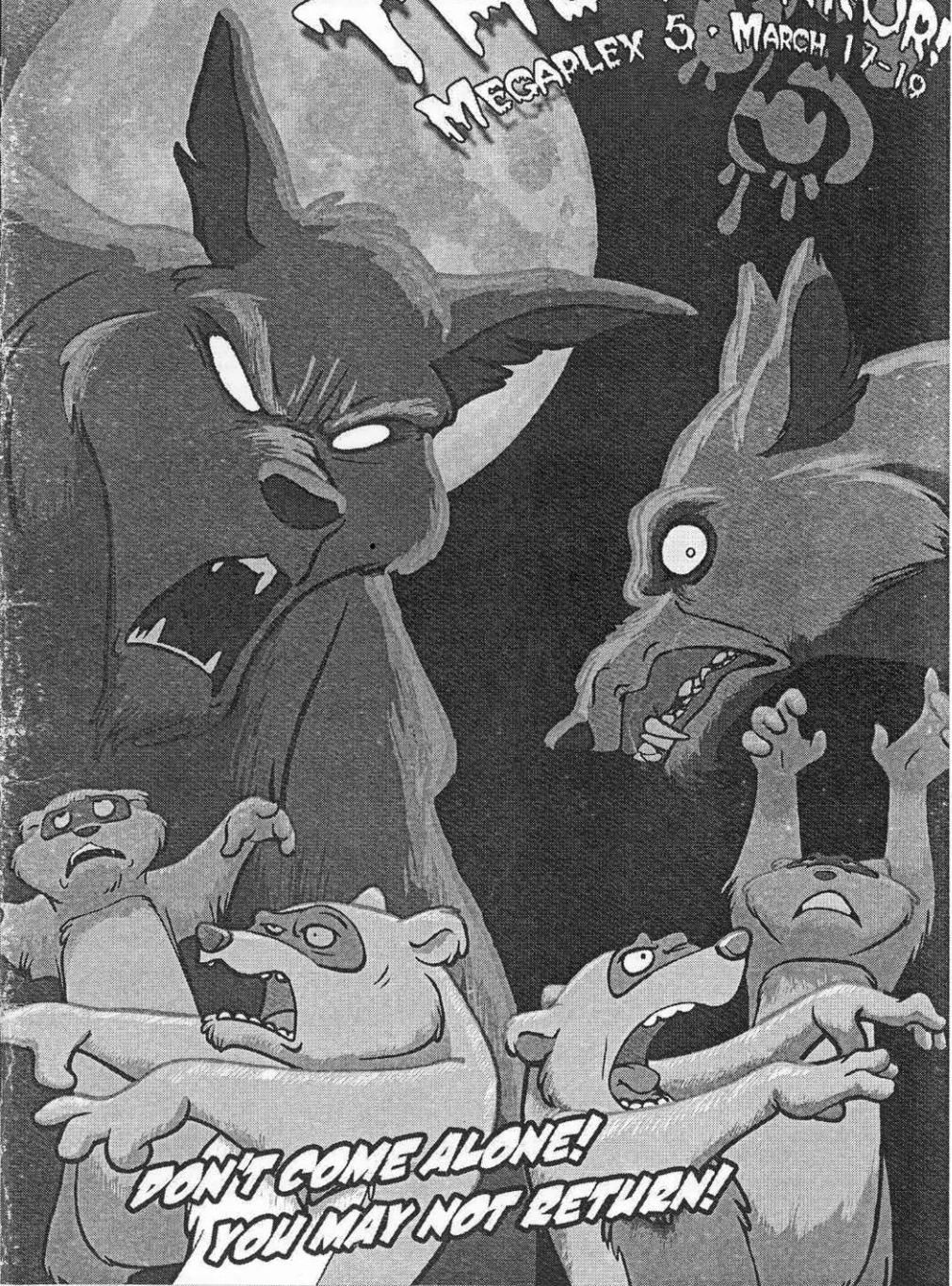


# THE HORROR!

MEGAPLEX 5 • MARCH 17-19



**DON'T COME ALONE!  
YOU MAY NOT RETURN!**

# WELCOME TO...

# THE HORROR!

MEGAPLEX 5 • MARCH 17-19

A PAWPET "LIVE" EXPERIENCE  
ORLANDO, FLORIDA • THE SHERATON WORLD HOTEL

IT CAME FROM ORLANDO! ...the THRILLS! ...the FUN! ...the FUR! Now, LIVE and in LIVING COLOUR...we present MEGAPLEX 2006...the HORROR!

On behalf of the Board and staff, it is my pleasue to welcome you to Orlando, and the Sheraton World Resort, for the fifth anniversary edition of Florida's furry arts and entertainment convention. As always, our staff has worked very hard to bring this convention to life, and they have my heartfelt thanks for their hard work and dedication.

This year, we are pleased to welcome Brian Reynolds as our guest of honour. A talented artist, Brian's work was showcased by Sofawolf Press in 2004, along with that of his wife, Tracy, who is also joining us. A graduate of the Savannah College of Art and Design, he works primarily in the videogame industry - but this doesn't stop him from sharing his art with his fans, most recently as a regular contributor to the Funday Pawpet Show.

We are also proud to present the musical talent of 4:2:Five in concert on Saturday night. Evolving from a street corner barbershop sound, and drawing on funk, rock, jazz, and blues, 4:2:Five recreates an entire instrumental band with nothing but five mics and five voices, with a style and charisma all their own.

Once again, we are happy to support the C.A.R.E. Foundation as our charity. Their live animal presentation has been a favourite in past years, and we are proud of the support our membership has provided C.A.R.E. through our charity auctions.

We have a varied and full schedule over the weekend for your entertainment, and we hope that you enjoy your convention experience. If you have any suggestions



or comments on the con, please feel free to bring them to the attention of the folks listed below. Even with five years under our belt, Megaplex is still a work in progress, and we're always happy to hear suggestions on how the convention can be even better in future years.

Look to the skies! It's COMING! Megaplex 2006...the HORROR! Now playing at a convention near you!

Welcome to Megaplex 2006!

Sincerely,

Karl F. Meyers  
Chairman

## CONVENTION STAFF (THE FOOLISH MORTALS...)

Chairman:

Karl "Carl Fox" Meyers

Art Director:

Jess "Lynxcat" Kiela

Charity Auction:

Dan "Jackrabbit" Boatright

Dealer's Room:

Genesis "Gen" Whitmore

Director of Communications:

Randy "Yappy Fox" Fox

Convention Audio/Visual:

Randy "Yappy Fox" Fox

Programming:

John "Kuddlepup" Cole

Promotions:

Dan "Jackrabbit" Boatright

Registration:

Jim "Rasvar" Mogle

Security:

Brent "Domino" Scott

Sponsor Suite:

Josh "Jaded Fox" Strom

Treasurer:

Jim "Rasvar" Mogle

Variety Show:

Josh "Jaded Fox" Strom

Website:

Erika Leigh "Chilly" Rosengarten

Randy "Yappy Fox" Fox

Jess "Lynxcat" Kiela



# INTRODUCTION

## 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 2006, 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*

**Randy Fox**, *Secretary*

**Jim Mogle**, *Treasurer*

**John Cole**, *Board* • **Jessica Kiela**, *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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# EXPERIENCE IT

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## ARTISTS AND WRITERS

Ian "Chert" Cortina • <a href="http://www.sillyfox.com">www.sillyfox.com</a>	
© 2006. Furry on the High Seas .....	20
© 2006. Inanity Fair.....	22
Terry "Mouse" Sender • <a href="http://www.artmouse.org">www.artmouse.org</a>	
© 2006. Tor Johnson .....	Back Cover
© 2006. Spooky Sheraton.....	10
Stephanie "Cybercat" Stone • <a href="http://cybercatgraphics.com">cybercatgraphics.com</a>	
© 2006. Werewolf .....	8
Maxwell "Skyfire The Fox" West • <a href="http://skyfirefox.deviantart.com">skyfirefox.deviantart.com</a>	
© 2006. Coffee .....	13
Brian Reynolds • <a href="http://www.toonfox.com">www.toonfox.com</a>	
© 2006. Front Cover.....	Cover
© 2006. Ferret Looking Back.....	2
© 2006. Ferret Looking Forward.....	3
© 2006. Fox Salute.....	5
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Brett "SonicBlu" Blumfield • <a href="http://brettblumfield.com">brettblumfield.com</a>	
© 2006. The Phantom Fursuiter.....	17



# GUEST OF HONOR

## BRIAN REYNOLDS

Brian Reynolds is a 2D, 3D and flash artist. With his many years of experience in professional animation, Brian's talented work is brought to life in his vibrant style. Graduating from the Savannah College of Art and Design in 1997, he's worked primarily in the videogame industry for Knowledge Adventure developing children's educational software.

More recently, Brian's 3D work has shown up in games for the Nintendo DS and Jakks Pacific plug-and-play games, along with a mod project for Battlefield 2. An artbook showcasing his work (along with his wife's) was published in 2004 by Sofawolf Press.

This doesn't stop him from sharing his art with his fans, most recently as a regular contributor to the Funday Pawpet Show.

To see more of Brian's work, please visit [www.toonfox.com](http://www.toonfox.com), or his Live Journal, [mistahbojangles](http://mistahbojangles).



# MUSICAL GUEST

4:2:FIVE

Based in Orlando, Florida, 4:2:Five has been shattering the a cappella stereotype since 2000 with their powerful performances across the U.S. Evolving from a street corner barbershop sound, and drawing on funk, rock, jazz, and blues, 4:2:Five is unlike any musical experience on Earth, recreating an entire instrumental band with nothing but 5 mics and 5 voices with a style and charisma all their own. Voted "best live act" win at the 2001 Florida Peoples Music Awards, 4:2:Five has also performed at



the Orlando International Fringe Festival, on several 100,000 watt radio stations and was featured as the trailer for Orlando's own 102Jamz FM morning show, as well as being the reigning Mid-Atlantic Harmony Sweeps Champion and National Harmony Sweepstakes finalist. 4:2:Five has worked extensively for Disney and performed at dozens of corporate venues, theaters, and schools. Among a musical landscape of imitators and manufactured acts, they are blazing new trails and winning the hearts and imaginations of audiences big and small and of every race, creed, sex, and age.

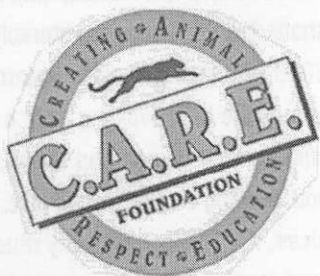
The clarity of their harmonies, melodies, and the interdependence of their vocal performances render 4:2:Five akin to a professionally orchestrated band, minus the instruments. Their focus on the combination of rhythm and melody where the latter takes precedence, but does not overshadow the former, have helped to create some intensely infectious tunes, which are sure to open the door for a cappella to gain a more prestigious commercial foothold on the musical marketplace. Songs such as "Look at Me" and "Why do You" epitomize the originality and surprising lyrical depth of this talented Fivesome. For 4:2:Five, the future is now, with their current album's "EP" and "Time Machine" and their latest CD, "Unstoppable," being sold across the nation at live performances.



# CHARITY AUCTION

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.







**CYBERCATGRAPHICS.COM**



# SHERATON WORLD

## HOTEL VICINITY

The Sheraton World resort has added Resort Services to our room block which include:

- Transportation to Walt Disney World Theme Parks and Florida Mall
- In-Room Coffee/Tea, Iron/Ironing Boards, Hair Dryers
- Oversized Refrigerators
- Daily Use of the Fitness Center
- Delivery of USA Today newspaper to your room Monday through Friday
- Miniature Golf Course

Sea World is within walking distance of the Hotel, and there is a nominal \$6 fee for transportation to Universal Studios. For shuttle service to and from the airport, please call Mears Shuttle Service at (407) 423-5566. One way shuttle service to the Sheraton World Resort is \$15 per person.

See the hotel concierge or information booth for details about amenities and attractions near the hotel.

## MEETING ROOMS

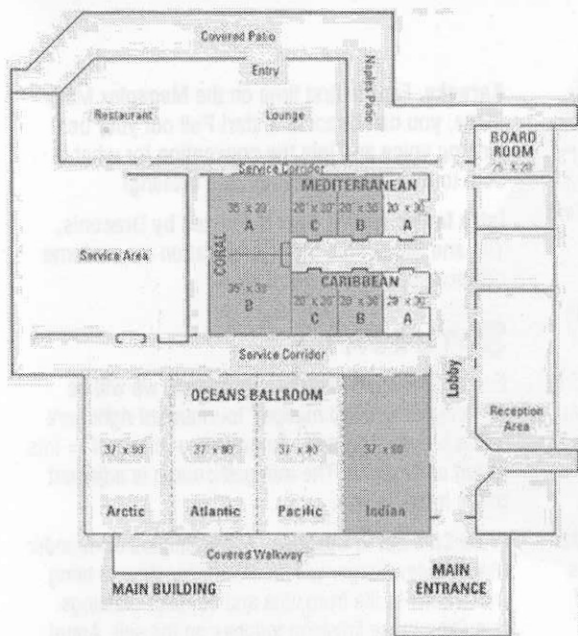
Most main events will be held in the Indian Ballroom. Ther Artists' Alley will be located in Coral A and Mediterranean C. The Green Room is located in the Caribbean B. Panels, workshops and other smaller events will be spread throughout the rooms during the day.

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 Artists' Alley or Registration

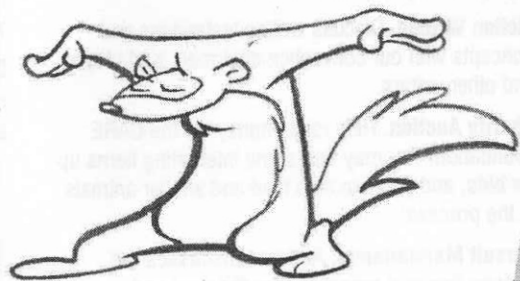
Sponsor and Guest of Honor Lounge. A suite in the hotel has been set aside for staff, sponsors, and our special guests. Snacks and soft drinks are planned to be available in the lounge. Staff members are available to answer inquiries on location and times.



CYBERCARNIVAL.COM



## EVENT ROOMS IN GRAY



# NOW PLAYING

## FRIDAY

**The SNIPE Hunt.** A scavenger hunt with a twist! You'll need to follow the clues around the hotel to find our ultimate finish line. What's at the finish line? Why, prizes, of course! But you'll need to be at opening ceremonies to find out just what's waiting there.

**Coloring with Cybercat.** Want to learn the basics of coloring your sketches? Come join Cybercat for helpful hints and tips!

**Fursuit Games I.** Yes...Megaplex will be holding multiple fursuit games, and this is the first set! Hosted by Draconis, fun and laughs are sure to follow in these wacky, fun-filled events.

**Comedy Improv – WTF Theater.** What happens when you get a bunch of quick-witted comedians together with no idea what topics they will have to perform to? Come find out! Hosted by Dr. Samuel Conway, the comedy improv continues as a Megaplex tradition.

**Intro to Fursuiting, Part I.** Hosted by Draconis, Tilt, and Santa Fox. If you'd like to get some introductory information about fursuiting, this is for you!

**Uncle Kage's Story Hour.** The venerable Dr. Samuel Conway, a.k.a. Uncle Kage, returns to Megaplex to delight the audience with one of his world renowned "Story Hours". Come and share Dr. Conway's tales of adventure (and misadventure) in this popular event.

**2, the Ranting Gryphon.** He's back! What's on his mind? What makes him mad? We'll find out on Friday night! 2 has been a highlight at Megaplex for several years, and we're happy to have him returning to our stage!

**Fursuiter Meet and Greet.** Hosted by Antimon. Whether you're in costume or not, come get to know other fursuiters in a relaxed and social environment.

**Karaoke.** For the first time on the Megaplex Main stage, you can become a star! Pull out your best singing voice and join the convention for what is sure to be a fun and memorable evening!

**Intro to Fursuiting, part II.** Hosted by Draconis, Tilt, and Santa Fox. More information on costume performance and construction.

## SATURDAY

**Fursuit Minigolf.** Weather permitting, we will be hosting our second minigolf tournament right here at the Megaplex hotel! Fursuiters + minigolf = lots of fun and laughs! The minigolf course is adjacent to the hotel arcade.

**From Concept to Costume.** Arend Studios co-founder Matt Brayley-Berger will be discussing how to bring a character to life from idea and concept drawings to putting those finishing touches on the suit. Arend Studios has designed and built custom costumes for many individuals and corporate/school mascots. This is a must-see panel for those interested in costume construction and design.

**CARE Charity Presentation.** The CARE Foundation is our returning charity. Please come view a demonstration of how they help rescue animals including tigers, raccoons, ferrets, and even the highly endangered Florida Panther!

**Fiction Writing.** Discuss writing techniques and concepts with our convention chairman, Karl Meyers and other writers.

**Charity Auction.** Help raise money for the CARE Foundation! You may find some interesting items up for bids, and you can help feed and shelter animals in the process!

**Fursuit Maintenance.** Antimon discusses the various tips and processes for the care and maintenance of your costume.





## EVENTS

**Puppets with BJ Hughes.** BJ Hughes and his friend Santa Fox will be talking about construction and performance techniques for a variety of puppet types.

**The Megaplex Musical Event Featuring 4:2:Five.**

We are proud to present a new musical act as part of your convention experience. The critically acclaimed acapella band, 4:2:Five, will be giving Megaplex attendees a 1 hour performance of their unique musical talents! Check out some of their information on their web site at [www.42five.com](http://www.42five.com).

**Rocky Horror LIVE!** Something new and "horrorific" for Megaplex: a performance of the cult classic "The Rocky Horror Picture Show". Are you ready to Time Warp again? Oh Rocky! Oh...the HORROR!

**Fursuit Tales of Terror.** Hosted by Draconis. He'll be discussing and encouraging folks to share their "horror stories" of costume and fursuit performances.

## SUNDAY

**Caring for Skunks.** Michel Mephit will provide his insight into the care and experiences of pet skunks.

**Fursuit parade.** Yappyfox will be leading our mascots and fursuits on a parade through the hotel. This is a prime photo opportunity for those wanting to see the various fursuits and costumes at Megaplex!

**Meet our GOH.** Our convention chairman will be hosting a question and answer session with the Megaplex Guest of Honor, Brian Reynolds. Brian's artwork has long been popular with many convention attendees and has been featured in a book by Sofawolf Press. Stop by and get some insight into Brian's work and inspiration!

**Mascot Performance.** Performing for larger crowds can be different than performing in front of smaller groups. Chad Laubach has been the mascot for the Orlando Seals for several years

and will be sharing his insight into larger crowd and professional performances.

**Fursuit Games II.** Even more wacky games for our suiters! Join Draconis for more fun and frivolity in a wild and wacky competition.

**Our Closing Ceremonies.** Tell us what you liked and did not like about the convention. How can we make your convention experience better and more fun? (But don't leave....there is still more programming after dinner!)

**The Gong Show.** Our variety show returns with our second running of the Gong Show! Who will get gonged and who will our judges like? With Terry Sender as the long-suffering host and Poink T.Ferret, Uncle Kage, and Ronin Otter returning to wield the hammer, hilarity will ensue!

**Funday Pawpet Show.** It's a live presentation of the internet puppet show sensation. Now in its 6th year, Orlando is the home of the Funday Pawpet Show. Catch this special 2 hour performance with the full Funday cast!

**The Dead Dog Dance.** What do you do when the convention's over? DANCE! Join us for the wrap up event of the convention by dancing into the night!



# THE MALL

## DEALER'S ROOM

Our members have been asking for it, so Megaplex has made way for a traditional Dealers' Room in 2006! 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 Dealer's Room will be open during all convention hours.

## FINANCES

Any transactions involving money are the sole responsibility of those doing the transactions, and the individual should file all taxes on their own.

## SECURITY

Security will be provided so dealers may take pit stop, food, or under certain conditions sig (panel) breaks during the day. Security will simply try to make sure your goods will not walk away, but artists still are responsible for valuables, so if you need to leave for any length of time, please take money and other valuable items with you. Do not leave extremely valuable material or money unattended!

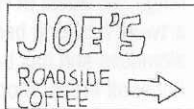
## FAMILY FRIENDLY

All works being displayed publicly must be no more than a PG rating. Simply covering explicit artwork with a post-it note or other pages of art is not acceptable. If convention staff hears of inappropriate material, you will be warned once. The second time, your con membership will be revoked.

## CONDUCT

Refer to the Conduct Policy on page 14.

I'VE DRANK  
COFFEE FOR 20  
YEARS. WHO SAYS  
IT STUNTS YOUR  
GROWTH?



# SECURITY POLICY

## CONDUCT AND SAFETY

### INTRODUCTION

The following policy is intended to help everyone to have a safe, sane, wholesome and fun Convention. In general, MegaPlex 2006 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 MegaPlex 2006 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 2006 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 & 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 MegaPlex 2006 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 2006. In general, Florida State law prohibits the open carry of firearms and the concealed carry of any weapon without a State-approved license.



# SECURITY POLICY

## CONDUCT AND SAFETY

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'S ROOM

As the Dealer's Room 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 aforementioned dress code), 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.

MegaPlex 2006 requests that materials that do not meet these guidelines be kept private and shared outside of Convention areas.

## PHOTOGRAPHIC, AUDIO & VIDEO RECORDINGS

All Members in attendance at MegaPlex 2006 should be aware that they may be photographed or recorded at any time while in public areas. MegaPlex 2006 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 2006 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 2006 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 2006 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 2006 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**

The Convention (Sheraton) hotel does allow pets under 70lbs to be checked into your room for a normal fee, and offers areas outside the hotel for animal walks. They require the animal to be caged while in a room at the hotel, as to prevent damage to the room.

Due to the nature of the convention, including mascots and C.A.R.E Foundation animals, we will not allow any personal pets to be brought into any Convention spaces. We have to be concerned for the safety of the attendees and pets. This may create unpredictable conditions within the Convention.



# LIVE THE HORROR

The environment of the hotel seemed to spring alive with the chatter, laughs, and crazy antics of fursies from around the world. The warm weather was indeed no obstacle for the fursuiters as they romp and scurry in and around the hotel, giving many hugs and scratches of affection to long-lost friends. The eyes of an unknown fursuiter peered out through dark mesh among the crowd as he stood. The red and black-furred wolf stood away from the crowd, as more fursies gathered around. Not a single soul seemed to notice the fursuiter, for the massive group of fursies were preoccupied reuniting with their friends. The fursuiter named Prowler N. Howler seemed to move not a single muscle regardless, but continued to watch the environment like a vulture.

"Hello? HELLO? Hey, anybody awake in there?" came the voice of a concerned furry, shaking his shoulder to perhaps arouse the attention of the suiter within. Neither word nor movement returned in response.

"Do you need help? Can I get you some water?"

"..."

"Anybody know who this guy is?" he shouted among the crowd, but nobody seemed to pay any mind. He looked at the con badge clipped to the wolf's chest.

"Prowler N. Howler? Is it really you? It's me, DylanFox. Last time I saw you on FurryMUCK, you were considering coming over here. I mean, I must have done quite a bit of coaxing to get you here, but you made it!" DylanFox threw his arms around his close friend, hugging him tightly. Prowler's arms hung limp at his sides as the furry hugged him tightly. DylanFox immediately noticed Prowler's lack of affection, but he was excited to see him for the first time, and his concern for having his affectionate gesture returned had instantly faded away.

"How are you feeling?"

"..."

"Come on, wolfie. I'll take you to the headless lounge. You seem kinda out of it." DylanFox helped Prowler to his feet and supported him by having him lean against the helpful furry's shoulder.

"That's it. One step at a time, big guy. Geez, it feels like you weigh a ton! I really hope you had a good trip to the hotel."

Determination flowed strong through DylanFox's veins as he struggled to help Prowler N. Howler across the large hotel lobby. The headless lounge was located at the opposite end of the lobby, and each step seemed much harder to take than the previous. Still, DylanFox was determined to help what seemed to be one of his few friends in the entire convention. The duo entered into the headless lounge, where four large fans circulated refreshing, cool air throughout the entire room. Two water stations stood at opposite ends of the room. DylanFox seated Prowler down into a nearby chair and went to fetch a glass of water for his exhausted friend. As he turned around, the room began to fill with dehydrated fursuiters, each of them removing their fursuit heads and revealing their sweaty faces.

"Oh, thanks! You read my mind!" one of them said and took the glass from DylanFox's outstretched hand. DylanFox just looked at the headless hound fursuiter with a look of disgust and shock.

"Hey, that wasn't for you! It's for..." DylanFox pointed over to where Prowler N. Howler sat, only to find an empty chair.

"Who?" the hound asked as he took a small sip of cold water.

"That's odd. He was right there! I mean, he was just right there!" The hound chuckled softly and placed his large, furry paw upon DylanFox's shoulder.

"I don't know what to tell ya, but it looks like your friend was not as tired as you thought. He's probably out wandering around. He couldn't have gotten far."



## THE PHANTOM FURSUITER, BY SONICBLU

"Yes, perhaps you're right. Excuse me," DylanFox uttered as his stare froze on the entrance of the headless lounge. He dashed out of the room, almost running into a pair of lynx fursuiters on his way out. Their muffled replies were uttered in unison.

"Hey! Watch it!"

"Sorry!" DylanFox called back, trying to show his concern for the safety of others.

DylanFox began surveying the lobby for his dark-furred friend, knowing that the quiet wolf could not have gotten far on his own. He wound his way through huge groups of chattering furies and fursuiters alike, wondering where his friend may have wandered off to.

"Excuse me. Have you seen a really tall black and red-furred wolf fursuit walk by here?" DylanFox boomed over the loud chatter. The nearby furies simply shook their heads.

"What the hell?" DylanFox asked himself as he continued onward. He made sure to check the outside entryway to the hotel, for he figured the wolf to be a smoker and may have been outside catching up on a few puffs. Unable to withstand the clouds of second-hand smoke circulating about for too long, DylanFox took a quick glance around, before heading immediately back into the hotel. Upon focusing on his next path, he found himself standing face to face with Prowler N. Howler.

"Geez! What are you doing? Don't sneak up on me like that!" DylanFox said as he caught his breath. The mysterious fursuiter simply stared at him through dark, mesh eyes; inside the head was pitch black. Not even the outline of the fursuit's head could be seen through the eyes. DylanFox released his uneasiness, for he figured Prowler to be wearing a ski mask over his face to prevent being seen through the eyes of his fursuit head.

"I guess you didn't want any water, huh?" DylanFox said, hoping to alleviate his shaken nerves. The helpful furry noticed a couple free seats in the hotel lounge, and guided Prowler to a vacant chair. He helped him ease down into his seat before sitting across from him, where he proceeded to carry on in conversation.

"Aren't you tired? Not even the least bit exhausted or even thirsty?" Prowler just sat and made not a single move.

"Boy, you sure are the silent type. I guess you're not one to talk while in fursuit. That's okay. Lots of suiters don't. The least you can do is try to move a little. Even silent fursuiters can do that."

"DylanFox! What's new?" a voice called from across the way. From the lobby stood another friend DylanFox kept in contact with on the internet.

"Hey, Iko! Fancy meeting you here!" DylanFox replied and stood to greet his friend with a huge hug.

"What's going on? Who were you talking to?"

"Oh, this is Prow..." DylanFox froze as he turned back, immediately noticing the vacancy of the lounge where he once sat.

"There ain't nobody there, DylanFox. You've been sitting there talking to yourself the entire time. Made me wonder if I should walk up and talk to you; I didn't want to interrupt." Iko let out a chuckle at his comment, but DylanFox didn't seem the least bit interested in the joke.

"Come on, man. I don't mind if you did talk to yourself. You're here at the con now, instead of entrapped in that basement of your mother's. You must have a touch of jet lag from your flight over here. Must have been a long trip."

"Yeah...yeah, that's it. Long trip, lonely life, you know." DylanFox replied. "Listen, if you don't mind, I'm going up to my room for a nap."



# LIVE THE HORROR

"You sure? You don't want to miss much of the con, do ya?"

"The con's not started yet. Everyone's still arriving, and believe me, I need the rest. After all, when you see someone talking to himself, you know it's time for a certain somebody to catch some z's. If you see a black and red-furred fursuiter by the name of Prower N. Howler, could you send him up to room 573?"

"Sure, man. Anything you say. You just get some rest. I'll see you around."

DylanFox headed directly for the elevator, not paying any attention to the luggage-toting furries around him. He could not hear the angry comments coming from the new arriving guests he sideswiped, for his attention was focused on a nice, cozy bed that awaited him.

\* \* \* \* \*

The heat from the weather seemed to wither away in no time, and the bright skies grew darker in less than an instant, as grey storm clouds rolled in from the west. The stratosphere illuminated with the flashes of lightning, and the wind began to howl like a mournful pack of wolves in the night. DylanFox tossed in his sleep, unaware of the changing weather. His mind projected an image of himself wandering through the convention, arm in arm with a certain fursuiter he met for the first time. They talked constantly on FurryMUCK, and their association with one another eventually led to a closer display of their affections. Unfortunately for DylanFox, his concern was to aid Prowler N. Howler any way he could. The thought of sharing his feelings with the fursuiter fizzled. A loud clasp of thunder rumbled outside DylanFox's window, causing him to spring up from the bed. As he collected his consciousness, he realized he was gazing up at Prowler N. Howler, who stood before the foot of the bed—watching his every move.

"Prowler! Geez, you scared the heck out of me! How did you get in here anyway?" Prowler said nothing in response, but pointed to the television cabinet. The hinges creaked and moaned, much like an old door of a haunted house, instantly sending cold chills down DylanFox's spine. Once the cabinet was fully opened, the television immediately powered on. DylanFox instantly thought it was some trick involving strings and the remote control. He looked to the bedside table and found the television remote lying evenly with the phone, which started the creepy sensations flowing down his spine all over again. DylanFox's eyes widened to twice their size as he realized there was no way Prowler N. Howler could have activated the television from so far away. DylanFox focused his concentration on the television in sheer horror. An anchorman from the local news studio began to speak.

"And in other news, Orlando, Florida sees its share of what would be deemed one of the worst airplane accidents they had seen in years. DeepSouth Airlines flight number two-one-one-seven crash-landed approximately one hundred-fifty yards from MCO earlier today. At least eighty passengers and crew members perished. There were no survivors. Kathy Rodriguez has more on this. Kathy..."

"Thank you, John. As you can see behind me, the wreck of DeepSouth Airlines flight number two-one-one-seven is currently being exhumed. What seemed to be an emergency landing ended up the site for the deaths of nearly a hundred people. The craft was just mere yards away from its initial landing point, but it's apparant that the plane simply could not remain airborne for those extra few minutes to make a proper landing."

From the background, DylanFox could easily see the rescue squad clearing away debris and removing bodies from the wreckage. One of the items that stood out was a large wad of black and red fur, which closely resembled the apparal of the wolf standing before him. The fursuit head was next to be removed from the twisted wreck, which appeared to be severely crushed and broken.

"Further reports of the 'Wreckage of Flight Two-one-one-seven' will commence tonight at eleven. From Local Six News, I'm Kathy Rodriguez."





## THE PHANTOM FURSUITER (CONTINUED)

The television power was cut off immediately after the news report had ended. The sweat began to run heavily from DylanFox's brow, as he felt his heart rate increase; the thumping vital organ could be detected by DylanFox's ears, and every beat seemed louder than before. He turned to face the phantom before him, now knowing full well that his closest friend had come to him in spirit.

"No! You're dead! You're not supposed to be here!" DylanFox shouted as Prowler N. Howler approached--inch by inch, until DylanFox was practically breathing nervously against the fursuiter's head fur. There was no place he could hide, nor could he roll away to safety. Any open spots were now blocked by Prowler N. Howler's extended arms; his body loomed directly over the tormented furry.

"Get away! Go back where you came! Someone, help me!" DylanFox shouted as he attempted to struggle. The fursuiter reached his furred arm forward--about to grasp DylanFox by the neck--when DylanFox sprang upright. He looked around the room as his breathing patterns slowly returned to normal, and ran his hand around the front of his neck.



# LIVE THE HORROR

## THE PHANTOM FURSUITER (CONTINUED)

"A dream. It was all a dream! It seemed so freaking real though," DylanFox commented between gulps of phlegm to help moisten his dry throat. He rose out of the bed and dressed in a clean change of clothes. He was not sure how long he slept, nor did he care. Once his clothes were donned, the nervous furry left the hotel room, and immediately headed down to the lobby. Due to the late night time frame, DylanFox did not have too long of a wait for the elevator to show up. DylanFox practically leapt into the open elevator as if his life depended upon his quick movements. The elevator counted down the remaining floors until he hit the lobby, but to DylanFox, it seemed more like a life meter, counting down the seconds of his elapsed lifespan. The doors opened to a quiet lobby, and for the first time, the soft instrumental music could be heard over the hotel's PA system. Only a few nocturnal furies roamed the lobby floor. The restaurant and bar had long since closed down for the night, and a couple of the convention attendees were found propped up and sleeping soundly in the comfortable lobby chairs. DylanFox glanced around the lobby as he took a seat at the end of a nearby sofa, where a couple furies were getting in a late game of Magic: The Gathering.

"Geez, that game is so outdated," DylanFox said to himself as he watched the pair become enthralled in the game. Sitting at the edge of the sofa, DylanFox leaned his head back and let out a gentle moan; his right arm draped lazily over the arm of the sofa, coming within mere centimeters of brushing against something soft and fuzzy on the floor.

"You alright over there?" one of the furies asked as he looked up from his cards.

"Fine. Just fine," DylanFox heaved his reply in an exhausted tone. "I just don't want to be alone."

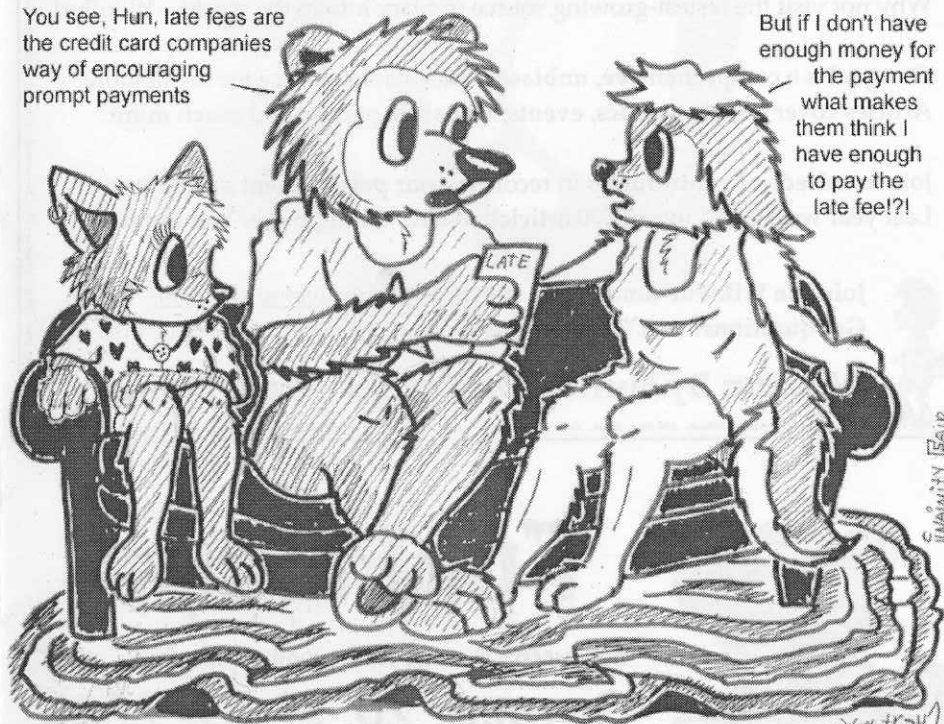
"I hear ya," the gaming furry replied as he returned his attention back to his game. From the depths of his mind, DylanFox could distinctly hear the sound of a voice telling him that he won't ever be alone. Ever since the mysterious fursuiter came to the convention to bring about a horror all his own, DylanFox's nerves stood at new heights. Even after realizing that perhaps he fell victim to a series of bad dreams, he couldn't help but consider the possibilities of a true haunting. Even now, DylanFox could barely feel the soft breath of Prowler N. Howler against the back of his neck, causing his hairs to stand on end. It is here the spirit of the black-and-red wolf fursuiter shall continue to roam within the halls of this very hotel for the years to come, for it is believed that once you enter the furry fandom, you never want to leave. Among us, you are considered family. Even those that have parted from this earth shall forever be remembered by those they once loved. Sometimes, their existence will leave a strong impression--a manifestation to reminisce upon. DylanFox has yet to fully discover this, as his fingertips brushed softly against the discarded fursuit head of Prower N. Howler--the phantom fursuiter.

## THE END



You see, Hun, late fees are the credit card companies way of encouraging prompt payments

But if I don't have enough money for the payment what makes them think I have enough to pay the late fee?!



INFINITY FAIR

When you think about it, Schrodinger's Cat really science's version of the movie Saw. Place one cat in a box, hook up a possibly deadly apparatus to put the cat in a state of quantum flux, then you're either cleaning up the mess, or you have one angry kitty on your hands. I mean, come on. That's as much bad karma as tripping a one-legged dog trying to climb a flight of stairs. You can't apologize for that. "I'm sorry, Garfield, here's a can on tuna for your troubles. How's your heart, still beating is it?" And I'm pretty sure the cat didn't get a grant for his work with quantum mechanics. That's species-ism, that is! He/she and Pavlov's Dog should have teamed up and formed their own little science clique. It would have been genius, I tell you!

Ah well. If nothing else, I'm sure Schrodinger's Cat would make a really good Pawpet. A pawpet that thinks he's alive, but isn't sure, and doesn't want to decide for fear of ruining the experiment.





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