

# MEGAPLEX 7



***WHICH SIDE WILL YOU BE ON?***

**MARCH 28-30, 2008**

# HEROES AND VILLAINS!

## WHICH SIDE WILL PREVAIL?

# MEGAPLEX

**A PAWPET "LIVE" EXPERIENCE**  
JACKSONVILLE, FL • WYNDHAM JACKSONVILLE RIVERWALK

## STAFF: THE CITY COUNCIL OF MEGATROPOLIS

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Randy "Yappy Fox" Fox

### Director of Programming:

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Jim "Rasvar" Mogle

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### Promotions:

Liesl "LiliVoop" Muckey

### Dealer's Room:

Genesis "Gen" Whitmore

### Website:

Randy "Yappy Fox" Fox

Jess "Lynxcat" Kiela

### Convention Audio/Visual:

Randy "Yappy Fox" Fox

Harley "Eagle Beagle" Rifkin

Matthew "STITCh" Pence

### Fursuit/Puppet Track Coordinator:

"Santa Fox"

### Art Track Coordinator:

Nicole "AnimeCat" Spradling

### Registration:

Randy "Yappy Fox" Fox

### Security:

Patrick "Mach" Dowden

### Sponsor Suite:

Dan "Brace Bear" Neuman

### Variety Show:

Dan "Jackrabbit" Boatwright

### Volunteers:

Liesl "LiliVoop" Muckey

### Convention Badge Design:

Terry "Mouse" Sender

### Gaming:

Thomas "Salen Storming" Prince

### DJ Coordinator:

Anthony "Antimon" Urzi

All in colour for...well, more than a dime these days, it's MEGAPLEX 2008! This year is a celebration of comics...and from what I've heard, it looks like heroes and villains both are lining up to be part of the fun. Whose side are you on?

On behalf of the Board and staff, welcome back to Florida's First coast, and the seventh edition of Florida's furry arts and entertainment convention. We have a lot of great events lined up for this year - check out the grid in the pocket schedule or the events listing to find your favourites! And keep an eye out - the never-ending conflict between good and evil could spring up at any time...

We are pleased to welcome artist Adam Wan as our Guest of Honour this year. Adam has been looking forward to visiting Florida, and meeting all his fans here.

Also, this year we're bringing back a Megaplex tradition, as we welcome Matthew Ebel as our Special Musical Guest! We've been hearing rave reviews of his performances, so we're really looking forward to seeing him perform live on Saturday night.

Once again, we are pleased to be supporting the C.A.R.E. Foundation as our charity this year. We will have some of the animals they help save on site again this year, and we hope you'll help us support this worthy endeavour by bidding in the charity auction following shortly after their presentation.

Be sure to keep an eye out for our new Art Track, as well as a revamped Gaming lineup, as part of a full weekend of programming. Our traditional fursuit and puppetry tracks return, as well as old friends like Uncle Kage and 2...plus, catch our live performance of Rocky Horror late Saturday night. (I see you shiver with antici...(say it!)...pation!)

As always, my deepest thanks to the Board and staff of Megaplex, and to the many folks over the years who have volunteered their time and energy to making this con the best it can be.

Now, it's time to dive in between those four-colour covers, and find out how the story will go. Will justice prevail? Will villainy triumph? There's only one way to find out...

Welcome to Megaplex 2008!

Sincerely,

Karl F. Meyers ("Carl Fox")

Chairman

# MEGA-LIVE!

## CONTACTS AND POLICY

### MISSION

To provide to our membership a celebration of interactive art and performance, with a primary focus on anthropomorphics and fantasy.

### VISION

To be recognized by our membership as providing the highest quality programming, and to encourage return memberships through consistent quality and value.

The MegaPlex Staff would like to ensure everyone have a safe, sane, and fun convention. We ask that you please follow the convention safety and security policies outlined in this booklet. In general, if everyone shows respect and good manners to fellow convention attendees and the hotel facility and staff, then there will be few, if any, problems. We want everyone to enjoy!

While at MegaPlex 7, you agree to abide by the policies of the convention. The senior members of the convention staff will resolve any disputes or questionable events. Their decision will be final. The convention security staff will issue warnings if they observe violations. Serious or repeat offenders will have their convention membership revoked without refund and will be asked to leave immediately.

## PLEx, INC. BOARD OF DIRECTORS

Karl F. Meyers, *President*  
John Cole, *Vice President*  
Randy Fox, *Secretary*

Jim Mogle, *Treasurer*  
Liesl Muckey, *Board*

PawPet Live Experience, Inc. is a not for profit class C corporation operating out of the State of Florida. The convention is organized in part by independent fans and endorsed by the Funday PawPet Show. Funday PawPet Show and PawPet Live Experience (PLEx, Inc) are different entities: no finances or operating decisions are shared between them.

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# EXCELSIOR!

## TABLE OF CONTENTS

Convention Staff .....	1
Welcome .....	2
Contacts and Policy .....	3
Table of Contents .....	4
Guest of Honor .....	5
Musical Guest .....	6
Charity Information .....	7
Dealer's Room .....	8
Hotel Vicinity .....	9
Events .....	11
Conduct and Safety .....	15

## ARTISTS & CONTRIBUTORS

Adam Wan	
© 2008. Superhero Citra .....	Front Cover
© 2008. TempFerret Does It Again .....	29
Steve Martin	
© 2008. Megapanther Win .....	Back Cover
© 2008. Megapanther in Trouble .....	14
James "Southpaw Fox" Aikens	
© 2008. The Escape Claws .....	23-28
© 2008. Superhero Vixen .....	28
Robert "Bucky" Losiniecki	
© 2008. Comic World .....	30
© 2008. Fire Rescue .....	21-22
© 2008. Manga Kitty .....	30
League of Extraordinary Furries	
© 2008. Blindspot .....	10
© 2008. Icehound vs. Rattrap .....	20
© 2008. Voltage .....	30
© 2008. Windspirit vs Phantasmagore .....	33
Nicole "AnimeCat" Spradling	
© 2008. SuperCorgi .....	30
Jonathan "JReq" Requesens	
© 2008. Squattle as "The Seductress" .....	10
Katrina Joyner	
© 2008. Miss February .....	30

# GUEST OF HONOR



Megaplex is very pleased to welcome Adam Wan as our Guest of Honor this year!

Many have asked us, "How did you get Adam to come to Megaplex?!?"

Well, we asked politely, and he said, "sure!"

Adam Wan creates fan art, illustrations and original work mainly based in a manga style, and is best-known for his creation of the fictitious, fox-like species, the Citras. Adam resides in Salem, Oregon, with a few other furs and his mate Keovi, and has worked over the years in desktop publishing, web development and design.

His aspiration is to see an animated film project to completion, and recently chose to pursue this goal full-time. He is currently working on a short animation featuring two of his characters, and hopes to put a trailer out soon.

# MUSICAL GUEST



Megaplex is reviving tradition, and is happy to welcome musical guest Matthew Ebel!

He's been called a soulful white guy, an acoustic geek-rocker, and the love child of Elton John and Billy Joel. His fans know him as everything from Matthew to Birdman to simply "Hot Wings". Whatever you call him, though, he's more than just a singer-songwriter; he's a space pirate captain that takes his fans and friends beyond the mundane.

Born in the Pacific Northwest, Matthew has spent all of his life singing and playing the piano. Starting off with fifteen years of piano lessons, six years of private voice, and over a decade of concert choirs and bands, he began his serious music career at Whitworth College. He earned his B.A. with honors in Music and spent an extra year building up a reputation in the Inland Northwest as an up-and-coming new artist.

In the spring of 2002 Matthew crammed all of his stuff into a tiny UHAUL trailer and dragged it behind his car to Nashville. A little more than a year later he found himself playing the Grand Ole Opry with Mercury Records artist Billy Currington. He also performed with a number of local acts including The Peter Moon Band and Laura Clapp. He's produced custom music and audio for companies like Porter Novelli and Coca-Cola.

His latest album, Goodbye Planet Earth, is a rock-solid, complete work in 17 movements. It follows his critically-acclaimed release Beer & Coffee which, thanks to the power of the music and the pioneering spirit of podcasters, spread Matthew's reputation across the globe as one of the biggest names in new media music.

# HELP SUPPORT

## C.A.R.E.

The C.A.R.E. Foundation is the beneficiary of the Megaplex Charity Auction. C.A.R.E. is a non-profit 501(c)3 that provides permanent sanctuary primarily for non-releasable wildlife. They currently house seven big cats, a black bear, and over seventy small animals. They provide a variety of educational programs, with focal points of conservation and animal safety, habitat sustainability, and wildlife identification and management.



### C.A.R.E. MISSION STATEMENT

The CARE Foundation was established to provide non-domestic, non-releasable animals with a safe and permanent home and to educate the public on conservation and current environmental issues concerning endangered and threatened species, as well as local wildlife and their habitat.

#### AS A WILDLIFE SANCTUARY, THE CARE FOUNDATION:

- Provides a safe and permanent home for non-domestic, non-releasable animals.
- Provides a hands-on learning environment for those interested in careers in animal care and handling.
- Provides a resource center aiding those already faced with issues concerning captive wildlife.
- Networks with other like-minded wildlife facilities to help place and care for exotic animals in need of a home.

#### AS AN EDUCATIONAL FACILITY, THE CARE FOUNDATION:

- Provides Educational Wildlife Programs for school children, civic groups, boy's and girl's clubs, time-share resorts, tour groups and family functions.
- Provides Educational Displays for Corporate Events, Conventions, Trade Shows and Community Events.
- Conducts Educational Lectures for Hunter's Education Courses to stress the importance of Ethical Hunting and Conservation.
- Actively participates in Research Projects involving Native Florida Wildlife.
- Provides specially trained animals for Film and Television Productions

Please visit [www.thecarefoundation.org](http://www.thecarefoundation.org) for more information.

# DEALER'S WARES

Our members asked for it, so Megaplex is bringing back a traditional Dealer Room in 2008 - and we're sold out at 22 dealers! Bring your art, comics, clothing, DVDs - whatever you'd like to show. Bring your sketchbooks and trade, and meet other artists and fans. Tables are reserved, first come, first serve - check with Registration for any vacancies.

### HOURS

The Dealers Room will be open to convention members during the hours listed below, unless otherwise noted. These hours are tentative and subject to change. We will make every attempt to communicate changes to dealers.

Friday: March 28, 2008:	11:00AM - 12:00PM - Dealer Setup 12:00PM - 6:00PM - Open to Membership
Saturday: March 29, 2008:	9:00AM - 10:00AM - Dealers Opening ONLY 10:00AM - 6:00PM - Open to Membership
Sunday: March 30, 2008:	9:00AM - 10:00AM - Dealers Opening ONLY 10:00AM - 4:00PM - Open to Membership 6:00PM - 8:00PM - Closing and tear down, dealers ONLY

The Dealers Room will be secured when not open. Hotel and/or convention security will be patrolling the area at all times. At the discretion of the Dealers' Room director, a security person may sleep in the room.

### TAXES

Per Florida Law, itinerant merchants are required to collect sales tax for sales of new or used goods. The sales tax rate in Jacksonville is 7% (6% State, 1% County). The collection and remittance of taxes to the State is the responsibility of the individual dealers.

### DISPLAY GUIDELINES & BEHAVIOUR

In accordance with state law, we must require that no adult material be displayed openly; for example, for art/print dealers we request, where applicable, that two separate binders ("general", "mature") be kept. Additionally, any "naughty" parts of must be covered in some fashion (Post-It notes work well for this). This satisfies State and Local requirements about underage viewing and is discreet for purchasers. Dealers are responsible for keeping unsuitable material out of the hands of minors. Minors will be clearly identifiable with orange-colored badges.

For more information, refer to the Conduct Policy on pages 15-20.



# WYNDHAM JACKSONVILLE RIVERWALK

## HOTEL AND VICINITY

Megaplex 2008 will once again be held at the Wyndham Jacksonville Riverwalk, in downtown Jacksonville, Florida.

The Wyndham is a short distance from the Museum of Science and History (MOSH), Friendship Park, and River City Brewing Company, which can easily be reached via the Riverwalk. The hotel is also a stop for the S.S. Marine Taxi service, which is a convenient way to get to the shops and restaurants at the Jacksonville Landing. The San Marco shopping district is close by, and Five Points and Riverside are just over the Fuller Warren Bridge (I-95 North to Park Street). Jacksonville International Airport (JAX) is 20 minutes away.

## LOCAL ATTRACTIONS: JACKSONVILLE LANDING

### Get there: Walking

Take the Riverwalk towards the Main Street Bridge (the big blue one nearest the hotel - go left when you reach the Riverwalk). Go under the bridge, and follow the sidewalk up onto and going over it. The sidewalk has a safety barrier between it and the cars. The Landing will be immediately to the left after getting across.

### Get there: Skyway

Head to the Kings Avenue station to hop on the Skyway (35 cents one way - correct change is required) and ride to Central Station. The Landing is a short walk from there. The Skyway is available 6a-11p on Thursday and Friday, and 10a-11p on Saturday. It does \*not\* run on Sunday.

### Get there: Water Taxi

The SS Marine Taxi picks up passengers directly behind the Wyndham, and will drop them off right at the Landing, so it's probably the most direct way to get there. The Water Taxi gets to each stop every 20 minutes (or so), and will be available 11a-9p Thursday and Friday, 11a-11p Saturday, and 11a-9p Sunday. Round-trip fare is \$5 for adults.

The Landing has a number of restaurants:

### Full Service

- Benny's Steaks and Seafood (1st Floor East)
- Hooters (1st Floor West)
- The Cellar Grill (1st Floor East)
- The American Cafe (2nd Floor West)
- Vito's Italian Cafe (1st Floor Center)
- Mongo's Flat Hot Grill (2nd Floor West)
- Dona Maria's (Mexican) (1st Floor West)
- Koja Sushi (2nd Floor East)
- Deep Blue Lounge (2nd Floor East - lounge/nightclub)
- Fuddrucker's (1st Floor East)
- Demola's Italian Subs (1st Floor Center)
- The Twisted Martini (1st Floor Center - bar/nightclub)

### Food Court / Quick Serve (in food court unless noted)

- Apple-A-Day Deli
- Asia Wok
- Flamer's (Burgers, Chicken)
- Ice Cream Churn (1st Floor Center)
- Rio Burrito
- Sbarro
- Big T's (BBQ)
- Calvin's Cajun Express
- Coastal Cookies
- Great Wraps
- Pattaya Thai Express
- Sakkio Japan
- Starbucks (1st Floor West)

The Landing's mall hours are Thursday 10am-8pm, Friday & Saturday 10am-9pm, Sunday 12pm-5:30pm, for anyone wanting to hit the food court. Full service restaurants have separate hours from the mall; check with them for availability.



# THE GOINGS-ON IN THE CITY

## EVENTS

**Opening Ceremonies.** Kick the Con Off Right with Opening Ceremonies.

**Family Feud.** It's the classic game show with a brand new twist! Join your host, Santa Fox, for some fun and laughs in this furry version of one of your favorite television programs.

**Meet the Guest of Honor.** Join our chairman, Karl Meyers, in an audience interactive conversation with the Megaplex Guest of Honor, the incomparable Adan Wan. He'll be answering questions about his career, artistic endeavors, and other amazing stories.

**Fursuit Deal or Big Deal.** Players compete in the wildly popular game of opening cases looking for the best payout possible.

**Uncle Kage's Story Hour.** Dr. Sam Conway, affectionately known as Uncle Kage, returns to entertain us with another of his world famous Story hours. Never to be confused with a "barber", our good doctor has traveled the globe collecting mishaps...er..stories to share with you.

**Variety Show Rehearsal.** If you have an act for the Variety Show or just want to be an extra in someone else's act, come to the rehearsal ... or else!

**Super/Mega Sponsor Luncheon.** The special luncheon just for super-sponsors and mega-sponsors. You must have your luncheon ticket in hand for admission to the meal.

**C.A.R.E. Presentation.** Our charity, C.A.R.E., returns this year to give an informative presentation on animals found and rescued in our area.

**Auction Setup / Photo Op.** A chance to get your picture with some of the C.A.R.E. Animals.

**Charity Auction.** Following the C.A.R.E. presentation, we will be holding a Charity Auction to raise money for C.A.R.E.

**Bucktown Tiger.** Bucktown Tiger performs on keyboard.

**Mathew Ebel Concert.** Come hear the music of professional piano-rock artist Matthew Ebel.

**JR's Stand-up Comedy.** Join J.R. for a hearty dose of comedy.

**2 the Ranting Gryphon.** The ranting gryphon is returning to Megaplex! You wanna know what gets him mad? You wanna hear what ticks him off? Then you wanna be there for his rant! What can we say, it's 2!

**Rocky Horror Picture Show.** Janet! Brad! Rocky! Dr.Scott! It's back! By popular demand, one of last year's most popular events will be returning to Megaplex. It's a live stage performance of the Rocky Horror Picture Show. Be sure to brush up on your audience comments for this cult classic!

**Furry Variety Show.** So you want to be a performer? Here's your chance to show off your talents in the annual Megaplex Furry Variety Show.

**Funday Pawpet Show.** A live performance of one of the fandom's most enduring programs. Now in its seventh year of production, the Funday Pawpet Show will be performing LIVE and in the fuzz. This is one of the only venues where the full cast can make an appearance outside of the studio. If you've wanted to see the show live, then you won't want to miss this!

**Feedback and Closing Ceremonies.** The con's almost over, but not quite yet. Stop by for our good-byes and a chance to let the staff know how they did and what you'd like to see happen with Megaplex next year!

**WTF Theater.** Don't blink! You may miss something in this fast paced, completely unscripted comedy program. Terry Sender and his cast of comics will be doing their best to perform to suggested topics from the audience. Disclaimer: We can't be held responsible if you can't stop laughing.

### General Areas

**Topsider.** Room open for general socializing and hang out.

**Sponsor Suite.** Sponsor suite open for everyone with sponsor level or higher memberships.

**Dance Lounge (Anchor).** Room open for general socializing and hang out.

### Music, DJs and Dancing

**Dance - DJ Kataru - Mixed Bag**

**Dance - DJ Radicoon - Techno**

**Dance - DJ Antimon - Trance**

**Karaoke**

**Dance - DJ MegaWolf - Mixed Bag**

**Dance - DJ Banshee - Mixed Bag**

**Dance - DJ Media - Groove Funk Elec.**

**Dance - DJ Ugly Pie - Internet's Best**

**Dance - DJ Dragonboy - Techno**

### Fursuiting Track

**Fursuit Games.** The daytime Fursuit Games on Sunday will be milder and less physically challenging.

**American Sign Language 101 for Fursuiters.** Would you like to talk in suit without saying a word? This one hour American Sign Language intro class is designed with suiters in mind! You'll learn basic useful words and phrases, and gain a little insight into Deaf Culture. Don't be shy - this language was meant to be shared!

**Fursuiter Pro Photo Shoot.** Get pictures of your fursuit character done under professional studio conditions - no charge, and first come, first served.

**Fursuit Performance Workshop.** Whether you're just starting out or are a veteran fursuiter, the more you know about how to perform in costume the better your fursuit character will be. This interactive in-suit workshop will give suiters a chance to learn the basics of performance (or get a refresher on them). Then they'll try their paw at acting out different scenarios in front of the group, with experienced performers on hand to give gentle constructive advice and suggestions.

**Fursuit Parade Line Up.** Any fursuiter wanting to be in the fursuit parade should report to the Main Event Room during this time for line-up and instructions.

# ...BUT WAIT, THERE'S MORE!

## EVENTS, CONTINUED

**Fursuit Parade.** It's the annual fursuit parade! Watch the suiters strut their stuff - a perfect photo opportunity for everyone. Group fursuiter photo will also occur during or immediately following the parade. Fursuiters: be sure to come to the main event room during the line up period immediately preceding the parade.

**Fursuit Construction: Anatomy of a Mascot.** Learn the secrets behind the construction of mascot costume characters as MegaPanther and Baron von Redtail get dissected right before your eyes.

### **Puppet Track**

**Tour of the World of Puppetry.** There's more to puppetry than just the mouth puppets you see in most furry puppet shows. Join Santa Fox for a talk and demonstration of twelve different types of puppets from abstract puppets to rod puppets to marionettes and shadow puppets and more. Best of all, every puppet will still represent some kind of animal character, each in a very unique way.

### **Art Track**

**Anatomy for Artists.** Drawing isn't always easy! AnimeCat will be giving tips on basic human, animal, and anthro anatomy. Volunteer models and fursuiters will pose for our artists, while our host helps out with tips and tricks. Bring a sketchbook and a pencil and join in the fun!

**Digital Painting.** Ever wondered how those digital artists create such wonderful works of art? Having trouble with Photoshop? Want to learn a few pointers? Then join Cybercat and discuss how to get those wonderful colors on that digital canvas!

**Tools of the Trade.** Different mediums create different effects in artwork, and knowing which to use is a good place to start. We'll discuss everything from pencils and ink pens, to paper, to digital mediums and everything in between.

**Designing for Fursuits.** The first step in creating a fursuit is how you want it to look. Bring your ideas and sketchpads and join fursuit artist AnimeCat to see just what makes a good fursuit design.

**Megaplex Art Jam.** Join us as we gather all willing artists together for a massive art jam. Bring your sketchbooks, trade sketches and ideas, and enjoy your fellow artists' company.

### **Writing Track**

**Storytelling Roundtable.** Take a room of creative furs, a bunch of notecards, and a whiteboard, and what do you get? You get a wildly fun storytelling session where everyone contributes and nobody knows where the story is going to go next. Come prepared with a few starter ideas, which will be written on cards and used to fuel the creation and direction of the story. If time allows, we might even do two stories.





# FOR THE SECURITY OF OUR CITIZENS

## CONDUCT AND SAFETY

The following policy is intended to help everyone have a safe, sane, and fun Convention. In general, Megaplex asks that you show respect and courtesy toward your fellow Convention members, the hotel, and its other guests. Consideration for the safety, rights and feelings of others will help to create a positive experience for everyone.

Members attending Megaplex agree to abide by this policy, while within Convention areas and while participating in Convention activities as a condition of membership.

In any dispute over the interpretation or enforcement of any policy, the decision of Megaplex Staff shall be final. We reserve the right to refuse membership to any person.

Security Staff will issue warnings if they observe violations. Serious or repeat offenders will have their Megaplex membership revoked without refund, and will be asked to leave Convention areas immediately.

## APPEARANCE & BEHAVIOR

Members are expected to wear their official Convention badges at all times while in Convention areas or participating in Convention activities, and to display their badges upon request by Security Staff. Anyone found in Convention space without a badge will be escorted to Registration or asked to leave.

Personal dress, including Mascots and other costumes, should be "PG-rated." Dry clothes (shirt, shorts and shoes at a minimum) will be required in Convention areas.

Public exposure of genitalia, buttocks or (female) breasts is not permitted. "Anatomically correct" costumes must be likewise clothed. Discreet wearing of collars, leashes, etc. is acceptable, but sexually-oriented leather gear is not permitted in Convention areas. Security Staff may request a change of attire at their discretion.

Public displays of affection, regardless of sexual orientation, should also be kept to a "PG-rated" level within Convention areas. Holding hands, hugging, chaste kissing and similar activities are acceptable; anything more passionate is not. The Security Staff will ask you to stop or relocate if you get carried away.

To help ensure a safe and enjoyable time for our younger members, anyone under the age of 16 attending MegaPlex must be accompanied by a parent or legal guardian.

Harassment of Convention members by their fellow members will not be tolerated. We would ask that all attendees be civil and polite, respect the rights and "personal space" of others, and attempt to resolve conflicts in a peaceful manner. If you feel you are being harassed,

please report to Security immediately. Anyone who, in the judgment of the Staff, grievously harasses or stalks any fellow member, will have his or her Convention membership revoked immediately.

## WEAPONS

All Federal, State, and local laws and ordinances apply to the possession, carry, and display of weapons at Megaplex. In general, Florida State law prohibits the open carry of firearms and the concealed carry of any weapon without a State-approved license.

For the safety and peace of mind of all attendees, all potentially deadly weapons, and realistic replicas that could be mistaken for deadly weapons, must be disabled, peace-bonded, or otherwise rendered inert while on display at the Convention.

If a weapon or replica is part of your costume, please consult Security for direction before taking it into Convention areas. Due to the potential for eye injury and general nuisance, laser pointers and similar devices are not permitted. Water guns, Nerf or other dart guns, Silly String, or other toy weapons capable of causing property damage are not permitted in Convention areas.

Water guns and Silly String in particular can cause a lot of harm to Mascot costumes. Please do not use toy weapons in locations where damage to merchandise, artwork, costumes, hotel property, etc. is likely.

Convention Members observed violating weapons policy will be asked to return their weapons to their rooms or vehicles, or to store them in a hotel safety deposit box. Refusal to dispose of a weapon upon request will result in immediate revocation of Convention membership.

Displaying or using any weapon in a threatening, reckless or dangerous manner will not be tolerated.

## DEALER ROOM

### HOURS

The Dealers Room will be open to convention members during the hours listed under the "Dealer's Den" section on page 8, unless otherwise noted. These hours are tentative and subject to change. We will make every attempt to communicate changes to dealers.

The Dealers Room will be secured when not open. Hotel and/or convention security will be patrolling the area at all times. At the discretion of the Dealers' Room director, a security person may sleep in the room.

# FOR THE SECURITY OF OUR CITIZENS

## CONDUCT AND SAFETY, CONTINUED

### TAXES

Per Florida Law, itinerant merchants are required to collect sales tax for sales of new or used goods. The sales tax rate in Jacksonville is 7% (6% State, 1% County).

The collection and remittance of taxes to the State is the responsibility of the individual dealers. Information on filing the proper paperwork can be found at [http://dor.myflorida.com/dor/taxes/flea\\_market\\_sut.html](http://dor.myflorida.com/dor/taxes/flea_market_sut.html). Much of the required paperwork can be done online by following the appropriate links.

### SPACE

Dealers Room space is extremely limited at Megaplex. We have tried to maximize the number of dealers that can attend, and, as a result, we must ask that all dealers keep the aisles clear and passages open. Stored and displayed items must not impede traffic flow, both in front of and behind tables. We have a maximum limit of two people per full table behind each table.

Full tables are approximately 6' by 2'. Half-tables are 3' by 2'.

Megaplex will make every attempt to satisfy special requests, but we can't guarantee anything. If you have a special request, you are urged to contact us as soon as possible.

### DISPLAY GUIDELINES & BEHAVIOUR

Please remember that not everyone may share your tastes, and that your behaviour is representative of the entire fandom.

In accordance with state law, we must require that no adult material be displayed openly; for example, for art/print dealers we request, where applicable, that two separate binders ("general", "mature") be kept. Additionally, any "naughty" parts of must be covered in some fashion (Post-It notes work well for this). This satisfies State and Local requirements about underage viewing and is discreet for purchasers.

Dealers are responsible for keeping unsuitable material out of the hands of minors in the Dealers' Room. Minors will be clearly identifiable with orange-colored badges.

In addition to the above rules, we have several other regulations which we ask dealers to abide by:

- No space may be shared or resold without permission from the Dealers' Room Director.
- No loud or annoying displays will be permitted. Any loud noises will be multiplied by the dynamics of the room, so please keep CDs/DVDs at a reasonable volume.

- No pirated works may be sold in the Dealers' Room. Piracy is theft, plain and simple. Exceptions can be made for material that is not readily available in the United States (hard-to-find anime, etc.), but this will be decided on a case-by-case basis. Anything that you sell that is not entirely your creation, you should have permission from all other parties before selling.
- Free standing displays or stands may not be used in any way that causes a safety issue or clogs the walkway. If you plan on using a stand or display with your table, please inform the Dealers' Room staff so it can be positioned in a way not to cause problems.
- No weapons may be sold in the Dealers' Room. Exceptions can be made on a case-by-case basis, but will need to be cleared through security.
- No more than two people may be behind a single table at any given time.
- The Dealers' Room Director will have final say on all disputes in the Room. You can appeal to the Chairman, but he's likely to decide in favour of the Director.
- All Megaplex Policies apply in the Dealers' Room!

### SPECIAL REQUESTS

These requests will be handled on a first-come, first served basis and there are an EXTREMELY limited amount of special requests that can be accommodated. If you have special physical needs, such as handicapped access, space for a large display, or proximity to another dealer, please let us know as soon as possible. We will try to honor as many special requests as we can, however, being denied a special request is not grounds for a table refund. The earlier you tell us, the more likely we are to be able to fulfill a request.

### WAITING LIST

Dealers' Room space goes fast. In the event that the Dealers Room sells out, we will be instituting the waiting list. When the Dealers Room is full, applications will be placed in the waiting list in a first-come, first-served manner. Payment will not be due until a table is granted to you, however, be prepared to pay as soon as you are granted a table as there will be a deadline for payment to be received or the next person in line will be given the table.

### CANCELLING

If you find you are unable to attend, refunds will be handled on a case-by-case basis, up until one week before the convention (21 March 2008), after which table fees are non-refundable. Canceled tables cannot be transferred to other dealers at the request of the canceling dealer, but will go to the next person on the waiting list.

# FOR THE SECURITY OF OUR CITIZENS

## CONDUCT AND SAFETY, CONTINUED

### FINAL NOTES

Complaints or concerns concerning the Dealers Room should be addressed to mp-dealers@ppmp.info. Tables that have not been claimed by 10:00AM on Friday, March 28, 2008, without notification to the staff will be considered abandoned and given to the next waiting applicant on the list. No refunds or credits will be given for abandoned tables.

### PHOTOGRAPHIC, AUDIO, AND VIDEO RECORDINGS

All Members in attendance at Megaplex should be aware that they may be photographed or recorded at any time while in public areas. Megaplex reserves the right to allow authorized individuals to make photographic, audio or video record of any public event held in Convention areas, and to distribute these productions, in whole or part, free of charge, for historical or promotional purposes. Members agree that they are not entitled to any notice or compensation for the appearance of their names, nicknames or likenesses in such productions.

Photographic, audio and video recording at Megaplex is restricted. Members who wish to take pictures or make recordings for personal, non-commercial use while at the Convention may do so, however they must not take any video or photos of areas marked as non-recordable. Anyone taking pictures in those areas may have their con membership revoked. We would ask that photographers and videographers act with common sense and courtesy, and refrain from recording any unwilling individual.

Anyone may post pictures of the convention on personal, not for profit websites. However, if someone is in a picture by themselves or with one other person, in the focus of the picture, and they wish to have their photo removed, you must respect that person's request and remove the image. If the person is in a group of three or more in the photo, then it is considered a group photo, and would require objection from at least a 50% majority of the people in the photo.

Photographic, audio and video recordings of the Funday PawPet Show (FPS) are the sole property of The Funday PawPet Show, and performances will be aired on the internet show at some later date. Super Sponsors and other Members who appear on FPS in guest interviews, performances, or live audience participation while attending Megaplex agree that they are not entitled to any notice or compensation for the appearance of their names, nicknames or likenesses in FPS recordings or broadcasts, unless other prior written agreement has been made.

Megaplex will not use the names or likenesses of corporately owned and trademarked mascots, puppets or other characters for any commercial or promotional purposes, except according to prior written agreement.

### PRESS POLICY

Megaplex is a private social function for Members only, and as such, is closed to all press and media members and organizations. Making photographic, audio or video recordings of any Convention event for investigative or commercial purposes is strictly forbidden.

Press and media members desiring a statement, press release or interview from Convention Staff should contact the Convention Director or Convention Promotions Chair. Each request will be considered individually and on a case by case basis.

### PETS

Due to the nature of the convention, including mascots and C.A.R.E Foundation animals, we will not allow any personal pets.









## THE ESCAPE CLAWS, BY SOUTHPAW FOX

One day a small child walked through his back yard and into the woods behind his house. Once he was out of sight of his house, he found a place to sit down. After he sat down he felt free to let his feelings come out. He had held the tears inside as long as he could. As he sat there, he thought he heard a voice calling to him.

"Why are you so sad?" the voice said.

The boy looked around, but didn't see anyone.

"Maybe I'm imagining things," he thought.

"I'm behind you, among the trees," the voice said.

Again the child looked around, but didn't see anyone.

"Don't be afraid. I won't hurt you," the voice said. "My name is Kitz. What is yours?"

The boy turned around still looking for the voice.

"Where are you and who are you?" the child asked.

"I'm here among the trees. I can see you're sad. Why are you so sad?"

"I'm out here to get away."

"Get away from what?"

"From everyone. No one cares about me. If you could see me, you would know what I mean."

"It makes me sad to see someone else sad and hurting. Could you tell me your name so I can get to know you?"

"I don't know what my name really is. All I have heard are bad words and names like 'stupid' and 'dumb'."

"That's sad to hear that. No one, especially a child, should hear words like that. Why do people use words like that?"

"I don't know. I don't think I did anything wrong. I know I'm not real strong or smart. I'm only a child."

"If I could do something to help you, I would."

The child picked up on a change in the voice's tone. It became that of seemingly genuine concern.

"If you can see me, why don't you come where I can see you?" the child asked.

"I'm something that might surprise or scare you and I don't want to do that to you."

"I won't run away. I just want to see who I'm talking to."

"Okay then. I'll come a little closer. Now look behind you into the trees."

The child turned around and saw a pair of dark colored eyes and some whiskers. He could tell that was talking to an animal of some kind.

"What are you?" the child asked. "I know you are some kind of animal, but what kind are you?"

"Well, I'm somewhere between an animal and a person.

"If I was an animal I couldn't talk to you, could I? If I were a person, I wouldn't have the whiskers that you probably can see.

"If I come out, do you promise not to run away?"

"I won't run," the boy said.

The animal then proceeded to come out from the shadows of the trees.

The boy looked down at what looked like a red fox. But how could it be a fox since it had talked to him?

"You're probably trying to figure out what I am, aren't you?"

"Well..."

"I look like a fox, don't I? I have taken this form so it will be something familiar to you. Actually, I'm a kitsune – a mythical creature that can take on any form.

"I've been watching you from these trees for a while. I've seen you come out here looking all sad and downhearted. I couldn't sit on the side any more. I had to do something. That's why I chose to speak to you"

The child was at a loss for words after hearing this.

"The more I saw you heart break, the more my heart broke as well.

"It looks like you could use some help or at least some concern. I know I wouldn't want my children going through this."

"You have children?" the child asked.

"None of my own. My brothers and sisters have some children, but I have not yet found my mate."

"I appreciate your concern, but how can you help me?"

"Well, I'm not sure what I can do for you. Maybe if you could tell me what is wrong, I might be able to help."

"Well," said the child, "it seems that whatever I do is wrong. If I don't do anything, I get fussed at. If I try and don't get it exactly right, I get fussed at. It seems like I get fussed at about anything I do or don't do.

"When you are in that spot, what are you supposed to do when you always lose? Sometimes I wonder why I even try."

The fox listened intently as the child told his story.

"If I could, I would reach up and give you a hug and tell you how much this hurts and how much I hurt to see you hurting."

The child looked closely at the fox. He knew it must have been an illusion, but it looked like there were tears in the fox's eyes.

"I will be here anytime you want to come," the fox said. "But, I must ask one thing of you."

"What is that?"

"You must not tell anyone about me. First, I don't think anyone would believe your story of a talking fox. Seconds, there may be those who are curious and will want to see this fox for themselves. I can't put my family and friends at risk."

"Then why did you come to me?"

"Like I said, I have been watching you for a long time. I had a feeling that you could be trusted. Please don't prove me wrong. Most kitsunes are known for playing tricks and trying to hurt others. I don't like that common thought about us, although a lot of the time it is true.

"I don't know what my family would think if they knew what I was doing."

"It sounds like you have a caring family, not like the one that I have."

"I'm sure that they do care, but I don't know why they would treat you like they do."

"Hearing that someone cares helps. I wish I could stay out here with you."

## THE ESCAPE CLAWS, CONTINUED...

"I'm afraid that you can't come to my home. But, I will be out here whenever you want to come. You might not see me, but I can see you. I'll stay hidden until I'm sure it's safe.

"If you bring someone with you, I won't come out. I can't take any chances. People are usually afraid of that they don't know or understand."

"How can I let you know how much better you have made me feel?" the child asked.

"Just know that there is someone who cares. Don't give up. Show love to your family even though they don't show it back to you."

The boy got down on his hands and knees so that he could come close to seeing the fox eye-to-eye.

"Thank you," he spoke very softly while trying to hold back the tears.

"You're welcome," said the fox. "Know that I'm here when you need someone."

The boy started to reach down and touch the fox, but stopped short. The fox was able to pick up on his uncertainty.

"It's okay. You can touch me, if you want to," said the fox.

After hearing this, the boy reached down and started to pet the fox like someone might pet a dog.

"This has got to be a dream of some type," said the boy.

"This isn't a dream. I'm as real as you are. I know it may be hard to believe that a fox can talk. But you can hear and understand me, can't you?"

The boy nodded his head.

"Like I said, I'm here when you need someone. Just remember to come alone and don't tell anyone about me. I'll look for you and when I see it's okay, then I'll come out."

The boy could tell by the sun getting low, that it was getting late. He knew he better hurry back home.

"I need to get home before I get in trouble. I'll be back tomorrow."

The fox stood still and watched the boy run back home. Just before the boy stepped on the porch, he looked over his shoulder just in time to see the white tip of the fox's tail disappear in the woods.

It was tough for the boy not to talk about the fox. While he slept, he could see the fox in his dreams. Even if this was a dream or some type of joke, he had found someone who cared for him.

"Maybe there is hope for me," thought the boy. "I don't understand why a person can't like me, but a fox can.

"I want to tell others that I found someone who cares, but I promised that I wouldn't. If I break that promise, the fox might not come back."

The next day went by just like every other day. He was the target for any and all negative thoughts and feelings. No matter what he did, it was wrong. He couldn't wait for the school day to be over. He wanted to see the fox again.

When the boy got home, he was met with the usual criticism. No matter how hard we tried, he never could get it right. He tried to hold in the tears the best he could. Once he finished his homework and ate supper, he went back out into the woods.

He looked around, but he couldn't find the fox.

"Was this just a dream?" he asked himself. "Was someone playing a cruel trick on him again?"

The boy found a tree stump and sat down. He closed his eyes – he couldn't hold in the tears any

longer. He opened his eyes when he thought he felt something touch him. He opened his eyes and saw a pair of brown eyes looking back at him.

"What's wrong?" the fox asked.

"Oh, it was just another day. It just seems that no one cares about me. No matter what I do, it's wrong. I just want to run away."

"Please don't do that. Things will get better. If there was something I could do, I would do it to help you."

"What could you do?" the boy asked. "I know you can talk, but what else can you do? Forgive me for saying this, but you look like any other fox that I've seen pictures of."

"If you remember, I said I was a kitsune. We have special abilities that other foxes don't have.

"However, we can't just use them whenever we want to. It takes great concentration and focus to do something. I don't feel like I can directly step into the middle of your situation. I know of one thing I could do, but it would be a last chance effort."

"What is it? I don't want to keep going through this everyday", the child asked.

"I'm afraid I can't tell you that", said the fox. "If I tell you what it is, then I will have to do it and I don't want to do it unless I have to.

"As much as it hurts me to see you hurting, I have to stay on the side and just watch."

"If you won't help", said the boy, "then who will?"

"I can't promise anything, but keep trying a little longer. Would you do something for me?" asked the fox.

"What is that?"

"Find out what your name really is. I'm sure that your name isn't 'dumb' or 'stupid'."

"Okay, I'll try."

Several days went by and the boy and the fox met each evening. Days turned into weeks. Every day, the boy kept trying to do better, but to no avail. He still was being treated badly by everyone.

One day when the fox went to the boy, there was a different feeling in the air.

"What is wrong?" asked the fox. "I haven't seen you this low in a long time. I thought things were getting better."

"I thought there was hope, but it seems like there isn't any," the boy said. "I've worked the hardest that I could. I've even been told to go away and not come back.

"That's what I've decided to do. I just wish you could come with me."

"Where will you go? You're just a child."

"I don't know," the boy answered. "I guess I'll just roam around until I find someone who cares."

"What about your family? Won't they miss you?" the fox asked.

"No. They wrote me off a long time ago. They only put up with me because they have to. I don't even have my own room anymore. I usually have to sleep on the floor or outside."

"Well," the fox said with a sigh, "I did check on something the other day. There is something I can do, but it's something that can't be undone. Once it's done, it's done."

"I don't care what it is. It's got to be better than this."

"I want you to be absolutely sure about this. Like I said, once this is done, it can't be undone."

"What are you offering?" asked the boy.

## THE ESCAPE CLAWS, CONTINUED...

"Before I tell you, tell me something. Did you find out what your name is?"

"Yes I did. My mom told me my name was Todd, just before she told me to 'go away' because she was busy."

"Okay Todd, by the way that is a fitting name, here is what I can do. I have found a way for you to join my family. It will require your complete trust in me and you must do what I say. Also once this is done, I will be weak for a while because it will take much of my strength. I will need for you to take care of me for a little while."

The boy stared at the fox while it spoke.

"You must be sure this is what you want to do because you can't go back."

"That would be the greatest thing that could happen to me! I would finally have a family that cared about me."

"It won't be all fun and games, but it would be better than what you have now from what I can tell."

"Come back tomorrow night. If there is anything you want to bring with you, bring it – just don't bring much because there isn't room for too much."

The next day was just like any other day. The only hope that the boy had was inside he knew he was going to escape that night.

That evening the boy went out the door with a few things in his backpack. He said "bye" to his parents, but they ignored him like usual.

The boy then went to the usual spot to see the fox. After a he was there for a little while, the fox showed up with two other foxes in tow.

"Todd," the fox started, "these are two of my brothers. They will carry me back home because I will be too weak to walk back."

"I'm going to ask you one more time, are you sure you want to do this? Once this is done, it can't be undone."

"You might be missed for a while, but those who know you will soon forget about you. You won't be able to see them again. They won't see you as you were, just as you will be."

"You will have to live by our rules, including staying hidden from people. If you see other foxes they may or may not be part of our family, so be careful."

"Now given all that, are you sure you want to do this?"

"I am sure. I want to get away from this life one way or another," the boy said.

"Okay, here's what you need to do. I want you to hold onto my paws and close your eyes."

"Picture yourself as a fox like we are. You must stay focused. Once we start, we can't stop. Let me know when you are ready."

The boy took a deep breath, took a look around and then said, "I'm ready."

"Let's get started then," said the fox.

The boy closed his eyes and imagined himself as a fox. He saw himself running through the trees with other foxes. As he was picturing this, he felt a warm feeling come around him. He couldn't explain or understand the feeling, but he knew it felt good.

After what seemed like forever, he heard a voice telling him to wake up.

He opened his eyes and saw things from a different perspective. He saw new sights, new sounds and new scents. The fox he had become friends with was now larger than he could remember

He started to nudge the other fox, and then he saw that he didn't have hands anymore. He had "arms" covered with red-orange fur and paws with black fur. The other fox opened its eyes and looked at him.

"Well, what do you think?"

"This is great!" said Todd. "I can tell some differences in you now. I'm just not sure what they are."

"I can help you with that once I get my strength back, but I can tell you one thing you probably have noticed."

"What's that?"

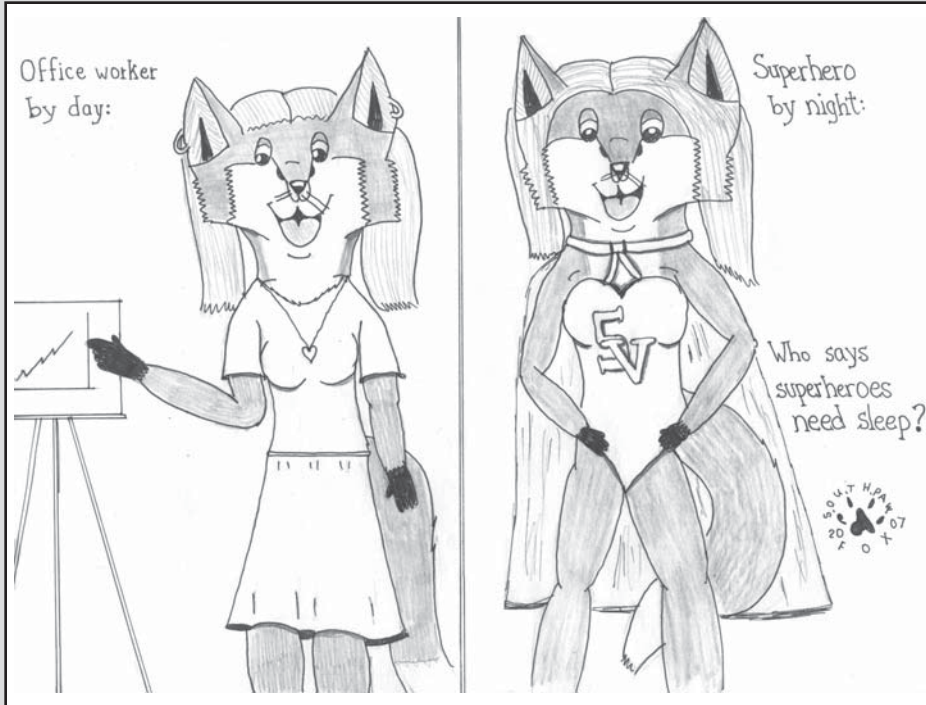
"One thing you probably can tell, although you can't describe it, is that I'm a female – a vixen."

"You are now a male fox, also known as a todd. That's why I said your name was fitting. I must rest now, but decide what new name you want."

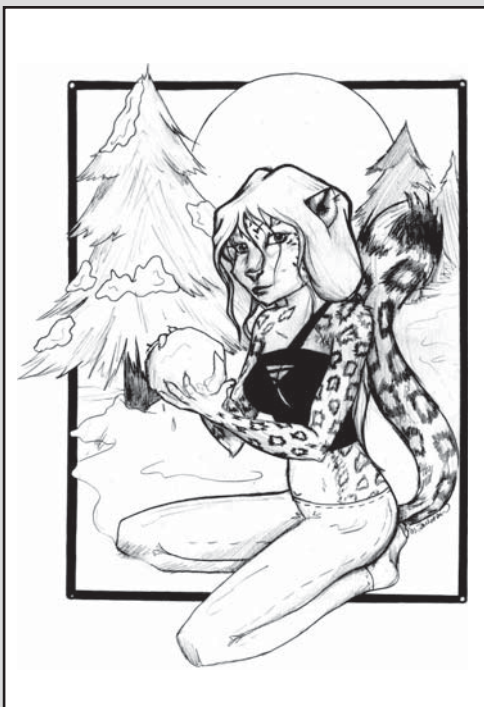
"This is your birthday. We will have a celebration to welcome you to the family once I have rested."

The two foxes carried the vixen-kitsune back to their home while Todd carried his backpack back to his new home.

Once Kitz got some rest, there was a celebration and welcoming of "Todd" to the family. Starting that day, "Todd" began to enjoy life. Just like she said, "Todd" wasn't missed and was soon forgotten. Even "Todd" began to forget about what his life was like, he only knew of his life now.











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