

A vibrant cyberpunk illustration featuring a city with tall, colorful buildings. In the sky, a large, stylized face is composed of circuitry and digital patterns. In the foreground, a character with long red hair and a black jacket is shown from behind, looking out over the city. A small white drone is flying near the character. In the distance, other figures can be seen on the rooftops of the buildings.

RAINFURREST

//CYBERPUNK 2014

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green

mesa

RAINFURREST

// CYBERPUNK 2014

// RULES 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 —

RainFurthest 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 RainFurthest issued badges remain the property of RAI 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.

— WEAPONS —

Bladed weapons (such as daggers or swords) and toy firearms are acceptable provided they have been peace bonded such that they clearly cannot be drawn. Water guns and "silly string" type products of any kind are not acceptable due to the potential for damage to costumes, hotel property, etc.

"If it's drawn, you're gone." Any drawing, open carry (of firearms), 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.

— 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, 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 of the hotel may not be used as sleeping areas.

— 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.

— UNDER-AGE MEMBERS —

Minors under the age of thirteen 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 ages of thirteen to seventeen, 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 RAI Board of Directors. Decisions made by the majority of Board of Directors are final.

// LETTER FROM THE CHAIR

Since I attended my first furry event ever, RainFurrest 2008, it's become a huge part of my life. I feel honored to get to chair this convention this year.

Going into this year, my emphasis has been two-fold: making it fun for the attendees, and making it fun for the staff. I believe the incredible work that the staff has enjoyed doing this year will create a wonderful experience for all of you attending the convention.

Everyone on staff has been excited to get involved with the theme, and every attendee I've had the pleasure of talking with has told me how excited they are for a cyberpunk theme. Our wonderful Guests of Honor have also seemed very pumped to get to flex their cyberpunk muscle in their various creative forms. We've got some great new ribbons coming in this year, so keep a look out for those! And our theater line up is better than ever!

We've got some great talent coming this year. Our Dealer's Den is full of amazing artists and craftspeople, as well as some of the most successful furry-run businesses I've ever seen. And our Guests of Honor are amazing. We have Egypt Urnash as our Artist GoH who provided all the fantastic Cyberpunk art on our website, in our con book, on our shirts, and many other places around the convention. We have Kyell Gold as our Writer GoH providing us with great stories for our con book and Anthology. We have PepperCoyote as our Musical GoH who will be providing us with a fantastic concert after the GoH dinner. And Croc as our Fursuit GoH, who will be performing for everyone's entertainment throughout the entire weekend of the con, as well as some DJ time as well!

Speaking of talent, I'd like to give another shout out to our wonderful staff. We've grown a lot this year, and you'll probably see a lot of new as well as familiar faces running around in the telltale RainFurrest staff shirts, making sure everything is running as smoothly as possible. Many of these faces have been working every month since (and before) RainFurrest 2013 ended, and without them there is no way we could have this convention. Thank them if you get the chance! I know I will!

Last but not least, I want to thank each and every one of you attendees for coming. We do

this work for you because we love seeing the smiles on over two thousand different furies' faces each year, coming to the Seatac Hilton for four days of their life and having a blast! And we've got furies from all around the world coming to our convention. I've had the joy of meeting people from as far away as Australia, Germany, Japan, and Russia! There is no greater reward for me than getting to surround myself for ninety-six-plus hours with the greatest community I could have ever hoped for: furies!

Thank you, and enjoy RainFurrest 2014!

—Cerb, RainFurrest 2014 Chair



// FURSUITER GUEST OF HONOR: CROC

Croc became a fan of mascots in his teens and realized not long after that one of his biggest desires was to become a large fuzzy animal and entertain people. After an unsuccessful bid to be the University of Florida's mascot, he finally got his first suit at the age of twenty-four and helped to found the California Bay Area fursuiting organization Critters By The Bay soon after. Since then, he's performed as both famous cartoon characters and sports mascots, as well as his own cast of characters, at All-Star Games, hospitals, children's parks, and for Internet commercials and television programs.

When not causing havoc as an animal, Croc's other major lifelong passion is music. He loves to create remixes and mashups and has DJ'd under the alias of AudioDile (audiodile.com) for well over a decade. In addition to regular appearances at San Francisco's Frolic Party, his sets have been heard at Anthrocon, Further Confusion, Furry Connection North, Biggest Little Fur Con, Midwest FurFest, Megaplex, Eurofurence, and of course, RainFurFest.

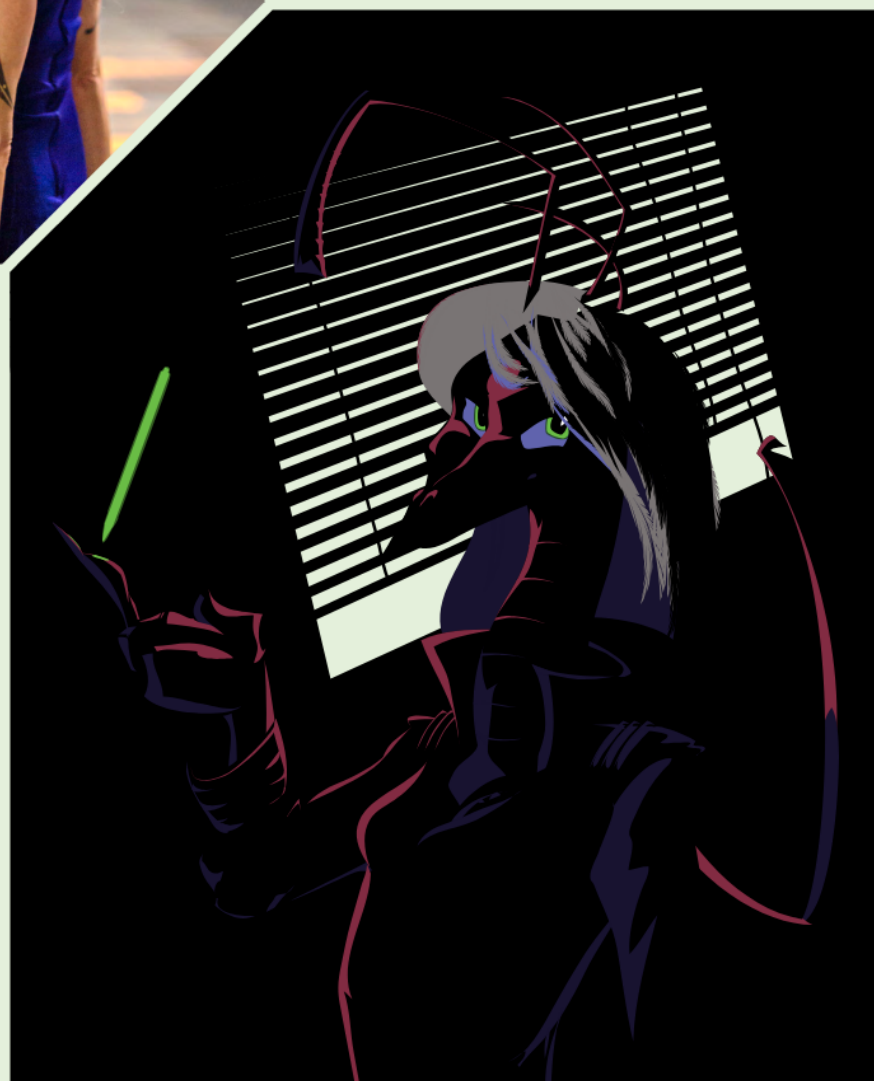


// ARTIST GUEST OF HONOR: EGYPT URNASH



Margaret Trauth (née Paul) was born in New Orleans in the beginning of the 1970s. She spent a lot of time drawing and playing with computers as she grew up. Around 2000, she moved to Los Angeles to enter the animation industry, which mostly involved pioneering Flash animation at Spümcø. Somewhere in there she discovered the furry fandom and started pretending to be a dragon on the internet.

Nowadays she lives in Seattle, where she's hard at work on a comic book about a robot lady who's dragged outside of reality by her ex-boyfriend. She still likes to pretend to be a dragon.



// WRITER GUEST OF HONOR: KYELL GOLD



Kyell Gold began writing furry fiction a long, long time ago.

In the early days of the twenty-first century, he got up the courage to write some gay furry romance, first publishing his story "The Prisoner's Release" in Sofawolf Press' adult magazine *Heat*. He has since won twelve Ursa Major awards for his stories and novels, and his acclaimed novel *Out of Position* co-won the Rainbow Award for Best Gay Novel of 2009. His novel *Green Fairy* was nominated for inclusion in the American Library Association's "Over the Rainbow" list for 2012.

He was not born in California, but now considers it his home. He loves to travel and dine out with his husband Kit Silver, and can be seen at furry conventions around the world. More information about him and his books is available at kyellgold.com.

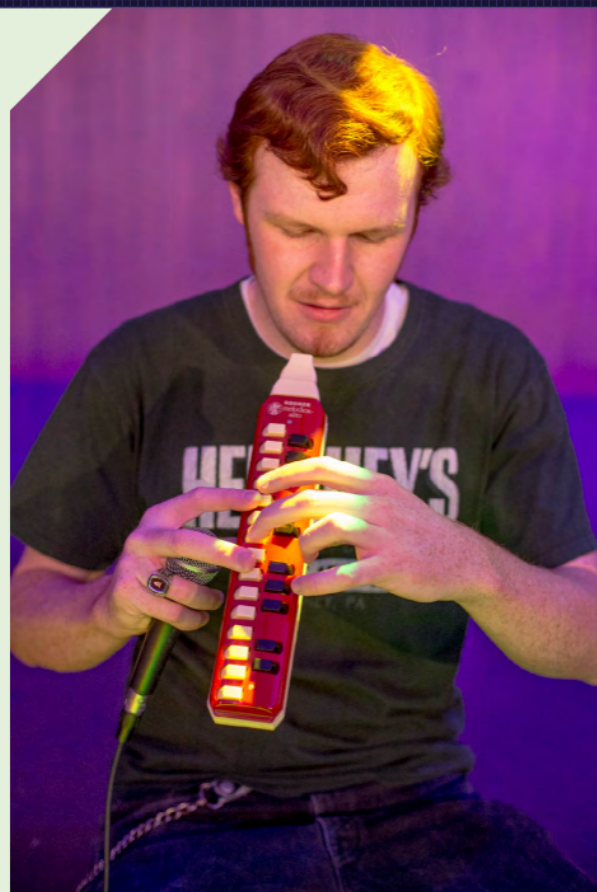
// MUSICIAN GUEST OF HONOR: PEPPERCOYOTE

Pepper was born in a small town in northwestern Pennsylvania. He grew up hating everything and naturally became a musician. Since the age of seventeen he's been sitting in a room somewhere yelling, strumming, and howling into a microphone. Oddly enough, he found an audience in the furry fandom just a couple years later.

In college he started a band called Look Left (lookleft.us) which played at just about every con in the eastern US, including Anthrocon, Fur Affinity: United, Furstivus, Midwest FurFest, Fur the 'More, and Western Pennsylvania Furry Weekend. That was all well and good but eventually, everyone graduated. So now what? We have this ginger idiot bobbling around from one convention to another, but without a band, they won't let him on stage anymore! Well, he thought of that.

At the beginning of 2014, Pepper picked up a looper pedal along with a few other gadgets and took a trip out to the woodshed. A month or two later he had emerged with a brand new show that included dance, RnB, and even dubstep influences. The music he'd written for Look Left was still there, but things were different. Luckily, people seemed to like it.

It's a new show, a new tour, and a new coastline for Pepper. He really hopes you will come to his concert. It's a really, really big room and it gets lonely in there.



// IN MEMORIAM: ROCKY

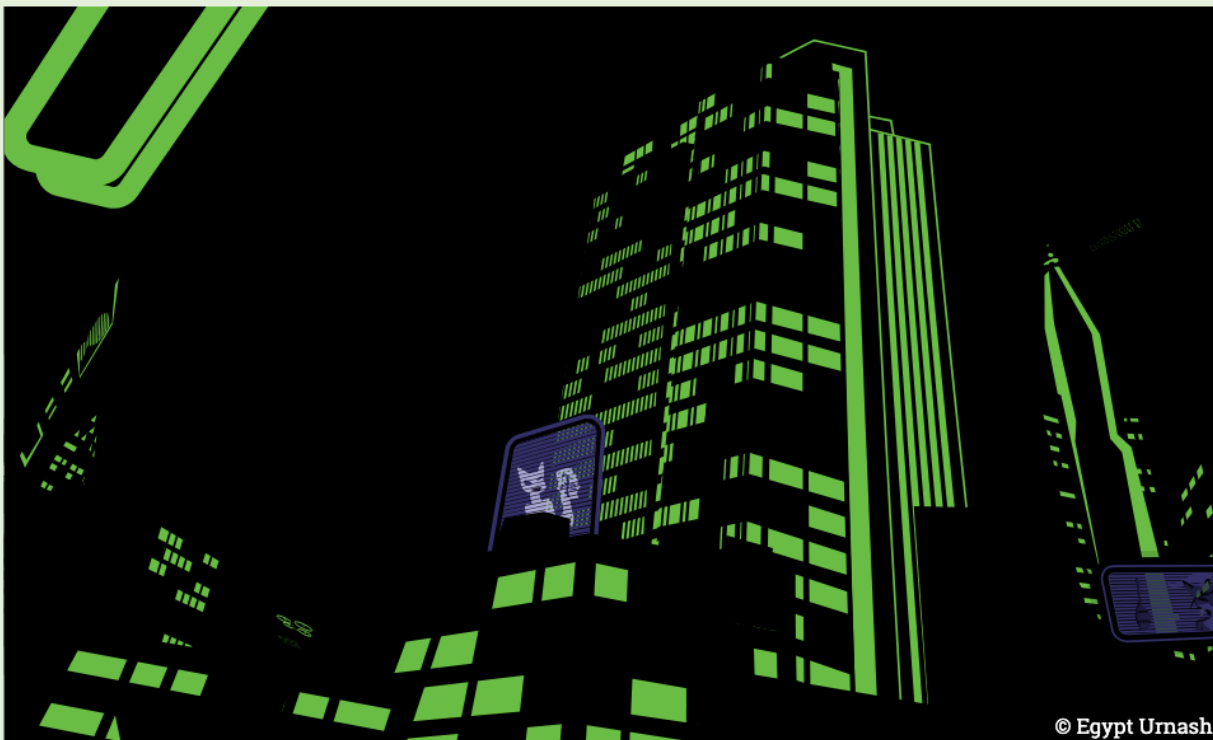


James "Rocky" Rhoades was born in Florida, where as a child he felt a connection with raccoons as he would watch from his bedroom window. Later in his childhood Rocky, as he went by to his family and friends, was chosen as a child to raise a young orphaned raccoon. As an teenager and young adult, he travelled the country, finding himself in a number of vocations, including working in a travelling petting zoo, and in California in the 1970's, working at a radio station as "DJ Raccoon".

He moved to Washington State in the early 1990's where he became a part of the local furry fandom, active on IRC in the 1990's and in our furry conventions from the beginning. He was the mascot for the Seattle Punk band "The Briefs", appearing in their movie during the playing of their song, "I'm a Raccoon." Active in the sci-fi/fantasy, industrial, punk, and other scenes, he became a sort of ambassador between furry fandom and other subcultures and countercultures.

Rocky was the charity coordinator for the inaugural RainFurthest, the charity drive successful in raising over \$10,000 for the Sarvey Wildlife Center.

He succumbed to lung cancer, passing away early this spring. A terrific person with a great sense of humor, he will be greatly missed.



// CHARITY: COUGAR MOUNTAIN ZOO

RainFurrest is proud to announce this year's charity is Cougar Mountain Zoo in Issaquah – and the zoo animals will be making an appearance at the convention center! There will be photo opportunities, drawing opportunities, panels with live animals, and an on-site gift shop.

Established in 1972, the primary focus of the Cougar Mountain Zoo is on endangered species and education with a focus on increasing the understanding and appreciation of the earth's wildlife and the role of humanity in nature through education, research, captive breeding, conservation, exhibition and recreation.

Animals that are confirmed to be attending RainFurrest:

- Reindeer
- Alpaca
- Kookaburra
- Macaw
- Box Turtle
- Ghost Corn Snake

PHOTOS

Animal photo opportunities are available! Get your picture taken with the reindeer or alpaca. The photo station is located at the upper covered front entrance to the convention center, and the price is \$20. Your digital photo will be sent to you via email. *Note:* For the safety of the animals and guests, the handler will be in the photo with you.

COLLECTION COMPETITION

Fursuiters, handlers and energetic people wanted for the Collection Competition! Each collection box will be assigned teams.

Have friends to help you out? Think you have a sure fire way to convince people to donate (i.e. put on a little performance)? Then this competition is for you! And if you don't have money or items to donate and still want to do something charitable for the animals at Cougar Mountain, then this competition is for you, too! Email the charity lead at charity@rainfurrest.com with your contact info. All winners get to pick one item of their choice from the Charity Raffle. See time postings at the Charity Desk for when collection and competition is to occur.

Note: Any acts or methods of collecting money shall not be in violation with either RainFurrest's code of conduct, nor Hilton Hotel's code of conduct.



Participants must be registered at the Charity Desk in order to participate. Collection boxes are only allowed in convention space and are especially *not* allowed in bathrooms, hotel restaurants or hotel rooms. As such, this is why teams are to be in groups of 3 or more.

DONATIONS

Items: Got something that would go well as a prize in either our Charity Raffle or Art Show Silent Auction? Stop on by our Charity Desk – located at the convention center elevators – and run it by our charity staff. Your item donation will help us raise money for Cougar Mountain Zoo!

Note: Items donated will be screened to determine if the item value is over \$20 and if the item will be highly demanded by the fandom. Charity staff reserve the right to decline any items being donated. Donations must be made through the Charity Booth. Items for the Silent Auction specifically must

be donated before 6pm on Friday. Items for the Charity Raffle must be donated before 6pm on Saturday. Donated items that were not won may be collected by the donator, who must provide badge number ID upon donation. It is the responsibility of the donator to collect their item before the Charity Desk closes on Sunday. After Charity Desk closes on Sunday, any items remaining will be given away or, as a last resort, discarded.



Cash: We are very thankful there are going to be live animals at this year's convention! Donations in cash will go straight to Cougar Mountain. And when you do make a cash donation above a certain amount, we will give you a Charity Ribbon (see below) based on that amount given as a thank you.

Time: Charity staff can use your help: both at our Charity Desk, and when the animals come to visit. Also, Cougar Mountain will be sharing the desk with us so you'll have the perfect opportunity to learn about volunteering with the zoo!

CHARITY RAFFLE

It's only \$2 per chance to draw from our bowl of tickets. If your raffle ticket matches the ticket of an item on display, you win that item!

ART SHOW SILENT AUCTION

For our Silent Auction, please visit the Art Show room and head to our Charity section that's inside. See Art Show staff for details on bidding.

CHARITY RIBBONS

Are you collecting ribbons at this year's convention? Three levels of RainFurrest ribbons will be available for those who donate cash to either the Collection Competition or the Charity Desk. Gold, the highest ribbon, will be for those who donate \$100 or more! Silver, the second highest ribbon, will be for those who donate \$50 or more. Blue ribbons are for those who donate \$20 or more. *Note:* You receive the ribbon by donating at the Charity Desk.

PRIVATE COUGAR MOUNTAIN TOUR

The Private Cougar Mountain Tour (with option to go in fursuit) is confirmed for RainFurrest 2014! If you are a VIP (Very Impressive Package) or SLIP (Slightly Less Impressive Package), please contact charity@rainfurrest.com for the details on this private event where the zoo will be closed and select RainFurrest guests will get a private tour. The tiger tunnel is confirmed as open. And if you want to go in fursuit, you can do that as well!

COUGAR PAW PRINT PRINTS

This year, "Cougar Paw Print Prints" – artwork actually drawn by the cougars themselves when they are cubs, and no longer duplicable because they are too big to do it again – are being donated by Cougar Mountain and entered into the raffle!

COUGAR MOUNTAIN PANELS

There are four Cougar Mountain panels to look forward to:

Animal Behavior Panel

- Learn both how to communicate with animals and how to behave like one (great for fursuiters and handlers!)
- Learn what a bird means based on what it's saying.
- See what a cougar means when it shows certain body language.

Conservation Panel

Animal conservation through education and what you can do to help.

Biofacts and Animal Morphology

Covers all things mammal from Cougar Mountain Zoo.

Actual "Biofacts" will be brought to site which include antlers, hooves, and tiger skulls.

Donation Panel: Drawing With Real Live Animals

- Birds will be presenting a lecture based on Macaws and the focus will be for the artists in the convention to draw the bird.
- Donations at the door are welcome.
- Artists Meep and Linkaton-Furaito will be assisting in this panel to offer artist tips and tricks to individuals who ask for advice.



// DAY OF JUDGEMENT BY KYELL GOLD

"I'm Abner," the slim grey fox said, extending a paw. "Such a pleasure to meet you."

In the virtual Oblique Club, furies gyrated together to a trance mix, paws and tails and ears sparkling amid the flashing lights. Around the outskirts of the dance floor, couples and trios chatted via messaging that allowed them to hear each other over the music. Currently the grey fox leaned against the wall next to a cacomistle in a tight bikini, who probably wasn't a girl in RL, but who cared? "Nice to meet you, too. I'm Charrine."

"What kind of music do you—" Abner paused. "I'm so sorry. I have to go."

"Hey," the cacomistle said. "You came over to me! What kind of—"

First thing he did was jump to another location in Furtopia, then deployed his cloning hack. You weren't supposed to be able to have your avatar in more than one place, so that would confuse them a bit. He ended up this time on the ridge overlooking the forest. Several couples cuddled on the grass nearby as the sun set.

He'd hated to leave, but there'd be other girls. And when the red light went on, he had at least ten minutes but no more than an hour before things got bad. First thing to do was reroute his access point. That would protect him in meatspace. Next he—"Sir?"

He spun around to see a tall white tiger in a sharp business suit. "I'd love to talk to you for a minute."

"Ha ha," Abner said easily, "if you're from the housing authority, what can I say? Sorry about that kid, but the terms of the lease clearly place responsibility—"

"That's not what I'm talking about." The tiger raised a paw to his muzzle and coughed. "Whatever Abner's done isn't my concern, Mr. Gatigan."

That name told him he didn't even have ten minutes.

The grey fox appeared in a warehouse in a deserted part of Furtopia that people used occasionally for zombie games. Crates stamped with "FURR INC." rose around him in a dim grey half-light. His tail flicked from side to side, betraying his agitation, and he checked around every corner before leaning against a crate.

"Mister Gatigan, I really wish you'd stay in one place."

Enough with the grey fox. He was Johnathan, a silver husky who was going to be his next identity anyway. He wore a blue tee-shirt and a casual collared shirt open over it, with digitigrade jeans under a fluffy tail. While Johnathan rested at the edge of a trail that led up a virtual mountain, he burned Abner into virtual ash. Then he re-routed his access through one of his backup accounts and a server in Bangalore. The

dappled green light through the leaves helped him breathe more easily, calmed the switching of his tail against the bush behind him. Birds sang and a breeze ruffled his fur.

He dug into the pouch at his side and pulled out a bag of jerky. Snapping off a piece, he chewed and closed his eyes. He'd just chill here for a bit, until

Leaves rustled and footsteps approached. The white tiger rounded a corner of the trail. "That wasn't very considerate to Abner's owner," he said severely, to an empty patch of grass where a silver husky had just been sitting.

That was the plan, anyway. But when Johnathan opened his eyes, he saw leafy green, felt the cool mountain breeze, and stared up into two dark eyes in a white-striped muzzle. "Nor is it very considerate to walk out in the middle of a conversation," the tiger said.

"Abner's a dirtbag," Johnathan said. He tried a backdoor, but they'd gotten that too. Fine, then, if they wouldn't let him run away, he'd have to go for some other tricks.

"You're familiar with the Personal Right to Individual V-Skins And Cybernetic Interfaces to E-Space Act?"

"Sure, who isn't?" Keep talking. White tiger, suit, oh, he'd disguised his connection well, but Johnathan was better. There was the thread, there were the little info packets zipping back and forth.

"By our counts, you've violated that act sixteen times."

"Really? Do you have a list?" And there was the source. Johnathan pulled the data stream toward him, pinched it off, substituted one of his programs on the end.

The tiger barely flickered. "We're not interested in your past crimes unless you choose not to cooperate." He started removing his pants. "We want to— Mister Gatigan, what—" The tiger kicked his shoes and pants off, dropped his underwear, and then shrugged out of his jacket. "Stop this. We just want—" He ripped the shirt off and stood there nude. Then he began a jerky dance.

Johnathan laughed. "You want to take dancing lessons," he said.

"We want to recruit— I'm a little teapot, short and stout." The tiger's eyes bugged out as he sang the nursery rhyme. "Here is my handle."

"If you were going to arrest me, you'd have done it. Which means you want something from me. I don't want to deal with you and I don't want to work for you," Johnathan said. He let the song finish and then shook his head. "I mean, that's obscene, what you just did. In a public place, no less. Lucky there weren't any more people around. I think I should get rid of you."

He called up the burn program again. The tiger waited,



unable to do anything else, and then was gone, scattered to the virtual winds. If the agent was smart, he'd bailed before the burn, otherwise he'd have a hell of a headache.

Johnathan went the way of Abner, just to be safe. Virgil, a slender anole, sat up in a small apartment, generic, one of thousands pre-made for newbies. They'd gotten closer that time than ever before, and that worried him. He didn't have any more backups to waste. If they were closing in on him this quickly, then—

"Mister Gatigan, it should be obvious by now that—"

No. No no no! He wrenched the headset off and kicked his office chair back so violently that it tipped over backwards on the loose wheel. He put his hand in a discarded bag of tortilla chips and stood up quickly. Okay. He had to burn Virgil, first of all. Standing at his desk, he barked out the commands, his voice rough. Talking was so cumbersome after you'd been in the vee-world.

There was no acknowledgment. Why not? He repeated the commands and then realized he'd muted the speakers. When he flicked them on, the computer was just saying, "No such skin found," which meant that Virgil, like Johnathan and Abner, was good and gone. Good riddance to all of them.

His phone rang.

The sound was so unexpected that he just stood there wondering what the hell was going on. When it became clear that the sound was coming from his pocket, he pulled out the phone and stared at it. He had muted the phone, too, but certain emergency services could override it.

And they could override other things. As he watched, the phone answered itself, and the face of a balding man in a suit very like the one the white tiger had worn spoke to him. "Before you hang up, listen to our offer."

He tried to hang up. "We've been following you for a while."

The phone hit the floor and he kicked a Matrix tee-shirt over it. All right, assume fifteen minutes – or twenty? Ten? He had no idea how fast people could move in meatspace. His legs were sweaty and clumsy, his breath came in short gulps, and his room smelled of unshowered hair and filthy tee-shirts and stale food.

"You've got to know you can't hide from us," came a muffled voice from under the shirt.

They had leverage, of course. If they could find him, they could threaten him with arrest for his *technically* illegal activities. *Don't panic*, he told

himself. *There's a plan for this, too.* He grabbed the computer and headset and shoved them into a backpack. The phone kept talking, but he headed for the door as quietly as he could. Hopefully the shirt would muffle the microphone enough that they would think he was still there.

He should have some kind of recording of his voice to fool people. Or a speaker, another phone through which he could talk. The ideas flooded his head, keeping panic at bay as he wedged his way through the window at the end of the hall. God, he hated meatspace. Bad enough not having fur and a tail; actually moving from one location to another was a nightmare. But when you lived under the grid – not off it, never off it – you had to be prepared to do unpleasant things.

It was only a two foot drop from the window when he was hanging with his arms fully extended, but he managed to twist an ankle anyway. Great, Gatigan, he told himself, that oughta help you get away. Abner the fox would have landed lightly on

the balls of his clawed feet, with his tail swaying for balance. That he even thought that proved he'd been in Abner too long.

He didn't take the street, but hurried through the fence that ran the length of the street behind the house. None of the fences were in good repair any longer, but people still lived in the houses, so he'd have to be careful. Ethereal blue light glimmered through cracks and if you listened in between the growls of cars and motorbikes, you could hear the sounds of vee-world games (some more adult than others) going on.

Meanwhile, he picked his way over broken glass and frayed wires, discarded electronics and broken bricks. He hadn't yet heard the cars pull up, but if they used electronic cars, they could glide up to houses like ghosts and be inside before anyone knew they were there.

The receiver in his ear had let out a stream of beeps as he passed houses with wireless; as he approached a less decrepit one, the beeps became a long whine. Strong signal here, and the Nex-90 on his wrist was already hacking the password. He looked again to both sides, alert for motion as well as sound, but the night remained quiet.

Wireless was a sucky option, easier to be caught hacking, but he only needed it for five minutes. He pulled out the mini tablet and called up RideMe to see if anyone was cruising nearby and would be willing to pick up Randall March, respectable developer for XTerra Games.

Within four minutes, he had a ride reserved, and no agents had yet materialized. Five minutes later he was in the passenger seat of a boxy sedan listening to a young woman chatter about her pregnancy cravings. "I just need to get close to Willow Hill," he said, relaxing. "I can walk from there."

"XTerra," the woman said. "Must be exciting. What have you made?"

"Nothing most people see." He talked absently, pulling up the Ecuadoran mirror of his identity generator to search the world's databases. "But I'm my own boss."

"That must be amazing." She turned to give him a smile. "I'm not married or anything. I just wanted a family."

"Great," he said. Three new meatspace identities dropped into his wallet, and the suits hadn't gotten any of it. He opened a bank account at Lloyds Online for one of them and shifted some of what had been Abner's money into it, all in the time it took him to say, "You gotta chase what you want because this world sure ain't gonna give it to you."

"I wish you could talk to my mom." She laughed, and went on about her family. That came with using RideMe; most of the time you got people who just wanted someone to talk to for a few minutes. Honestly, he didn't mind, although if they didn't have fur, he was a lot less interested. For all he knew, this woman could be furry, actually. For once he didn't have

time to check the online avatar, and he was too frazzled to make any kind of social overture anyway.

He set up his other two backup identities with money and then pulled up a couple property rental listings. He'd need a new backup place.

She dropped him ten blocks from his first backup apartment, with a cheery wave and a click to Randall March's debit account. He circled the area twice but didn't see any suspiciously new vehicles lurking around, so he tapped the entry code to the building and then hurried up to the apartment.

He would have to set up a new backup place and probably, to be safe, a new RideMe account, and would have to get food deliveries to this apartment organized, but first things first. He pulled the computer and cables from the backpack and plugged them into the splice in the wall that ran to the main trunk, then put on his headset and booted up.

A program scanned several forums, people talking about their relationships and friends and enemies. His filter picked out negative-tone entries and aggregated them based on proper names that recurred. Some were female; more were male, and though occasionally he liked to cross-gender, mostly he stuck with the guys. There was never any shortage.

Tonight he found a guy named Ragnar, mentioned in six different entries. Real prize, this guy was: had stolen money from three different roommates, had pushed around a couple girlfriends, and was showing up in the filter now because he'd just had assault charges dismissed for lack of evidence. And he had a gorgeous lion skin.

The details were different, but the story never changed much. Just like Abner the grey fox, scumbag landlord; or Johnathan the husky, who enticed young guys to leave home and move in with him and then kicked them out when he was tired of them; or Virgil the moocher, who'd posted embarrassing secrets about his friends online when they had the nerve to kick him out. The cops would never punish these guys. It was up to a lone vigilante to hijack their undeserved skins (and, sometimes, money), have a good time, and then burn the skins when he was done.

It was a lonely life, but that suited Ragnar the lion. He didn't want a job. He just wanted to have fun and stay one step ahead of the feds. He dropped into vee-space, checked out his new mane, and then headed back to the dance club to see if that cacomistle was still there.

// CHASING THE RAIN BY TONY GREYFOX

Rain pattered off the autocab's roof, a staccato drumbeat against the lower hums and rumbles of traffic passing near that trailed off as the door hissed closed behind Ana.

"International District station."

The cab's systems chirped quietly as the computer calculated route and distance. "Forty-six dollars. Scan chip please."

Ana pulled her right glove off, revealing black fur beneath, and placed her index finger's pad on the reader extending at her from the panel before her. It glowed for a moment, then shimmered green and slid back out of sight.

"Payment processed. Estimated travel time, one hour, ten minutes. Please enjoy your trip."

Ana settled back against the lumpy, worn seat of the cab as it pulled away from the curb and eased into a break in traffic. The raccoon knew she shouldn't be so wary of the auto-drive – it coordinated with all the other vehicles on the road to ensure accidents were very rare. But at that point in time everything made her wary.

Ana's ringed tail, intermittent stripes of grey dyed blue for contrast, curled against her feet as she shifted to try and find a comfortable position. The cab was not her first choice of getaway vehicle, but private vehicles were even more scrutinized than the little autocabs. And the false chip in her fingertip would be another hiccup in any attempt to trace her.

Even so, Ana mused as she stared through the trickles of rain on the window at the ragged Everett scenery, simple tricks like fake chips and anonymous travel would mean nothing if Green Mesa caught her scent.

The infiltration had been simple. Her hacking skills were some of the best on the West Coast. A cutout jack into the stock market computers had let her pick up just the right electronic traffic without detection. She had traced the pattern back to its source, and under a dark morning sky the raccoon had wormed her way through a grate next to the abandoned factory where Boeing had once built 747s.

Underneath that vast building, the complex had sprawled even wider. Blocks upon blocks of mainframes. Vast laboratories,

most empty but some occupied – horribly, sickeningly occupied. Failed experiments? Successful? Ana hadn't had the time to find out. Her goal had been deeper – far deeper.

She had worked her way to the center of the depravity, and been rewarded. Nobody had caught her on the way out past the giant electronic brains or the terrors thrashing in their restraints. She had lain low for most of the day, watching and waiting for the inevitable pursuit, but none had come.

Ana shook her head. It had been far too easy.

The cab hummed quietly along the slipway skirting the shatter that had once been much of northern Seattle before the massive earthquake several years previously. Stretching, Ana settled back and wished she had thought to put some protein bars in her pack as her stomach grumbled.

Her ears twitched. Something tickled her scalp between



them. She sat bolt upright, and concentrated. The tickle returned – deep within her brain.

Someone was testing her defenses – and the defenses on her hardware were so thick that no average jack jockey would be able to even come close to the level this touch was at. That could mean only one thing.

Green Mesa had found her. And they knew that she had RAIN.

Ana fought down a sudden surge of panic before it pushed out of the physical and into her hardware interfaces. If she wasn't careful it could weaken the system defenses and, with all that computing power to put into it, Green Mesa could easily exploit that weakness. If they broke through all the way, there was no doubt what they would do: electronically shred her memory both physical and electronic – eliminating any trace of RAIN – then simply turn her brain off remotely. Someone would find her eventually, an empty shell of a raccoon, gibbering insanely – if they didn't just have her forget how to breathe or tell her heart to stop.

She had time. Their attacks were basic, probing attempts to find a hole that she knew her hardware would be repulsing with relative ease. Another few minutes and they'd break out the big guns.

The raccoon slipped a slim control board out of her bag, its lead trailing. She caught the cable, smoothed fur to one side behind her right ear, and plugged the board into its interface. The world shifted as her awareness split; the physical world became foggy and indistinct while her hardware pushed to the fore.

She hissed quietly as the potential scope of the attack came into clear focus. Three probes from different sources, each trying a different technique but all bouncing off her firewalls. Nimble fingers flashed across the board as she redirected resources to shore up the defenses. With a smirk, she added a quick attack of her own, flipping a complex virus back at the attacker whose system seemed the weakest. "Got to pay attention," Ana smirked as the probe instantly dropped.

With the immediate threat eased, Ana pushed beyond the probes and into the top layer of security behind them. Green Mesa had a massive organization, but she had left electronic bread crumbs before and followed them back inwards. Chatter immediately filled her awareness, but one message stood out.

SUBJECT LOCATED. MOBILE UNITS CONVERGE
AT FOLLOWING COORDINATES....

"Oh, damn. Maybe the autocab was a bad idea."

She had minutes at most before the aircars arrived.

Ana tugged the board's lead free and ran her paw along the cab's front panel. Her fingertips found the recess where the print reader set. A firm yank snapped the reader free.

"Damage to this vehicle will be charged to your account. Please desist."

"Shut up," she muttered, reaching into the wiring. Her slim fingers found a plug and tugged it free, then snapped her board's lead into its place. A few key taps and she had control. The cab's GPS went first. Then she veered it off the slipway at the first opportunity, its wheels rattling over a small drainage ditch before finding purchase on a battered old side road.

Ana tapped a new course into the car's computer, setting it to follow Roosevelt Way up into the old University District. "That should confuse them enough that— Ah!"

A jolt of pain jabbed into her skull. Green Mesa was playing rougher.

Shadows swept over the cab. Ana looked up. Two large shapes flitted across the sky above, curving towards where the cab should have been. If she wasn't careful they would be on her tail in short order... but if she focused on driving, the hackers would breach her security and RAIN would be theirs once again.

Ana sighed. She would never hear the end of this...

Fingers tapped the board, and a moment later a face appeared in front of her – projected on her eye implant.

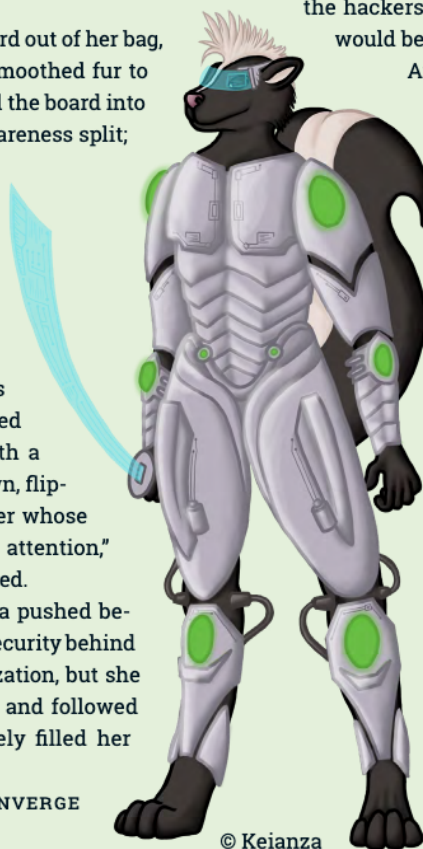
"Ana. You looking for work again?" The otter's muzzle – that part of it that wasn't hard plastic – crinkled in amusement. "Might have a job or two for you if you..."

"I'm in trouble, Mask. I need your help."

Surprise creased the otter's face. "You? In trouble? That may be the first time I've heard that phrase."

"They're on me, Mask. Hard and soft. I've got to get to SoDo, but they're hacking me and closing in on the surface. I need you."

One ear flicked up on the otter's visage. "And another new phrase. Ana, you're the best hacker I know. I'm in Vegas. How can I help?"



© Keianza

"Mask, you and I both know that I'm good but you're better. I need you to keep them off me."

"You want me to run your security? You know to do that I'm going to need your codes... all of them."

Ana paused, then nodded. "Yes. I know. This is big, Mask."

The otter frowned. "So big that you'll give me full access to your hardware? I could do anything to you, Ana. Anything."

"Mask... I have RAIN."

His eyes went wide. "You.... God, Ana. That could change everything."

"I know. Help me."

"I'm in. Send me your codes."

Ana touched keys. "You've got them."

"Yes, I do. Be right back." Mask's image disappeared. Ana spared a moment to look out the window and up. A dark image swept by in the middle distance – the aircars were spreading out in their search – they must have figured out that she had slipped their noose.

Then the world fuzzed and Mask's voice echoed in her head. "Wow. You've got thicker walls than a bank vault."

"Someone's drilling through, Mask. Green Mesa's ramping up the attacks." Ana turned the cab south, wincing as its suspension rattled over damaged roadways. "I just need them off my back for another half hour."

"Got it. Let me see what I can do."

It was bizarre to have someone else in her head – for most hackers, having someone else pop up in their head was usually followed by an evil chuckle and a sudden shutdown. The raccoon ground her teeth and twitched slightly as that second awareness rummaged around in her brain.

"Relax, Ana, I've got this. Focus on the road, I'll focus on these guys."

"Not used to having somebody else poking around in there," she gritted as the car curved around a collapsed building. "Keep me in the loop."

The shattered city eased by as Ana found mostly cleared roads to slide through. The quakes had been recent enough that people and furs had not yet repopulated the worst-hit areas, but the rubble was thick enough to require all her attention – that which wasn't taken up by the haze overlaid on her awareness that marked Mask's work.

"Four probes. No problem on three of them, but this one..." Pressure grew under Ana's left ear. She winced. "This one's pretty good. But..." The pressure cut off abruptly. "...I'm better."

"Don't get cocky."

"Who, me?" Mask sounded smug. "That wave's gone. You doing okay?"

"This thing's a piece of junk." Ana throttled up as the

still-standing Space Needle appeared in the distance to the right. "Still..."

A building front shattered ahead of her. "Damn, they found me." She swerved the car around the scatter and ducked into an alley as the bulky aircar swept into the street, and started a second program on her board. "Can you spare any processing power?"

"You're on your own, kid, I got— Oops!" The world flickered blue for a second, then settled back into grey. "Getting busier here. That one was sneaky."

Ana mumbled to herself, fingers flying across the board as she pulled extra power from the cab. Its electric engine buzzed at a higher note and it slowed down. She probed the cab's systems and found its satellite receiver, reversed the signal and easily cracked the aircar's security. A cloud of dust rose from a block over, the skyline shifting as a building crumbled from the bulky vehicle's impact.

"Nice work," Mask murmured, his awareness shifting into a pinpoint during a lull in the attacks. "Shored up your security a bit, but I suspect this quiet spot means they're going to change their approach. Be ready."

"Another couple of miles." Ana edged the car onto an open road and pushed power back into the engine.

"So why SoDo, anyhow?"

"Back in the quake relief, there was an emergency broadcast unit set up near the stadiums. It's still there, and it's still solar powered."

"So it's a satellite.... Hang on..." A tickle grew behind her ear, her tail poofed out, Mask did something, and she relaxed. "Enjoy that embolism, pal.... So it's a satellite station. And?"

"And," Ana murmured, "there's enough power for me to spike a broadcast onto the Net."

There was silence in her brain for a long moment. "You're going to broadcast RAIN."

"Damn right I am."

"Good lord, ringtail. Is it really that big?"

"Yes. It's exactly what we need to know. Green Mesa needs to go down."

"Well... Let's see if we can get you there first. If all else fails, you know, they might just pull out the orbital lasers."

"Mask, you are ever the optimist. Now shut up, I'm driving."

The buildings in central Seattle were in better shape than other parts of the city. Ana steered through the narrower back roads, watching for the other aircar but generally focused on the water of the inlet. If she could reach the waterfront, it would be a clear shot to the broadcast station.

She relaxed as the skies remained clear, speeding the vehicle up. A glint of blue through the buildings drew her closer, her goal nearing.

"Ana!"

Pain jolted through her skull. She yelped, jumping at the sudden intrusion – then stared, eyes wide, out the windshield. The car slammed to a halt.

"Sorry, kid. They found a hole and slipped an overlay in. You all right?"

The raccoon looked at the broken "Public Market" sign dangling over a fifty-foot drop where the market and its parkades had collapsed down the hillside years before. The front wheels were a bare ten feet from the drop.

"Yeah. I'm on foot the rest of the way."

Rubble made for a reasonable climbing surface, and the waterfront roadways were mostly clear. Ana pushed on, counting on her dark clothing to help blend in to the steady mist – how had she not noticed when the rain had cleared in that damn overlay? – as she jogged towards the heaps of concrete that had once been two stadium bowls.

The second aircar had pulled back, perhaps unwilling to have the same fate as the first befall it. Ana grinned to herself as a blocky shape next to the heaped concrete of CenturyLink resolved through the mist. The raccoon paused under the cover of a battered, overturned truck and surveyed the area.

"Mask, am I still clear?"

"No current probes. Something smells funny."

"You're good, Mask, maybe they lost me."

His cynicism bled through the link almost as if the emotion was her own. "Flattery will get you everywhere, kid. Keep your eyes open."

"I'm going in."

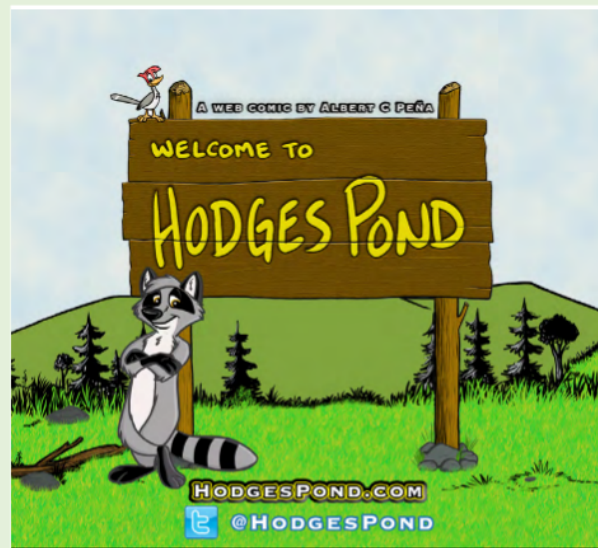
Ana jogged the last hundred yards and pressed against the side of the trailer. She could feel the hum of internal power from within, tickling at her interfaces. Above her, the solar panels and satellite antenna still stood, left alone in the no-go zone for five years. It would be a matter of breaking the door lock, jacking in and the world would know the reality behind Green Mesa's flavor of utopia....

The door was electronically locked, but Ana took the decidedly analog method of jamming a screwdriver into the gap, shorting out the circuit and prying the bolt loose. The door swung open. Ana stepped in.

A surge of pressure rose in her back brain. Ana felt Mask's surprise and shock, then the trailer dissolved in a pleasant, golden haze.

Green grass stretched into the distance under a warm hazy sun, deep blue water twinkling in the distance. Ana turned on the spot, bemused by the view. On her second turn, the lion was waiting for her.

"Hello, Ana. Welcome."



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Table 13

Immaculately dressed in a perfect black suit, tie poker-straight, mane styled exquisitely, the lion smiled.

Ana squatted, stroked her fingers through the ankle-length grass, stared up at him. "Where am I?"

"Perfection, Ana. That is where you are." The lion swept a paw around, encompassing the scenery. "The perfect day. The perfect place. The perfect time."

She stood and faced him.

"Why?"

"Why are you here? Because here is where you belong, my dear. Here, among the perfect, you are the perfect."

The lion's gesture encompassed her this time. "Intelligence, skill, compassion, beauty. You fit into this place, because you have been made in its image."

Ana frowned as something tickled in her mind. It was something important, something vital, but the lion was talking and it slipped away.

"Twelve years ago, you were another troubled teen, Ana, playing with tech and running the streets. When the virus came, so did perfection." He smiled, perfect white teeth gleaming. "Slim. Agile. Skilled. Are you not pleased with being so perfect?"

A headache started to develop somewhere behind Ana's

left eye, throbbing slightly. She ignored it. "The virus... it killed tens of millions of people."

"And it changed tens of millions – tens of millions of people going to sleep, waking up in new forms, with new skills, new instincts... perfection." The lion clasped his paws and walked around her. "A few died, yes, but in the end, is perfection not worth it?"

There was a voice in her head. It was muttering.

"Massive power surge.... Come on, Ana, break the hold...."

She stared at the lion. "Green Mesa created the virus. The RAIN project. They let it loose and it changed people, killed people... and now Green Mesa runs everything. Government, business, it's all Green Mesa."

"Now, my dear, Green Mesa just made it possible to recover from the effects of the virus faster. It may have had a competitive advantage...."

"Damn, most of the West Coast's processing power is hitting her.... Sorry, kid, this is gonna sting..."

"You can't fault a corporation for taking steps to protect the perfection it created. And there is a place in it for you, my dear. Your skills could be useful here with Green Mesa.... Help us make everything perfect."

Ana screamed as a massive jolt of pain sent her to her knees. She held her skull, sobbing, until it passed, then opened her eyes.

The trailer was empty. Motion-activated emergency lights flickered above her. Wetness trickled from her pointed ears. She touched it, looked down at blood on her finger pad, realized a voice was screaming at her.

"Tell me I didn't kill you, Ana!"

"Mask? What..."

"Massive overlay jammed into your brain. It nearly blew my systems out. They got you, Ana, they know...."

"I know. They were talking to me. They know I know. I don't think they know what I'm going to do."

Mask's awareness was filled with fear. "Ana... they know where you are. They're coming."

She paused. Something was telling her to run, to flee as fast as she could, to get away.

Ana stood, and opened her mind to that call.

"Ana, what are you...?"

The field returned. The lion stood before her. Ana smiled, sharp teeth flashing.

"Perfection isn't worth your price. The world will agree."

The lion blinked, then snarled as the overlay shattered away. A ghostly "Target that location!" sounded in her mind as she pushed the intrusion away.

There wasn't much time.

Ana whirled and found the satellite uplink control. She

plugged her board in, hammering at the keys, and winced at jabs of pain from inside her brain. "Mask...."

"I'll take care of it, Ana. Do what you have to do. And...."

"Don't say it, Mask. Just... stay with me as long as you can."

"All the way, kid."

Her back was covered. Ana's fingers flew, cracking the uplink, finding the old, mostly forgotten and nearly obsolete satellite in its geosynchronous orbit over the West Coast. That would be enough to start – the information would find its own way around after that.

A powerful surge pushed her to her knees once again, and drops of crimson pattered onto the board beneath her nose. She scrubbed at her muzzle with one paw, the other flashing over her board, the satellite's protection shattering.

"Now or never, Ana," she heard echoing behind her eyes.

The raccoon stood back up on shaking legs, caught her board and tugged the cord from it. She leaned forward, turned her head, and jammed the cable home behind her ear.

She took a breath. "Thanks, Mask."

"Godspeed, Ana."

Ana dropped her defenses, and in the same instant slammed the contents of her memory onto the satellite feed. She felt the pressure build once again, surging and spreading and a comfortable golden haze started to sprawl across her awareness. Ana vaguely registered the beep acknowledging the completed upload and subsequent broadcast and then the haze turned orange and red and black and....

A blossom of fire rose through the Seattle mist, mostly unnoticed.

Across the West Coast, the data packet spread. Millions of people and furs accessed it then forwarded it across the Net.

In an office buried deep beneath the old Boeing facility, a lion read the first words in the packet – "Green Mesa: The RAIN Virus Project – Corporate and Governmental Development Program" – and growled.

"Get the strategic response team together. We have a major problem...."

// CONVENTION STAFF

Chair Cerb
Vice Chair Foxworth
Personnel Ari
Hotel Co-lead Gene
Hotel Co-lead buni
Party Maven Saph
Treasury Lead Trapa
Treasury Staff Darter Wolf
Treasury Staff Ravenwood
Wiki Manager Foxworth
Artist Guest of Honor Egypt Urnash
Artist GoH Liason Cerb
Musical Guest of Honor PepperCoyote
Musical GoH Liason Trapa
Writing Guest of Honor Kyell Gold
Writing GoH Liason Gene
Fursuit Guest of Honor Croc
Fursuit GoH Liason Foxworth

Business Sabertooth
Art Show Lead Relena
Art Show Second Wilford
Art Show Staff Rainier
Art Show Staff Deadlock
Art Show Staff Lia
Art Show Staff Bijou
Art Show Staff Vorel
Dealers Den Lead Kataan
Dealers Den Second Syberwolf
Artists Alley Fritzy Wolf
Con Store Lead Ahiru
Con Store Second Blaze Collie
Con Store Assistant Yahtzee
Registration Lead Gizmo
Reg. Assistant Manager Aloha
Reg. Assistant Manager Zarek Amery
Reg. Assistant Manager MysticPolf
Registration Cashier Jaxn Grey
Registration Cashier Keely Skylos
Rainy's Impressive Package Trapa

Programming buni
Programming Ops Orbus
Programming Ops Second Rooster
Programming Ops Staff Jaxis
Programming Ops Staff Mordrude
Art Track Lead SR Foxley
Writing Track Co-lead Hunter
Writing Track Co-lead Sterling
Writing Challenge Hunter
Writing Challenge Sterling
Fursuit Track Lead NitroShep
Fursuit Second UnoOtter
Fursuit Games Kodipup
Fursuit Lounge Supply NitroShep
Fursuit Maintenance NitroShep
Fursuit Maintenance Growly
Fursuit Maintenance Corvus Swiftwing
Fursuit Maintenance UnoOtter
Fursuit Parade Aphinity
Fursuit Photography Lead Steven Tennant /
ThunderFlashPhoto
Fursuit Photography Staff GroggyFox
Fursuit Photography Staff Esther Chillcut
Fursuit Photography Staff Rose Chillcut
Fursuit Photography Staff Megan Renee
Fursuit Photography Staff Steph
Fursuit Photography Staff Loz Link
Fursuit Badging Blackpaw
Fursuit Ear Tagging UnoOtter
Fursuit Ear Tagging Loial Otter
Fursuit Ear Tagging NitroShep
Music Lead Fiddleback
Tabletop Gaming Dustin Gross
Electronic Gaming Little Bear
Electronic Gaming Kitsuntuar
Patron Lounge Lead Maddy
Patron Lounge Mom
Dead Dog Lead Aphinity

Marketing Cage
Inter-Con Communication Cage
Social Media Grimm
Newsletter Tautoru
Online Marketing Cage
Charity Lead MetalFox
Charity Co-lead C Ball
Charity Co-lead Mark
Charity Lead Assistant Meep
Charity Lead Assistant Snowblind
Charity Photographer Tanner
Charity PR Artist Linkaton-Furaito
Charity IT Smiles
Website Aloha
Developer DragonMan Mike
Content Aloha
Forums Blaze Collie
Theming Kay Fox
Theme Story Writer North
Photography Lead Waffles
Photographer / Videographer Blaze Collie
Digital Schedule Rex
Publications Lead Electric Keet
Con Book Electric Keet
Pocket Program Electric Keet
Sign Shop Templating Electric Keet
Ribbons James Fluffball
Ribbons Chris
Ribbons Hane
Ribbons Simba

Events Tigon
Theater Lead Terk Wolf
Lighting Design Terk Wolf
Audio Engineer Oddy
Audio Engineer Eclipse
Audio Assistant Landon
Stage Manager Keyy Otter
Stagehand Quinn Fairchild
Stagehand Frosty Orca
Stagehand Frostbite Fox
Stagehand Eaite
Dance Competition Phor
Master of Ceremonies North Wolf
Variety Show North
Variety Show Keyy
Opening Ceremonies North
Closing Ceremonies North

Operations Tuxedo Kitty
Operations Second Enzo
Volunteers Lead Latex Fox
Volunteers Second Lt.Cypher
Logistics Lead Caladon
Logistics Crew Lord Josie
Logistics Crew Nitro Fox
Logistics Crew Dirk The Rat
Logistics Crew Stella The Yoshi
Logistics Crew Zion Wulfspau
Logistics Crew Alistor Chipmunk
Logistics Crew Sparky Rycroft
Storage Locker Key Kay Fox
Storage Locker Key Tuxedokitty
Mailbox Key Tuxedokitty
Mailbox Key Adilor
Mailbox Key Foxworth
Ops Co-lead Spuds
Ops Co-lead Enzo
Ops Second SissyRoo
Ops Staff Sheryl
Ops Staff Mia
Ops Staff Ubertech
Ops Staff Toboe
Ops Staff Loki
Ops Staff StrayDog
Security Lead Merlyn
Security Second Enzo
Security Second Spuds
Shift Lead Mecha the Spider
Dispatcher Mortain
Security Trevor
Security Myojo
Security Shrike
Security Steven P.
Security James
Security Vee
Security Frostbite Fox
Security White Fang
IT Technomancer Rex
IT Adept Kay Fox
IT Apprentice Smiles
IT Apprentice WingedMetalFox
IT Apprentice Josey
IT Apprentice SissyRoo
IT Apprentice RobbieThe1st
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Convention Master Liaison Kay Fox
Convention Master Liaison Trapa

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// RAINFURREST 2014

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// GENERAL EVENTS

Opening Ceremonies

Thursday 6–7pm in Emerald D/E/F
Cerb, Tigon

So This Is Your First Furry Con

Thursday 7–8pm in Alpine
Wereman

Dance: Thursday

Thursday 8pm–2am in Emerald D/E/F
Tigon

Duck Duck Poison

Thursday 8–9pm in Secondary Theater
Egypt Urnash (GoH)

Egypt Urnash presents a sexy, absurd party game co-produced with Anna Anthropy.

Banned Cartoons!

Thursday 10pm–midnight in Secondary Theater
Roy G. Biv

Last year's panels weren't enough... By popular demand, we're returning with *more* history of banned cartoons, *more* banned cartoons, and *more* space! Can your bodies handle these panels? The cartoons shown and discussed in these panels are banned for a reason, and it is recommended that minors not attend!

Variety Show Rehearsal #1

Friday 1–2pm in Emerald D/E/F
Tigon

Animal Morphology

Friday 1–3pm in Convention Valet
MetalFox

See all things mammal from Cougar Mountain Zoo. See actual bio-facts such as antlers, hooves, and tiger skulls. Ask questions about animal structure and shape.

PGP for Beginners

Friday 1:30–2pm in San Juan
Rex Wolf

Are you interested in encryption or data privacy? Would you like to be able to sign your emails and documents so everybody knows they came from you, and you alone? Maybe you've heard of PGP but never really understood what it was or how it could work for you. Come join the discussion and

learn how to make your first keypair! Bring a blank USB key if you want your own copy of TAILS to go with your keys! (A keysigning party will be held after the panel, location to be announced at the panel.)

Rainy's High Tea

Friday 2–3pm in Suite 1453
Lenare

Once again, Rainy is proud and pleased to host a proper High Tea. An assortment of beverages and light refreshments will be available.

Etiquette Around Inflatables

Friday 3–4pm in Alpine
Baphnedia

In many ways, inflatables produced for the furry community can be regarded as treasured to their owners as fursuits. The Pool Party seeks to help educate; bringing to light obvious and not obvious ways to act around (and on) inflatables, and answer questions.

What is Ingress?

Friday 3–4pm in San Juan
Gene Armstrong, Gibbitt

Come learn about a worldwide game that uses your smartphone.

Sixty-Second Meet and Greet

Friday 4–5pm in Alpine
Gizmo

A unique opportunity to quickly meet people who are attending the convention – so when you are walking the halls, you will recognize people and not feel like you know no one. Think 'Speed Dating' but with *no* pressure! Fun and a great opportunity to share your experiences

Inflatables Meet and Greet

Friday 4–5pm in Secondary Theater
Baphnedia

A place to meet inflatables and inflatable characters face to face. Practice Pool Party Politics and photograph furies on inflatables (in fursuits, zomg!)

Cubfur Caretakers

Friday 4:30–5:30pm in San Juan
Mystic Polf

Where you can learn about being a caretaker of cubs and

learn what others have to offer. Ask Questions and get answers from cubs and caretakers alike.

GoH Dinner

Friday 5–7pm in Emerald D/E/F

Cerb, Tigon, Croc/Audiodile (GoH), Egypt Urnash (GoH), PepperCoyote (GoH), Kyell Gold (GoH)

2nd Annual Film Competition

Friday 6–7pm in Alpine

Gizmo

Bring your digital cameras, iPhones or smartphones. record your experiences at RF2014 and edit to music. Submitted shorts (up to 120 seconds) will be aired at closing ceremonies. Prizes for winning entries.

Hackers, Locks, and Cheese

Friday 6–7pm in San Juan

KayFox

No cheese provided.

Fur What It's Worth

Friday 6–8pm in Secondary Theater

Tugs Puppybear

Join Roo and Tugs of the FWIW podcast, along with their mystery guest. We also promise not to make anyone bleed this time around!

Lockpicking

Friday 7–8pm in San Juan

KayFox

Of the Rabbit Persuasion

Friday 7–8pm in San Juan

Bunny

Do you love rabbits, hares, jackalopes, or other lagomorphic lovelies? Bunny is hosting the panel for you! Come here for a safe place to discuss what being of the rabbit persuasion means to you. Bring pencils and paper for rabbit drawing lessons!

Electronics / Theming

Friday 9–10pm in San Juan

KayFox

Dance: Friday

Friday 10pm–2am in Emerald D/E/F

Tigon

Sensual Scalies

Friday 11pm–midnight in San Juan

Zantal

Join us for our third year of glimpses into the most intimate side of scaly creatures. Dragons, nagas, crocodiles, lizards, even dinosaurs – whatever your tastes, they're on full display after dark. Come see what they have to offer. (Adults 18+ only.)

Cereal and Toons

Saturday 8–10am in Secondary Theater

Roy G. Biv

Come have breakfast and watch cartoons!

Cubfur Social

Saturday 10–11am in Alpine

Mystic Folf

Where cubs and cub friendly people can meet each other and make long lasting friendships. a place where you can feel at home and know you and not alone.

Animal Behavior

Saturday 11am–1pm in Alpine

MetalFox

Learn how to both *communicate* with animals, and how to behave like one. Learn what a bird means based on what it's saying, and see what a cougar means when it shows certain body language.

Variety Show Rehearsal #2

Saturday 11am–2pm in Emerald D/E/F

Tigon

Ice Cream Social

Saturday 1–2:30pm in Secondary Theater

Gene Armstrong, Cerb

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

Animal Conservation

Saturday 1–3pm in Convention Valet

MetalFox

Animal conservation through education and what you can do to help.

HAM Radio

Saturday 2–3pm in San Juan
KayFox

HAM Radio Demo

Saturday 3–4pm in Grassy Knoll
KayFox

Model Railroads

Saturday 3–4pm in San Juan
Moorecat

Furries have many different hobbies, so come learn about model railroads. How to build them and take care of them.



© Star

PupCon-nection: A New Leash on Life

Saturday 3–5pm in Alpine
Nightcat

What is puppy play? What is a human puppy? What is a handler? What is the difference between a puppy and a furry? Come and join the Seattle Pups and Handlers (SEA-PAH) to get the answers to these questions and any others that you many have! Learn about what a mosh is – and see a live mosh demonstration! Find out how to get involved at the SEA-PAH pup and handler panel.

Partner Dancing 101

Saturday 3:30–4:30pm in Secondary Theater
Mia Lutra

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.

Cons on the Cheap

Saturday 4–5pm in San Juan
Gibbitt, Dennis Tiger

Not all of us have money. Some of us spend all year planning to come to a con (or use their paychecks for various cons), so how do you do it? Come listen to our experts at doing cons on the cheap give you some tips and tricks on doing... cons... on the... cheap.

Spirituality and Furry

Saturday 5–6pm in San Juan
Moorcat, Rhiannon

Come talk about spirituality and the furry fandom.

Furry Family Feud

Saturday 5:30–7:30pm in Secondary Theater
Thomas Skunk

Come play *Furry Family Feud*! Do you know the survey answers?

Transformation

Saturday 6–7pm in San Juan
Drekian, Greyson

An engaging discussion about transformation and its relation to the furry fandom. Outlining practicing for transformation artists and writers, discussing what transformation is and why many furs are interested in it. A way to get to know more local furs who are interested in transformation as well as explaining what the transformation sub-fandom means to us and to those that may be curious.

Variety Show

Saturday 7:30–9pm in Emerald D/E/F
Tigon

Polyamory

Saturday 8–9pm in San Juan
Ari

Dance: Saturday

Saturday 10pm–2am in Emerald D/E/F
Tigon

Second Life Meet and Greet

Sunday 10–11am in San Juan
Relena

Want to meet others that play *Second Life*? All are welcome to come and just sit around and chat, meet others. everyone is welcome from furrries, humans, etc.

PGP Keysigning Party

Sunday 11am–noon in Grassy Knoll
Rex Wolf

Come get your PGP keys signed!

The Art of Collecting

Sunday 11am–noon in San Juan
Oven Otter

Do you trade cards? Collect pins? Have any other type of bizarre collection? Wanting to start a new collection? This panel teaches the do's and don't's of collecting and gives you a chance to show off your own collections!

Charity Auction / Art Auction

Sunday noon–1pm in Emerald D/E/F
MetalFox

Fandom and the Law

Sunday noon–1pm in San Juan
Ari

The Deeper Meaning of Furry

Sunday 1:30–2:30pm in San Juan
Gibbitt

Why are people furrries? Is it a deep spiritual need to be with your totem animal, or is it just that furrries are awesomely cool? How, when, and why did you answer your calling? Come listen to a couple of furrries (and a studied hooman) discuss this and let us know your take on it.

2nd Annual Film Competition Finalists

Sunday 1:30–2:30pm in Secondary Theater
Gizmo

All videos submitted for the competition will be viewed at this time. Each video will be judged on originality, technique and technical. Prizes will be awarded to the top finalists.

Copyright, Trademark, and Patent

Sunday 2:30–3:30pm in San Juan
Ari

Scratch n' Bitch

Sunday 3:30–4:30pm in Secondary Theater
Cerb, Tigon, buni, Gene Armstrong

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

Sunday 5–6pm in Emerald D/E/F
Cerb, Tigon, buni, Gene Armstrong

Dead Dog Party

Sunday 9pm–midnight in Emerald C
Aphinity, Tigon

// ART EVENTS

Commissions 101

Thursday 9–10:30pm in Alpine
MaxCoyote, Mix

A panel for artists and clients on the world of art commissions! Artists can learn about how to be professional and start making a living, and clients learn how to be the best customer you can be! Learn to organize, communicate, and resolve conflicts. Max will use his five years of experience as

a client to teach others on what works and what doesn't, not only as a client, but from what he has learned works well for artists he knows and works with.

Making Small Mistakes

Friday 10–11am in Alpine
Sigil

Sigil will be teaching you about composition using the

tips she's received through instruction by industry professionals. By breaking down an image into large shapes and focusing on value structure, you will learn how to improve your work from the ground up. Q&A to follow.

Draw the Macaw!

Friday 11am-1pm in Alpine
MetalFox

The Cougar Mountain Zoo will be bringing a live macaw in with handlers for an opportunity for our artists to draw the bird's beautiful plumage.

Secrets of the Evil Vector Queen

Friday 1-2pm in Alpine
Egypt Urnash (GoH)

Egypt Urnash gives you an overview of her Adobe Illustrator workflow.

Two Snarky Comic Artists

Friday 2-3pm in Alpine
Egypt Urnash (GoH), Dana Simpson

Two snarky ladies talk some more about making webcomics happen.

Life Drawing: Male Clothed

Friday 7-8pm in Alpine
S. R. Foxley

Stop by as we discuss 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

Friday 8-9pm in Alpine
S. R. Foxley

Stop by as we discuss the finer points of drawing people with their clothes off. The basics of pose and musculature will be addressed, as well as more advanced discussion on anatomy and composition. Adults 18+ only.

Art Jam #1

Friday 9pm-midnight in Alpine

Come and get your art on! Jam with other artists and enjoy the chance to share creativity and inspiration!

Basic Intro to Art

Saturday 1-2pm in Alpine
Danika Jane



Animation and Industry Q&A

Saturday 2-3pm in Alpine
Prawst

In this art related panel I will share information inside and outside of the animation industry, how to build a portfolio when approaching studios and work, and also advice on post-secondary pursuits. It is a largely Q&A format but there will be an introduction featuring my credentials as well as an overview of portfolio construction and general advice as previous experience has shown that most attendees are there to listen.

Balancing Fandom and Professional Art for Illustrators

Saturday 5-6pm in Alpine
Sigil

Ian, Nero and Sigil are all seasoned freelance artists ready to share their experience working in both fandom and various illustration and comic jobs. Come for both a presentation and a Q&A session. Topics covered will include finances,

self promotion, building your brand and working in the ever changing internet market.

Life Drawing: Female Clothed

Saturday 7–8pm in Alpine

S. R. Foxley

Stop by as we discuss 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

Saturday 8–9pm in Alpine

S. R. Foxley

Stop by as we discuss the finer points of drawing people with their clothes off. The basics of pose and musculature will be addressed, as well as more advanced discussion on anatomy and composition. (Adults 18+ only.)

Art Jam #2

Saturday 9pm–midnight in Alpine

Please see the description of Art Jam #1 for full details.

Portfolios: What You Need to Know!

Sunday 10–11am in Alpine

Sigil

Lynntendo and Sigil will be explaining the purpose and set up of an art portfolio, which is a necessary element to getting work in the illustration or games industry. Along with this instruction, there will be a Q&A, and a portfolio review for any attendees ready to get some feedback.

How to Make Vinyl Decals

Sunday 11am–noon in Alpine

Foxworth

Art Jam #3

Sunday 1–3pm in Alpine

Please see the description of Art Jam #1 for full details.

// FURSUITING EVENTS

Fursuit Refurbishment and Critique

Thursday 8–9pm in Orcas A/B

Matrices

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 unworn fursuit head to a friendly critique to guide you on improving those areas you wish to change. Self-made or purchased fursuits are welcome!

Fursuiting on a Budget

Thursday 9–10pm in Orcas A/B

DragonManMike

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

Fursuit Head Construction

Friday 10–11am in Orcas A/B

Temperance

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

Fursuiting for Beginners

Friday 11am–noon in Orcas A/B

Yippee Coyote

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

Fursuit Dance Competition Qualifiers #1

Friday 11am–12:30pm in San Juan

Tigon

Tails Building Workshop

Friday 11am–1pm in Orcas A/B

DragonManMike

Build your own tail to wear around the con, and learn how to do it yourself in the process! Note: A \$10 entry fee will be required to cover the cost of materials, which will be provided. A limited selection of fur colors will be available, max 30 guests.

Duct Tape Dummies Live

Friday 2–3pm in Orcas A/B

Razzy Lee

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 GoH Meet and Greet

Friday 3–4pm in Orcas A/B

Croc/Audiophile (GoH)

Sit down with our Fursuit Guest of Honor for a question-and-answer session.

Fursuit Prosthetics

Friday 4–5pm in Orcas A/B

KodiPup

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 masks, muzzles and claws and where to find the materials.

Fursuit Animatronics

Friday 5–6pm in Orcas A/B

BlueMountainFox

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

Fursuit Meet and Greet

Friday 8–9pm in Orcas A/B

Aphinity

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.

Beginner Fursuit Construction

Saturday 10–11am in Orcas A/B

Razzy Lee

Learn the basics of fursuit making. Sewing techniques, patterning, sculpting, and more! Razzy_Lee will show you how. Learn how to make a complete full fursuit using basic techniques and materials. Learn about material sources and recommendations.

Hand Stitching, Sewing Machines, and Sergers

Saturday 11am–noon in Orcas A/B

Nicodemus

A beginner to intermediate panel on different ways to sew fur, fleece, spandex, and other fabrics. Covers hand sewing techniques (blanket stitch, “hidden” ladder stitch, “Henson” stitch), sewing machine selection and usage (including how to deal with thick fur), and sergers (stretch seams).

Fursuit Dance Competition Qualifiers #2

Saturday 11:30am–1pm in San Juan

Tigon

Fursuit Maintenance and Repair

Saturday noon–1pm in Orcas A/B

ScribbleFox

An introduction on fursuit care, repair, and storage. Learn what to do to keep your fursuit looking like new!

Advanced Fursuit Construction

Saturday 1–2pm in Orcas A/B

Razzy Lee

Moving forward from Fursuit Construction for Beginners. This is a course for those with previous experience in machine sewing, patterning, and sculpting. In this panel, we will discuss casting and mold making, developing new patterns, and experimenting with more difficult fabrics. Razzy Lee will show you how! Learn about material sources and recommendations.

Fursuit Parade

Saturday 2–3:30pm in

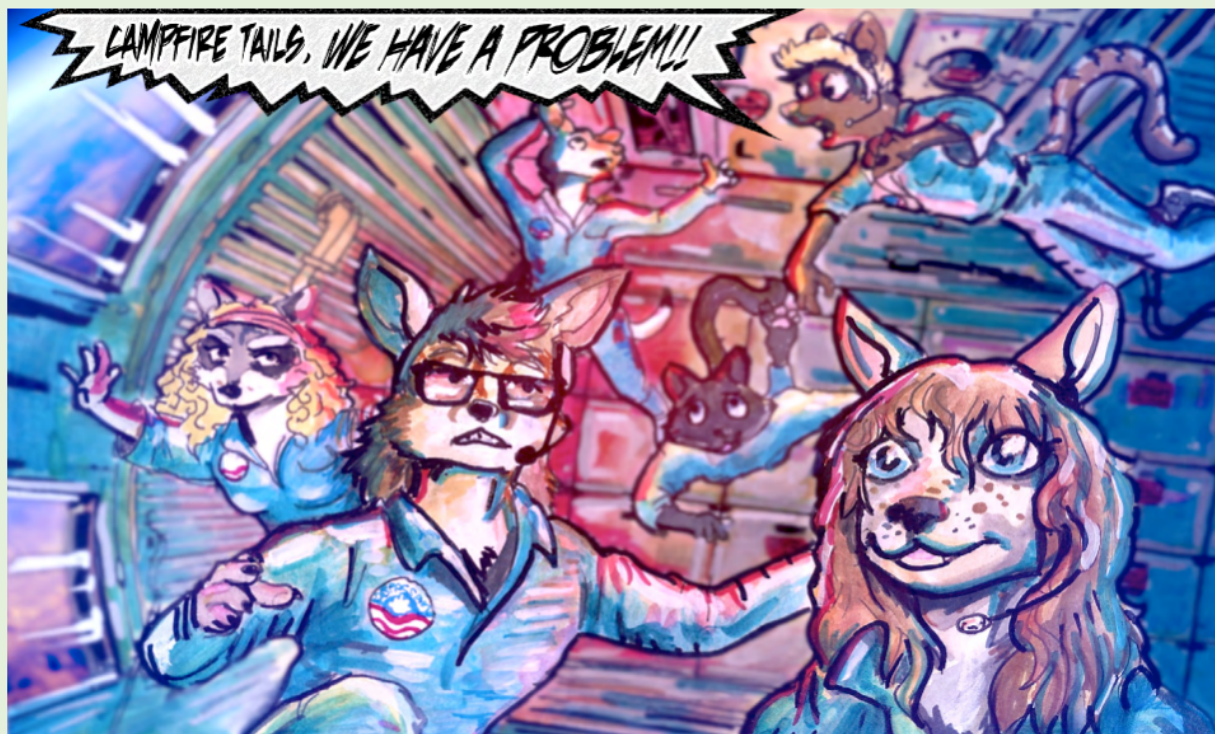
Emerald D/E/F

Aphinity

Come see those fursuits that you’ve seen wandering around – all at once! Parade will follow the route marked on your pocket guide. Fursuiters should



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begin gathering for the parade at 14h00; parade will begin at 14h30!

Character and Communication in Fursuiting

Saturday 3:30–4:30pm in Orcas A/B

Croc/Audiodile (GoH)

An amazing suit is a work of art, but it has the power to be so much more if you know how to perform in it. This interactive panel will cover movement, conveying complex emotions, non-verbal communication techniques, and other things you can do to make your character really come alive.

Fursuit Dance Competition

Saturday 4:30–6:30pm in Emerald D/E/F

Tigon

Ears Building Workshop

Saturday 5:30–7:30pm in Orcas A/B

DragonManMike

Build your own ears 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. Max 30 guests.

Fursuit Building as a Business

Sunday 10–11am in Orcas A/B

Temperance

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

Fursuiting Beyond The Con

Sunday 11am–noon in Orcas A/B

Kijani Lion

Have you ever wanted to take your fursuit beyond the walls of a convention but don't know where to begin? We will discuss the ways you can put your costume to good use for a public audience, how to get involved with local events and festivals, and the major differences between fursuiting inside and outside of a con environment, among other topics. Learn how to spread some furry cheer to your hometown

Emotional and Spiritual Side of Fursuiting

Sunday noon–1:30pm in Orcas A/B

Croc/Audiodile (GoH)

For many of us, choosing a character and bringing them to life is a major emotional investment, but ultimately a very rewarding one. This panel is an exploration of what bonds

us to our characters, and the ways that being a character or even being around our characters can impact us emotionally and spiritually.

Designing A Fursuit Character

Sunday 1:30–2:30pm in Orcas A/B

ScribbleFox

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 Games

Sunday 2–4pm in Emerald D/E/F

KodiPup

Come cheer on your favorite fursuiters as they run, jump, flail, and battle for the title of RainFurrest 2014 Fursuit Games Champion!

// GAMING EVENTS

Neverwhen Demonstration #1

Thursday 2–6pm in Columbia A/B

Tanis Dragon

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 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 players' interest. All of the scenarios reflect the ability to combine different genres within the adventure.

Privateer Press Demonstration #1

Thursday 4–8pm in Columbia A/B

Tanis Dragon

Demos of *Warmachine*, *Hordes*, *High Command*, and *Zombies Keep Out*.

In *Warmachine*, players take on the role of warcasters as they lead their titanic forces into battle. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, machines, and creatures in their armies.

In *Hordes*, players take on the role of warlocks as they lead their wild forces into battle. Formidable combatants in their own right, the warlocks' armies make use of both hardened and brutal warriors and packs of savage warbeasts, allowing them to contend on equal footing with the greatest armies of the Iron Kingdoms.

Warmachine High Command is a deck-building card game for 2–4 players set in the steam-powered fantasy world of the Iron Kingdoms, which can be played stand-alone or combined with other *Warmachine High Command* products for a customizable experience. Leverage your resources, rally your

armies, and dominate your foes to set your banner above all of western Immoren!

Zombies Keep Out: It's bodge or get bitten when a giant mob of zombies attacks the goblins' workshop. Now it's up to you and the other bodgers to repel the undead or become a zombie's late-night snack!

Ingress Competition

Thursday 7–7:30pm in San Juan

Gene Armstrong, Gibbitt, Nari Irotisha

Even though Helios is going on we are having a friendly competition here at RainFurrest. Let's see who holds the portal in front of the hotel by closing ceremonies on Sunday.

Halo Everyone!

Friday 9am–1pm in Emerald C

Little Bear

get to know each other in a good ole game where fragging only sucks if your lagging a 2v2 tourney for fun laughs as the convention kicks off

Neverwhen Demonstration #2

Friday 10am–3pm in Columbia A/B

Tanis Dragon

Please see the description for *Neverwhen Demonstration #1* for full details.

Mouse Guard #1

Friday 11am–3pm in Columbia A/B

Tanis Dragon

Welcome to Lockhaven. You are the noble guards of not only Lockhaven but the lands that surround it. You are the Mouseguard. Despite all your brave efforts, not all communities acknowledge the members of the Mouseguard as rightful defenders. Today is your chance to prove a politically powerful doubter that you are worthy defenders maybe even make an ally. Lady Astra is holding a party several miles outside of

Lockhaven and has requested the aid of the Mouseguard in protecting her guests. Go there and, by your actions, bring a good name to the queen.

Characters supplied but not set in stone. Minor adjustments to fit the players are possible. Dice and cheese are available at the table.

Spartan Games Demonstrations #1

Friday 11am-7pm in Columbia A/B

Tanis Dragon

Demos of the steampunk miniature war game *Dystopian Wars*.

Privateer Press Demonstration #2

Friday 11am-7pm in Columbia A/B

Tanis Dragon

Please see the description for Privateer Press Demonstration #1 for full details.

Final Fantasy Friday

Friday noon-4pm in Emerald C

Little Bear

Free play for all interested.

Augment With Intent

Friday 3-5pm in Emerald C

Little Bear

ever wonder what duex ex is about come play and delve into what its like to be mostly cybernetic

Neverwhen Demonstration #3

Friday 3-7pm in Columbia A/B

Tanis Dragon

Please see the description for *Neverwhen Demonstration* #1 for full details.

Pathfinder Game: "Temple of the Rat"

Friday 5-10pm in Columbia A/B

Tanis Dragon

"Be quiet, young ones," George W. Shrub said as he slowly assumed a comfortable sitting position. The years were starting to catch up with the elder rat and finding comfort was not easily attained anymore. "Hear the history of the great war and remember." This would be the last time he would tell the tale and he hoped it would carry on with those before him. "While the canines and horses fought alongside their beloved humans during the war of the First Kingdom, the cats, mice and rats debated among themselves. Eventually most of the cats threw their lot in with the humans and even the normally timorous mice elected to side with humanity...." His voice echoed in the chamber for what seemed hours. Many tales were recounted that eve including the tale of the great rat temple. Uses *Neverwhen Xenofarm* characters levels 7-9. Pregens supplied.

SkullGirls

Friday 6-8pm in Emerald C

Raevis Verinet

Hackers Bashers #1

Friday 7pm-midnight in Emerald C

Little Bear

a time to get out your aggression after a bad hack, what better way to do so then to bring your beef to the virtual world of super smash brothers brawl!

Furoticon How to Play and Tournament

Friday 9pm-midnight in Orcas A/B

Callista Skip

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. Adults 18+ only.)

Up Your Arsenal

Saturday 10am–noon in Emerald C

Little Bear

ratchet and klank is one of those iconic games where being furry and loving machines comes hand in hand, dive back into the world of big robots furries and wrenches

Neverwhen Demonstration #4

Saturday 10am–3pm in Columbia A/B

Tanis Dragon

Please see the description for *Neverwhen Demonstration #1* for full details.

Privateer Press Demonstration #3

Saturday 10am–6pm in Columbia A/B

Tanis Dragon

Please see the description for *Privateer Press Demonstration #1* for full details.

Mouse Guard #2

Saturday 11am–3pm in Columbia A/B

Tanis Dragon

Please see the description for *Mouse Guard #1* for full details.

Calling All Hackers

Saturday noon–1pm in Emerald C

Little Bear

have a ds game you cant beat ? want to find members of your factions to go raze the hiltions portal this is no time like the best to go forth from the game room !

The Daily Grind

Saturday noon–4pm in Emerald C

Little Bear

at noon come play a couple of games of gears of wars and see what a grind it can be

.hack and //hack

Saturday 1–3pm in Emerald C

Little Bear

feeling nostalgic ? come check out some games that are made of win

Neverwhen Demonstration #5

Saturday 3–7pm in Columbia A/B

Tanis Dragon

Please see the description for *Neverwhen Demonstration #1* for full details.

Digital Dinner Dilemma

Saturday 5–8pm in Emerald C

Little Bear

fighting deamons no sweat learn how its done with this game

Hackers Bashers #2

Saturday 7pm–midnight in Emerald C

Little Bear

Please see the description of *Hackers Bashers #1* for a description.

Furoticon Tournament

Saturday 8:30pm–midnight in Orcas A/B

Callista Skip

Are you a more experienced *Furoticon* player? Stop by the Tail Kiss Studio Dealer Table to sign up for our Intermediate Tournament or to get more information. There will also be space for free play, and limited demo decks available for those without cards! (Tournament sign-up only accepted in the Dealer Room. Adults 18+ only.)

Soulfully Sorry Sunday

Sunday 9am–noon in Emerald C

Little Bear

being denighed your rights whether it be the enlightened or kain come get your retribution

Firespinning and Poi

Sunday 11:30am–12:30pm in Secondary Theater

Foxofire, Strife

In this loosely structured panel aimed for the casual dancer interested in poi and staff spinning, we (Foxo and Strife) will teach you new staff and poi tricks or help you figure out moves you've been stuck on. This panel also serves as a forum for other spinners to meet, greet, exchange ideas, or even teaching us panelists some new things. Come in your dancing costumes and show us how you spin! Ideas for useful spinning costumes and gadgetry are always welcome. We will also have a large variety of poi to try for those needing recommendations in buying their own tools. Nevertheless, we do have a limited number of extra staves and poi, so attendees

are encouraged to bring their own. Fursuits are of course welcome to attend!

Zone Out at the Enders

Sunday noon–3pm in Emerald C

Little Bear

mech'd out on a space colony learn the story of how the young ender discovers is destiny

Powered Down Dishonored

Sunday 1–4pm in Emerald C

Little Bear

come seek what you want back and claim victory for yourself your clan and your side !

Hackers Bashers #3

Sunday 3–5pm in Emerald C

Little Bear

Please see the description of Hackers Bashers #1 for a description.

Neverwhen Demonstration #6

Sunday 3–6pm in Columbia A/B

Tanis Dragon

Please see the description for *Neverwhen Demonstration* #1 for full details.

// MUSIC EVENTS

Open Mic

Thursday 9–10pm in Secondary Theater

Fritzy

A live show where anyone can perform! Music, poetry, rap, comedy, performance art, Klingon yodeling, anything you want to do in front of a microphone, we want to hear it!

Do's and Don'ts of Making an Album

Friday 11am–noon in Secondary Theater

PepperCoyote (GoH)

Join Pepper as he takes you through the exciting and frequently frightening world of self-publishing. Come hear highlights of his new record "Transition" and all the ups and downs that came along with making this one a reality.

Drum Circle / Open Jam Session

Friday 1–2pm in Secondary Theater

Pepper Coyote (GoH)

Ever want to bang on things in a circle? Bring your drums, tambourines, shakers, guitars, or whatever, and join your fellow furs in making mildly musical racket. No skill required.

Instruments and instructions provided for those with nothing to play.

Introduction to DJing

Friday 3–4pm in Secondary Theater

Thumper

Peppercoyote's Concert

Friday 7–8pm in Emerald D/E/F

PepperCoyote (GoH)

So I Think You Can Dance

Saturday 11am–noon in Secondary Theater

Phor

Going over the basics and mechanics of dancing to music, starting with music theory and movement theory.

Karaoke

Saturday 8:30–10:30pm in Secondary Theater

Saph

// WRITING EVENTS

Writing 101 #1

Thursday 7–8pm in Elliott B

Tarl "Voice" Hoch, Kitswulf, Ocean Tigrox

Writing in any form, from a short story to a magazine article all the way to a novel, can be a daunting thing for someone who's never written before. Newcomers and experienced writers alike are welcome as our panelists discuss some of the basic tools of the trade.

Furry Writers' Guild

Thursday 7–9pm in Suite 1453

Mary Lowd

The Furry Writers' Guild is an organization that exists to support writers in the furry fandom. Come meet some of the faces of this group, and learn how to become a member, or just talk about what you have done, or can do.

A Land Far, Far Away: World Building

Thursday 8–9pm in Elliott B

Ryan "Sterling" Hickey, Ethan Gruner, Jagdwolf

Setting and world are as much characters as flesh and blood ones. Hear from authors on ways to make your world as well rounded and consistent as your characters.

Fiction vs. Fan Fiction

Thursday 9–10pm in Elliott B

Mary Lowd, Whyte Yoté, Greg Laurel

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

Book Launch: RainFurthest Anthology

Thursday 9–10pm in Suite 1453

Gene Armstrong, Ryan "Sterling" Hickey,
Garret "Hunter" Biggerstaff

Going into its fourth year, RainFurthest and FurPlanet are pleased to announce the release of *Furtual Horizons*, the latest in our convention's yearly anthology.

Writing Competition: Day 1

Thursday 10–11pm in Elliott B

Ryan "Sterling" Hickey, Kyell Gold (GoH), Kitswulf

Take part in a three-day writing competition where you will be given a theme on which to write a short story, and the winner will have their story published in next year's convention book.

Kaffeeklatsch #1

Friday 9–11am in Suite 1453

Ryan "Sterling" Hickey, Garrett "Hunter" Biggerstaff

Coffee, doughnuts, and casual conversation. Nothing could be simpler. If you feel like coming up to one of our suites to be around writers and just talk about whatever, then this is for you.

Getting Published

Friday 11am–noon in Elliott B

Tarl "Voice" Hoch, Kandrel, FuzzWolf

Panelists will talk to you about the roadblocks, pitfalls, and provide insight on getting published. Topics to include picking the right venue and publisher, as well as advice, and tools on how to present your work to give you the best chance at getting published, and how to handle the inevitable rejection that comes with the trade.

So You Want To Write a Novel?

Friday 11am–noon in Suite 1453

Kyell Gold (GoH), Mary Lowd, Julianne Reyer

This question is one almost every writer asks themselves, and one that can be harder to answer than most. With things like Nanowrimo helping new authors try their luck, more and more are attempting this feat. But sometimes it takes more than just wanting to write a novel. During the panel, our writers will give you some tools to help get your organized and on the road to success.

How to Deal with Rejection and Constructive Criticism

Friday noon–1pm in Elliott B

Ocean Tigrox, Roland Jovaik, Whyte Yoté

Reviews can be one of the hardest things in the world to take, and every time you get a letter from a publisher that thinks your work 'isn't quite right' can be trying. Our panelists will help you learn how to take it all and learn from it, rather than let it become a stumbling block.

Writing Competition: Day 2

Friday 1–2pm in Elliott B

Ryan "Sterling" Hickey, Kyell Gold (GoH), Kitswulf

Take part in a three day writing competition where you will be given a theme on which to write a short story, and the winner will have their story published in next year's convention book. Day Two is time for writers to solicit help in the writing process from their fellows or from one of the judges.

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fur, and fun.
(And trick-or-treating!)**



www.unthrocon.org



A Reading and Q&A with Mary Lowd

Friday 1–2pm in Suite 1453

Mary Lowd

The author of *Otters in Space* and *Otters in Space 2: Jupiter Deadly*, Mary Lowd has been a friend of RainFurthest and a contributor to our yearly anthology from its inception. Sit in with Mary as she reads from some of her work and answers your questions.

Author Q&A: Ask Me Anything

Friday 3–4pm in Suite 1453

Kitswulf, Jagdwolf, Julianne Reyer

Forums like Reddit have proven that the “Ask Me Anything” format can often times lead to interesting and insightful answers from people we have all come to admire. In the spirit of this, three writers have agreed to sit down and answer any questions that come their way. If you have a question you don’t think that fit into any of our panels, go ahead and ask.

Flash Fiction Jam

Friday 3–5pm in Elliott B

Garret “Hunter” Biggerstaff, Whyte Yoté, Nathanael Gass

The concept was simple. Three authors, an audience, and a random assortment of ideas. Species, setting, theme, and plot twists... and one hour to write it all in. Come in and help make our writers’ lives as difficult as you can, and then come back to listen to them read the fruits of their labors.

Cóyotl Awards Ceremony

Friday 7–9pm in Suite 1453

Mary Lowd

Created by writers, for writers, this year’s Cóyotl Awards are being hosted at RainFurthest! Come support your favorite nominees, and cheer the winners. See the lists at coyotlwards.org for more information.

The Squick Factor: Dealing with Taboo Topics

Friday 8–9pm in Elliott B

Kyell Gold (GoH), Garret “Hunter” Biggerstaff, Julianne Reyer

There are certain things that are hard to write about, even if someone has not been through it themselves. While not naming those things here, our panelists will talk about them and answer your questions on these uncomfortable subjects.

Fangs and Fonts: Networking and Social Media with Writing

Friday 8–10pm in Secondary Theater

Tarl “Voice” Hoch, Ocean Tigrox, Roland Jovaik, Yannarra

Can’t find beta readers? Missing details about anthology

submissions? Wish you could discuss writing with others? They say it’s all in who you know, but how can you meet other writers and build a network of contacts? Join the *Fangs and Fonts* podcast live to discuss what you can do to connect with people and harness the power of social grace and online media for help. Podcast Q&A to follow.

Writing Realistic and Interesting Dialogue

Friday 9–10pm in Elliott B

Kitswulf, Whyte Yoté, Tony Greyfox

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

There Is No I in Team: Collaboration in Writing

Friday 10–11pm in Elliott B

Ethan Gruner, Mitch De La Guardia,

Laura “Munchkin” Lewis

Join our panelists in a discussion on how to combine the ideas and visions of two or more different writers to create a whole. Our panelists will provide tools and tips on how to collaborate, and pitfalls to watch out for that could derail the work.

Unsheathed

Friday 10pm–midnight in Secondary Theater

Kyell Gold (GoH)

Back again for another year, we welcome the *Unsheathed* podcast!

It Takes All Kinds: A Discussion of Genres

Friday 11pm–midnight in Elliott B

Tarl “Voice” Hoch, Ocean Tigrox, Greg Laurel

Comedy and tragedy are the two masks that often are used to represent theater. But these days, genre has expanded beyond the basic concepts of action, adventure, horror, romance, &c.... Picking a genre can help a writer nail down the kind of work they want to do, but it’s not always as easy as one would think. During the panel, our writers will go over genres and possibly even subgenres for you so you get the key differences.

Kaffeeklatsch #2

Saturday 9–11am in Suite 1453

Ryan “Sterling” Hickey, Garrett “Hunter” Biggerstaff

Please see the description of Kaffeeklatsch #1 for full details.



Writing 101 #2

Saturday 11am–noon in Elliott B

Mary Lowd, Yannarra, Laura "Munchkin" Lewis

Writing in any form, from a short story to a magazine article all the way to a novel, can be a daunting thing for someone who's never written before. Newcomers and experienced writers alike are welcome as our panelists discuss some of the basics tools of the trade.

Guest of Honor Reading and Q&A

Saturday 11am–noon in Suite 1453

Kyell Gold (GoH)

RainFurthest welcomes Kyell Gold (GoH) as this year's Writer Guest of Honor! A prolific author in both short stories and novels, as well as serial postings on FurAffinity, Kyell has been bringing readers his worlds of furry fiction since 2005. Come and listen as he reads from selected works, answers questions from the audience, and signs his works.

Furry Anatomy and Body Language

Saturday noon–1pm in Elliott B

Ethan Gruner, Yannarra, Jagdwolf

The description of a character in how they look and how they act can often tell a reader more than anything else in a story. Get tips and good rules of thumb on how to best accomplish this with the furry's own unique physiology.

Writing Competition: Turn in

Saturday 3–4pm in Elliott B

Ryan "Sterling" Hickey, Kyell Gold (GoH), Kitswulf

Take part in a three day writing competition where you will be given a theme on which to write a short story, and the winner will have their story published in next year's convention book. Today is the day to present your work for consideration, and the winners and honorable mentions will be announced at Closing Ceremonies

Rocky Mountain Fur Con Presents:

GAME SHOWS!

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Self-Publishing for Beginners

Saturday 3-4pm in Suite 1453

Mitch De La Guardia, Julianne Reyer, David Alan

Amazon.com and several other media have sprung up in recent years to allow a writer to bypass the whole process of being reviewed by a publisher, and putting their work out there on its own merits. In this panel, our writers will help you learn the perils and pitfalls of going this route.

Writing Historical Fiction

Saturday 4-5pm in Elliott B

Ryan "Sterling" Hickey, Kyell Gold (GoH), Kitswulf

History is filled with stories that can be drawn from in order to create your own work, and even create whole new worlds. Last year, Kyell Gold (GoH), and RainFurrest's own Sterling spent an hour waxing poetic on this topic, and they've agreed to get together (with help!) and do it again!

Shopping for Publishers

Saturday 4-5pm in Suite 1453

Tarl "Voice" Hoch, Mary Lowd, Kandrel

Publishers have their own quirks, and sometimes it takes a little time or the advice of a friend or fellow writer to know

which ones will be a good fit for you. Our panelists will help you look at the industry and search out the right kind of publisher for you.

Writing Exercises, Tips, and Tricks

Saturday 5-6pm in Elliott B

Mary Lowd, Ocean Tigrox, Whyte Yoté

Every writer has different tricks and tips for getting the creative juices going, how to break through problems in a story, and in general how to get themselves into a good flow. Join us and discuss these techniques.

AALA Hall of Fame

Saturday 6-7pm in Suite 1453

Gene Armstrong

The Anthropomorphic Literature and Arts Association, which administers the popular-vote Ursa Major Awards every year, has its own ALAA Hall of Fame Award to honor those people, books, and movies that furry fandom would not exist without. Walt Disney, Bugs Bunny, and the novel Watership Down are past honorees. Come to this year's presentation and find out who are this year's honorees. (And vote for next year's Ursa Major Awards for the best furry works of 2014.)

Romance, Erotica, and Smut: The Differences

Saturday 8–9pm in Elliott B

Julianne Reyer, David Alan, Roland Jovaik

There is a difference between these three things, honest! Come and listen as we have our authors talk about the most lucrative and prevalent genres in the market, and how they compare to each other.

The Dreaded Mary Sue

Saturday 8–9pm in Suite 1453

Ethan Gruner, Laura "Munchkin" Lewis, Nathanael Gass

She lives, lurking in the deep, vast halls of fan-fiction, and can be seen peeking around from the dark corners of published works. She sometimes exists defiantly right before you on the page, daring you to say something. She is the Mary Sue. But what is a Mary Sue really, and how bad can she be? This panel is one way to find out.

Book Launch: Kyell Gold's Cupcake Series

Saturday 9–10pm in Suite 1453

Kyell Gold (GoH)

Dude, Where's My Fox? is the title of Kyell's latest novelette in his Cupcakes series, and we have the honor of presenting it for the first time here at RainFurrest!

Voice Acting with Buck Hopper

Saturday 9–11pm in Elliott B

Buck Hopper

We would like to welcome back Buck Hopper to RainFurrest, and invite you all to come and take part in learning about what it takes to be a voice actor. During the panel, attendees will be given the chance to perform short scripts and see what life is like behind the mic.

A Dark and Stormy Night: Writing Horror in Furry Fiction

Saturday 11pm–midnight in Elliott B

Tarl "Voice" Hoch, Kitswulf, Jagdwolf

Horror can be a daunting genre to break into, especially when you have to balance scaring your readers and keeping them interested. Our panelists will discuss horror, how to use furry within it for effect, and how to make sure you don't give away too much while you do it.

Kaffeeklatsch #3

Sunday 9–11am in Suite 1453

Ryan "Sterling" Hickey, Garrett "Hunter" Biggerstaff

Please see the description of Kaffeeklatsch #1 for full details.

The Cutting Room Floor: How to Edit

Sunday 11am–noon in Suite 1453

Ocean Tigrox, Whyte Yoté, Roland Jovaik

Writing is like a rosebush. You can plant the seed of the idea of a work, you can grow it with word count, and then watch it blossom into a full-fledged story. But also like a rosebush, sometimes for the health of the story, it makes sense to cut off parts here and there. Come and listen as our panelists discuss how to edit well, and how to apply it to your work.

Flash Fiction Jam: Bad Fiction Edition

Sunday 11am–1pm in Elliott B

Kitswulf, Laura "Munchkin" Lewis, Ethan Gruner

If you thought writing a piece of flash fiction was hard enough... this time our vic- *ahem* contestants are challenged to create the worst possible work from the suggestions given by the audience. Will they be able to complete their work? Will they be able to read it out loud? There's only one way to find out...

Lights! Camera! Action! Writing Action Scenes

Sunday noon–1pm in Suite 1453

Garret "Hunter" Biggerstaff, Tony Greyfox, Tarl "Voice" Hoch

Conflict is sometimes inevitable in any tale told, but managing that conflict and driving it towards a specific goal can be hard to do. The physicality of a fight can be challenging, even for an experienced writer, but our panelists will help you learn what it takes to put your characters through the gauntlet.

The Development of the Character

Sunday 1–2pm in Suite 1453

Mary Lowd, Mitch De La Guardia, Leo Magna

Who am I? Where did I come from? Why am I here? These are all questions your characters will ask themselves at some time during your writing. Learn how to be ready with the answers when they do.

Voice Acting Unplugged

Sunday 2–4pm in Elliott B

Buck Hopper

Buck Hopper continues his work with voice acting, and along with teaching voice acting techniques, he also will go over script writing for beginners.



© Jazzycat

// DANCE SCHEDULE

THURSDAY

Bucker Fuskyote	8pm-9pm	House
Shimii	9pm-10pm	Progressive
B4RKSQUAD	10pm-11pm	Electro, Moombah
P-Dawg	11pm-12am	Trap
Kitsune	12am-1am	Hard Dance
Skunkiebutt	1-2am	Hardcore

FRIDAY

Retro Night	9pm-11pm	Retro Night
Microdile	11pm-12am	House
Earvelvet vs ValleyRux	12am-1am	House, Dance, Prog
Kihu	1am-2am	Multi-Genre
Tekfox	2am-3am	Trap

SATURDAY

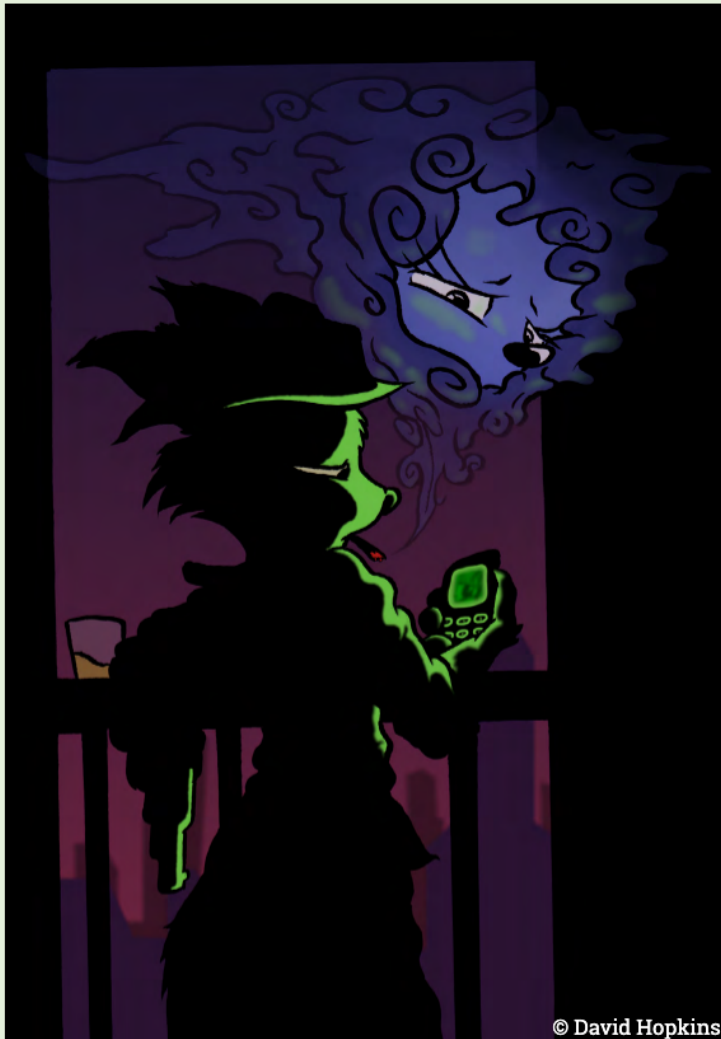
Takum	10pm-11pm	Progressive
Oddy	11pm-12am	Multi-genre
Akonite vs Bloodwiser	12am-1am	Multi-genre
Ezo vs Recca	1am-2am	Electro, Melbourne
Dantee vs Tigon	2am-3am	Drum n' Bass

SUNDAY

DJ Oven	8pm-9pm	House, Electro, Dance
Ralnmaker	9pm-10pm	Multi-genre
Cohn Jonner	10pm-11pm	Electro, DnB
Rotten Robbie	11pm-12am	Electro, Dubstep, Trap

// SCAVENGER HUNT

- required: a container to hold all your stuff
- 5 bonus for a creative container
- 3 a glowstick
- 3 a comic
- 2 a small bar of soap
- 2 an example of soap not meant for washing
- 8 caffeine
- 2 earplugs
- 4 a Pog
- 10 a small model train
- 5 a violin
- 8 a floppy disk
- 5 bonus for larger than 5" (12.5 cm)
- 2 a circuit board
- 6 a pinecone
- 5 snow
- 4 an inuksuk
- 5 bonus for taller than 10" (25 cm)
- 3 a piece of rope
- 3 a jump rope
- 8 a horse shoe
- 8 a husky shoe
- 3 a deer (three-dimensional)
- 3 the letter H
- 2 the square root of π
- 8 a square of root pie
- 3 a jalapeño
- 3 Kraft Dinner
- 6 a Nanaimo bar
- 10 a 13 Coins menu (not a to-go menu)
- 10 a Denny's menu (not a to-go menu)
- 4 a civet scotch glass
- 3 a lock
- 5 a lockpick
- 10 using your lockpick to pick your lock at judging
- 10 a gold donation ribbon
- 5 proof you did a good deed today
- 6 a letter of endorsement from a VIP (badge # required)
- 3 PepperCoyote's favourite drink
- 5 a Kyell Gold book
- 5 a badge from Egypt Urnash
- 2 each previous RainFurrest con badge
- 2 each RainFurrest pin you have
- 10 a pin from each year (2007–present)
- 8 take a selfie from on the stage during a event
- 2 a pen from the Marriott
- 4 a used luggage tag with destination SEA
- 4 a (new or used) ticket to the Space Needle
- 3 a Chicago subway map
- 4 a Canadian Twonie
- 4 a Canadian flag
- 5 a Mexican flag
- 2 a UK plug adapter
- 2 a Euro plug adapter
- 6 a flag from any other non-US country
- 5 having citizens of two countries on your team
- 10 having citizens of four countries on your team



// CYBERPUNK

:: 43



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Mukian Fentic Inguz

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Teddy Jr. Ranger Burr

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Shiori ToonWolf Sifuri Sila Wolf Snares Lion
StandardDeviant Stormy Sugra Tiger Sui Rose
Tarka That Blue Dog on the Left The Hellhound
Thunder Orca Tony Greyfox Torne Trake
Trey! Cat! Meow! Tsukai Kurai Tsuki Wolf Tugs Tusker
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