattered about the con!

Sixty-Second Meet and Greet

Gizmo

Friday 2:00 PM–3:00 PM • San Juan

New to RainFurrest? Don't know anyone? Come to Sixty-Second Meet and Greet! You'll get a minute to meet the person next to you, before being introduced to the next! It's a chance to meet a lot of folks in a very short time!

Rainy's High Tea

Lenare, Ashe

Friday 2:00 PM–3:00 PM • St. Helens

High Tea has been a tradition around the world for hundreds of years, a chance to relax in the early afternoon with a cucumber sandwich and a cup of hot. Rainy would like to invite you to join her in remembrance and celebration of this classic tradition. Light refreshments to be provided.

The 1st Annual RainFurrest Film Festival Intro

Gizmo

Friday 4:00 PM–5:00 PM • San Juan

A curated and carefully selected highlight reel of past RainFurrests. Share in the memories of cons gone by.

Guest of Honor Dinner

Fox Amooore, Alexander James Adams, AlohaWolf, Fuzzwolf, Temperance

Friday 5:00 PM–7:00 PM • Main Theater

Join RainFurrest's guests of honor – Fox Amooore, Alexander Adams, Temperance, and the FurPlanet crew – for a catered dinner! *Note:* Tickets are \$15 for Standard and Sponsor registrations. Patrons attend free!



© Wereman

Event Descriptions

Fur What It's Worth

Tugs Puppybear

Friday 7:00 PM–9:00 PM • Secondary Theater

The popular podcast *Fur What It's Worth* will be talking to their audience live from RainFurrest! Come be part of the show!

Meet the Art Whores

Sunwingedwolf, Arcana, MaxYote, MirringFox

Friday 9:00 PM–10:00 PM • San Juan

Enjoy this refreshing Q&A with some of the fandom's more renowned art whores. Hear as they regale you with anecdotes and funny stories of their experiences in the art buying world, and bring your own questions about the noble past time of art whoring.

Youtubaloo Renaissance: Can't Corner the Dorner

Prawst

Friday 10:00 PM–11:00 PM • San Juan

A presentation with a special tailored intro video for RainFurrest 2013 and a collection of the best underground videos from the internet over the past year. Simply put, the TOP LEL.

Cereal and Toons

Bob!

Saturday 8:00 AM–10:00 AM • Secondary Theater

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

Babyfur.ME Social

Fuzzy

Saturday 10:30 AM–noon • Secondary Theater

Previously called "CubFur Social". Social gathering event for cubfurs hosted and funded by BabyFur.ME.

Aquatics

Frosty Orca, Wolphi

Saturday 1:00 PM–2:00 PM • San Juan

A social meet up for dolphins, orcas, sharks, otters, and all other aquatic species! Those merely interested are welcome! Come for a light-hearted discussion about our favorite species and the environment they live in.

Ice Cream Social

AlohaWolf

Saturday 1:00 PM–2:30 PM • Secondary Theater

Meet and greet – and eat! Ice cream smoothies 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!

Furry Ham Radio

Kyle Fox

Saturday 3:00 PM–4:00 PM • San Juan

For the shortwave enthusiast, regardless of experience level.

AdventureCru Unleashed

Prawst

Saturday 6:00 PM–7:00 PM • San Juan

An open seminar where topics regarding con etiquette and furry convention culture is discussed and celebrated. The audience is encouraged to share their own favourite con experiences pertaining to each mystery topic that is revealed throughout the panel.

Guided Meditation

Rhiannon Louve

Saturday 8:00 PM–10:00 PM • Grassy Knoll

Have you ever dreamed of being something else? Can you feel your wings or tail when you close your eyes? This is an exercise in finding your inner animal and making it manifest in sense and thought. The practice itself should take up to an hour, with an extended discussion afterwards.

Friendship is Magic!

Gemini Star (Electric Keet), Line Monkey

Sunday 10:00 AM–noon • Secondary Theater

A gathering of ponyfolk, griffons, dragons, and anypony else who enjoys *My Little Pony: Friendship is Magic* or is curious about this surprise hit. Fan-made videos will be screened, friends will be made, and stories of the show and our love of it will be shared. *Note:* Diamond Dogs must be leashed.

Meet the RF2013 Charity: The Clouded Leopard Project

Karen Povey (The Clouded Leopard Project), Sharako

Sunday 10:30 AM–11:30 AM • San Juan

Ever hear about clouded leopards? Think they're the same as a snow leopard in the Himalayas, or a leopard in Africa or India? You would be wrong. Come learn about these elusive tropical tree cats of Southeast Asia and what is being done to preserve them.

Charity Auction / Art Auction

Sharako

Sunday noon–1:00 PM • Main Theater

The annual charity auction, this year benefitting the Clouded Leopard Foundation. Any piece that went to auction from the art show will also be resolved here.

2014 Seattle Pride!

Dragonfly Goodnight

Sunday 1:00 PM–2:00 PM • San Juan

Come and talk about getting furies back in the Pride Parade next year.



Event Descriptions

Spirit Guides, Totems, Familiars and Fursonas

Rhiannon Louve

Sunday 1:00 PM–2:00 PM • Glacier

Why are you who you think you are? In this panel, we'll discuss the formation of identities, paths to identifying spiritual companions, and the quest for communion.

Scavenger Hunt Judging

Trapa

Sunday 1:00 PM–2:00 PM • Horizon

Bring your finds! This is the judging panel for the scavenger hunt. Be prepared to defend your goodies!

Animism for Contemporary Thinkers:

Animals, Science, and Spirit

Rhiannon Louve

Sunday 2:00 PM–3:00 PM • Glacier

Animism, the belief of spirit in all things, has been around as long as there have been questions about the gods. This panel will bring animism into the modern era.

The 1st Annual RainFurrest Film Festival Judging

Gizmo

Sunday 2:00 PM–3:00 PM • Horizon

We'll be screening submissions for the first annual RainFurrest Film Festival. Cast your ballot for the best films of the con!

SWOC Board Meeting

Dragonfly Goodnight

Sunday 2:00 PM–3:00 PM • San Juan

The Seattle Westercon Organizing Committee will be hosting one of their board meetings at RainFurrest.

Dead Dog Party

Aphinity

Sunday 9:00 PM–3:00 AM • Emerald C

The last hurrah. A final party for anyone still at the hotel.

Fursuiting

Fursuit GoH Meet

Temperance

Thursday 2:00 PM–3:00 PM • Orcas A/B

Sit down with our fursuiter Guest of Honor for a questions-and-answers session.

Fursuiting on a Budget

DragonManMike

Thursday 3:00 PM–4:00 PM • Orcas A/B

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.

Basic Fursuit Construction & Sewing

Temperance

Thursday 4:00 PM–5:00 PM • Orcas A/B

Come learn the basics of fursuit construction. Topics will include sewing, creating hand paws, foot paws and tails. The GoH will show you how!

So You Wanna Build a Fursuit?

Apoxon

Thursday 5:00 PM–6:00 PM • Orcas A/B

Building a fursuit for the first time can be a daunting task. Where can you buy foam? Where should I buy fur? How much fur should I buy? How do I make a pattern? What can I use for eyes? And so forth. We will discuss these questions and more, relating to the "getting started" process of fursuit making. Please note: actual fursuit construction will *not* be discussed in this panel.

Prosthetics 101

Jovial King

Thursday 6:00 PM–7:00 PM • Orcas A/B

Fursuits are awesome, no doubt, but they are 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.

Animatronics

BlueMountainFox

Thursday 7:00 PM–8:00 PM • Orcas A/B

Curious how to make those fursuit ears move, eyes blink, or jaw move? Learn how animatronics can make a fursuit head come alive!

First Time Fursuiting for Newbs

Kijani, Nicodemus, Aphinity

Thursday 8:00 PM–9:00 PM • Orcas A/B

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.

Event Descriptions

Using the Right Glue

Trapa

Friday 10:00 AM–11:00 AM • Orcas A/B

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.

Tails Building Workshop

DragonManMike

Friday 11:00 AM–1:00 PM • Orcas A/B

Build your own tail to wear around that 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 of thirty guests.

Designing a Fursuit Character

ScribbleFox, Lace Aurora

Friday 1:00 PM–2:00 PM • Orcas A/B

How to come up with an attractive and practical design for your fursuit. Learn from OneFurAll Studios what to include and what to adapt when planning a suit that will work well on you.

Fursuit Head Construction

Temperance

Friday 2:00 PM–3:00 PM • Orcas A/B

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

Building a Duct Tape Dummy

Razzy Lee

Friday 4:00 PM–5:00 PM • Orcas A/B

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.

Fursuit Refurbishing and Critique

Matrices, JillCostumes

Friday 7:00 PM–8:00 PM • Orcas A/B

Got something you'd like to improve on your fursuit head but aren't sure how? Enjoy some polite tailored advice on refurbishing fursuit heads, to improve comfort, increase ventilation or vision, or just to update the looks. Bring your fursuit head (unworn) to a friendly critique to guide you on improving those areas you wish to change. Self-made or purchased fursuits are welcome!

Fursuit Tech and Lighting

GroggyFox

Friday 8:00 PM–9:00 PM • Orcas A/B

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

Fursuit Care and Maintenance

Twinky Arts, Drahck

Saturday 10:00 AM–11:00 AM • Orcas A/B

An introduction in fursuit care, repair, and storage. A brief how-to on keeping your fursuit looking like new!

Fursuiter's Best Friend

Temperance

Saturday 11:00 AM–noon • Orcas A/B

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.

Fursuiting Inspirations

Thumper

Saturday noon–1:00 PM • Orcas A/B

So many people ask, "Where do you get your ideas for a costume?" Well, here's your chance to find out!

Advanced Fursuit Construction

Temperance

Saturday 1:00 PM–2:00 PM • Orcas A/B

Learn from our GoH Temperance! More advanced construction techniques covering fursuit heads tips and tricks, patterns, and body construction.

Acquiring a Fursuit: Info For Beginners

Twinky Arts, Drahck

Saturday 4:00 PM–5:00 PM • Orcas A/B

New to the fandom? Looking for a fursuit? These are some things you need to know ahead of time to make the process run smoothly.

Ears Building Workshop

DragonManMike

Saturday 5:00 PM–7:00 PM • Orcas A/B

Build your own ears 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 of thirty guests.



Event Descriptions

Fursuits and Photography

GroggyFox

Sunday 10:00 AM–11:00 AM • Orcas A/B

Photography at a convention can be both a fun and challenging experience. Come and find out what that mysterious “M” setting on your camera does! We’ll cover the very basics of photography, go over some advanced topics, and talk a bit about how it all applies to shooting at a convention. Everyone is encouraged to bring their cameras along! Fursuits welcome too if you want to be photographed!

Fursuit Performance

Kijani, Nicodemus, Aphinity

Sunday 11:00 AM–noon • Orcas A/B

Bring your character to life! Learn the tips and tricks to fursuit performance and how to make your character stand out.

Fursuit Meet and Greet

Aphinity, DragonManMike

Sunday noon–1:00 PM • Orcas A/B

General round table 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 have always wondered about, or bring your own work to show off.

Fursuit Building as a Business

Temperance

Sunday 1:00 PM–2:00 PM • Orcas A/B

Learn the business of making fursuits including ordering materials, customer service and demand, advertising, overhead, supply, shipping.

Fursuit Games

KodiPup, Thumper

Sunday 2:00 PM–4:00 PM • Main Theater

Come cheer on your favorite fursuiters as they run, jump, flail, and battle for the title of RainFurrest 2013 Fursuit Games Champion!

Cats Costuming

Temperance

Sunday 4:00 PM–5:00 PM • Orcas A/B

Have you ever wondered... what’s a Jellicle cat? Not all costumes need to be furry, come learn about the fun art of Catsplay. This panel will include information about make-up, wigs and warmers, and the skillful art of wearing spandex while hiding those pesky underwear lines. There will also be some instruction on how to act like a cat through body movement and expression; No singing or dancing required.

Performance

Dance: Thursday “Fur-ocity”

Tigon

Thursday 9:00 PM–3:15 AM • Main Theater

Be ready to dance the night away! Check page 34 for a schedule of DJs.

Variety Show Rehearsal 1

Tigon

Friday noon–3:00 PM • Main Theater

This is your chance to practice your skit for the variety show! Come and make sure your routine is down pat!

Partner Dancing 101

Mia Lutra

Friday 2:00 PM–3:00 PM • Secondary Theater

This will be a class introducing partner dancing – how to move with another person to the music. Steps and cool moves will be taught. Elements of blues and swing will be included.

Fursuiting Beyond the Con

KodiPup

Friday 3:00 PM–4:00 PM • Orcas A/B

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

MFD Dance Panel and Cypher

MFD Crew

Friday 4:00 PM–5:00 PM • Secondary Theater

Do you start moving whenever you hear music? Want to learn some dance basics so you can really bust some moves? Straight from the depths of dance competitions and cons around the US, ReyRey (MFD), Ikato (MFD), and Flinch (MFD) will be teaching the very basics of dance, groove, rhythm, and any steps you may need to bust some moves on the dance floor. This will be followed by a small dance cypher. The panel welcomes all skill levels and all ages. So please, come down, have some fun, and shake some tail regardless of your ability!

Guest of Honor Concert

Fox Amooore, Alexander James Adams

Friday 7:00 PM–8:00 PM • Main Theater

Join Fox Amooore, Alexander James Adams, and a paw-picked band for an unforgettable hour of live music!

Dance: Friday “Feral Bass”

Tigon

Friday 9:00 PM–4:00 AM • Main Theater

Be ready to dance the night away! Be ready to dance the night away! Check page 34 for a schedule of DJs.

Event Descriptions

Voice Acting Workshop

Buck Hopper

Friday 9:30 PM–11:30 PM • Elliott B

As a veteran of video games, television, film, and the internet, Buck Hopper has done a bit of everything when it comes to voice acting. Now he would like to give you the chance to learn how to do it too. With equipment set up to record, Buck will take you through the basics of the industry, including letting you read some live for the audience.

Unsheathed

Kyell Gold

Friday 10:00 PM–midnight • Secondary Theater

Every year, Kyell Gold and K.M. Hirotsaki have hosted the *Unsheathed* podcast at RainFurrest. This year, we are inviting them back with more space for all the people who love to come and hear Kyell Gold and potential Guests discuss whatever what may come.

Variety Show Rehearsal 2

Tigon

Saturday 10:00 AM–1:00 PM • Main Theater

This is your chance to practice your skit for the variety show! Come and make sure your routine is down pat!

Fursuit Parade

Aphinity

Saturday 2:00 PM–3:30 PM • Main Theater

Come see those fursuits that you've seen wandering around – all at once! Parade will follow the route marked on your Pocket Guide. *Note:* Fursuiters should begin gathering for the parade at 2:00 PM; parade will begin at 2:30 PM!

Variety Show

Tigon

Saturday 4:30 PM–6:30 PM • Main Theater

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.

Hackers, Locks, and Cheese

Kyle Fox

Saturday 7:00 PM–8:00 PM • San Juan

No actual cheese involved.

Furry Karaoke!

Saphy

Saturday 7:00 PM–9:00 PM • Secondary Theater

Raise your voices! Sing along with your favorite tracks as Saphy hosts karaoke. From trained professionals to enthusiastic amateurs, everyone is welcome to participate!

Fursuit Dance Competition

Tigon

Saturday 7:30 PM–9:00 PM • Main Theater

Think you got moves? Think you can pull 'em off in suit? Come and show us.

Dance: Saturday "Animal House"

Tigon

Saturday 9:00 PM–4:15 AM • Main Theater

Be ready to dance the night away! Be ready to dance the night away! Check page 34 for a schedule of DJs.

Drum Circle

Yarek Mooncat

Saturday 10:00 PM–midnight • San Juan

Hello, are you into drumming? Maybe you're interested but don't know how to play, or maybe you're just looking for a unique experience. Well, we have all that for you right here at Thump In The Night, a freestyle drum jam in the dark. You'll be provided with instruments if you don't have your own, as well as a dazzling array of colorful LEDs to light up the dark. So come check it out and have yourselves a great time!

Whose Lion Is It, Anyway?

Semjay

Saturday 10:00 PM–midnight • Secondary Theater

The famous improv show... with a furry twist! Enjoy the contestants' hilarious antics – but be careful. They may make you join in! Ages 18+ only.

Dance: Sunday "Dead Dog"

Tigon

Sunday 7:00 PM–3:15 AM • Main Theater

Last chance to dance the night away! Check page 34 for a schedule of DJs.



Dance Schedule



© Soulscape

Thursday: Fur-ocity

Raverfurs, get your fix here as the harder genres are represented on our Thursday night dance.

Genres: Hard Electro, Hard Dance, Hardcore, Drum & Bass

Friday: Feral Bass

Okay, you ratchet party animals, try and keep your fur on until you make it through the doors.

Genres: Progressive, Trance, Breaks, Electro, Trap, Drum & Bass, Hip Hop, Hellectro

Saturday: Animal House

After two years of smashing success, the Fur the Record retro night returns, followed by a lineup of some of the fandom's top DJs.

Genres: 70s, 80s, 90s, 2000s, Top 40, House, Club, Hip Hop, R&B

Sunday: Dead Dog

Typically for the zombified who just happen to still be roaming, the RainFurthest Dead Dog is not to be missed as it is rammed packed with some of the hottest up-and-coming DJs in the fandom, as well as some seasoned veterans to anchor the night.

Genres: House, Electro, Breaks, Garage, Progressive, Dubstep, Trap, Moombah

Dance Schedule

Thursday: Fur-ocity

9:00 PM	Coldwar	@Coldwarmusic	Denver, CO	House, Techno, Electro, Disco
9:45 PM	KITsuNe DJ		Seattle, WA	Hard Dance
10:30 PM	Kenai	@KenaiDawg	The Netherlands	Electro, Hardstyle
11:15 PM	Skunkiebutt		Seattle, WA	UK Hardcore
midnight	Genki	@DJGenki	Virginia Beach, VA	Hardcore, Drum & Bass
1:00 AM	b.beau	@djbbeau	Pittsburgh, PA / Seattle, WA	Happy Hardcore, UK Hardcore, Gabber
1:45 AM	EZO	@ezokewnuki	Seattle, WA	Drum & Bass
2:30 AM	R!OT	@Kodawusky	Pasco, WA	Electro, Dutch House, Trap
3:15 AM	—			

Friday: Feral Bass

9:00 PM	Shimi	@ShimiMiller	Vancouver, WA	Progressive
9:45 PM	Takum	@TakumFox	Orlando, FL	Trance, Psy-trance
10:30 PM	DragonBoy	@djdragonboy	Huntsville, AL	Breaks
11:15 PM	Eleziek	@Eleziek	Indianapolis, IN	House, Electro, Trance
midnight	Kihu	@kihublue	Los Angeles, CA	Jump-Up, DnB, Trap, Electro
1:00 AM	Wild Rhymes	@WildRhymes	Seattle, WA / Orlando, FL	Original Furry Hip Hop debut
1:30 AM	Recca	@DJ_Recca		
	Tigon	@Tigonfur	Seattle, WA	Multi-genre
2:30 AM	Cohn Jonner	@CohnJonner	Bay Area, CA	Electro
3:15 AM	Bloodwiser	@bloodwiser	Seattle, WA	Hellectro (Electro/Industrial/Aggrotech Fusion)
4:00 AM	—			

Saturday: Animal House

9:00 PM	Fur the Record	@furtherrecord		"Retro Night"
11:00 PM	Firr	@Firr	Chicago, IL	Top 40, Multinational
midnight	Akonite	@Akonite	Vancouver, BC	
	EarVelvet	@Earvelvet	Vancouver, WA	House, Club, Electro
1:00 AM	Rawkzorz	@Rawkzorz	Chicago, IL	
	Barksquad!	@Barksquad	Orange County, CA	Electro
2:00 AM	AudioDile	@Audiophile	San Jose, CA	Electro, Nu Disco, Complexro, Progressive
2:45 AM	Bucker Fuskyote	@MoogPower	Danville, CA	House
3:30 AM	amdogg	@amthedogg	San Jose, CA	Hip-Hop, Rap, R&B
4:15 AM	—			

Sunday: Dead Dog

7:00 PM	Digi-Pig	@DJ_Digifox	Vancouver, BC	House, Techno, Electro, Acid House
7:45 PM	Hank Peters	@Hank_Peters	Atlanta, GA / Maryland	House, Breaks, Garage, UK Bass, Trap
8:30 PM	DJ Goober		Edmonton, AB	Tech-House, Trance, Breaks, Minimal
9:15 PM	VallyRux	@RahneKallon	San Jose, CA	Progressive House, Electro House
10:00 PM	DJ Akami	@DJT3chHu5ky	Seattle, WA	Dubstep, Trap
10:45 PM	DJ Sparkles	@Rather_Dashing	Seattle, WA	Electro-House, Trap, Dubstep, Moomba
11:30 PM	OneLuv	@Pdawgydog	Vancouver, BC	Trap, Dubstep, Moombahton
12:15 AM	Ikkuma	@Raikawolf	Santa Cruz, CA	Progressive, Breaks, Trance, Nu Disco, Electro
1:00 AM	GeDM	@Silvermink	Vancouver, BC	Electro, Indie Dance, Nu Disco, Techno
1:45 AM	Dr. Nikolai	@Dr_Nikolai	Seattle, WA	Multi-genre
2:30 AM	Rainbow Rat	@Fractilion	Seattle, WA	Dubstep, 90s Techno, Trance
3:15 AM	—			



"Dancing in the Moonlight" by Phil Geusz

The Artist

"Dancing in the Moonlight?" Don asked. "What on earth are you talking about?"

"Just a fun little get-together," Beth replied.

"Right!" Patrick agreed. "Nothing to it, really. A little inside joke, is all. 'What are you kids up to?' our parents ask. And we answer 'Dancing in the Moonlight.'"

Don frowned, but not too hard. He wasn't new just to Seattle, but to the big city as well. Everything and everyone – was so different here! "Dancing in the Moonlight" might sound vaguely menacing in Cedar Rapids, but... Somehow not so much, here. "Okay," he finally asked. "So, I take it we don't actually dance?"

Beth grinned. "Sometimes. But mostly we sit around and draw and play games and... just be together."

"Draw?" Don asked. "I *love* to draw!"

"Then you'll fit right in!" Pat smiled too, then looked off at the horizon. "It'll be *wonderful*!"

That very night Don's dreams began. In them the world was bright and brilliant filled to the brim with happiness and friendship and warmth. "You shall be one of us," a feline voice assured him. "Your destiny is intermingled with ours forevermore!"

It wasn't a nightmare – quite the opposite, in fact. Every time that Don had the dream he woke up smiling and full of childish joy. He drew a lot more on those days too. Especially pictures of dog-people for some reason. He'd always loved dogs...

The Author

Nancy Fox quietly sat in the dark, wearing a stained housecoat and staring into the ghostly glow of her monitor. "Yes," letters spelled out on her screen. "You *can* come. If you really want to, that is."

"I don't think I'd fit in," Nancy replied, her fingers flying. She was a professional typist. It was boring and didn't pay all that well, but at least it was a steady job. "I mean... I'm not exactly the sort to climb into my car on a whim and drive hundreds of miles to go dancing in the dark." And it was true, of course. Nancy's idea of high adventure in recent years was to try a new IRC channel. Like this one, which despite being rather strange in some ways was the friendliest place she'd ever been.

"Oh, come on!" Reggie Raccoon replied. "People love your stories. Especially the ones about the foxes. Wouldn't you like to meet some of the people who read them?"

Nancy blushed. She'd always liked to write stories as a little girl, but her parents had urged her not to waste time on such childish pursuits. Yet somehow the chat room-thing had reawakened her interest, one thing had led to another, and...

"I can't afford it," she typed urgently, even though she knew

it was a lie. It wasn't all *that* expensive to go, nor was the trip a terribly long one. "It's just not possible."

"Too bad," Reggie replied. He seemed genuinely disappointed. "We're all going to have a blast there, and it would've been *wonderful* to meet you in person!"

Later that night Nancy tried to work on her latest story, but somehow she couldn't. "My life is a lie," she wanted to type over and over again instead. "The world won't allow me to be who I really am. Being different is *bad*."

When finally she slept, a feline voice whispered in her dream. "Live the lie, if you must," it whispered. "But don't delude yourself into believing that the lie is life. You're much too smart for that. The human spirit is colored in all the hues of the rainbow, and to thine own self one must above all be true."

A cougar who misquotes Shakespeare? she asked herself in the morning. *What a wonderful, wild concept!* Instantly she thought about how Reggie would laugh at such a thing, then about how her boss Mr. Dempsey would at best look confused and shake his head behind her back.

Then she scowled and, still half-dressed, sat down to make her hotel reservation. From then on, her dreams brimmed with color and joy as well.

The Fursuiter

Beeps MacQuirtyle lived alone, in a tiny apartment behind the university. It was his job to endlessly empty trash, ride lawn mowers, plow parking lots and perform a hundred other menial functions both essential to the welfare of and too-often overlooked by the thousands of students who depended on him. He was a quiet, solitary man, Beeps was, to the point where his neighbors found him a little bit scary.

They'd have been even more frightened if they'd ever been allowed into his back room. It was packed to the rafters with what looked like furry pelts, and one wall was dedicated to nothing but a display of bodiless heads. None of them were *real*, of course – Beeps had loved playing costume-games since boyhood, and somehow had never outgrown the thrill of dressing up as this or that. More and more in recent years, his skilled fingers had focused on animal suits. And, more and more, Beeps was pouring his heart out into working out little skits and gags he could play out in them. But he'd never dared show anyone, not even once. For how pitiful and childish his hobby would seem to others!

"I think your dragon suit is terrific!" Beeps read on his inexpensive laptop screen one morning before work. He hadn't bought a computer until one day he'd learned he could order fabric and other materials there that weren't available any other way. Since then... Wow! It seemed there were others like

"Dancing in the Moonlight" by Phil Geusz

him after all! *Lots* of them! "Perfect for dancing in the moonlight, I think."

Beeps blushed – it'd taken him a week to work up the nerve to contact such a successful, well-known costumer. He couldn't *possibly* travel hundreds of miles and wear his work in *public*, could he? Make his little skits real and bring Beep Dragon and the others to life? What would people *say*?

"I can't possibly..." he began to type. Then a feline voice stopped him cold.

"I know," the head of Beep Cougar said from its place on the top shelf. His voice absolutely dripped sarcasm. "It'd be *much* better if you sat here alone like you always do, dreaming sterile dreams that'll never come true and telling yourself that it's ever so much safer that way. After all, what an awful thing it is to want to make others smile and be happy! You should be ashamed of yourself for being such a deviant, to want *that*!"

Beep's eyes widened as he stared up at the head, but seemingly it had no more to say. "It's expensive!" he protested. "There'll be strangers all over! They'll *laugh* at me!" But no matter how much he protested, Beep Cougar seemingly had no more to say.

Until, that is, after Beeps first wept a little while and then made his reservation. "You can dance too," the cat's head whispered once it was done. "I promise. I'll show you how." And from then on, in Beep's dreams the cougar kept his word.

The Puppeteer

"See?" Ted said as his lion-puppet first bowed at the waist, then danced around the little stage. "He can do practically anything!"

"Wow!" Stan agreed. He'd never seen anyone half so good! "What's his name again?"

"Cardiac," Ted replied, beaming with pride. He'd worked long and hard to get as far as he had, and knew just exactly how good he was. "That's short for Cardiac Arrest. He's a coward, you see." As he said the words, he spread the lion's arms in mock-panic and twirled him around so that he could run from the mouse that'd suddenly appeared onstage by no accident whatsoever.

"Wow!" Stan whispered. His new friend had a gift – that was clear enough. "Tell me... Can you teach him to dance in the moonlight?"

Ted's face fell. "I don't know..." he said slowly. "I mean... I've heard strange things."

"They're all true to one extent or another," Stan reassured him. "Though the more remarkable the stories are the more on-target they tend to be." He grinned. "Come on! You'll have a blast! And everyone will love Cardiac – I'm sure of it!"

Ted didn't agree to come that day. Nor the next, or the next

after that. But one night soon after the voice of a feline came to him in his sleep. "You have a talent, son," it whispered.

"Yes," Ted agreed. It was the simple truth.

"A great talent. Yet, what have you done with it? Who have you entertained, into whose lives have you brought joy and laughter?"

There was a long, long silence.

"Joy and laughter," the cougar continued. "This is why we dance in the dark. Nothing more and nothing less. It's within your power to bring a little happiness into the world, son. And maybe along the way bring yourself a little as well. It's just that simple. Take it or leave it; I can't be any clearer."

The next morning, a bit amazed with himself, Ted took it. And spent the next weeks dreaming of new characters, new skits, and new ways to make others happy.

And when he slept, he grinned all night long.

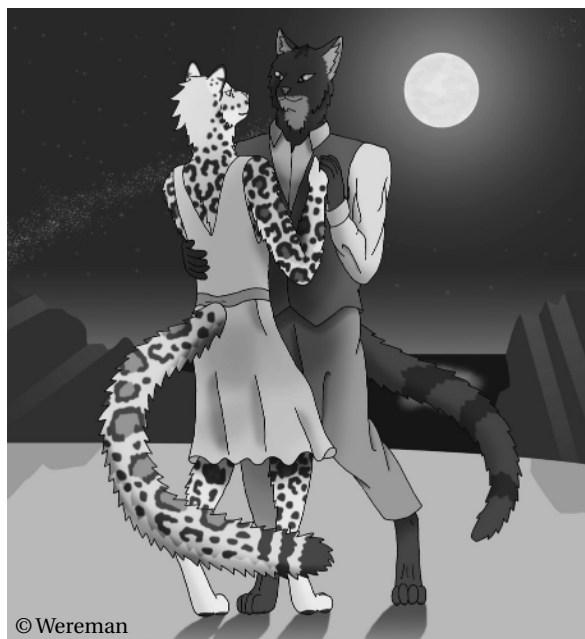
The Musician

"Sometimes it hurts," a feline voice whispered into Bob's ear. "Doesn't it?"

"A little," the composer answered, so fixated on his work that he didn't stop to worry about his sanity. Most of his family and friends had given up on his mental health years ago; so why shouldn't he? The musical phrase was just *wrong* somehow – close, but not quite yet perfect. He played it again for the umpteenth time, then frowned and repeated it again.

"Try the third interval," the voice suggested. "Lengthen the note."

"Right," Bob muttered, by then so frustrated he'd gladly



© Wereman



"Dancing in the Moonlight" by Phil Geusz

accept advice from *anywhere*. He played the modified phrase. Not bad, he allowed to himself. Not bad at all!

"Now," the voice suggested. "Play it with a bounce!"

Bob grinned and did so, hopping up and down in place with the beat. *Thump! Thump! Thump!* went his tennis shoes on the basement floor. It was perfect, he had to admit. Even if part of the idea *did* come from a disembodied voice. "Thanks!" he said aloud, once he'd played the bit five or six times to make sure it'd sound right when he and the rest of the band played it dressed up as kangaroos. Some people thought the costumes were pretty lame, but the band had a blast with them. "I really appreciate the help, man! Whatever you are!"

"No worries," the invisible cougar replied. "Just come dancing in the moonlight, and all will be well."

"Like I'd miss it?" Bob replied, his smile wider than ever.

The Gamer

"...and that's that," the game-master said with a smile as he removed the last shadow-demon figurine from the gaming stage.

"Hooray!" Justin and the rest cheered. It'd been a long, hard campaign. But just like a real-life adventure, the shared (if

simulated) sufferings and trials of the little band had bonded the gamers together in a way that nothing else could. What'd once been a group of strangers were now fast friends, sharing memories they'd carry ever after.

"You all played well," the game-master declared as, for the last time in this particular campaign, he began boxing up his dice and other gear. "But Justin..."

"Hooray for Justin!" Kathleen declared with a big grin. Then she planted a kiss firmly on his cheek. "If it hadn't been for you, Bunny..."

Justin blushed a deep, dark red. He played a rabbit-character so often that it'd become his nickname. "Well... I didn't..."

"The heck you didn't!" Paul the Drow agreed, grinning from ear to ear.

Then a new voice spoke up. "Such a skilled rabbit as yourself really *should* go dancing in the dark," it suggested in cat-tish tones.

"Dancing in the dark?" Justin asked aloud. "What... I mean, who..."

"You're going too?" the GM asked, his face brightening. "We'll have to get into a campaign together there! I play an owl!"

"And I'm a skunk!" Kathleen added. "Or a skunkette, rather."

"But..." Justin protested. "What *is* dancing in the dark?"

"Don't you know?" Paul asked. "I mean.... You're the one who brought it up."

They never did get all the who's and what's figured out. But... What did it matter, next to the serious businesses of gaming and dancing?

The Cougar

From all corners of the country and beyond, come the dancers. From the USA and Canada, from Europe and South America. From all places and all lands they converge, on the special day. One by one they arrive, filling the air with laughter and friendship and joy.

And with magic, too. Enough to sustain a spirit of happiness and belonging and comradeship so strong that, from time to time, it takes on a physical form. Thus the cougar dances majestically in the moonlight among the rest, concealed from the eyes of most yet well content with his handiwork. If you know just how and where to look you'll find him reading the writer's stories, admiring the artist's work, listening to the musicians, watching the puppeteers, frolicking with the fursuiters and playing with the gamers. He smiles at every new friendship, laughs at every mimed-out joke, and dances, dances, dances until the dawn.

For he is all of us, or perhaps even the *best* of all of us.

He is furrydom.

He is Cougar.

And he is RainFurrest.



© Apoxon

"The Lovers' Last Night" by Kitsderwulf

I want to remember us together. I'm sorry.

—Day

The breakup had, quite literally, heralded the end of Huxley's world. As a geoscientist, Damien had been tapped by the US Government to study the planet's slowdown, back when said government was a going concern. The long hours of not seeing him had never been a problem, nor the secrecy. It was the way the Damien had curled up in himself that caused Huxley concern. From concern came worry, and from worry suspicion. From suspicion came words, and words became blows. One day Huxley woke up and there was just that short note on the bed.

The empty feeling in his life had started about a year after the nukes had fallen, or five years after the planet had stopped rotating, depending on which end of the world you wanted to measure time by. In those early years, when the planet stopped spinning and the world had split into Nightsiders and Daysiders, everyone's one and only focus had been on survival. Huxley was a Nightsider, part of the pan-American culture that had formed from the ragged remnants of Canada southwards. While they had received the brunt of the nuclear missiles during the last, violent war, the nuclear winter it had engendered was meaningless to the two continents covered in icy darkness.

That darkness had been what Huxley had blamed for his feelings of emptiness. After he had been picked up by a roving House militia, found huddled half-frozen with thirty other refugees, he had assumed eternal night and survivor's guilt had been the cause. Nine years, a successful career running a yeast production facility, and all the blue light therapy he wanted had done nothing, and in his guts he knew why.

Damien. Huxley curled over in his seat, telling himself it was the awful quality and glorious quantities of the beer making him spasm, and nothing more. Perhaps if he and Damien had split up under amicable circumstances, or Damien had died or disappeared during the wars, Huxley would understand his own sorrow. Instead, the cougar had dragged him through a messy, hurtful breakup before the world had ended. Huxley drained his can on the vain hope he'd numb the ache with alcohol and the evening TV news.

Huxley hadn't heard from Damien since the note. At first Damien's absence had been almost pleasant. The grinding dissolution of their relationship had been replaced with a soothing, silent absence. The world was falling apart outside already, and the sudden lack of such things in his personal world freed him to focus on healing, followed by surviving. When he had been picked up by one of the nascent Houses, huge megacorps that husbanded the few remaining sources of light and heat, he had been in no position to care about

Damien's absence. It was only in the quiet exhaustion after distinguishing himself as an excellent administrator yet again that he noticed the gap inside. Surely if Damien had been the source, he would have noticed at some time before now, bathed in the azure glow of a TV and ensconced in his concrete burrow twelve stories up in the howling night.

"Given the fifteen percent increase in productivity at the yeast farms, food rations will be increased eleven percent, with preference given to carnivorous citizens who have adapted well to yeast proteins...."

The hollow plunk of an empty beer can off the TV summed up Huxley's feelings on the matter. The ram slumped on his couch as he signaled the screen off. Both luxuries failed to fill whatever the hollow inside him was; his princely salary as a Housekeeper had been squandered in his quest to satisfy every whim that might lead to peace.

Like every time before, he told himself not to cry. He hated the slow creep of tears over his muzzle over a cougar that would never come back. He butted his head against the couch as he tried to muffle his cries. Damien was dead, or as good as dead, and Houses were a hell reserved for the living. Sobbing softly he quaked gently into sleep.

There was a vampire at the door. Of that much Huxley was certain. Long and lithe and predatory, it hugged the faint shadows the lights provided, its opera cloak ballooning behind it. Opera cloak. The absurdity of a fancy black cloak in the sterile, well-lit hallways of the House made Huxley chuckle, or try to. It was with dawning horror that he realized he couldn't move. He still lay limply asleep as the inky, towering figure slid through the door and loomed over him. The vampire's face was hideous and insectoid, with a flat protuberant mouth like an upside-down mushroom and huge globular eyes on either side of the head, black and reflective. He waited with growing terror as it stared at him. It was worse that it wasn't making any threatening motions, merely standing there, waiting just as he was. With a sick, sluggish tingle he gasped and found his voice, and screamed....

The harsh trill of his comm unit woke him from his slumped state on the couch, the half-empty beer can falling from his grasp as he jumped to standing. He had switched to a far harsher ring when his alcohol consumption had started to impact his reaction times. With a sloppy smack to the buttons the face of House Executive James Orlafson appeared on the screen.

"You okay, Hux? You look like s— ...a serious mess." Huxley found James's use of his nickname obnoxious and careful



"The Lovers' Last Night" by Kitsderwulf

self-censorship endearing, the opposite of what the wolf in charge likely intended.

"Yeah, sir. Just a really vivid dream." He eyed the small metal door that provided ingress to his dormitory. Nothing out of the ordinary.

"Well, we have a problem at the plant. Workers Hertzfeldt, Kirozawa, and D'angelo are gone. No signs of a struggle, nothing odd on the cameras. One moment they're at their posts and another they're gone. We've got a security team doing a sweep, but by this point no one expects to find anything."

Huxley nodded. A trio had never disappeared before, but in ones and twos people had been disappearing for over a year now. That was the real reason rations were being increased; fewer mouths to feed meant more for each mouth. The fifteen percent "increase" in productivity had actually been due to Huxley's ability to keep the plant running at the same rate on fewer people.

"We need you to fill in until the schedules are adjusted. Don't tell anyone, no need to make it easier for them to find out."

"Yes sir. I'll be there in ten." Huxley was too beaten-down to protest the futility of hiding these facts.

1984 hadn't been right after all. Authoritarianism had not depended on control of information, but instead on naked force. The executives were in charge of the House, the militias obeyed them, and there was no rebellion. What other choice did they have? Nightsiders had barely scraped out an existence, and for all the inequity, executives had tried to be honest and fair. The options were obedience, or death for everyone. Even this interminable string of disappearances had barely caused friction, if only because any uprising would change the names of who was in charge but little else.

The quiet clack of his hooves on concrete echoed through the hall as he walked to the yeast farms. His natural brown was hidden under white coveralls, and the bighorn felt far too exposed and alone. Whatever he had seen last night had taken three others. Why hadn't he been one of them? For the rest of his impromptu workday, that question bothered him.

The vampire was back. Huxley had hoped his sobriety tonight would be enough to banish it. After all, he had felt too nervous and paranoid to start drinking after work. All that had done was give a harsh, precise clarity to the impossible sight before him. The vampire spoke slowly, its voice muffled and squishy from the effort of forming human words out of its proboscis.

"Why. Do. You. Work. Here?"

Huxley screamed for several long moments, hoping to wake himself. The vampire stood impassively through the onslaught, and when Huxley hacked and inhaled deeply, it spoke again.

"Why. Do. You. Work. Here?"

"Because I have no choice." It was glib, but more true than he cared to admit. What other choice did he have?

"There. Is. No. Freedom. Here. Within. These. Walls. Why. Do. You. Work. Here?"

Huxley snorted in frustration, his annoyance enough to overcome his fear, if only temporarily.

"Because... because I have nothing else left." It came out more as a sob than anything else. "I have nothing else left."

The vampire cocked its head in some alien echo of sympathy. Its furred tail twitched slightly, and then it was gone.

"Two more tonight. In retrospect it's not surprising. They were militia, and they patrolled out of each other's sight; they're so used to being the most dangerous things in the room that they're overconfident. Pass along our condolences to their families." Huxley stood at James's right hand, too important to not hear the conversation, but not important enough to hear about it directly. The feline senior Housekeeper nodded and spun on her heels as she marched out.

"Hux, it's getting bad. We're losing one or two a night now. No one from the plant tonight, which is good. Lose a few more and you'd be really f— ...fixated on finding new workers." The wolf bit back another curse. "You okay for another double shift?"

"I'm... I'm honestly not sure anymore. I'm feeling sort of hollowed out, honestly."

James looked at him with honest concern. Leadership in a House might have bought him supremacy, but all the wealth and power of this fallen world was just enough to allow him to afford coffee rations to stay up worrying over these disappearances. "Just tough out another shift please, okay? I'm sorry and we'll get set training someone new to help you tomorrow."

Huxley was too tired to ask the most basic question: help, or replace?

"What do you miss the most from before the world slowed?"

Huxley blinked, surprised at how swiftly the vampire's speech had become clear. Was the seventh visit, or the eighth? The ram shook his head trying to clear imaginary cobwebs from it, a weary bleat escaping his lips as he struggled for an answer. He felt an odd need to be honest with this creature, this hunter of the night. Its presence was so common now he had started to grow fond and familiar of it.

"A lot of people would say 'the sun', but it'd be a lie for me to say that. I was a plant manager, I didn't get out to see the sun much. I miss the crowds though. People."

"Are there not people here?"

"The Lovers' Last Night" by Kitsderwulf

"People? No. There are no people here, just workers, like me. I have no life outside my job, and I suspect most here would say the same. I guess I miss the freedom to be people, to have a life beyond working in a plant trying to feed thousands."

"What were you like when you were people?"

Huxley paused, trying to formulate an answer that didn't revolve around Damien. After several long, awkward moments he gave up.

"I had a partner. His name was Damien. Some days we'd go to the park. It was night then, too, but it was so warm before the world stopped turning. We'd play Frisbee in the gloom, and I'd cheat and he'd chase after me and tackle me. We'd be laughing so hard and he'd push me down into the grass and he'd bite my throat, just a little, because he knew I loved it, and he'd say 'Not this time, ram. Can't trick a cougar forever.' And I'd lift my head up so he could chew a bit more, and he'd hold me until the sun came up and we had to leave for work." The tears splattered to the concrete in a growing deluge, the memory enough to make him smile even as he cried.

The vampire cocked its head curiously at him. Perhaps it did not understand such emotions. Its tail twitched slowly. It inhaled to ask a question.

Huxley's comm beeped delicately. Without the dulling effects of alcohol the bighorn had been able to switch back to a gentler alarm, though it bolted him from his nightmare just as violently as a thundering screech. As part of his new morning ritual, he searched around his sparse concrete room to check if this time the vampire had left some trace of entry, some proof he wasn't losing his mind. As every time before, there was nothing.

He rose and went through the motions of preparation, settling for a short shower and deciding his prey species stomach felt too delicate to force breakfast. He had started to entertain the idea that the vampire was feeding on him. After every visit he felt less solid, like his memories and identity had been drained away a little more. After every visit the gnawing hollow he'd held for nearly a decade yawned a bit wider within him. He wondered if some night in the shower he'd fade away like the guards and workers that had disappeared. He wondered if he cared.

Dinesh would make a good Housekeeper. The buffalo was a bit slow to improvise, but he had the normal operations of the plant memorized by the end of the day, and could slot in should any more workers disappear. In a pinch, he could even step in for the bighorn himself. Hopefully due to Huxley's nervous breakdown rather than abduction, the ram thought. Plus, it was always less stressful when he could work alongside a

colleague. With an extra pair of eyes to watch his back, the night passed uneventfully.

"What happened to Damien?"

Huxley blinked. Time seemed to be bleeding, almost. He didn't recall going to bed.

"There was a fight. Many fights. I couldn't take the secrecy anymore."

The vampire nodded, an odd gesture it must have picked up from one of its victims. It stood at the foot of his bed, waiting for more, and Huxley finally caved and continued.

"Damien worked for a government. A government is much like a House, but bigger and it let people do more things back then. I don't think any are left. When the earth started slowing down, Damien was tasked with finding out why, and how to fix it. He wasn't allowed to tell me what was going on."

"It sounds like a government and a House are more similar than you think."

Huxley nodded in disgust. "Near the end, yes." It would not be until he woke up that he'd marvel at the first opinion he'd heard from the vampire. "It wasn't the secrecy though, it was something that changed in him. He'd always had to keep secrets from me, but this was different. Something was eating him up inside and he couldn't tell me. He wouldn't tell me. At first he just wasn't talking to me much about anything anymore, and then it got worse: I worried about him and I probed and I needled. He got mad I wouldn't leave him be, I got mad he wouldn't let me care for him. We just went around and around, getting more hurt and resentful with each cycle. It started bleeding over into childish things. I started snooping through his stuff, he started threatening my physical safety. I found a secret bank account, he called the cops. I gave him a black eye, and he gave me these."

Huxley lifted up the fur at his throat to show the shiny pink scars of fang-borne wounds.

"He bit me hard enough I had to go to the hospital. He was mortified and apologetic, but I didn't care. When I could speak again I called him horrible things. I went to bed angry, with him begging to forgive me, and I just couldn't. When I woke up the next day, he was gone. Just a note on his pillow." Huxley sobbed, perversely ashamed he couldn't hide his muzzle in his hands.

The vampire stepped forward, leaned over, and held him. Huxley didn't know how long he cried into the crisp cloak of the nocturnal horror, but his face was pressed against a warm, supportive side for however long it took to empty himself of tears. He finally spoke again, in a quavering voice.

"I think I could have handled losing him to the wars or the planet stopping, but losing him a year before the bombs



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dropped has always made me feel like an idiot. No tragic tale of love lost among the ashes, just two guys being jerks from too much stress."

The vampire nodded and gingerly pulled away. It had Damien's face. Huxley didn't know when he woke up, because asleep and awake, he couldn't stop screaming.

"I'm sorry Hux. I know no one's been lost under your watch for a month, but some of the other food plants aren't so lucky. Greens take a lot more raw manpower than yeast I'm afraid. They get priority."

"James, please. I'm running everyone on double overtime, if that term has any meaning left. If I stretch them any thinner there's going to be a stupid mistake and someone's going to get hurt. We might not reach quota as is."

James rubbed his temples slowly, clearly resisting the urge to shout "Not my problem!" and storm off.

"Hux. I'm not doing this to cause a... situation. Half the militia is pulling agriculture duty too. We're short able-bodied workers, even if we have been able to double everyone's rations. You didn't hear this from me, but the type of person we've been losing changed this last month. Before, we were losing... let's call them the rump end, in terms of productivity. The daydreamers and layabouts. Now we're losing the cream. Frankly, I suspect the only reason you haven't been taken is because you're so sick and ragged that your work is suffering."

Huxley opened his mouth to retort, and was silenced by the beep of James's comm. The wolf read the text message and his ears pinned back. He looked sadly at Huxley.

"Dinesh is gone." Just as swiftly, the ears pricked and the wolf barked shortly. "Pick your best remaining worker, and start training him." He paused, left ear cocked. "Actually, the way we're losing folks, pick your second-best worker."

"Why don't you leave?" The vampire had retreated on him for two weeks after the fiasco before. Huxley found the return of its stilted, alien mannerisms quite a relief. He felt so empty now that he almost looked forward to when the vampire would finally take him, if only to sate his curiosity.

"Have you been outside? There's nothing but ice and stars from here to the Pacific coast, and then ice for who knows how much farther."

"I am from outside. It is not night forever. Out there is the end of night."

"Yeah, there is. And Daysiders. We don't get along too well with them."

"But there is not just night and day. The day is a spectrum. Somewhere there is a place of perpetual dawn."

"Yeah, and if I had enough money to own survivalist gear and a sailboat when the world slowed down I would probably be there now. But I didn't and so I'm here. Why are you asking if I'd leave, anyways?"

"One cannot escape a prison if they consider the prison incapable. If you could leave, would you?"

Huxley froze. It felt like the vampire had kindly asked him if he wanted to commit suicide. The fact that he wasn't automatically shouting no chilled his blood. The hollow inside him throbbed with curiosity.

"Is that where all the people who have disappeared have gone? Outside?"

"No one has left who did not want to leave."

"So yes."

"There are many ways to admit defeat. Running away is one of them."

The vampire turned around, and with a swirl of its cape walked out the door.

"Huxley! Get away from that vat!"

James was heavysset and not particularly athletic, but he had enough for one fierce pounce and the bighorn wasn't struggling. Huxley and James landed painfully on the grating beside the broken fencing. The wolf wheezed, pinning the more fit but smaller sheep underneath him.

"What were you thinking!? Did you not see the flashers? Did you go blind!?"

Huxley wriggled out a bit from under the wolf. "I'm sorry! I didn't see anything!" He looked at the gap where the grating had given way, and how close he had come to walking into the giant mixer below. "I'm sorry...." he repeated, so soft he was unsure even James heard.

"Hux... please. We have enough unexplained losses each month. I don't want to add a known corpse to the count." He barked dryly. "Plus this month's batch is fake beef flavor. Mutton is next month's. You're ahead of schedule again."

Huxley felt odd. That sort of gallows humor used to make him giggle. He felt nothing now. James's ears drooped as the joke bombed.

"If I could put you out for three weeks' vacation I would in a heartbeat. I'm afraid I can barely squeeze the rest of the day off. Go take a nap, and come back tomorrow night. And no more death wishes, okay?"

"Yes sir."

"I want to leave." Huxley stared at the vampire. He knew this wasn't a dream. What it was, he was still unsure, but it wasn't a dream by any stretch. His time with the vampire had come to

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feel more real than the exhausted, unhappy stumbling around in the waking world.

"You. Will. Never. Be. Able. To. Come. Back. You. Will. Be. Dead. To. These. People. At. Most. You. Will. Return. Like. Me."

"I already am dead. Or at least I feel like it. The parts of life that made me who I am are gone. I feel like an empty shell, or a robot. I want out, more than anything."

"Are. You. Ready. For. The. Truth?"

Huxley nodded, flat browsing teeth clenched tight.

"Tomorrow. Go. To. The. Loading. Bay." The huge, reflective black eyes of the creature swirled as it nodded, perhaps to itself. "Alone."

Huxley pawed the ground nervously, ears flicking. He had been a refugee once, and packing had been utterly simplified. He owned nothing of sentimental value, and had no way to acquire anything useful for a trip outside. He had only his out-of-work uniform, and patience.

He didn't need the latter. Soundlessly the vampire descended from the rafters, landing next to him. It tugged his hand and he was led to one of the large shipping bins, used for holding ore brought in for manufacturing. The doors of the bin slid open silently, and he stepped into the darkness with the vampire.

Huxley was used to the dark of night, but this utter blackness filled him with terror anew. He wondered momentarily if he could bolt from here, call the militia, and still escape his chosen fate. That line of thought ended when he felt the fangs pierce into his throat.

"Can't trick a cougar forever, ram."

Huxley tried to cry out, but he was silenced by the choking grasp of sorrow rather than Damien's jaws around his neck. In a panic he bleated petulantly.

"How!? Why!? What-" the interrogation ended abruptly as the cougar crushed his body to his own and his questions dissolved into startled sobs.

"Shh, shh, shh.... Hux. They'll hear us if you keep this up. Please wait, just until I can get you onto the boat."

Huxley swallowed hard and nodded, an effect lost in the darkness. Damien caught the intent anyways, and his touch slid away momentarily. There was the sound of rustling dirt and rocks. A stiff, light suit was pushed into his hands.

"Put this on. It's great insulation against the cold. Tell me when you're done, you'll need the mask until we hit the ocean, too."

Slowly, shaking with grief and relief in equal measure, he donned the mantle of the vampire that had haunted him. As he slid the chest in place, it locked and whirred softly. Damien handed him a cloak, and then a mask. Now in his hands, he

could feel the gas mask loaded down with accoutrements that rendered it a horrific alien face.

"Yeah, it looks like something out of a horror film. The deliriant we use to get past or to people needs a pretty specific filter. Let's go."

Huxley stifled a chuckle as he crept alongside his fellow vampire in the gloom of the loading dock. There were workers and militia, masked against the cold but not against the gas Damien used. After a few minutes of filling the corridor with it, Damien covered his body with the cloak and blandly strode past the workers moving bins. Huxley followed behind.

Out in the black, icy ring surrounding the squat concrete tower that was the House, the moon shone down like it did every night, now that it was tidal locked to this place. Damien kicked a snowbank no different from any other, and shook a fine dusting of powder off a crisp white snowmobile. He mounted, and signaled with his head for Huxley to get on behind him.

Huxley slept while Damien drove. He wasn't sure how long, since each icy, moonlit patch looked the same in the darkness. He woke three times, and on the third time gasped. The sky seemed lighter, somehow, and there was a crack in the ice before them. Black water lapped slowly at the end of the land. Damien pulled a cloak over the snowmobile, and with a start Huxley realized the small chunk of ice was artificial, a disguised harbor. Damien stepped in, signaling the ram to follow.

Inside was far warmer, and the cougar had already removed his mask. He was placing it into a cubby as he turned to Huxley.

"I'm... I'm sorry. I've spent the last two years looking for you. It's why I've been working as a recruiter. I wasn't sure you were alive."

"What happened after you left? I thought I'd never see you again."

Damien stepped onto a small houseboat, warming up a motor as he waved Huxley over.

"The reason I had been quiet was because I wasn't just hiding stuff for the government, I was also hiding stuff from it. They only cared about the government surviving, and not the people. Same as every other government. There were several corporations licking their chops over the whole thing too, I assume that's what became the Houses, before they realized what a raw deal they'd get trying to keep people alive." The feline rubbed the alien-looking flange and it purred in eagerness, pushing the boat from the dock. Damien sat at the prow inside the house, half-curling onto the bed.

"Okay, but what happened to you?"

"Well, governments were focused on self-preservation and eyeing each other for resources. They had nukes and were scared, bad combination. But governments are made up of



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people. People can be reasonable. There were a few in every government, of every species. Pandas, bison, kangaroos, communist, libertarian, tribal, French, Kenyan, Pashto, you name it. We hid away quietly and prepared for the worst. And the worst happened. We built a city on the nine in the morning line of the Pacific Ocean, for those of us in the conspiracy at first, and then everyone we could recruit. It's the last place that uses democracy, as far as we can tell. We drafted a constitution and everything. Life's hard there, but I wouldn't have it any other way."

The boat was zooming westward now, the cold wind and colder waves battering at the flimsy boat but unable to find purchase. Bit by bit, the sky was lightening, though it was still dark enough moonlight provided the main illumination.

"It's got tons of names. Since it's unique there's not a lot of worry about confusion. My favorite though, is 'The Community', because it tries to make room for everybody.

That's the kind of world I want to live in." Damien paused to look him in the eyes. "The kind of world I want to live in with you."

Huxley sat on the bed beside his lost lover and kissed him slowly. The cougar mrowled affectionately and hugged the bighorn to him.

"I should warn you, as an herbivore you better acquire a taste for kelp and kelp by-products. We're not having much luck with phytoplankton yet." The cat's claws gently tugged off the chestpiece of his survival gear.

"Day, I've spent five years with yeast. I think kelp and phytoplankton will work just fine. Especially since I never have to deal with a night shift ever again." The rest of the glib reply was lost as Damien pulled him fully into bed.

As the sun rose, the two lovers embraced, the sound of the waves crashing in the distance adding to the romance of their final night together....



Scavenger Hunt

RainFurrest's yearly scavenger hunt continues!

First, attend the Scavenger Hunt Intro panel if you can. (It's at Friday 1:00 PM–1:30 PM in the San Juan room.)

Second, find as many items from the list as possible. 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.

Third, be at Closing Ceremonies – the winner will be announced and prizes will be given!

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

- 15 The Mane Six
- 20 The frequency of the numbers station
- 20 The “other” frequency
- 10 A Canadian penny
- 50 A trillion dollars in authentic currency
- 10 A company logo that contains only the colors from the Jamaican flag
- 25 A pin from every RainFurrest year
- 5 A poker chip
- 5 The new Canadian RainFurrest phone number
- 10 A photo of the chair
- 15 A challenge coin
- 10 A pin of a African civet
- 10 The number of lanyards that were ordered this year
- 10 The color chart codes of the lanyards that were ordered this year
- 10 A Soulscape badge
- 5 A (short) funny story from a room party that you attended this year (10 points to best story as determined by the audience)
- 40 Official swag from the original ConFurence
- 10 A collection of 5 pins from other conventions
- 10 Proof of donation to our charity
- 10 Sven
- 5 Each suggestion for a “Furries Against Humanity” deck (maximum 25 points)
- 20 A VIP/SLIP pin
- 15 Any product from dealer's table #15
- 10 A working neon light (in or out of a device)
- 10 A photograph of the Chair's notorious vehicle (bonus points depending on which vehicle you get)
- 10 A note specifically to your team from Foxamoore
- 10 Some of Sairy's fur
- 15 Tigon's sanity

- 15 A wobbly card
- 10 A custom made plush
- 10 A box to put all the crap in
- 10 A menu from the nearby steakhouse
- 65 The ugly-ass framed typewriter artwork from the Further Confusion hotel (10 points for a reasonable facsimile of)
- 5 A fursuit/photo badge of each team member (5 points each)
- 5 What happened to the earplugs last year
- 10 A photo of one of your teammates at this hotel, for a different convention
- 10 What is bug number 197?
- 10 The title of this year's winning story from the story competition
- 10 At least 10 different ribbons
- 10 Three room parties (by their room numbers)
- 15 If the judges are hugged by a fursuit during the points tally
- 10 RainFurrest Zombie game cards
- 10 A fursuit ear tag from this year
- 10 The hometown of each of the guests of honor
- 10 A picture with, and the names of, Temperance's “7 Bucks” (can be separate pictures)



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"A Brief History of Furry Fandom" by Fred Patten

An old saying is, "Mighty oaks from little acorns grow." I certainly never expected anything like the Furry fandom when three of us SF fans at the Art Show of Noreascon II, the 1980 World Science Fiction Convention in Boston, asked Steve Gallacci if there was a story behind his painting of a cartoony cat woman in flight gear next to a detailed realistic military aircraft?

For the record, the three of us – four, counting Steve – who kick-started the Furry fandom were Mark Merlino, Nicolai Shapero, and me, from Los Angeles.

Vootie has to be acknowledged, although I do not consider it a direct forerunner of the Furry fandom. *Vootie* was started in April 1976 by Ken Fletcher and Reed Waller of Minneapolis as "the fanzine of The Funny Animal Liberation Front". It was an amateur press association for cartoonists; a club with a bimonthly fanzine whose members each printed about thirty copies of their own pages and sent them to an Official Editor, who would assemble them all into thirty copies of the bimonthly issues and mail a copy to each member. But *Vootie* was about anything except costumed superheroes, not just funny animals, and membership was for cartoonists only. (I know, because I tried to join and was told that I didn't qualify because I could not draw.) The first publication of Reed Waller's "Omaha, the Cat Dancer" was in *Vootie*, so it was certainly influential, but it was more of an exclusive cartoonists' club than something that any funny-animal fan could join.

Steve Gallacci told us at the World SF Convention that the military cat-woman was Erma Felna, the main character in a long story he was developing about futuristic bioengineered animal people. He had folders full of rough sketches, which he showed us. During the next few years, we came to look forward to meeting Gallacci at SF and comicSFandom conventions, especially on the West Coast – the Westercons and San Diego Comic-Cons and BayCons – to discuss his growing story, and the SF stories and movies that we had seen with intelligent animal characters. We discovered that we had a common fondness for *Watership Down*-type adult fiction (something more mature than cute childrens' picture books), and cartoon features like Disney's animated *Robin Hood*. The "Gallacci group" gradually grew larger, and soon those of us who could draw were trading funny-animal sketches in each others' sketchbooks. Since we were all adults, some of our sketches were R-rated.

Fletcher and Waller eventually tired of running *Vootie*, and let it die after 37 issues in February 1983. One member, Marc Schirmeister in Los Angeles, did not want to see it go, and started *Rourbrazzle* in February 1984 as its replacement. The crucial difference was that *Rourbrazzle* was open to all funny-animal fans, not just cartoonists, who could draw or write intelligently about them. Paper "blogging" about the

new social group that was growing up around funny-animal fans was acceptable. Nobody agreed as to exactly when Furry fandom started, but everyone agreed that it existed by February 1984 when *Rourbrazzle* started.

By 1984 to 1986, the "Gallacci groups" had split into two. There were the loose funny-animal discussion groups at SF and comics conventions (by then it did not matter if Steve Gallacci himself was present), and the specific *Rourbrazzle* club. New independent funny-animal comic books were springing up; Kevin Eastman and Peter Laird's *Teenage Mutant Ninja Turtles*, Steve Gallacci's *Albedo Anthropomorphics* (which included Stan Sakai's *Usagi Yojimbo*), Jim Groat's *Equine the Uncivilized*, Mike Kazaleh's *The Adventures of Captain Jack*, the Fantagraphics anthology *Critters*, and others. These and TV cartoons in the late 1980s and early 1990s like *Mighty Mouse: The New Adventures*, *The Ren and Stimpy Show*, and *Animaniacs* helped establish funny animals as "in" for teenagers and fans in their early twenties instead of just for children.

Around 1985-'86, Mark Merlino felt that the funny animal discussion groups at West Coast SF and comic conventions should become more organized. He and his housemate Rod O'Riley started holding open room parties every night, advertising them with posters taped up throughout the hotel featuring funny animals in cheesecake (pinup) poses. The parties at Westercon 39 in San Diego, California over the July 4th holiday, 1986, were the first to be called "Furry Parties", soon giving their name to "Furry Fandom". In 1987, Merlino and several friends attended the 1987 World SF Convention in Brighton, England and hosted the first European Furry Party there. Many of the first British Furry fans of the early 1990s said that they discovered Furry fandom there.

In 1987, Merlino and O'Riley tried to coordinate Furry fans by encouraging them to adopt the BayCon SF convention in San Jose over Memorial Day as the convention to get together. A large number of Furry fans attended both the 1987 and '88 BayCons, but many of the regular SF fans resented this "invasion" of their convention and caused trouble. Merlino decided that Furry fans needed their own convention. He and O'Riley organized the first ConFurence in Southern California on January 21-22, 1989.

Other important developments included the publication of the first Furry fanzines/magazines with Kyim Granger's *FurVersion* (21 issues from May 1987 to November 1990). Soon several fans were publishing their own amateur magazines with contributions of short stories, articles, and art that established the first Furry authors and artists. Most of these magazines were very short-lived, under five issues, but there were always two or three around. The longest-lasting and best-known was Jeff Ferris's *Yarft; The Journal of Applied*

"A Brief History of Furry Fandom" by Fred Patten

Anthropomorphics, which lasted for 69 issues from January 1990 to September 2003.

Another development was the startup of Mailbox Books by Ed Zolna in Roslyn, PA in April 1987. Zolna originally used the name just to sell his self-published *Fran an' Maabl* comics booklets, but he was soon stocking and selling fanzines and art folios from throughout Furry fandom. Mailbox Books and its imitators made it possible for Furry fans throughout the English-speaking world to mail-order all Furry publications.

Merlino and Co.'s 1989 ConFurence 0 (so-named because it was considered a test for a "real" Furry convention the next year) drew under a hundred attendees, but practically every notable Furry fan at the time was there. One, Steve Kerry, even came from Australia. It was mostly a gathering of fans in street clothes using their real names, dominated by the Art Show and a Dealers' Den selling Furry amateur publications and science-fiction and fantasy books with intelligent animal characters, but there was a workshop on building a Fursuit. This was the pattern of Furry conventions until around 1993. Suddenly, there was an influx of new fans who discovered the Furry fandom via the Internet. Many of them were used to role-playing games and had their own gamers' names, and were not influenced by the traditions of science-fiction conventions. Within a few years, most Furry conventioners were using names like DarkWolf and EosFoxx, Fursuits became more common, and the emphasis on books and artwork shifted to dances, puppet shows and other amateur theatricals, and Fur-themed games.

From 1989 to 1994, if you wanted to attend a Furry convention, you had to come to the ConFurence in a suburb of Los Angeles in January. Eastern Furry fans adopted the annual Philcon SF conventions in Philadelphia. In 1994 a disagreement split the SF fans and the Furry fans, and Trish Ny of Cleveland, Ohio organized the Furtasticon in Philadelphia that November. This made Furry fans realize that they did not have to go to Southern California in January. In 1994 there were two Furry conventions; by 1999 there were eleven; by 2009 there were thirty-five; and by 2013 there are more than sixty throughout the globe. The biggest is Anthrocon in Pittsburgh over the July 4th weekend. Anthrocon 2013 had 5,577 attendees, and a representative from Guinness World Records came to verify Anthrocon's claim that it had the greatest number of Fursuits in the world. (The count of the Fursuit Parade was 1,300.) The largest Furry convention outside North America is EuroFurence, in Germany, started in 1995; EuroFurence XVIII in 2012 had 1,232 attendees including 335 Fursuiters. By now there are Furry conventions throughout North America (RainFurrest in Seattle started in 2007), Europe, and Australia/New Zealand, and there are conventions forming in South America and Japan. The first Furry annual nature camp

emphasizing outdoor sports and campfire activities in a wild-life setting was Camp Feral! in an Ontario national forest near Toronto in 1998; today there are Furry campout conventions with Fursuits from Oklahoma's Oklacon to Brazil's Abando to Spain's Ibercamp. Anthrocon has been unofficially welcomed in Pittsburgh ever since the city government and merchants realized that the Furry fans add millions of dollars to the local economy every year. Restaurants offer special Furry menus and sell their own Furry T-shirts.

This does not include all of the smaller, informal "furmeets" each year, from tiny house parties of up to a dozen to city-wide Furry barbeques in a city park. There is not a tally of them, but there are dozens, maybe hundreds, each year. There are also events like the Zillercon, an annual skiing and snowboarding meet in January at a winter lodge in the Austrian Alps since 2000; and the Furry Cruise, aboard a luxury cruise ship each December since 2005 from a South Florida port around the Caribbean. ("Like a regular luxury cruise with Fursuits.")

The most prominent Furry fan is doubtlessly Dr. Samuel C. "Uncle Kage" Conway, the chairman (since 1999) of Anthrocon, and a frequent guest of honor, program participant, or regular attendee of other Furry conventions around the world. He is also featured in newspaper and TV news articles on the phenomenon of "Furries". The most prominent European fan is probably Sven "Cheetah" Tegethoff, the longtime chairman of the EuroFurence.

Furry fanzines, a.k.a. small-press magazines, were plentiful during the 1990s. They disappeared and were replaced by Furry specialty book publishers and websites during the 2000s. This was due to three factors: a drying up of contributions, the rise in postal rates making it too expensive to mail copies to purchasers, and the emergence of Furry specialty book publishers. The latter became possible because of the development of print-on-demand publishing technology. Before, a publisher needed to print a thousand copies or more of a new book; afterwards, a publisher could have tiny press runs of ten or twenty-five copies, as orders came in, making it feasible to publish a niche book that would sell only a hundred copies or less. From 1999 onward, Furry specialty publishers like FurPlanet Productions in Dallas, Rabbit Valley Comics in Las Vegas, Sofawolf Press in Minneapolis-St. Paul, and United Publications in London appeared, selling their novels, anthologies, and short story collections over the Internet and at sales tables at Furry conventions.

In 2002, the annual Ursa Major Awards were started to recognize the Best Anthropomorphic works of the previous year in eleven categories (Best Motion Picture, Best Novel, Best Short Fiction, Best Comic Strip, etc.), as voted on by the fans. The Ursa Majors are a popular vote award, currently receiving between a thousand and two thousand votes a year



"A Brief History of Furry Fandom" by Fred Patten

via the Internet from around the world. Also of note is the Coyo Awards, selected annually by the members of the Furry Writers' Guild.

In the last couple of years, European fans have started filming professional-quality cinematic short films featuring Fursuited actors. *Bitter Lake*, a 41-minute feature, premiered at EuroFurence XVII in August 2011. Check out *Merry XXXmas from Room 366*, produced by Reeve and EZWolf and directed by Shay; or the 16-minute *PLR/FX*, produced entirely by the fans at the six-day RusFURrence 2012 in Moscow (in Russian).

Above all, the Furry fandom has become possible via the Internet. Fans communicate by e-mail; conventions have artistically elaborate websites; and there are several specialty websites and webzines like *Flayrah*, [adjective][species], and *WikiFur* for news, articles, book reviews, and opinion pieces. Furry fans have blogs. Artists have abandoned publication in small-circulation black-and-white magazines for full-color websites like *Fur Affinity*, *Inkbunny*, *SoFurry*, *Weasyl*, and *deviantART*. Local furmeets are arranged and publicized over the Internet.

The Furry fandom is still a young fandom. Most fans who were ever in it are still around. The entire fandom, then comparatively tiny, was shocked when the first Furry fan death occurred; popular cartoonist Deal Whitley, of sickle cell anemia, after a long illness on August 30, 1992. Today the fandom is large enough that most fans are not known by everyone, and deaths are slightly more frequent, usually either of disease or an accident, but they are still rare enough to send shock waves throughout the fandom when they occur (for example: the reactions to Fursuiter Lemonade Coyote's death in an automobile crash on February 16, 2013).

Today, the Furry fandom is more than a local convention of a couple of hundred weirdos. It is a well-established social community that is estimated at from 10,000 to 100,000 individuals. Sociologists and college students write papers on Furry fandom. In 2013 Canada's Social Sciences and Humanities Research Council gave a \$75,000 grant to the International Anthropomorphic Research Project to study Furry fans. The Furry fandom is here to stay.

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RainFurrest 2013: Dancing in the Moonlight



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Fursuit Track Second	UnoOtter		Kittyfawx
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	Wyvern		
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Panictahnawt
Cox
Concentrate and ask again

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Lunaia Silverstar
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Soulscape / Thea



Sarah "Bunny" Alderete



