

MEGAPLEX

FURRY CONVENTION PROGRAM GUIDE

69 VIDEO
GAMES

FURSUITING • ART
GAMES • SHOWS
ONE PLAYER • TWO PLAYERS



FURIVISION



STAFF

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Randy 'Yappy Fox' Fox

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- Brejar HowlynStar
- Johnmutt
- Mini Zee
- Sparky Fox
- Urson

Hotel Liaison

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Volunteers

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Operations Director

Karl 'Carl Fox' Meyers
- Skippy Fox

Photo Documentation

Furshoot - Tsuka
Tonka, Char, Scraps
Jesse 'Fafner' Hartman

Video Documentation

Michel Mephit

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Dingoroo
Chef Takala

Dealer's Den

Genesis 'Gen' Whitmore

Fursuit Lounge

Santa Fox

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- Rasvar
- Blitz Kangaroo

Audio / Visual Team

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- Matthew 'STiTch' Pence
- Harley 'EagleBeagle' Rifkin

Web Site / IT

Randy 'Yappy Fox' Fox
Santa Fox

Programming Director

Dan 'Jackrabbit' (JR) Boatwright

Fursuit Track

Wild Wolf & Takala

Gaming Room

Thomas 'Salen Stormwing' Prince

Charity Auction

Karl 'Carl Fox' Meyers

Promotions

Skippy Fox

Con Book

Jess 'Lynxcat' Bonn

Artwork

Dingoro & Blitz Kangaroo
- Sobek Wanikami

GREETINGS, PROGRAMS

I'd like to take a moment to welcome everyone to Megaplex 10: The Retro Arcade. We hope that everyone has a great time this year in Florida's resident furry convention. It's been quite a journey into our tenth convention, and I'd like to reflect for a moment on our theme, our guest of honor, and other important convention information.

The Retro Arcade has really struck a chord with many of our attendees and staff members. I think many of us can remember time we spent in arcades of various sorts. Whether the games we played were things like PacMan, Donkey Kong, and Frogger...or games like, Street Fighter, Contra, and Dragon's Lair...or even the old pinball halls...arcades have a special place in our culture. Arcades are (and were) a place for many summer youths to gather and socialize. They gave us a quarter's worth of entertainment and excitement. For pocket change, we could become a Defender of planets, an Asteroid blaster, a Mutant Turtle, or a Warlord. We could watch our friends play and feel their exhilaration along with them. It seems fitting that this year...Megaplex can become that summer gathering place for folks to socialize and play for a weekend. And we look forward to offering you that venue for fun.

FROM THE CHAIR

Our guest of honor is the very talented Chad Kreuger. Chad has brought into the fandom some wonderful images and his unique "tryptic" pieces. Chad has a fun cartoony style that can bring a smile to your face, but can also be deeply moving and emotional with Asian inspired imagery. I hope that you will take the time to talk to Chad and see some of his outstanding artwork. It truly is inspirational. (And ask him about "Joust" - HIS favorite arcade game.)

Over the course of the convention, you may find that you can win "achievements" over the course of the weekend, and you may not even know that you're doing something that can win an achievement! The more involved you get with Megaplex and the programming, the more achievements you have a chance to win! Think of it...at this con...you can unlock easter eggs, just by having fun! Pretty cool, huh?

On behalf of the staff of Megaplex, we'd like to welcome you to a fun, little Florida furry convention. Welcome to Megaplex...now insert coin...Start Player 1...and LEVEL UP!

John "K.P." Cole

Co-Chairman of Megaplex

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 2011, 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.

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PLEX, INC. BOARD OF DIRECTORS

President: Randy Fox
Vice President: John Cole
Secretary: Dan Boatwright
Board: Karl F. Meyers
Board: Zachary Friedrich



ARTISTS & CONTRIBUTORS

Chad Kreuger	
© 2011. Kamo Coin	6
Wanikami	
© 2011. Croco	5
© 2011. Flame Flame	10
© 2011. Susie Panther	10
© 2011. Carlos	10
© 2011. General Wolfer	23
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Daniel "Hoagiebot" Keller	
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© 2011. Paw Blaster Arcade	29
William Maldonado	
© 2011. King of the Pride	26-27

GUEST OF HONOR



Chad Krueger is an artist and cartoonist who has created dozens of 'toon' animal characters. He was a guest of honor at Conifur Northwest 2004. Chad was born in Fontana, California, and currently lives on a cattle ranch in Montana with his boyfriend, two Siamese cats, and a dog.

Chad's interest in cartooning became serious during high school. He augmented his skills by taking several figure drawing and color/design classes at Spokane Falls Community College, which were crucial in determining the kind of art he was trying to express. His media include pastels, charcoal, colored pencils, ink, and markers along with watercolor, acrylic and oil paints.

CHAD KREUGER

Having loved animal cartoon characters as far back as he can remember, most of Chad's work is animal-related, and much of it anthropomorphized. He also enjoys landscapes and traditional Japanese art, elements of which have made their way into his work. Some of Chad's earliest exposure to anthropomorphic characters were from Animalympics, Disney's The Rescuers, and Classic Looney Tunes as well as a variety of studios from the Golden Age of animation. Other influences and interests include the comic books Boris the Bear, Usagi Yojimbo, Cerebus, Space Beaver, Albedo, and Captain Jack and Critters with a special spot reserved for the TOON role-playing game.

When drawing, Chad likes to listen to a wide variety of musical styles including Electronica, Hip-Hop, Jazz, Soul, Rock, Pop and Funk. When not drawing, Chad's spends time with hobbies like snowboarding and other board-sports, videogames, nature hikes, observing wildlife, gardening, mixing vinyl records (he was a rave DJ for a few years), and fursuiting. Chad has regularly had work published in the Pacific Northwest Inlander, a Spokane, Washington area weekly alternative newspaper, particularly for the paper's award-winning 2004 Summer Guide. In 2007 he designed the art package for the paper's "best of" issue which featured more than thirty characters representing various subjects of the area that were voted by readers. He has also had a cartoon published in the Starbucks national newsletter.

Chad has won three Anthrocon Art Show awards: Staff Choice in 2006, Popular Choice in 2008 and Staff Choice in 2010. His first award was 1st Place in a city-wide school competition in 1983, meriting \$10 in arcade tokens which were quickly spent!

Recently, Chad has found a fondness for ducks, creating his surfer character "Kamo Ahiru."

CHARITY



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 C.A.R.E. 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 C.A.R.E. 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 for more information.

DEALERS DEN

Megaplex is continuing its traditional Dealer Room in 2011 - and we're sold out at 14 dealers! 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.

Thursday	7:00 PM—10:00 PM	Dealer Setup: Dealers ONLY
Friday	9:00 AM—10:00 AM	Dealer Setup: Dealers ONLY
	10:00 AM—6:00 PM	Dealer's Den Open to Attendees
	6:00 PM—7:00 PM	Den Closing: Dealers ONLY
Saturday	9:00 AM—10:00 AM	Dealer Setup: Dealers ONLY
	10:00 AM—6:00 PM	Dealer's Den Open to Attendees
	6:00 PM—7:00 PM	Den Closing: Dealers ONLY
Sunday	9:00 AM—10:00 AM	Dealer Setup: Dealers ONLY
	10:00 AM—6:00 PM	Dealer's Den Open to Attendees
	6:00 PM—7:00 PM	Den 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 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 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 via their badges.

For more information, refer to the Conduct Policy on pages 17-19.

SAVE YOUR QUARTERS

Gen. Little Tales the webcomic and Livestream show by Genesis Whitmore, live and in person. Badges, full sized commissions, paperback copies of the webcomic, and all sorts of other cool goodies!

Chad. Howdy! I'll be selling at-the-convention drawings, sketchbook work, commissions and original artwork in the Dealer's Den. Drop by and say hi!

P.Moss. I will be offering Commissions and Badges, Prints and Originals for sale this year. Plus a small selection of Chainmaille jewelry!

MegaWolf. Art Supplies, Print Services, Shiny Things, and now making Custom Vinyl Decals! Need prints of your artwork to sell at the con? Specific art supplies? Favorite glowy thing? Let me know! megawolf ANTIMATTER bellsouth ANTIPASTO net !

ITS MY 21st BIRTHDAY

Krueity: Krueity's Cuffs and Collars. Offering a wide variety of handcuffs in many fun colors and some interesting 'old school' styles to match the Convention Theme. Also offering a diverse selection of collars, both locking and non. www.Krueity.com

Kitsune_rei: Fox-Dream Arts and Crafts. I am a one-fox studio specializing in both art and crafts. I offer badge and regular commissions in varied styles, prints, and other art as well as have customizable chokers, necklaces, bells, charms, keychains, buttons, and magnets. fox-dream.com kitsune-rei.deviantart.com furafinity.net/user/kitsunerei/

Arix. I'm new to the Dealer scene, but I'm hoping to do some business here! I'm selling "Lava Shells," artillery shells converted into custom lava lamps. Products brought to Megaplex will be available for sale, and future commissions can be taken. Details will be discussed during the con. Examples: <http://www.furafinity.net/view/6004857> <http://www.furafinity.net/view/5859570>

Amethyst: Chocolates by Amethyst. Furry-themed chocolate goodies and other tasty treats! Wolves, foxes, paw prints, dragons, dinos, cats, and more! Want specific designs or colors? Custom cupcakes at the con! [FurAffinity: Amethystthedragon](mailto:FurAffinity:Amethystthedragon@gmail.com) Email: AmethystSeaDragon@gmail.com

mannycartoon

Furry Piano-Rocker Matthew Ebel. Matthew Ebel has been a musical guest at over a dozen Furry conventions and has played venues like the Grand Ole Opry and Boston's Roxy Theater. He's been a pioneer at the crossroads of music and technology, featured by WBUR in Boston and quoted in Rolling Stone magazine. Mostly, though, he just likes to hop around in a bird costume.

Gugs. Going to be doing loads of at-con commissions :3, feel free to stop by and look at my stuff or just say hi! (Guggles @ FA)

Kubo

Juno

HOTEL

The premier choice for overnight hotel reservations in Orlando Florida near the Walt Disney World® Resort is the WorldGate Orlando Resort Hotel.



Experience world-class comfort, contemporary elegance, and refined service - all in an ideal location. Visit the WorldGate Resort and discover an Orlando Florida hotel that's anything but ordinary. Our relaxing Kissimmee Orlando hotel resort provides every guest with exceptional accommodations and plenty of perks, including an unmatched setting:

- Just one magical mile from the fun of Walt Disney World® Resort
- Within walking distance to scintillating shopping, nightlife, and dining
- Close to major local businesses and Orange County Convention Center
- Approximately 30 minutes from Orlando International Airport (MCO)

The Worldgate Resort Orlando is a Walt Disney World Good Neighbor® Hotel.



Welcome to the best of all worlds. We've taken luxurious guest rooms and beautifully landscaped grounds, and combined them with impeccable service in a wonderful central location. Our Orlando Florida hotel offers an oasis of relaxation within minutes of all the excitement of Central Florida. Let us shuttle you to your favorite Walt Disney World® Resort theme park, or arrange for tee times at a world-class golf course. We'll help you plan an out-of-this-world wedding - or assemble a memorable Orlando meeting in our spacious facilities. Be our guest and let us pamper you at this stunning hotel in Orlando, Florida. Discover our full host of personalized services, including:

- 566 beautifully decorated guest rooms and four suites
- Sleep Number Beds® ensure a restful night's sleep
- T-1 high-speed Internet access in all rooms and some public places
- Two palm-draped swimming pools and poolside whirlpool
- Lighted tennis and basketball courts on the premises
- Fitness center with state-of-the-art equipment and free weights
- 32,000+ square feet of high-tech meeting and special event space
- Full-service business center with secretarial services available
- Two delicious dining options, plus two lounges to serve you
- Family-friendly services and menus keep everyone happy
- Free scheduled shuttle service to all Walt Disney World® Resort theme parks
- Concierge on staff to tend to your every need
- Complimentary onsite parking for all guests



TACTICAL TIPS

This year for MegaPlex 2011, we have a ton of both new and returning events, all to make sure everyone has the most fun at this year's "Retro Arcade!" Come on out and enjoy things like....

Furry Dances!

This year, the dances have been moved into their own room so as to provide nonstop evening dances starting at an earlier time. DJ's Croc, WildWolf, Recca, Takum and even our Guest Of Honor will be offering up a wide assortment of songs from all the decades, including a special set dedicated to Bemani and DDR offerings on Saturday night called "Blue Impulse: The Blackout Dream!" And be sure to see our Dance Contest on Saturday, hosted by Mangusu!

Dessert Social And Pool Party!

Since our dessert socials were such a hit last year, we've upped the ante this go-around, this time moving it out by the pool so you can enjoy the Florida sun! Hang out by the pool with your friends, and enjoy the music of our DJ for this event, GOH Chad Krueger!

Games!

Along with returning favorites like "Are You Smarter Than A Fifth Grader," we have all-new games shows this year for you to come and enjoy! We have a Pokemon Card Game headed up by Latin Vixen, Iron Artist, Video Game Tournaments, Win Lose Or Draw, an ongoing Scavenger hunt, not just one, but TWO Fursuit game events, and many other fun game-type things to do!

Events!

This year we have a lot of special main-stage events, some new, some old. You can see a live performance of the Funday Pawpet Show, featuring the majority of the cast you see on Sunday nights and guest stars you can't see at any other event! We're pleased to present Matthew Ebel, returning to entertain you with his unique musical styles! We'll have Uncle Kage's Story Hour, and on the other end of the spectrum, JR from the Funday Pawpet show will be doing his own standup as well! There will be a Q & A Panel with our GOH, and of course, we're happy to host the CARE Foundation as our charity again this year, so they'll be on hand to do a presentation with live animals, and we'll be auctioning off a lot of fun stuff with your Auctioneer, Uncle Kage, a fun show in itself! And finally, this year, for Saturday late night, we're having a brand-new event in the style of MST3K where some of your favorite Megaplex icons will be riffing various cartoons and short subjects!

Panels

If you like panels, this year, we have a wide mix, from Meet And Greets to Care And Travelling with a Fursuit, tips for video and photo shooting, Storywriting, Fursuit tips, and others!

Finally, we'll have the usual round of fun things to do; opening and closing ceremonies, Karaoke, Music Jams, the Fursuit Parade, special events for the Sponsors like a breakfast and lunch, and of course, lots of space to hang out, draw, play and have fun with your friends!

SCORING: 1UP, 2UP, 3UP

DANCES

DJ Croc • DJ Yappyfox • DJ Recca • DJ Takum • DJ Chad Krueger • DJ WildWolf

FEEDBACK AND CLOSING CEREMONIES

Stop by for our goodbyes and let us know what you think!

FIGHTING GAMES: SHOW ME YOUR MOVES!

Like fighting games? Learn some of the best moves to get yourself a winning score!

FLORIDA FURRIES MEET AND GREET

Native Florida Furies unite, meet up and get to know each other and make new friends!

FUNDAY PAWPET SHOW

Megaplex is the only convention where you can see the Pawpet Crew perform a live show right in front of you! Come hang out with Mutt, Rummage, Ezra, Blitz, Poink, Hugh, Arthur, Java - who knows who else might show up!

FURSUIT GAMES

Thanks to popular demand, Megaplex has not just one, but two Fursuit Games! Not only do we have traditional games, but we have also come up with some Retro Arcade games just for this event! Are you up to the challenge?

FURSUIT PARADE

Let your fursuit flag fly in our fursuit parade, and leave your mark on Megaplex 2011!

KARAOKE

Come sing your favorites and be laughed at, then laugh at your friends!

MATTHEW EBEL CONCERT

Come hear the music of piano rocker (and space pirate captain) Matthew Ebel.

PHOTO STUDIO

Come get your photo taken in suit or out and make your own Megaplex memories!

POKEMON CARD GAME!

Challenge your friends and show off your evolutions in Megaplex's own Pokemon Card Tournament, hosted by Latin Vixen!

MST3K

Come watch the talent of the staff and guests behind Megaplex riff on some of the most unexpected video subjects around! You will have fun...it's mandatory! As it's a late-night event, be prepared for some over-the-top stuff!

STREET FIGHTER II TOURNAMENT

Show off your moves in our Super Street Fighter II Turbo HD Remix tournament on the Xbox 360!

PARACOSMS, IDENTITY AND ROLE-PLAYING

Overview of the practice of modifications of self!

QUADRUPED COSTUME DESIGN & PERFORMANCE Q&A

Open discussion forum for quadruped costume design & performance.

SPONSOR BREAKFAST

Sponsors and Super-Sponsors, come have Sunday Morning breakfast on us!

SUPER SPONSOR LUNCHEON

A private luncheon for all you Super Sponsors!

TOTEMIC FURS, ANIMISM & SPIRITUALITY

Overview and Group Discussion of Anthropomorphic Spirituality

BOWLING EVENT

An offsite Fursuit Friendly Bowling Event!

TV/PHOTO PANEL

Want to make sure those con or furmeet vids and Pics come out just right? Come by and ask your questions!

VOPISCA MEET-AND-GREET

Meet and greet with the college student asking probing questions!

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!

JR LIVE!

JR, the man behind the Funday Pawpet Show's Poink and Hugh as well as the mind behind the PoinkCast gives you an hour of his own brand of stand-up comedy!

WEDDING

Yes, you heard us right, two furs will tie the knot here at our very own Megaplex 2011!

WEREWOLVES OF THE DARK ARTS

New social event game.

WORLD-BUILDING FOR STORYTELLERS

Story writers, come and get tips for designing worlds.

IRON ARTIST

Our very own version of the popular game show, hosted by Latin Vixen!

GOH Q & A

Come and meet and greet with Megaplex 2011's GOH, Chad Krueger.

INTRODUCTION TO PUPPETRY

Learn the basics of working with puppet characters, from puppet types and selection to basic manipulation techniques. Come and learn for the first time or stop in to refresh your skills.

GHOST HUNTERS

A panel on the subject of Ghost Hunting, hosted by WildWolf.

SCAVENGER HUNT

Like puzzles? Like finding things? Like figuring stuff out and getting cool things out of it? Try the Megaplex 2011 Scavenger Hunt. Solve the puzzles and answer the questions correctly to win prizes! Check out the registration desk for your scavenger hunt clues sheet.

DESSERT SOCIAL/POOL PARTY

We're bringing back the popular Dessert social from last year, but this year we're adding a twist, come enjoy your dessert by the pool! With a special DJ Performance from our GOH, Chad Krueger!

CARE

Once again, our charity for 2011 is the CARE Foundation. Come out, learn more about our furry animal friends, get your picture with some of them, then join in the fun of the Charity Auction, hosted by our lovable auctioneer, Uncle Kage.

MEGAPLEX DANCE COMPETITION!

Think you can dance? Come prove it in our very own, first time ever Dance Competition, hosted by Mangusu!

CHARITY RETRO GAMES TOURNAMENT!

Come compete in your favorite games for Charity, all proceeds go to our friends at the CARE Foundation.

WIN, LOSE, OR DRAW

The new Megaplex game show that asks you to be quick on the "draw". Contestants will be picked right out from the audience. If you can doodle, then we challenge you to come up and try your best to Win, Lose, or Draw!



VOLUNTEERING

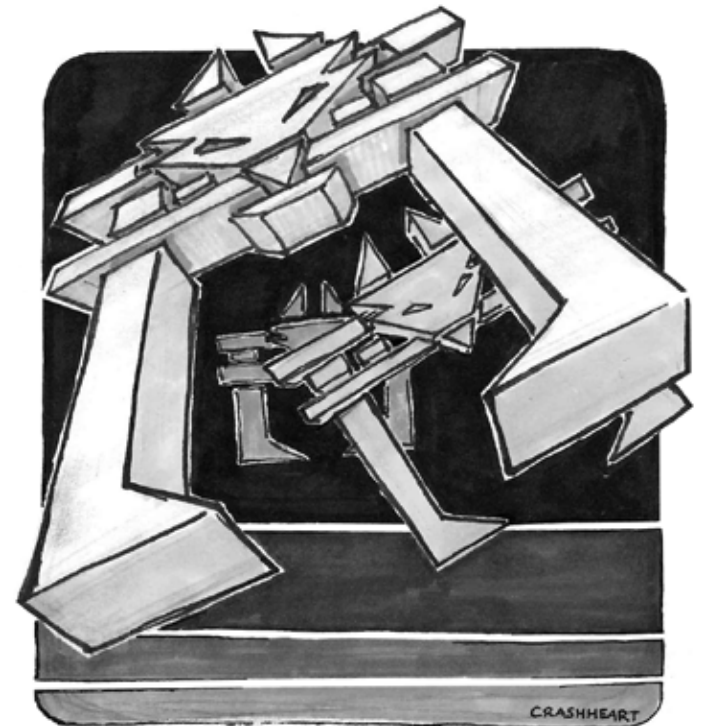
Volunteering at Megaplex is a great way to be more involved with the convention, and it's easy!

Plus, you can earn discounts off of your 2012 membership, too! Each hour worked will earn you \$5 off next year's membership. The maximum discount you can earn will cover a full 3-Day membership in 2012 (about 8 hours or so, over the course of the weekend). You can also apply your earned discount towards an upgraded membership.

To get credit, however, you **MUST** obtain a time sheet from the volunteer coordinator (Carl Fox, or a designated member of the staff in his absence; they'll be stationed in the lobby near registration), get your hours verified by a staff member in the area you're volunteering in, and then either return the time sheet at the end of the convention or, if you do not get a chance before we close up shop, send it to the PLEx, Inc. address on the timesheet, Attn : Volunteers. We'll keep track of your hours and apply them to your membership for next year...but **ONLY** if we get the completed timesheet back.

We will be utilizing various methods, such as SMS, Twitter, and signage in the lobby/registration area, to let folks know when and where volunteers are needed. You can also check with the volunteer coordinator in the lobby/reg area to see what's coming up that you can help with. More detailed instructions on communication methods will be communicated when you sign up.

**Thank you
in advance
for your help
this year!**



HOW TO PLAY

THE GENERAL RULE

The following general rule supersedes all others listed below and may be invoked at any time:

Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Megaplex's relationship with its guests, its venues or the public is strictly forbidden and may result in permanent suspension of membership.

Pawpet Live Experiences, Inc. (PLEx, Inc.) reserves the right to refuse or revoke membership at any time, for any reason. PLEx, Inc. also reserves the right to amend these rules at any time without prior or posted notice, and reserves sole right of interpretation. In any dispute, the general rule above will apply. By accepting your membership badge, you agree to follow these policies.

CONVENTION SPACE

"Convention Space" is defined as the Worldgate Orlando Resort's Convention Center (including connecting hallways therein), and Room 200 (the sponsor suite).

MEMBERSHIP

Your membership badge must be visibly displayed at all times when in convention space, and must be presented or surrendered to any staff member upon request.

Badges are issued to a single individual, and are not to be shared or duplicated in any way, shape, or form. Anyone caught using a membership badge other than his/her own will have that badge confiscated and will be asked to either purchase their own membership or leave convention space. Anyone knowingly allowing another person to use his/her badge will have his/her membership revoked and may be banned from Megaplex indefinitely.

Megaplex reserves the right to request that you purchase a full-price membership to replace a lost or stolen badge. Should you lose your badge, a single replacement badge may be issued at a reduced cost; should you lose your badge again, however, you will need to purchase another membership at full price.

Attempting to enter convention space without a valid membership ('ghosting') will not be tolerated. Repeat offenders, or anyone attempting to obtain a badge through fraudulent means (including forgery), may be permanently banned and/or be reported to the local authorities at the discretion of the Board.

MINORS

The minimum age to attend Megaplex without a parent or guardian is sixteen (16). Members between the ages of sixteen (16) and eighteen (18) must present a signed and notarized Minor Consent Form, unless accompanied by a parent or able to produce evidence of legal emancipation.

There are no exceptions.

Minors under the age of sixteen (16) should NOT pre-register online, as we cannot collect their data per Federal and State laws. Parents/guardians may pre-register or register on-site; when they obtain their membership on site, an additional membership will be created for the minor at no charge.

Minors are not permitted under any circumstances to enter areas that have been designated for mature audiences.

Anyone providing false documentation of identity or age will be denied membership and reported to the local authorities.

PUBLIC DECORUM

All convention areas are considered to be "PG" at all times, with the exception of events that are specifically noted to be inappropriate for minors and access to which is controlled by Megaplex security staff.

Dry clothes (shirt, shorts, and shoes at a minimum) will be required in convention space. Clothing should not be overly revealing or inappropriate to the atmosphere of the convention, such as fetish-related garb and accoutrements. Discrete wearing of collars is acceptable, but leashes attached thereto are not.

Full-body fursuits are excluded from the 'shirt/pants/shoes' rule, provided that the costume is not unacceptably revealing. Certain accouterments such as leashes may be included as part of a costume, at the discretion of the senior staff.

Public displays of affection beyond what is appropriate for polite company are frowned upon. Holding hands, hugging, chaste kissing, and the like are fine; anything beyond that is best taken to your hotel room. Megaplex staff will ask you to stop or relocate if you get carried away.

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 fursuits. Please do not use toy weapons in locations where damage to merchandise, artwork, costumes, hotel property, etc. is likely.

Conversation, music and video playback in convention space should be kept to a moderate volume, as not to interfere with events in rooms nearby. Loud noise makers, such as vuvuzelas, are not permitted.

Harassment of any kind, including physical assault, battery, deliberate intimidation, stalking, or unwelcome physical attentions, will not be tolerated. If people tell you "no" or to leave them alone, your business with them is done. If you continue to attempt to have contact with those people, you may be removed from the premises.

Megaplex is not responsible for solving any interpersonal problems that may arise between

individual members. In general, we can take no action to prevent a person from attending the convention unless that person has made a specific and credible threat toward the convention itself or if another individual can produce a legal restraining order.

ALCOHOL AND DRUGS

Anyone knowingly providing alcohol to individuals under the age of twenty-one (21) will have their membership revoked and will be reported to the local authorities.

Megaplex does not condone or tolerate the use or distribution of illegal substances during the convention. Anyone found to be selling or distributing illegal substances will immediately have their membership revoked, be banned from future conventions, and will be reported to the local authorities.

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. Displaying or using any weapon in a threatening, reckless or dangerous manner will not be tolerated, and will result in immediate revocation of membership.

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 membership.

ROOM PARTIES

Megaplex's policy towards room parties is that said events are the responsibility of the person(s) renting said hotel room. We do recommend that parties be kept to a moderate size, and that the noise be kept to moderate volume, especially later in the evenings. Hotel security will break up parties that receive complaints.

Note, if Megaplex staff become aware of activities that are illegal or may threaten the welfare of the convention and its attendees, they have a duty and responsibility to inform hotel security and/or local authorities as warranted.

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 space, 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 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 AND MEDIA 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 AND SERVICE ANIMALS

For the safety and comfort of members and pets alike, we do not allow any personal pets in convention space. Working service animals are permitted in accordance with the Americans with Disabilities Act.

DEALERS DEN: SECURITY

The Dealer's Den 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 Dealer's Den director, a security person may sleep in the room.

DEALERS DEN: TAXES

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

The collection and remittance of taxes to the State is the responsibility of the individual dealers. The Florida Department of Revenue has a Guide to Sales Tax for Convention Exhibitors and you can fill out much of the required paperwork on the DOR Website.

DEALERS DEN: SPACE

Dealer's Den 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 30".

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.

DEALERS DEN: DISPLAY GUIDELINES & BEHAVIOUR

Please remember that not everyone may share your tastes, and that your behavior 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 Dealer's Den. Minors will be clearly identifiable; more information on how to identify them will be available nearer to the convention.

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

- No space may be shared or resold without permission from the Dealer's Den 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 Dealer's Den. 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 Dealer's Den staff so it can be positioned in a way not to cause problems.
- No weapons may be sold in the Dealer's Den. 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 Dealer's Den Director will have final say on all disputes in the Den. You can appeal to the Chairman, but he's likely to decide in favor of the Director.
- All Megaplex Policies apply in the Dealer's Den!

DEALERS DEN: 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.

DEALERS DEN: WAITING LIST

Dealer's Den space goes fast. In the event that the Dealer's Den sells out, we will be instituting the waiting list. When the Dealer's Den 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.

DEALERS DEN: 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, 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.

DEALERS DEN: FINAL NOTES

Complaints or concerns concerning the Dealer's Den should be addressed to mp-dealers@megaplexcon.org. Tables that have not been claimed by 10:00AM on the Friday of the convention without prior 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.

ARTIST ALLEY: LOCATION

The Artist Alley will be located outside of the Dealer's Den between the Dance Room (Sawgrass) and the Dealer's Den (Oleander). Sales will NOT be allowed in any other location in the convention hotel.

ARTIST ALLEY: PERMITTED SALES

The only items that may be sold in the Artist Alley are items that were made by the selling artist. For the purposes of this rule, at least 75% of a composite work must be the original work of the selling artist.

ARTIST ALLEY: NO RESERVED SPACE

There is no charge for selling in the Artist Alley, but all seats in the Artist Alley are on a first-come, first-served basis. An artist may use only one space in the Alley at any given time, and can only leave their space for short periods of time (no more than fifteen minutes, and no more often than twice in a three-hour period). Spaces not clearly released but yet appearing to be abandoned after fifteen minutes may be claimed by another artist with the approval of the Artist Alley Director. Empty spaces may not be held for others.

ARTIST ALLEY: DISPLAY GUIDELINES

Please refer to Dealer's Room policy.

ARTIST ALLEY: TAXES

Please refer to Dealer's Room policy.

PRIVACY POLICY

Please visit <http://www.megaplexcon.org/legal/privacy> for the Megaplex Privacy Policy.

TERMS OF SERVICE

Please visit <http://www.megaplexcon.org/legal/tos> for the Megaplex Terms of Service.

IN CLOSING

These policies will be strictly enforced by Megaplex security volunteers, who will be clearly identified as such on site.

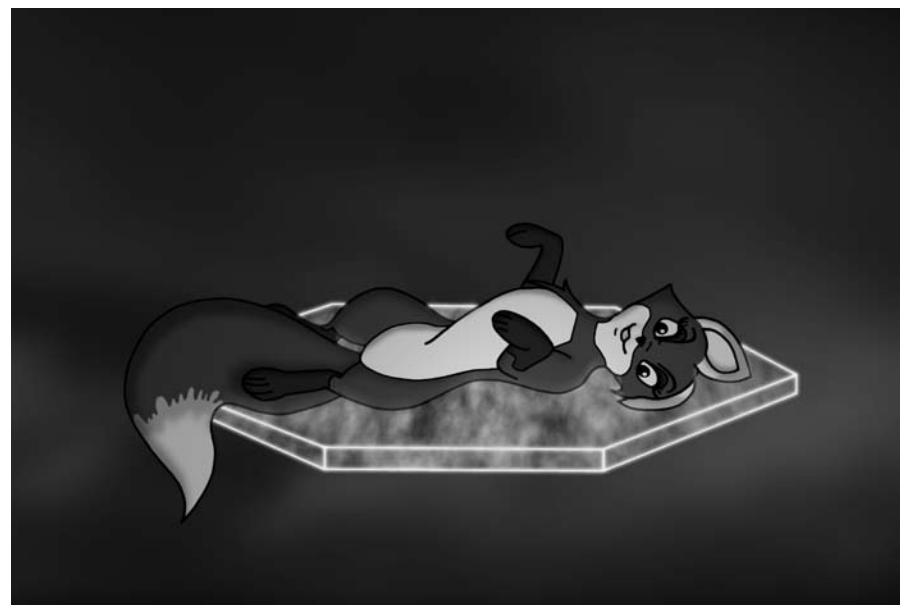
If a particular scenario is not spelled out here, the general rule listed at the beginning of this document will apply: 'Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Megaplex's relationship with its guests, its venues or the public is strictly forbidden and may result in permanent suspension of membership.'

These policies are intended to allow our members to have a safe, enjoyable convention experience. While we do not anticipate having to enforce these rules, be advised that we will do so swiftly and firmly if the need arises.



*Live in Palm Beach,
Broward, or Miami-Dade
County? Check out the
South East Florida Furs!*

SEFFurs on FA



VIDEO GAME REWIND © 2011 JAMES "SOUTHPAW FOX" AIKENS

Marcus had done well in life. He had gone from a small town raccoon to an outstanding college student and then on to become a very successful business fur. He enjoyed what he did every day and he liked the others he worked with. He had worked hard and found a way to make his business even better. He shared his gains with his coworkers and because of his kindness, his coworkers worked hard to make the business even better.

When he left his hometown, the furs wished him well. He kept in touch with a few furs, but he slowly began to lose touch with some furs. He had done well in life, but he didn't want to forget where he came from.

One day, he decided to take some time off from work to go back to his hometown to see some of his friends, see how everyone was doing and to see what had changed. He checked his schedule and found a time when he could be away from work for a few days. When he decided when he was going, he called home to let his family know that he was coming home for a few days. His family was happy to hear that he was coming home for a visit.

When the day of his trip arrived, he packed his bags and took off. He was excited about seeing and catching up with everyone. A few hours later, he was back in his hometown. While he drove through town, childhood memories began to come back. As he was going down the main road, for some reason he felt led to stop at the mall.

As he walked through the mall, he was trying to figure out why he stopped there. The mall had lost its former popularity and had been going downhill for a while. Many of the stores had closed or were in the process of closing. To his surprise, he saw that the arcade was still open. As soon as he walked in, more of his childhood memories came back to him. He remembered the hours that he spent there playing games when he was a kit. He was surprised to see that the arcade still had the same machines that were there when he was younger.

As he walked around the arcade, he felt drawn to some games. He played a few games until he ran out of change. Normally he would have stopped playing, but something convinced him to get more change and keep playing. As he played, time seemed to stand still. He went from machine to machine until he got to a machine that really brought back memories. He got more change and a tall chair. He then sat down and began to play his game.

He played for hours and hours. The longer he played, the more he remembered his childhood. He couldn't remember how long it had been since he had this much fun.

Late in the day, a security guard came up and tapped Marcus on his shoulder.

"Okay, son," the guard said. "You've been here long enough. Does your mommy know where you are? It's time for you to go home."

"What are you talking about?" Marcus asked. "I'm not a little one, I'm —"

Marcus looked down and saw that he had become a young raccoon kit again. He looked like he was about seven or eight years old. He felt in his pockets for his wallet to prove who he was, but there was nothing in his pockets except for a piece of paper with his name and phone number. In his mind he knew he was an adult, but he was a child in every other way. As he tried to make sense of what happened, he started crying because what had happened to him made no sense. The guard gently picked up Marcus and held him in his arms.

"There, there it's going to be okay," the guard said. "We'll find your mommy and get you home."

Marcus couldn't even speak because he was crying so hard. In a short time, he lost his adult memories and was fully a young kit again. He began to rub his eyes and wanted his mommy. The guard gently carried Marcus to the front of the arcade.

"We'll just sit here and watch for your mommy," the guard said.

Marcus looked up at the guard and sniffled a little. He had been having fun but now he was ready for his mommy.

After sitting there for a while, the guard asked Marcus if his mommy knew where he was. Marcus reached into his pocket and pulled out the piece of paper that was in his pocket. The guard looked at the paper and called Marcus' mother.

"Excuse me ma'am, but I have your son with me here at the arcade," the guard said when Marcus' mother answered the phone.

"Okay, thank you," she said. "I gave him some money so he could play while I was shopping. He was with some of his older friends so I wasn't worried about him being in there without me."

"Ma'am, I didn't see anyone else with your son."

"Okay, I will find out what happened to them. Thank you for looking out for my son. I will be there in a few minutes."

A few minutes later, Marcus' mother arrived at the arcade. The guard gently handed Marcus to his mother. Marcus was happy to see his mother and gave her a big hug.

"Thank you again for watching my son. I will find his friends and I will find out what happened and where they went."

She then looked down at Marcus.

"Did you have fun playing your games? Are you ready to go home?"

Marcus looked up and smiled.

"Okay, let's go home," she said.

Some furs wish for the opportunity to go back and relive parts of their lives. They hope that they could make different decisions so their lives would be different. Marcus was able to relive his life without wishing for it. He got a chance to relive his childhood and adult life without him ever knowing that it was his second time through life.

KING OF THE PRIDE © 2011 WILLIAM MALDONADO (LAGUNA103@MSN.COM)

Reggie was a determined raccoon and had visited the arcade every day, over the entire summer, for the chance to claim the King of the Pride position. This was an unofficial position that was awarded to whomever stood at the Killer Combat Brawler machine the longest. They would stand there, challenged by everyone for hours with their sole quarter sitting on their side of the machine but never beaten. Reggie wanted to be the King and he was almost there, except that he always ran into Samuel Shark who ended knocking him off the machine.

It didn't matter whom he chose, whether the speedy kicks of Charley Chicken or the surprising moveset of Dan the Streetest Dog, once Samuel got on the stick, he would allow Reggie to win the first round and then completely dominate for the rest of the match. Samuel would then dominate the machine for the rest of the day until everyone had to go home, where upon he would proceed to play through the game's story mode and make it to Charley's ending and leave.

Many of his friends had given up their dreams of the King of the Pride position, but not Reggie, he was determined to make this dream into a reality. Unfortunately, he wasn't successful so far and his obsession has led to his parents giving him two major restrictions. He could only play Killer Combat Brawler once and he had to stop by August 21, the day before school began. It was now the 18th. He didn't have a lot of time.

It was the 18th and he went once again to the arcade and saw a small circle of folks around Samuel. Unlike earlier in the summer, the circle had largely thinned out due to the impossible task of beating Samuel, so Reggie didn't have to wait that long. As he waited for the two matches ahead of him to conclude he looked around.

The arcade was dimly lit, with the only bright lights were the arcade machines and the four lights dangling over the prize booth. The prize booth was something the owners came up with, where you could earn rewards by playing a number of games and you could use these points to buy cheap keyrings or cute stuffed animals. Reggie didn't have too many points since he only played this one game when he was here.

You Win!

Reggie turned around and saw Samuel's chosen character entering his victory pose. The shark reached for a heavy glass of water and took a long drink, then splashed some of the water on a rag to wipe over his leathery face. The raccoon always wondered about that and even tried to taunt the shark one time by making fun of him for an advantage. It didn't work and always ended up with someone punching his arms to tell him to "Act with Pride." He always shrugged off those complaints, because honestly, it's just a game, if he wins it shouldn't matter how he does it.

He watched the next fight. Apparently, Samuel was playing Ryooster today, but unlike most Ryooster players he didn't hang out in the corner and turtle with fireballs, he jumped, dashed,

and roman cancelled into victory every time. He didn't know what a roman cancel was, but the internet claimed that it was serious business. The other guy, a cute pony girl chose Chun Lion. Reggie sighed and shook his head, she would never be able to get past his fireball spam once it began.

Round One

As was his normal MO, Samuel spent the first round playing defensively to observe the other person's style. The pony girl was apparently focusing on her speed and wall jumps to get her around the field for tiny little jabs and shin kicks here and there. It was a common strategy for noobs, but this girl did hers a second after Samuel moved. Reggie realized that she was mixing in responsive turtling with the strategy. Samuel's defenses held up for most the round and though he did lose, Chun Lion was only struck four times.

Round Two

The in-game announcer started the round and unlike the previous round Reggie went on the assault. He canceled his moves, did false taps and motions on the arcade stick, and even took a few hits all so he could draw the pony girl into traps. She did give him a few good shots bringing him down to about half-health, but he was in control for nearly the entire round. The final round ended the same way, though the pony girl wasn't able to beat him.

She was about to leave the machine in a huff when Samuel calls for her. She stops and turns to look at him as he wiped down his skin with the wet cool cloth as did Reggie. Samuel smiled at her.

"Thanks for the match, you're really good and had me worried you know."

The pony girl shook her head.

"No way. I would have had you if I connected with my super but," she smiled back, "I didn't so - good job."

Samuel always did that. He commented after every match, thanking opponents for showing him something new, congratulating them on good rounds, and generally being a good sport about winning. People liked that about him and that was probably why he could still draw a crowd trying to knock him off the King of the Pride mark even one month after he started playing. No one liked to lose, but losing to someone who was polite and chipper seemed bearable.

Reggie couldn't stand it.

He walked up to the machine and put in his quarters into it. He smirked at Samuel who smiled back and waved.

"Sammy you're going down, today!" The raccoon grinned. "I have a secret trick today."

The shark took another big drink of water and asked a nearby person to give him a refill, promising that he'd pay him back with some cookies from the store next door. The person went off to get his order.

"Let's have some fun Reggie."

"I'll have fun winning."

He pushed down the 2player button and the screen flashed red with the words, We have a new challenger. The game moved to the character select screen and Reggie set himself to random select and smirked smugly. He watched as Samuel blinked in confusion and selected Ryooster. Reggie ended up with Chun Lion and when Samuel asked him about it, Reggie shrugged.

"I'll win, I have a secret strategy."

"Alright, good luck then."

The screen shifted to the versus screen, which showed a combat ready rooster and a female lion ready to pounce. Reggie loved watching the flames in the background and the intense expressions on the animated faces of the characters. When the swoosh sweeps the image away and starts the round he refocused on the task at hand.

As per normal, Samuel let Reggie win the first round so he could see the tactics that he would use. Reggie was opting for a rush down strategy, which lacked finesse, but combined with Chun Lioness' speed, gave him an edge if someone couldn't react quickly enough. The second round began and once again Samuel was in control. Reggie was at half health when he decided to activate his secret strategy.

He suddenly raised his hands off the controller and pushed his entire shoulder into Samuel sending him crashing to the floor. Bewildered by the surprise attack, Samuel sat and watched as a crowd of kids who were waiting for their turn came to surround him. Some asked if he was ok, while some who saw what Reggie did jeered at him for cheating. Reggie won that round, ending the fifteen match streak of Samuel.

Reggie beamed and ran a paw over his fuzzy gray cheek, celebrating with a funny little dance.

"I told you I'd win. I'm now the king. Ha ha ha!"

He repeated that song twice before Samuel stood back up and glared. More than a few people backed off thinking that Reggie was about to get punched or attacked in return and for a moment Reggie thought the same. He realized that it may not have been wise to attack a shark just to win.

But the attack didn't come, at least not from Samuel.

All of a sudden, Reggie felt someone's claws pinch his ears and drag him away from the arcade. He looked up and saw that the arcade worker, an older duck by the name of Darryl had grabbed him up. The guy, who's feathers were painted and done up into a Mohawk, dragged the raccoon all the way to the nearest security officer as Reggie fussed and yelled. Darryl told the officer what happened at the arcade and asked if Reggie could be banned from the mall. The officer thought about it, and took the child into the security office to call his parents over the PA system.

After everything was said and done. The reign of King Reggie lasted for the rest of the summer, but only because he was grounded and never allowed back into the arcade.



Megaplex 2011 Retro Arcade Acrostic

Created by Santa Fox

1F		2B	3P	4N	5J	6C	7D		8P	9D	10N	11N	12B	13Q		14E	15N	16J	17B		18J	19J	20I	21A		22M	23N	24F	25Q	26G	27R	28I	29A
30O	31K	32K	33D	34P		35D	36R	37K	38B		39F	40M	41N	42M	43I	44L		45E	46O	47D	48A		49J		50N	51M	52R	53E		54M	55D		
56J	57R	58F		59R	60G	61L		62B	63G	64M	65H	66A	67R	68J	69N		70G	71K		72P	73J		74G	75Q	76H	77L		78Q	79A	80Q			
81G	82K	83H		84R	85F		86J	87P	88M	89O	90L	91D	92Q		93M	94A	95N	96Q	97J	98J		99L	100G		101G	102J	103F	104R	105N	106G	107A	108B	
109N	110A	111C	112R	113O		114O	115K	116C	117N	118B	119H	120Q	121G		122K	123H	124A	125A	126B		127K	128C	129C		130R	131C	132E	133C	134B	135F	136A	137C	138K
139N	140R		141R	142J	143G	144D	145H	146F	147E	148N	149I	150E		151H	152O	153A	154Q	155B															

A. A way of describing many '80s games (hyphen)

48 136 21 79 153 66 29 110 124
125 107 94

B. An unvirtuous way of beating a game (2 wds)

2 118 134 62 38 155 12 108 17
126

C. Big name in video gaming

116 131 137 133 6 128 129 111

D. Early Atari console game

35 33 55 144 91 47 9 7

E. Items required by many arcades

147 14 45 150 53 132

F. Id game designer McGee

1 24 85 103 146 58 39 135

G. Modern martial arts game hero (3 wds)

74 70 106 121 63 26 143 60 100
101 81

H. Available for a _____ time only!

83 123 151 119 145 65 76

I. Grand Theft Auto: _____ City

149 20 43 28

J. Classic aliens arcade game (2 wds)

73 56 102 16 68 49 97 5 19 98 142
86 18

K. DOOM weapon of choice (2 wds)

122 82 31 71 32 127 138 115 37

L. Graffiti, arcade style

99 61 90 44 77

M. One way to make it to the end of a long game

22 93 40 64 42 54 88 51

N. Directive to an adventure game player? (3 wds)

41 148 15 69 11 105 117 10 4 139 109
95 23 50

O. Dreaming up ideas for new games

114 152 113 46 89 30

P. Rating for a top-notch video game? (hyphen)

72 8 3 87 34

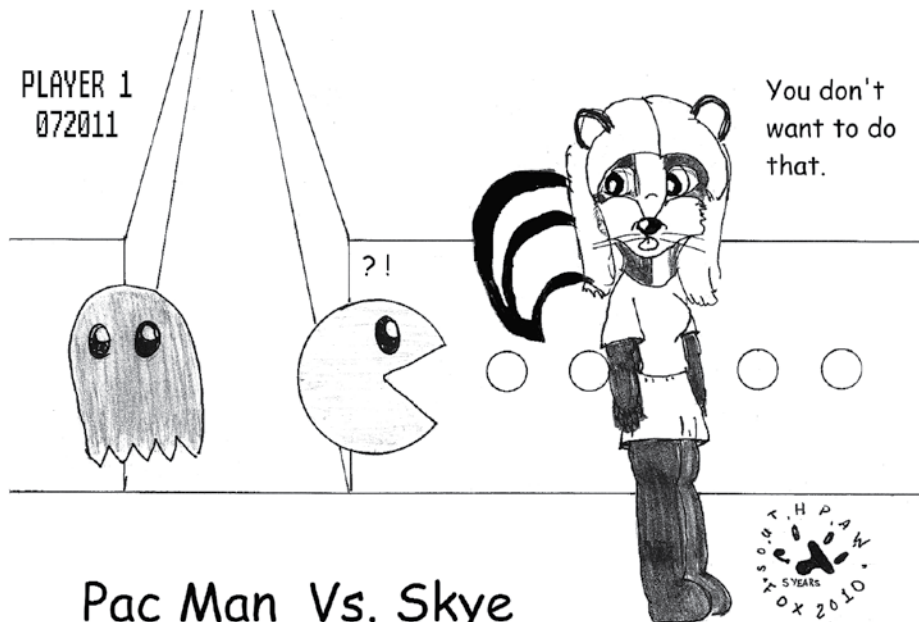
Q. Nothing like _____ back where you started

78 154 120 80 75 13 92 96 25

R. Classic martial arts arcade game (2 wds)

59 36 141 67 57 130 104 140 112 84 52
27

PLAYER 1
072011



Pac Man Vs. Skye

When I was your
age, we had to put
quarters in a machine
to play games.



Bowser's a cold-blooded brute.
The Piranha Plant's bad to the root.
But their kingdom shall crumble
In awe of the Rumble
Brought forth by a YappyFox poot.



Pookas are tough as a boot.
Fygar is deadly, though cute.
But nothing compares
To the virulent flares
Of the infamous YappyFox poot.



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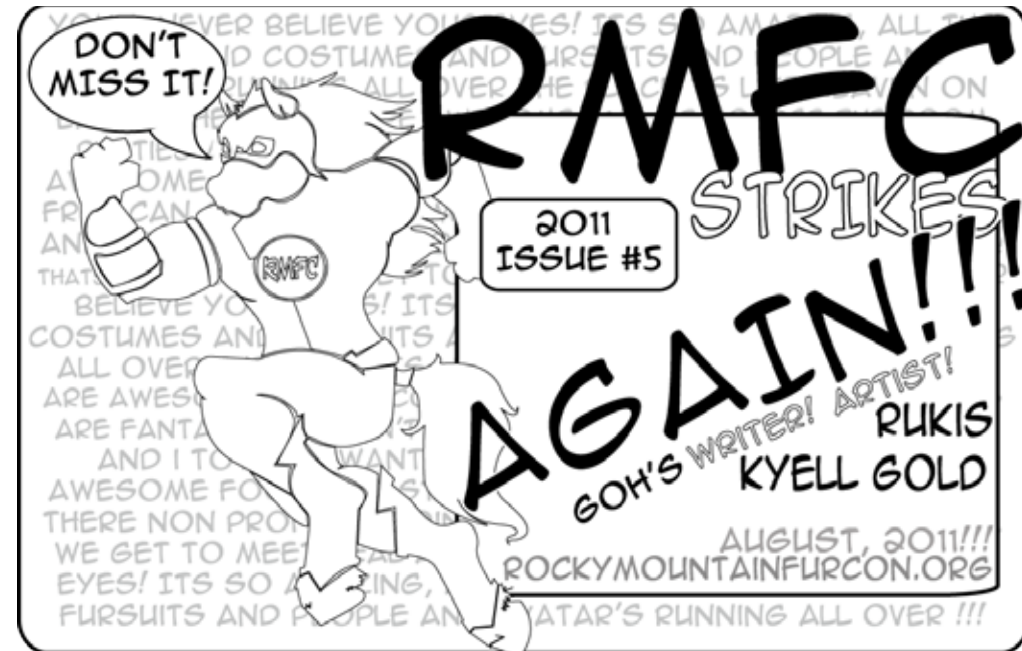
MYENIA - THE CREATOR AND CO-MANAGER OF
THE WEREWOLF CALENDAR.

AND

BUCKTOWN TIGER - ONE OF THE MOST TALENTED ARTIST

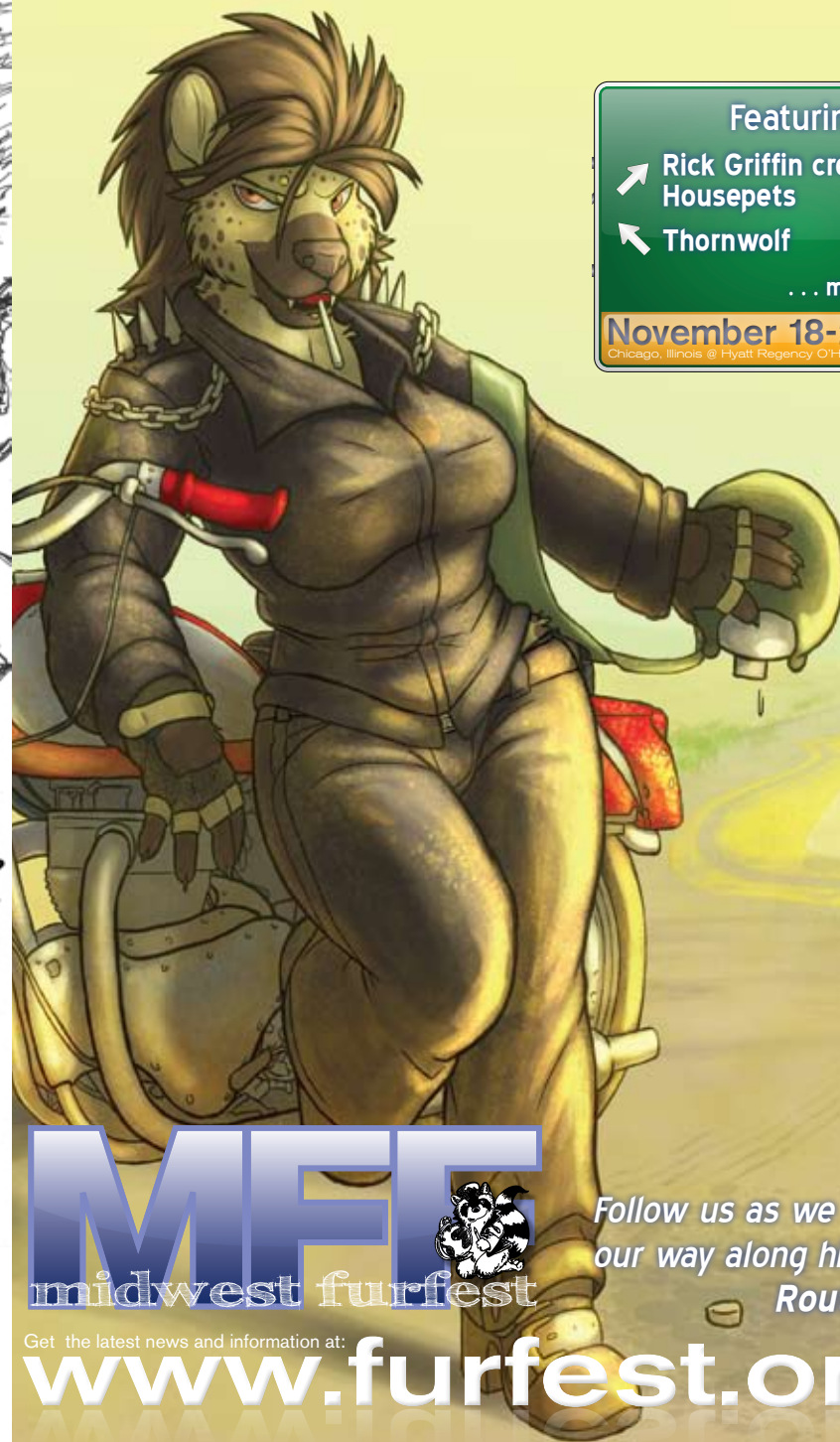
IN THE FURRY COMMUNITY.

WWW.OKLACON.COM





<http://www.furaffinity.net/user/ravenlock/> Specializes in furry boxing and wrestling stories. Check it out! :)



Exit 2011

Featuring:

- Rick Griffin creator of Housepets
- Thornwolf

... more to come!

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Art: Rick Griffin

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BEYOND THUNDERDOME



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Monster Masquerade

Fursuit-Friendly Dances

2 Fursuit Parades!

Draw or Die! Artist Challenge

Dead Fur Party

Fast 'n' Furious Fursuit Games

Game Room of Death

Torture Chamber Arcade

Charity Auction & Raffle

Furry Game Shows

Tons o' Panels and Classes

Attendee Registration:

Monsters: \$30 until 9/17/11

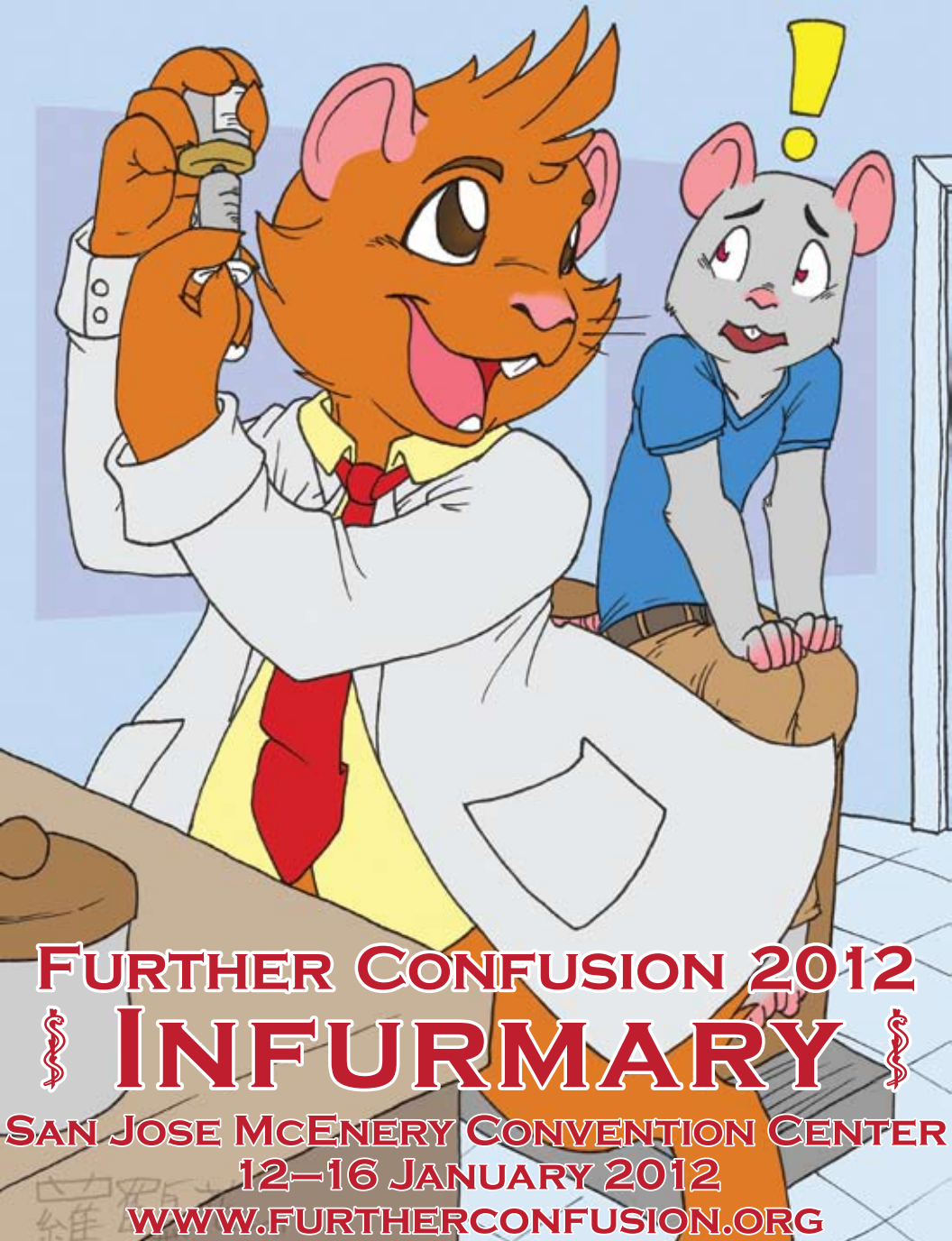
\$40 at the door

Sponsorship levels:

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DoubleD I love you. Draggie will always be in my heart hun. From your
Doggie Blayze

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