

PawPet Megaplex 2003 Presents

SPUN

**On their 3rd annual farewell tour
Friday, March 21st
Hollywood Ballroom
Sheraton Studio City**

**You can purchase their CD, Silberware Über Alles at the con,
or at http://www.MP3.com/SPUN_orlando**

The second annual PawPet Megaplex Convention

A PawPet "Live" Experience

The Sheraton Studio City Hotel
Orlando, Florida
21—23 March, 2003

Program Book

Welcome to the second annual PawPet MegaPlex Convention ...
A PawPet "Live" Experience

This will be a fun filled weekend, focusing on independent and amateur entertainment featuring puppets, mascot costumes, artwork, games, Internet TV shows, variety shows, dances, watching movies, improvisational comedy seminars, music seminars, karaoke, and much more.

In addition to all the activities at the convention, we are sure you will take advantage of the wide range of activities in this resort capital of the world — from theme parks featuring mice to whales, to technology capable of putting man on the moon; from the wildlife of Wekiva Springs to the wildlife of Downtown Disney.

We are thrilled to have Susan "SueDeer" Parkin, creator of *A Doemain of Our Own* comic strip, as our Guest of Honor.

This will be a weekend packed of good clean fun where kids of all ages will find something to do.

This is news, press, and media free event.

Best wishes for a safe and fun weekend!
— The PawPet MegaPlex staff and directors

Convention staff and directors

Convention staff:

Chairman	Karl Meyers
Vice-Chairman	John Boulton
Treasurer	Jim Mogle
Programming	John Cole
Security	Scott Whitmore
Registration	Scott Garron
Promotions	Dan Boatright
Charity auction	Dan Boatright
Gaming	Garfield and Anthony
Facility	Scott Whitmore
Volunteers	Marti Rhodes
Conbook editor	Michael Russell
Website	Randy Fox

PLEx, Inc. Board of Directors:

President	Karl F. Meyers
Vice President	John P. Boulton
Secretary	Randall Fox
Treasurer	James Mogle
Board	John Cole

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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Kissimmee, FL 34759

<http://pawpet.org/megaplex>



Funday PawPets!



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Artists and authors

Laura Ault (http://sweetbrook.8m.net/) © 2003. Page icons	page icons
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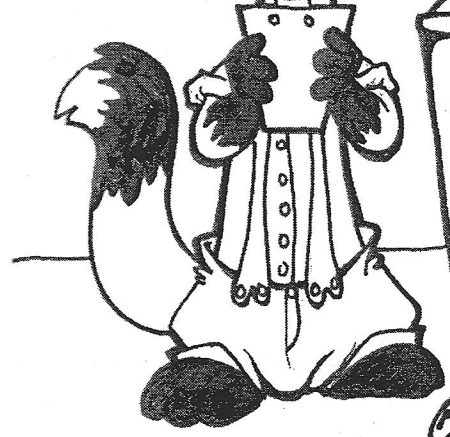
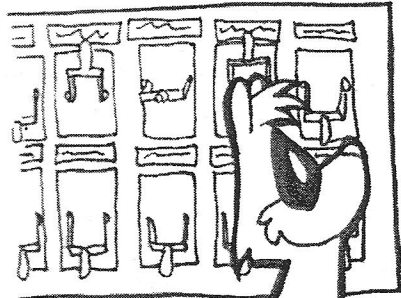
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WAIT...
YOU WANT ME
TO ESCAPE FROM
THIS?!?

I DON'T THINK
I CAN EVEN GET
MYSELF IN
THIS THING!!!



Susan Parkin

Guest of Honor - Susan "SueDeer" Parkin



Susan Parkin comes to Pawpet MegaPlex from the wilds of Pennsylvania where she was born, raised, graduated from Moore College of Art and Design, acquired many cats, got married, bought a house, acquired more cats, and then began a comic strip! The end!

Well, ok, that's the short version. There's more. Let's see, Susan loves cartoons, obviously, but she also enjoys gardening, going to concerts (classical music or something off-beat so to speak, thank you!), collecting teapots and other table ceramics that look like animals (especially rabbits), hard to find cartoon character stuffed animals (She's got Family Dog!), and books. Lots of books. All kinds of books! Cooking, gardening, animals, cartoon reference, etc., etc., etc.! She even has a small collection of different printings of The Velveteen Rabbit! She's also fond of roller coasters, Monty Python, and Jackie Chan movies (though she has yet to see them all) and some of her biggest influences in art and humor are Tex Avery, Chuck Jones (Who said that you should be able to tell a story using only body language), Dr. Seuss (Whose books taught her how to draw an elephant in first grade. If you haven't read his biography, read it!), Jim Henson and his crew, the late and great Mr. Rogers (Who showed her how crayons were made and knew she could say and do all the things he said she could), and, finally, her own parents.

So maybe you're wondering how her strip, "A Doemain of Our Own", got started? It happened one day after working in a sign shop...didn't work out. "How hard could it be?" she thought! Well, it's not, really. It's just knowing how much of a workload you can handle. A Doemain of Our Own started out as a weekly strip, but, after a long stay in the hospital that required a hiatus, the strip went to three times a week in order to progress the storyline that was going on at the time. Doemain never looked back after that. Now four years and some 300 strips later, she's just gotten a book deal with Plan 9 for the first dead tree printing of Doemain! So maybe her old boss' advice of relaxing, having a margarita, and going back into her studio and doing something on her own wasn't such insulting advice after all.

To answer another question: Yes. A good portion of Doemain is based upon reality, from plots to the species chosen to represent specific people who are actual people. It didn't quite start out tightly based on her life, in fact, it was never meant to be quite as heavy as it's been at times. "After the emergency trip to the hospital, people wanted to know what had happened to me. Why I'd been away from the strip for so long...over a month, I think. I told a few people about it. About being diagnosed with endometriosis and what that meant and a few people suggested I cover it in the strip. That was a tough decision to make. Due to the nature of endometriosis, I'd be inviting total strangers into a very personal aspect of my life, not to mention drawing a lot of pity or whatever onto myself. But ultimately, I decided it would be a great way to call attention to the disease itself. A way to educate people about it. It turned out very well. Among the wonderful get well letters I received, I also received letters from other women who have endometriosis and from men and women whose interest was peaked. They had looked into the symptoms and such and recognized themselves, or their sister, or their girlfriend, wife, mother, friend... And some even looked into getting diagnosed and getting help. That made delving into the really personal aspect of my life worth it." How will she handle the issue in the future, if at all? "I haven't really decided yet. I've thought about it. But it's still up in the air."

So, what's next for Susan? "I've always wanted to try animation!" Oh, deer...



A Doemain of Our Own
<http://www.Doemain.com>



Special Guest - Dr Samuel "Uncle Kage" Conway

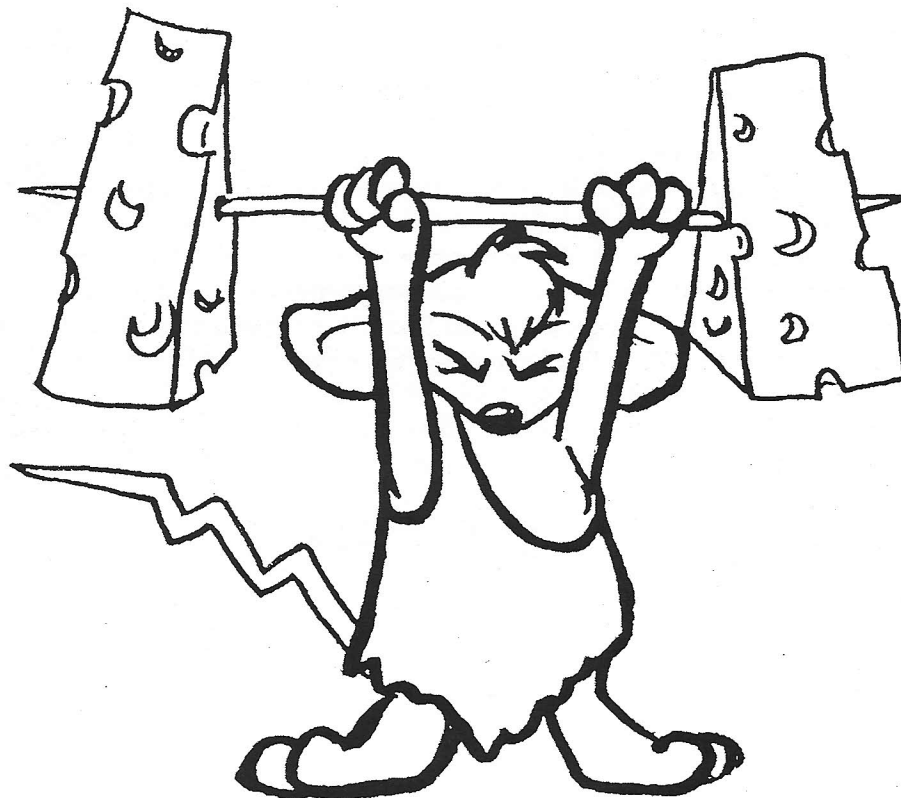


Scientist, author and storyteller Dr. Samuel Conway, known among Anthropomorphics fans as "Uncle Kage" (<http://www.unclekage.com>), will be joining us this year as our [insert proper guest title here]. A native of Pennsylvania, where he still resides, he holds a doctorate in chemistry from Dartmouth and has conducted research over the years in the pharmaceutical, biomedical, and agrochemical fields. When not in the laboratory he spends his time playing on his computer, working with birds of prey (he has a particular passion for the red-tailed hawk) and writing. His work has appeared in "Flights of Fantasy," a story anthology edited by Mercedes Lackey, and in numerous small-press publications.

In the "furry" world he is best known for his appearances on stage in what has become known as "Uncle Kage's Story Hour," where he entertains audiences with tales of his numerous adventures. Some of them may seem rather improbable, but every one of them, he swears, is the absolute truth. He is also recognized for his skills as an auctioneer. His entertaining style, learned from such fine masters as Phil Foglio and the late Joe Mayhew, has helped earn tens of thousands of dollars for charitable causes both inside and outside of the fandom.

Since 1998 he has been chairman of Anthrocon (<http://www.anthrocon.org>), the world's largest anthropomorphics convention with 1650 members at last count. It is held in Philadelphia every year in July and draws in furry fans from fifty states and seventeen countries.

If you are wondering why the moniker "Uncle Kage"...well, there's a story behind that. Ask him about it sometime!



MegaPlex

by Raini (Melissa E. Kantor)

Come on in to MegaPlex,
Hang out with friends,
Enjoy the rest!
Playing & drawing all day long,
Puppets and costumes,
you can't go wrong!

Say hi to Mutt
As he bounces around,
But don't step on Carrot -
He's kinda close to the ground!

Java's excited,
He's way into that -
And don't forget Arthur,
He's one spectacular cat!

Tod's under a table,
bubblegum physics are his game;
Seal's barking his head off,
putting someone to shame!

Rummage is singing -
Remember, it ain't him;
Hairball's spazzing about, well,
Just about anything.

Jo Jo's seeing the future
(Wow, what a wave!),
Edith and Melonie are scared,
they're safe in a cave.

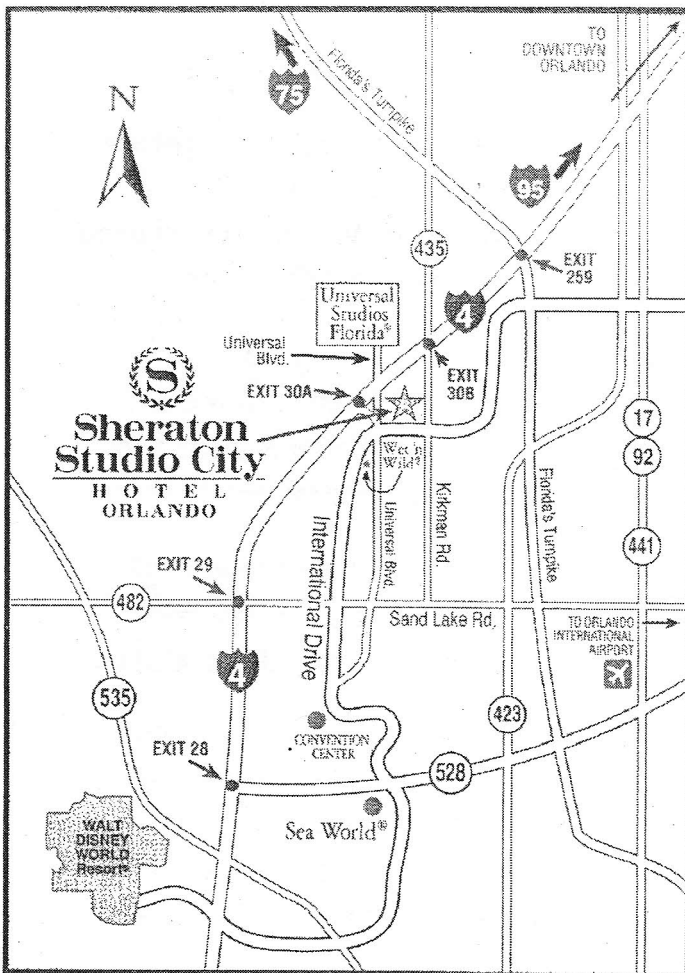
Safe in a cave,
Why would that be?
'Cause Poink is here too,
And his harem needs three!

Who is that laughing?
Oh, it's Crappy Pool
"Uncle Mutt, Uncle Mutt -
I wanna go too!"

Skippy's out looking
For his girlfriend Tim -
Wait, Tim? Isn't that a...
Nevermind, don't tell me a thing!

Come on in to MegaPlex,
Hang out with friends,
Enjoy the rest!
Playing & drawing
All day long,
Puppets and costumes,
You can't go wrong!

Hotel information and vicinity



Hotel amenities include:

New, full-service on-property restaurant, Starlight Grille

On-site hair salon, gift shop, and car rental

Complimentary scheduled transportation to Walt Disney World Theme Parks®, Sea World of Florida®, Universal Orlando®, Wet 'n Wild water park, and the Premium Outlet Mall Universal Orlando®, Sea World of Florida®, Wet 'n Wild and other popular area attractions and dinner show tickets available from hotel lobby.

I-Ride Trolley

The I•RIDE Trolleys travel exclusively throughout the International Drive Resort Area from Belz Factory Outlet World to SeaWorld, and along Universal Boulevard from Wet 'n Wild to the Convention Center, with convenient stops along the way. They're your most convenient transportation source for hundreds of exciting destinations. Daily fare passes are about \$2.00.

Attractions along I-Drive

See hotel concierge or information booth for details.

Congo River Golf, Discovery Cove (Sea World), Fun Spot Action Park, Guinness World Records, Islands of Adventure (Universal Studios), Pirate's Cove Adventure Golf, Ripley's Believe It or Not, SeaWorld Adventure Park Orlando, Skydiving Wind Tunnel by Sky Venture, Titanic The Exhibition, Trolley & Train Museum, Universal Studios Florida, Wet 'n Wild, WonderWorks, Vans Skate Park, World Bowling Center.



Dandy & Company
<http://www.DandyAndCompany.com>



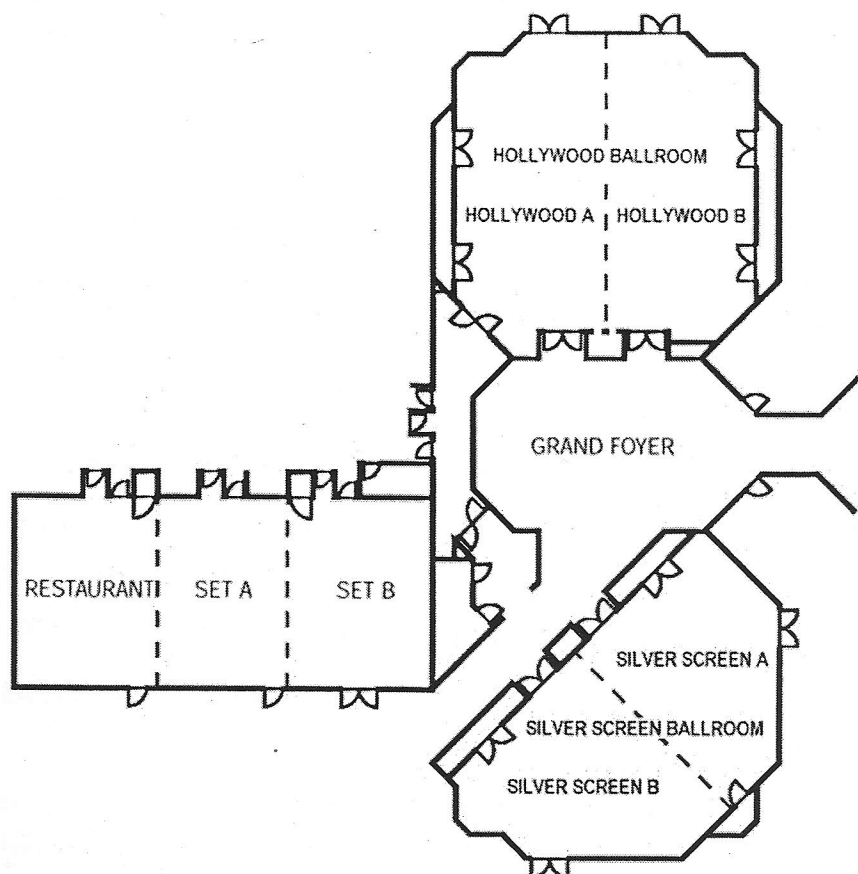
Faux Pas
<http://www.OzFoxes.com>

Wisdom for short attention spans.
www.ozyandmillie.org



Ozy and Millie
<http://www.OzyAndMillie.org>





Meeting rooms

Most events will be in the Hollywood Ballroom.

The Mall will be in Silver Screen Room A.

Panels and performance green room will be in Silver Screen Room B.

Gaming will be in Set B.

Con-ops

Got a question? Have an issue? Need to know where the stuff's happening? Then, ask the folks in con-ops! They can usually be found in The Mall or Registration.

Sponsor and Guest of Honor Lounge - Sinatra Suite (top floor)

A suite on the top level of the hotel has been set aside for staff, sponsors, and our special guests.

A staff member will need to escort guests, as needed, to the suite because hotel security requires a properly enabled key to access the top floor via elevators.

Snacks and soft drinks are planned to be available in the lounge.



The Mall

The Pawpet MegaPlex does not have an artist alley or dealer's room in the style of other conventions. Instead, we present: **The Mall!** Just like the Open Market Square or mall – it is where anyone and everyone come to meet, to exchange, to socialize, and so forth.

The Mall will be open all hours of the convention.

Artist Alley

Part of The Mall will be for artists. Bring your sketchbooks, show off and trade your cartooning, comic, and other artwork. There will be drawing presentations from professional and amateur artists.

Marketplace

Part of The Mall will consist of tables that anyone can use for selling, swapping, or creating items or artwork.

Tables are provided on a first come, first served basis each day. If you vacate the table during the day, it will become available for someone else to use.

All monetary transactions are the legal and financial responsibility of the seller. The seller is responsible for collecting and filing Florida sales tax, as appropriate.

Security

Security will be provided allowing artists to take care of personal needs or leave to attend an event. Security will watch the area to minimize any loss or damage. Security or PLEx, Inc, will not be responsible for any loss or damage. It is recommended that you take money and valuable items with you if you need to leave for a short period.

Family friendly

All artwork displayed publicly must have a rating of G or PG. Covering explicit artwork with a post-it note or other pages of art is not acceptable. If you are uncertain about the rating of your artwork, please ask one of the convention staff for a ruling.

Conduct in The Mall

Refer to the Conduct Policy that appears later.

Violation of the family friendly artwork guideline may result in your membership being revoked and you being asked to leave the convention. The first reported violation would result in a warning, giving you a chance to move the questioned materials to your room or other location. The second violation will result in the disciplinary action.

The World of
Vicki Fox™



by Laura Howell
& Michael Russell
www.vickifox.com
Updated twice a month.

The World of Vicki Fox
<http://www.VickiFox.com>



Events and activities – Friday, 21 March

*All events are subject to change.
Changes will be posted at the event location.
See the posted schedule for event times and locations.*

Game Show: Taboo!

Hosted by David Picolla. A hilarious adaptation of the popular parlor game. Contestants will be selected from the audience.

Meet the Guest of Honor

Susan Parkin is the creator of the online comic, Doemain of Our Own. Take this opportunity to meet Susan and ask her questions about her comic and character design, inspirations, and any other questions that come to mind.

Mad Mad Art Jam

What happens when you get artists together with a surprise subject matter, an unknown art medium, and only half an hour to create a masterpiece? You'll find out (and so will we) in the Mad Mad Art Jam.

Musical Concert – SPÜN

Local amateur band serves up a heapin' helpin' of piping hot classic rock favorites, as well as tasty menu selections from their self-produced album, Silberware Über Alles. High-fiber, low-fat, all-you-can-eat entertainment! (No sharing plates, please.)

BAM! - Improv Comedy

David Piccola and Terry Sender host a group of improv artists (with a special surprise guest!) in a madcap series of 'Whose Line Is It Anyway' games. The second half has a whole new set of improv artists – audience volunteers! Come to watch, come to perform!

2's Rant

Arkansas comedian, only known by the number "2", gives us a glimpse into his unique, and often frustrated, view of the world around us. 2 will be performing a one hour version of his popular online rants.

Dance

Dance the night away or just socialize.
DJ – Wildwolf



Gaming and LAN Gaming

*All gaming events are subject to change.
See the posted schedule for times and locations.*

We will be offering some of the same games as last year and some new ones, also.

Signup sheets will be located in the gaming area. Make sure you get there early, or your favorite game may fill up! You are welcome to step into the spotlight and run your own games. If you would like to run a game, please come to the gaming area as early as possible to reserve a table.

Prize Support provided by Steve Jackson Games and Sanguine Productions.

Chez Dork

- 5 players 2 hours Game master: Draconis
- This game is all about collecting and obsessions! First to fill their collection wins. This is also one of the first games to feature "Furries" in it also!

Are You a Werewolf?

- 12 or more players Game master: Draconis
- A simple card game that involves a lot of player interaction! You have a nice village filled with Villagers and an unknown Seer. Things are going great till two Werewolves emerge at night and start to eat the fellow villagers. But who are they? It's morning and everyone looks innocent. You gotta lynch someone, Hope you get a Werewolf and not lynch your fellow villager or even your Seer! A fun game of suspicion!

Battle Cattle

- 5 players 2 hours Game master: Draconis
- Okay you are a mechanized cow with attitude! Destroy the other cows before they destroy you.

GURPS: BUREAU 13

- 5 players 4 hours Game master: Anthony.
- You will become a government agent charged with the duty of disposing of the greatest unnatural threats to the people and the economy of the United States. You will work under the knowledge that you are funded by an organization so secret, even the highest government officials do not know of your existence. Welcome to that elite band of people who wander the dark streets of the night, ever searching for the horrors that should not exist in this modern age.
- The team is: (1) Andrea the white witch wields healing and natural magic, (2) Andy the telekinetic is able to move objects with sheer force of will. (3) Kurama the shape shifting fox spirit can disguise himself as anyone. (4) Ron the military specialist is a master of modern firearm combat. (5) Gary the powerful werewolf.
- Remember:
RULE 1: Don't get caught.
RULE 2: Don't leave evidence.
RULE 3: Use violence only when necessary.
RULE 4: Cover your tracks.
RULE 5: Make them believe a rational explanation for the bizarre or fantastic.

GURPS: Redwall

- 4 players 4 hours Game master: Anthony.
- Cry Redwall and fight for victory! Become a mouse, fox, hare or badger in the medieval world of Brian Jacques's Redwall. Rangers, bards, swordsmen and archers of different species work together to defend the kingdom and save their own pelts from invaders and raiding river rats.



CHEZ GEEK

- Any number of players 2 hours Game master: Anthony.
- You can't throw them out because they live here! A fast-paced card game where you try to get enough slack to relax from your stressful job, while preventing your roommates from doing the same thing. No cards or equipment required. We will teach you the simple rules.

FRAG

- Any number of players 2 hours Game master: Anthony.
- Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Whoa, there's another one. Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes; draw cards for weapons, armor, and gadgets; move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!

IronClaw: Gangs of New Calabria

- 6 players 4 hours Game master: Kole.
- Your Gang is under fire and on the run. How long can you run before you finally say no more! Action and Adventure awaits.

Ironclaw: Risk of Return

- 6 players 4 hours Game master: Kole.
- Two squads in competition with each other, who will prevail with the two different objectives. Problem solving and hack and slash will find their way into your list of problems.

Ironclaw: Orders that cannot be refused!

- 6 players 4 hours Game master: Kole.
- Being the elite guards has certain privileges but also come with certain responsibilities. What do you do when the orders are beyond your means to carry out? You find a way anyway! When the worst can happen after saying it can't get worse then this!

Settlers of Catan.

- 4 players 2 hours Game master: Graeme
- A game of trading and settlement. A popular game run last year of settlement and exploration. Expand and work out deals with your fellow players.

Champions: The Moreau project

- 6 players 4 hours Game master: Graeme
- Was the project was a great idea expect for the subjects do not want to be stuck in a lab. Can the mutant creatures engineer an escape from a top-secret research laboratory? And what happens once they get out? Maybe the lab wasn't so bad after all.

LAN Gaming

Most LAN gaming will be scheduled for the afternoons. Planned games include: Counter-strike Tourney, UT 2003 games, CTF, and Deathmatch. Half-life, Quake3, QUake2, you name it, we'll play it.

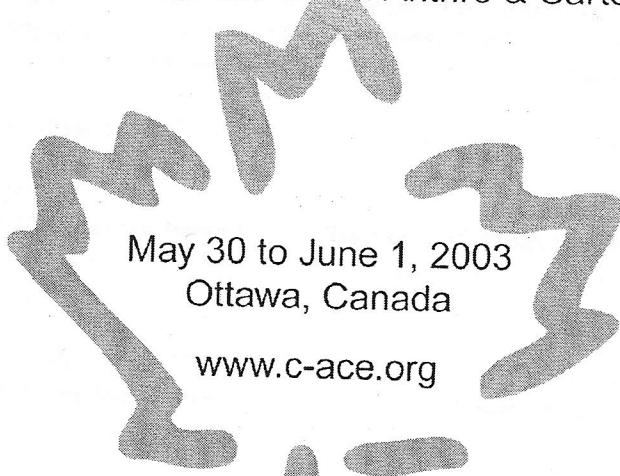


Mynarski Forest
<http://mynarskiForest.purrsia.com>



C ACE 2003

The Canadian Anthro & Cartooning Expo is back for its second year!



Guest of Honour:

- **Chris Goodwin**

Newcomer Guests of Honour:

- **Amy "Lyosha" Fennell**
and
- **Jennifer "Nalina" Brook**

Highlights:

- Tightly focussed on art and writing in the genre of anthropomorphics/furry.
- Art jams, contests and fun social events for everyone.
- A strong selection of classes, instruction, and panels (some taught by professional instructors and artists).
- Art show and auction.
- Held in a cozy, friendly setting that's ideal for chatting with old friends or making new ones.
- Free Artist Alley tables for artists.

C-ACE 2003 will be held at The Chimo Hotel, 1199 Joseph Cyr Street, Ottawa, Ontario. To reserve a room, call 1-800-387-9779 and mention event code G00042-24 to receive the special convention room rate of \$105CDN per night. For more details visit www.c-ace.org, email cacexpo@c-ace.org, or write to the address on the pre-registration form below.

----- Pre-Registration -----

Full Name _____

Badge Name _____

Address _____

City _____ Prov/State _____

Country _____ Postal/Zip _____

Phone _____

Email _____

Age 18 or over If you are under 18, please visit our website for a youth registration form and info.

Please Note: Artist Alley tables must be reserved in advance.
Please visit our website for more info.

Please select ONE membership type

Standard: \$30CDN / \$20US until May 2, 2003.
\$40CDN at the door

Sponsorship: \$90CDN / \$60US Includes T-shirt, Dinner with guests and art print. Please indicate T-shirt size _____

Supporting: \$15CDN / \$10US Non-attending. May be upgraded to Standard at the door for an additional \$20

Payments accepted in Canadian and US funds

Cheque or money order US or Canadian funds. Make payable to "Capital Anthropomorphics in Cartooning Group"

MasterCard VISA

Card # _____ Expiry _____

Signature _____ Date _____

Please mail to: 269-1411A Carling Ave. Ottawa ON, Canada K1Z 1A7

C-ACE 2003

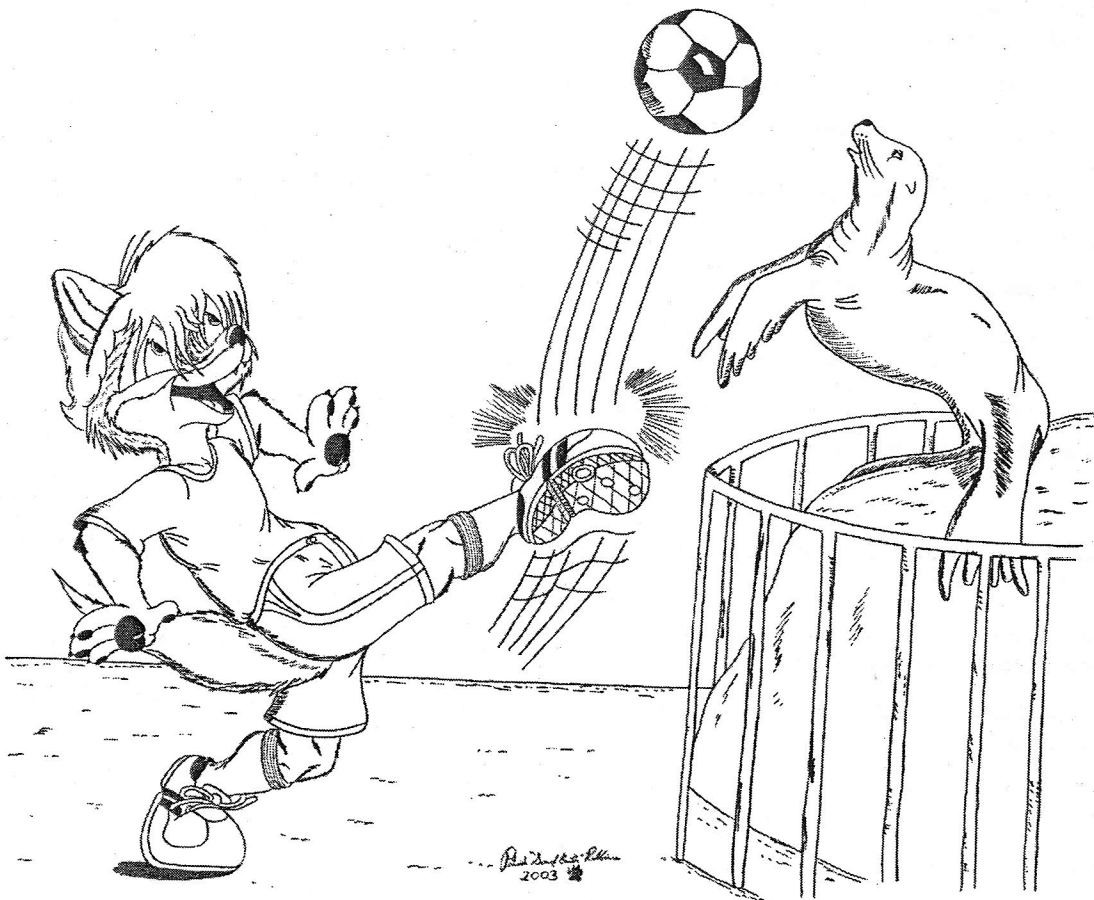


C.A.R.E.

The C.A.R.E. Foundation is the beneficiary of the Pawpet Megaplex Charity Auction. They are a small, non-profit, 501(c)(3) organization made up of volunteers concerned about the environment and wildlife conservation. Currently there are more than fifty animals on property. A few were chosen and specially hand raised for the specific purpose of education in schools. Many were abandoned, unwanted, as well as even abused and neglected ex-pets. In addition to the daily maintenance provided, the volunteers also conduct wildlife educational programs in public forums.

The C.A.R.E. Foundation was established to:

- Provide a safe and permanent home for all types of animals in need including unwanted, abandoned pets.
- Educate the public about animals and current environmental issues relating to species of special concern, threatened species, and endangered species.
- Educate the public about current environmental issues relating to habitats of special concern, threatened habitats, and endangered habitats.
- Educate the public about the interactions of the animals and the environment in which they live.
- Educate and help dispel common myths about some of these wondrous creatures that inhabit our earth.



A Small Problem by Kris Schnee

Dr. Grey was hustled through the park by a couple of tough-looking guards, trying to look inconspicuous as the three of them ran under some iron benches. The people on the benches- a well-dressed man reading a newspaper, and an old woman- didn't notice, as squirrels were common in this part of town.

Those people had never heard of the squirrel space program.

Neither had Dr. Grey, until yesterday, when its directors asked for his help. "It's a new project," one of the guards had explained as they ran along roadside power lines to get here this afternoon. "That's why they're recruiting."

Now the guards escorted him to a small door, set cleverly under a large tree root, and let him enter alone. Inside was something surprising- a paneled conference room, with two others waiting there.

"Hello there!" said a red-brown fellow sitting at the table, obviously the director. "Call me Red. Dr. Grey, this is Rocky, the chief scientist of our little project." He indicated a young grey-haired person to his left, who nodded in greeting.

"Dr. Grey," Red said once he was seated, "Let me get to the point. We have been studying for weeks whether- well- whether a space program is feasible for us."

He already knew that, but it still sounded odd. "Your escorts told me. But I don't understand- are you talking about the cost? I can tell you all about space flight, but you must know it's expensive to..."

Rocky cut him off. "Money isn't a problem. We have excellent funding. It's a question of scale."

Red explained. "That's what we need to know. Does it matter whether a spacecraft is designed for huge, six-foot-tall humans, or one-foot squirrels?"

"We have blueprints which we- ahem- got from NASA. Can we scale them down?" added Rocky.

"Oh. I see," said Dr. Grey, adjusting his glasses. "Well, I can help you with that." He thought about it, then said, "I have good news. The efficiency of a rocket is inversely proportional to its size."

"...Er..." said Red, obviously trained as a manager rather than an engineer. "What?"

"Imagine you're a human rocket designer, and that you want to double the size of the payload you're launching- put twice as many satellites or people in orbit as you could before. That extra equipment adds mass to the rocket, so you need more fuel to lift it. But the extra fuel has to be lifted too- and you need to make the fuel tanks larger."

"That's terrible!" wailed Red.

"For them, maybe. But imagine you're making the payload smaller..."

"Ah. I see," Rocky interrupted. "The bigger the rocket, the more of its mass is taken up by fuel. So we're at an advantage then, since we're launching smaller people and less food." He took some notes.

Red was relieved. "Oh. Good. Can you tell us about artificial gravity? How different is that?"

"What?"

Rocky answered. "Once we get a ship into orbit, we want to spin it around, to create gravity-like acceleration for the crew."

"Centrifugal force," Red chimed in. Both scientists rolled their eyes, knowing that such a force is only an illusion, though a convenient one.

"Anyway," Rocky finished, "do we need to design our gravity system differently, if we're going to spin the ship and a counterweight on opposite ends of a long cable?"

Dr. Grey borrowed Rocky's notepad, and noticed he'd been doodling during their talk. After a minute, he handed it back with an equation written on it:



$$G = (0.0011)\Omega^2 R$$

"Sorry," he said. "The units of measurement are all wrong, but if you put in the cable's length in meters for R and the number of revolutions per second for Omega-(Ω)" (he added for Red's benefit) "then G will be the number of times Earth's gravity you'll get."*

"So... if we reduce the cable length, we have to use a faster spin. Obviously."

"Is that good?" asked Red. "We shouldn't make cables proportionately longer than the humans would make, if we can help it. So if they're six times bigger, we make the cable maybe one-sixth as long as they use. If that works."

"It does," Dr. Grey assured them. "Think about it. Cut R in half, and Ω^2 has to double to give the same gravity. But Omega only has to increase a little for its square to double."

"...So, we don't have to sextuple the spin rate if we use a cable one-sixth as long?" Rocky asked.

"Right. You do need a faster spin, but not that much faster."

"No problem there either, then," concluded Red.

"Well..." Dr. Grey hesitated. "It's unpleasant to live in a habitat with a very fast spin. It's best to minimize it, so the crew won't feel like they're on a carnival ride. But if you have to build shorter cables, it only costs a little extra fuel to increase the spin to compensate. Because we're smaller, you're trading not having to build a long cable for having to live with a higher spin rate. It's a fair deal."

Red had a question. "Well, won't we need less gravity anyway than humans would? We'd only need a few pounds, and they'd need a hundred and eighty..."

"Er... no. It doesn't work that way. Gravity, or the illusion of it, accelerates you towards something, like the Earth or the outer wall of a rotating ship. A ship with a certain spin rate accelerates everything at the same simulated gravity level. Look-" and he wrote again:

$$F_g = \frac{GM_1M_2}{R^2},$$

$$A_1 = F_g / M_1$$

(M_1 = your mass, M_2 = other mass, A_1 = your acceleration)

"Gravity- that's F sub g- pulls you with a greater force the more massive you are. But you accelerate less if you're more massive...." He wrote something else:

$$A = GM_2 / R^2$$

"If you combine the equations, your mass- M_1 - cancels out. You experience the same gravitational acceleration on Earth no matter how massive you are. It doesn't matter on a rotating spaceship either."

"...OK..." Red said slowly, possibly understanding.

Rocky was eager to move on. "This is all good news. All we have to do is scale everything down, and our designs will work even better than NASA's! The fuel tanks- the reactors- the solar panels- everything!"

Dr. Grey winced, and apparently Rocky noticed. "What?"

"Did you say nuclear reactors and solar panels?"

"Yes? What about them?"

"They're another story- something called 'economies of scale'. Hmm- have you got any blueprints of them?"



Red got a large blue scroll out of a nearby cabinet, and spread it out on the table. It showed a large solar panel array, a set of light-gathering fans large enough to power a life-support system. Dr. Grey wondered absently if they kept nuclear reactor plans lying around too.

Ignoring the thought, he pointed to parts of the picture. "Okay, look. The panels themselves can be made any size, but this part is a problem. This set of circuits takes the power from all of the solar panels, converts it to the right voltage, and stores and releases it. It also tilts the panels to keep them facing the Sun."

"We have to have one of those," Red said.

"Exactly. You basically need one and only one, no matter how many panels you have."

Rocky slapped his forehead. "Argh. I get it. If we're big, power-hungry monkeys using a thousand panels at once, then the control circuitry only takes up a tiny part of the total mass. But for us, it'd be a substantial part of the system."

Dr. Grey nodded. "Right. A solar array with half the mass of a human-built one would produce less than half the power."

Red murmured, "...and nuclear...?"

"Even worse," Rocky told him. "There have to be all kinds of shielding and control systems, even for a tiny reactor. A reactor our size would be almost nothing but safety systems." He buried his head in his paws and sighed. "I thought this size business would be simple."

Red hesitated for a moment, unsure whether to invite more bad news, but decided to move on. "Well, that's not the end of the world... We were thinking about establishing some kind of base in space once we get our rocketry program established, maybe on the Moon or Mars. Maybe there's some size advantage to that...?"

Dr. Grey reached for Rocky's notepad again, where Rocky had written the letters "IHTFP" several times for some reason. This time he drew a semicircle, and wrote:

$$V = \left(\frac{1}{2}\right) \cdot \left(\frac{4\pi R^3}{3}\right),$$

$$S = \left(\frac{1}{2}\right) \cdot (4\pi R^2)$$

"Let's say you build a dome on the surface of a planet, shaped like half of a sphere. The larger the sphere's radius, the larger the dome. Those are the equations for its volume and surface area. Because R is cubed in the first equation and only squared in the second one, the volume of your dome changes faster than the surface area when you change the radius."

"So..." prompted Red.

"So, a small dome will have a lot of surface area compared to its size. That means a lot of material exposed to the outside, losing heat."

Rocky uttered a low groan and sank in his chair.

"...But there's another consequence of the surface-volume relationship- a better one," Dr. Grey added hastily. He waited for Rocky to rebuild his self-esteem by figuring it out himself.

Rocky caught on, fortunately. "...Life support?"

"Right. It's some consolation that most of the systems a space colony might use to recycle air, water, and nutrients involve running everything through filters that absorb and alter the chemicals. The greater the surface area of those filters, the more efficiently they operate, and the more powerful a life-support system you can pack into a small space. A lot of biological filters work that way, by having lots of small structures with lots of surface area and little volume- lungs and kidneys for example."

"And oak leaves," Red offered.

"...Er, yes, those too. Leaves have a large surface area for collecting light, with very little material needed to grow them. Small solar panels would also have more surface area for their volume and weight, so in that way they'd be more efficient than large ones. Anyway, you don't have to build domes. You could choose a shape that doesn't have such a variable surface-volume ratio, like a cylinder. Or you could just build underground."



Rocky brightened visibly.

Red said, "Well, eventually we won't need domes or anything else around our bases. If we build on Mars, we can pump the air through machines- like those life-support systems- and make the atmosphere breathable. Then we can live right on the surface."

"You mean 'terraforming'?" Dr. Grey thought about it. "Actually, that might not work well. We could build factories for producing oxygen, and they'd be pretty efficient. But a big factory by our standards won't have nearly as much of an effect on the entire planet as a large human-scale factory. The size of the job- the size of the whole planet's atmosphere you're trying to change- doesn't change depending on how big you are. That's why squirrels contribute very little to global warming."

Dr. Grey noticed that Rocky wasn't paying attention; he was working on his notepad again. In fact, he looked enthusiastic.

Red said, "So, it's not massively easier or harder to run a space program for us than for big humans... just different. Right?"

"Right. We're really not all that much smaller; it's less than an order of magnitude, but even that size difference has some major effects on how we have to design everything. It's a different set of challenges, but not impossible."

Rocky stopped scribbling and looked up. "Okay. Thanks for your help, Doctor. I think we can do this, after all. But in case it doesn't work out, I've figured out a backup plan."

"What's that?" asked Dr. Grey and Red at the same time.

Rocky showed them his notepad, where he'd drawn three smiling squirrels standing in front of an approving human scientist, with a space shuttle in the background.

"Maybe if we hang around Cape Canaveral and act cute when they're packing for their next mission..."

**Zubrin, R. The Case for Mars. Touchstone Books.*



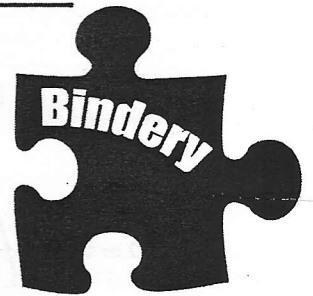
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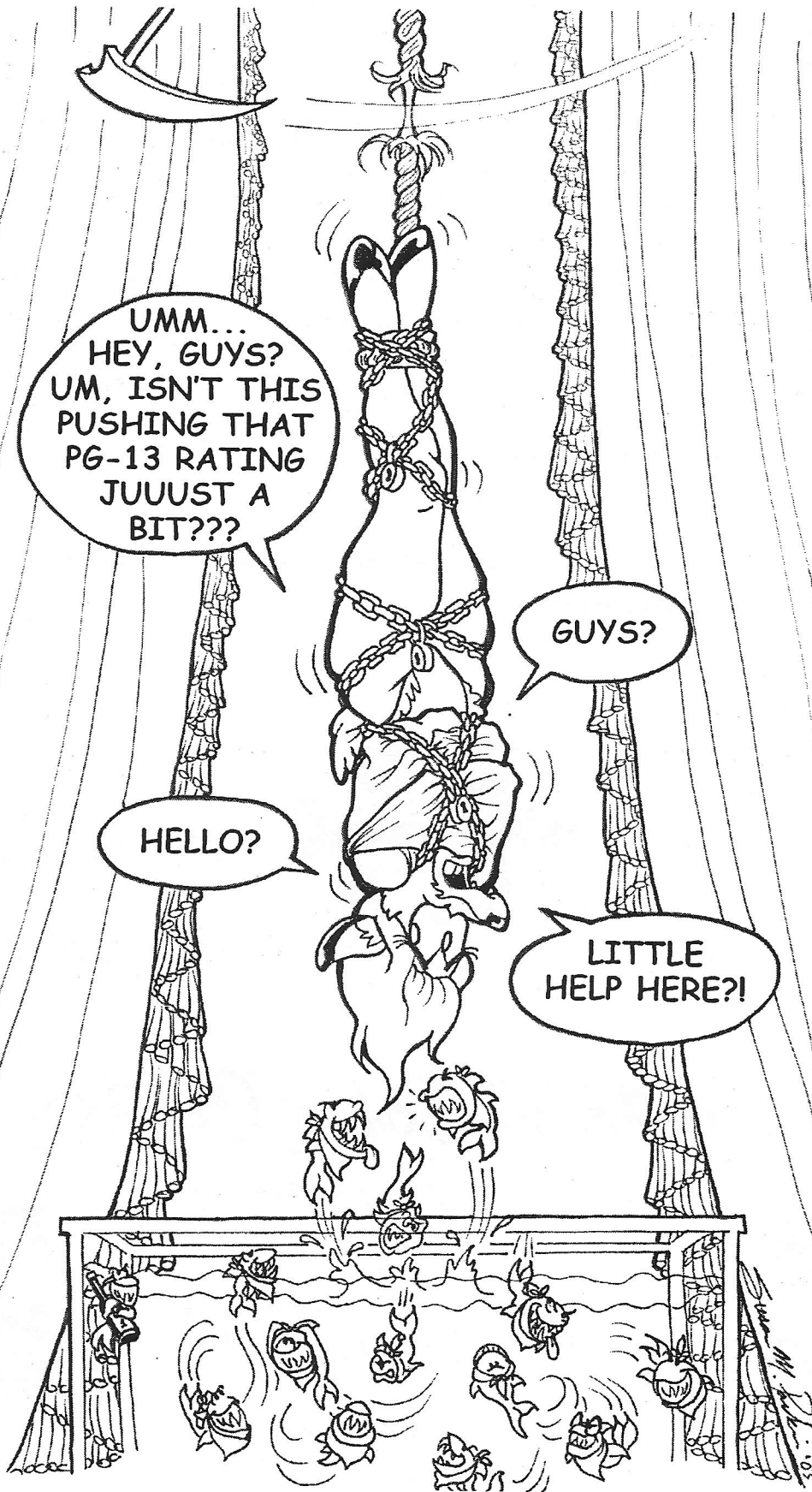


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UMM...
HEY, GUYS?
UM, ISN'T THIS
PUSHING THAT
PG-13 RATING
JUUST A
BIT???

GUYS?

HELLO?

LITTLE
HELP HERE?!

Introduction

The following policy is intended to help everyone to have a safe, sane, wholesome and fun Convention. In general, PawPet 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 all.

Members attending PawPet 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 PawPet 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 PawPet Megaplex membership revoked without refund, and will be asked to leave Convention areas immediately.

Appearance And 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 an safe and enjoyable time for our younger members, anyone under the age of 16 attending PawPet 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.

For the safety and comfort of persons and property, please refrain from excessive and inappropriate noise, profanity, or horseplay in the hotel.

Please observe all posted smoking regulations.

The use of alcohol by those under age 21, or the use of illegal drugs by anyone, will not be tolerated at PawPet Megaplex

Weapons

All Federal, State, and local laws and ordinances apply to the possession, carry, and display of weapons at PawPet 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.



Artists' Alley

As the Artists' Alley is open to Convention members of all ages, all items and materials on display there or in other public areas must be "PG-rated."

The exhibition of works that depict nudity (refer to the dress code above), sexual activity, excessive violence or gore, excessive profanity, drug abuse, or other disturbing subject matter will not be permitted. Applying labels or other coverings to a finished work in order to conceal its objectionable portions is NOT acceptable.

PawPet Megaplex requests that materials that do not meet these guidelines be kept private and shared outside of Convention areas.

Photographic, Audio and Video Recordings

All Members in attendance at PawPet Megaplex should be aware that they may be photographed or recorded at any time while in public areas. PawPet 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 PawPet 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 PawPet 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.

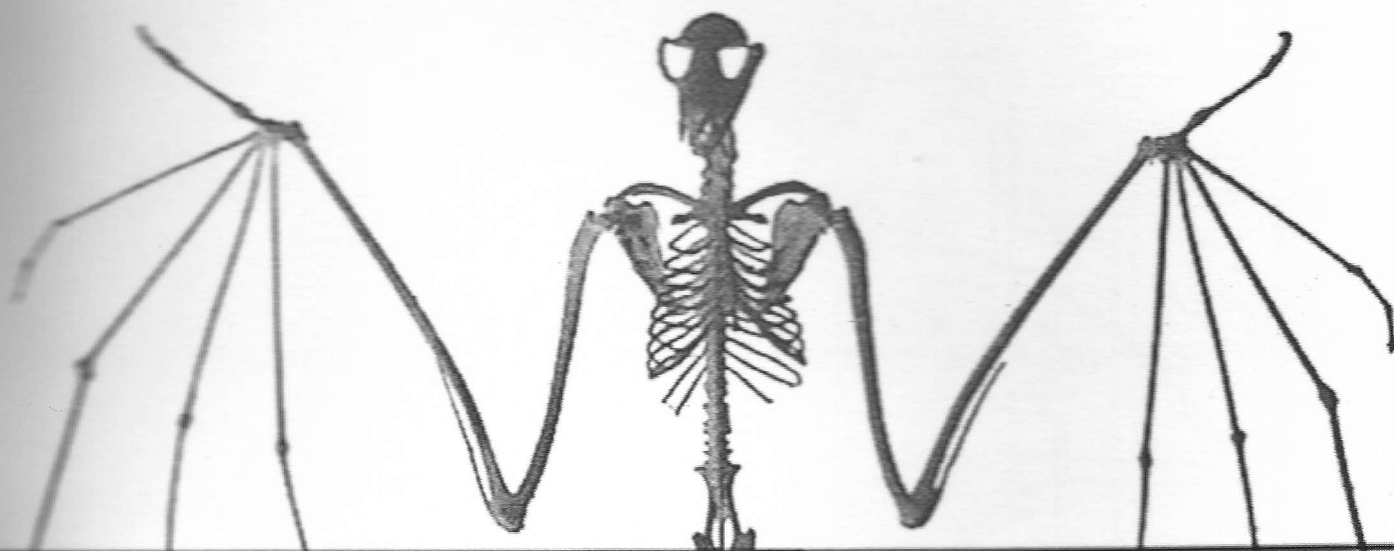
PawPet Megaplex will not use the names or likenesses of corporately owned and trademarked Mascots, Puppets or other characters for any commercial or promotional purposes, except according to prior written agreement.

Press Policy

PawPet 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.





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of the Night

Anthrocon 2003

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Syndicated Cartoonist

Guy Gilchrist

Artist & Author

Mark E. Rogers

July 18-20, 2003

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www.anthrocon.org

