

KISSIMMEE, FLORIDA ~ JULY 27-29, 1899

FURRIES INVADE ORLANDO!

cover by crashheart



STAFF

CONVENTION DIRECTORS

Director Of Programming: J.R.
Director Of Promotions: skippyfox
Director Of Public Relations: K.P.
Director Of Registration: YappyFox
Director Of Security: Wolfpac

ART

Lead: Blitz
Staff: Wanikami, Dingoroo

AUDIO VISUAL

Lead: STiTcH
Staff: YappyFox, eaglebeagle, Scooby, Michel Mephit

CHARITY AUCTION

Lead: Carl Fox

CON-OPS

Lead: Carl Fox

DEALERS

Lead: Gen

FURSUIT

Lead: Wildwolf
Staff: Santa Fox

GAMING

Lead: Salen Stormwing
Staff: Seth Arkada

HOSPITALITY

Staff: Takala, B.r.a.c.e.B.e.a.r., NyghtPanthyr, Grylor

LOGISTICS

Lead: YappyFox
Staff: Brejar HowlynStar, Urson, STiTcH,
Cosmik, Aurius, Zarrix

PHOTOGRAPHY

Staff: Scraps, Char, Tonka, Tsuka Bull, Alakai,
Sinabu, Coy

PROGRAMMING

Lead: J.R.
Staff: Cosmik

PROMOTIONS

Lead: skippyfox

PUBLICATIONS

Staff: Lynx

REGISTRATION

Lead: Rasvar
Staff: Blitz

SECURITY

Lead: Wolfpac
Staff: Brejar HowlynStar, Urson, John,
Yuki Zonca, Rose, Puck, Sparky, Brill

WEBSITE

Lead: Santa Fox
Staff: YappyFox

PLEX, INC. BOARD OF DIRECTORS

President: Randy Fox
Vice President: John Cole
Secretary: Dan Boatwright

Board: Zachary Friedrich
Board: Kyle D Bergeron

PawPet Live Experience, Inc. is a not for profit class C corporation
operating out of the State of Florida.
PLEX, Inc • 843 Cypress Parkway #317 • Kissimmee, FL 34759
© Copyright 2012 MegaPlex

GREETINGS AND FELICITATIONS!

I'd like to take a moment to welcome everyone to Megaplex 2012, and our anthropomorphic Steampunk celebration! What is Steampunk? Imagine a world where most everything was powered by steam engines - a world that embraced the turn of the century, Victorian aesthetic while looking to the future for ideas and inspiration. Such a creative and imaginative world is surely befitting of a celebration for our 11th year of Megaplex. We are being graced with the appearance of the legendary puppeteer, Noel MacNeal. His work on such television series as "Bear in the Big Blue House" and "Eureeka's Castle" have delighted audiences for years, and we are very honored and thrilled to have him as our Guest of Honor this weekend.

FROM THE CHAIR

This also brings us to the 10th anniversary of the very first Megaplex convention. What an amazing journey it's been! We've had a colorful and creative history, with a LOT of exciting and memorable events.

If you'll indulge me for a moment, I'd like to turn back the gears, and remember some of the fond memories from the Megaplex Experience. In our very first convention, we envisioned having a separate room for every style of event: a main performance room, a musical room, an artist lounge, and so on. That collection of 7 distinct spaces with themed, specialized programming was the basis for the idea of a "Megaplex"...much like a movieplex theater, there was something different going on in each room. As we outgrew that hotel, we moved to the former Sheraton Studio City. With its black and white tiles, mirrored columns, and its vintage Hollywood theme, we had a wonderful new environment. When we moved to the former Sheraton World Resort, Megaplex really began theming the conventions in earnest, with theater marquees, movie posters, highway signage, and all sorts of elements that really gave Megaplex its unique feel. When that hotel was sold and we were forced to relocate the convention to the city of Jacksonville, we still had some truly memorable conventions, and it was then that we decided that every attendee deserved a gift...and the tradition of the free mugs/glassware was born. After a time, we were able to relocate back to the Orlando area, finding a home at our current hotel. There

have been changes, but the convention has continued. Through it all, we still try to retain that small, homelike feeling that so many of our attendees have come to love.

We've come a long, long way since our first convention on International Drive, and we've implemented some really creative ideas over the years: from our Sponsor Lounge, to the giveaway glassware, to reserved seating for supersponsors, and the introduction of mainstream entertainment and non-fandom Guests of Honor... Megaplex is that little convention that always challenges conventional thinking. We've had a lot of hurdles to overcome. But we've continued to pull through... thanks to a hard working and dedicated staff and executive board.

At this point, I want to step off the soapbox, and stand among my peers. This year, I'd like to take a moment to thank all our staffers, past and present. On behalf of the board of directors, and every single attendee who's had fun at Megaplex, I say a humble and heartfelt "Thank you." To every attendee who's ever spent their vacation time with us, or simply looked to us for a little fun one weekend, I also must thank you. Without all of you, there is no Megaplex; we would not be here today. You see, whether you realize it or not, this convention, and every one we've held to date, is a tribute to you.

Finally, I must also thank our board of directors - each of whom has spent countless hours over the years planning, organizing, and making this convention possible. There simply are no adequate words to describe the intensity and passion that many of our directors have for making this convention function. To my colleagues on the current board of directors: Yappyfox, J.R., Skippyfox, and Wolfpac...thank you so much for all your efforts. I am quite proud to stand beside you and call you not only my colleagues, but also my friends.

With those words of gratitude, I welcome you to our little celebration...not just of Steampunk, but of our convention history - the history that we have shared in the past, and that which we will make this weekend.

Everyone, welcome to Megaplex 2012. Let the festivities begin!

KP

Megaplex Convention Co-Chairman

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.

CONTACTS AND POLICY

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 2012, 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.

TABLE OF CONTENTS

Convention Staff	2
Board of Directors	2
Welcome from the Chair	3
Mission and Vision	4
Contacts and Policy	4
Table of Contents	4
Board of Directors	5
Artists and Contributors	5
Guest of Honor	6
Special Guest	7
Charity Information	8
Hotel Information	9
Dealer's Den	10
Attending Dealers	11
Programming/Events	12
Volunteer Information	15
Conduct and Safety	16

ARTISTS & CONTRIBUTORS

Crashheart Otter	
© 2012. Megaplex Gazette	Front Cover
© 2012. SteamWolf	5
Robert “Bucky” Losiniecki	
© 2012. Raccoon Walking the Dragon	8
© 2012. Butterfly Cat	9
© 2012. Poolside Feedings	9
Azflip	
© 2012. Steampunk	10
Orlando Fox	
© 2012. Steampunk Megaplex	15
Hannah Mericle	
© 2012. Rados Thinking	21
James “Southpaw Fox” Aikens	
© 2012 Spotted Transportation	22
© 2012 SPoTS	20
© 2012 Steampunk Couple	24
Johnny Blanco	
© 2012. Milk Run.	25
Eduardo Soliz	
© 2012. Emergency.	24



GUEST OF HONOR

Noel MacNeal launched his career performing on PBS's award-winning *Sesame Street*, where he honed his craft with puppetry legends Jim Henson and Frank Oz. He's been a performer on *Sesame Street* for over twenty years, training puppeteers in Japan, Mexico, South Africa, and, most recently, Jordan, Palesitne, and India for the Sesame Workshop co-productions of *Sesame Street*. Noel is also a regular performer with the classic Muppets of *The Muppet Show*.

For the past decade, Noel has been the spirit and voice of the gentle and lovable star of the Daytime Emmy Award-winning series Disney's *Bear in the Big Blue House* and the Disney Channel morning series *Breakfast With Bear*. In 2003, Noel received a Daytime Emmy Nomination as Outstanding Performer in a Children's Series.

NOEL MacNEAL

His repertoire of characters also includes Kako on the Noggin series *Oobi* and Blue on Nick Jr.'s *Blue's Room*. He's also played Magellan on the Ace Award-winning series *Eureeka's Castle* on Nick Jr. He played Madame Chairbird in the film *Sesame Street Presents: Follow That Bird*, Rabbit for Disney Channel's Emmy Award-winning series *The Book of Pooh*, Leon on PBS's *The Puzzle Place*, and Knock-Knock on *The Great Space Coaster*. In addition, he's performed with and/or for Woody Allen, Bill Cosby, Whoopi Goldberg, Jerry Lewis, Mickey Rooney, Emma



Thompson, Wayne Brady, Dave Chappelle, Donny and Marie Osmond, Gilbert Godfrey, Tom Bergeron, Regis and Kelly, and Matt Lauer and Katie Couric. (But not all at once.)

Noel is also a television writer. His scripts have been featured on PBS Kids Sprout's *The Goodnight Show*, PBS's *Cyberchase*, Disney Channel's *Bear in the Big Blue House*, PBS's *The Puzzle Place*, and Nickelodeon's *Eureeka's Castle*, *The Magic Schoolbus*, *Gullah Gullah Island*, and *Nat the Great*. He is also a script adviser and consultant for the international versions of *Sesame Street* in Jordan, Palesitne, and India. And now he's added the credit of television director, having directed episodes of *Bear in the Big Blue House* and PBS Kids Sprout's *The Good Night Show*.

If that didn't make him enough of a Renaissance man, he's an author as well, with his puppet-making book *10-Minute Puppets* with Noel MacNeal available now from Amazon and your local bookseller.

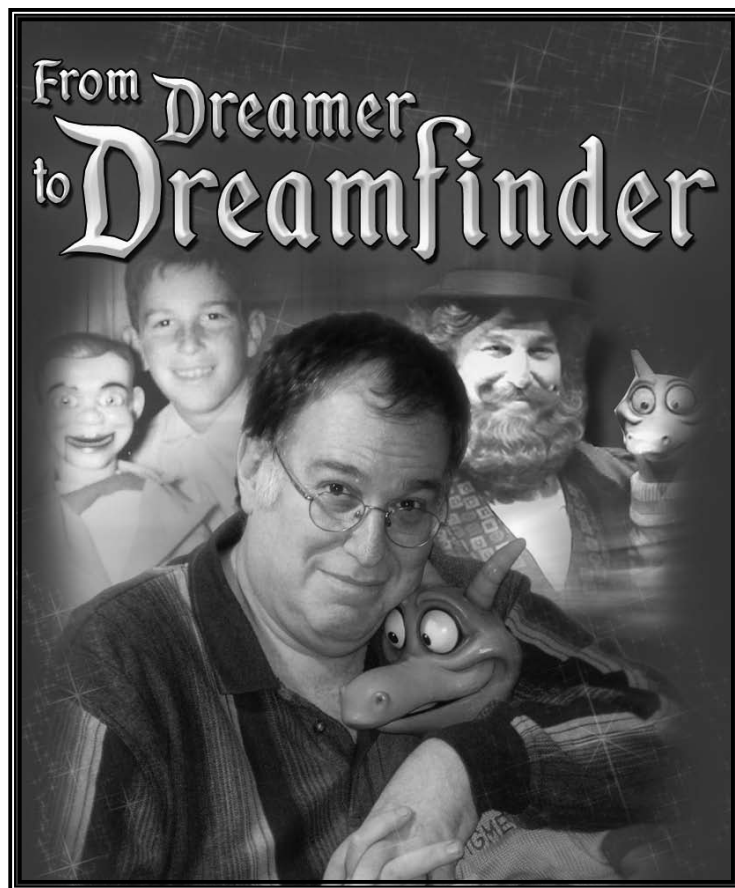
Noel lives in Brooklyn with his wife, Susan, and five-year-old son, Matthew, a budding puppeteer whose favorite characters to perform are "Tiny Hand," "Little Bird," and "Tiny Spider." Follow Noel on Twitter at @NoelMacNeal.



SPECIAL GUEST

RON SCHNEIDER has spent 40 years behind a name tag... performing and writing for Disney, Universal and Six Flags on both coasts, as well as themed restaurants and attractions across America and Canada. He was the original Dreamfinder and Figment for EPCOT Center's Journey Into Imagination, and contributed to Mickey's BirthdayLand and the Monsters Inc. Laugh Floor at WDW and the Celebrity Look-Alikes at Universal Studios Florida. Ron will share stories of wild times with Disney and Universal, and insight into the life of a writer/performer for major themed attractions.

DREAMFINDER: RON SCHNEIDER



VISIT NOEL AND RON IN THE DEALERS' DEN AT THEIR TABLES, OR FIND OUT ABOUT THE EVENTS THAT THEY'LL BE HOSTING IN THE PROGRAMMING AND EVENTS GUIDE ON PAGES 12-14.

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:

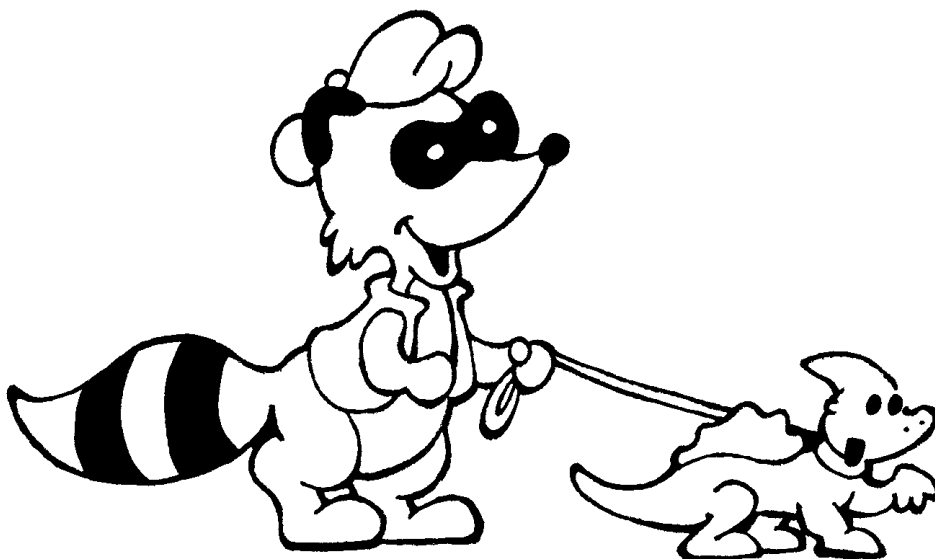
- Provides a safe and permanent home for non-domestic, non-releasable animals.
- Provides a hands-on learning environment for those interested in careers in animal care and handling.
- Provides a resource center aiding those already faced with issues concerning captive wildlife.
- Networks with other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

FIND OUT ABOUT C.A.R.E.'S EVENTS IN THE PROGRAMMING AND EVENTS GUIDE ON PAGES 12-14.



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:

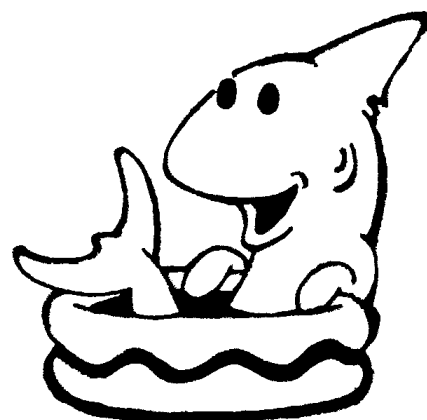
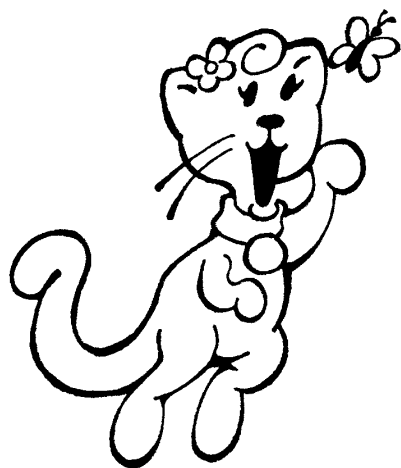
- Just one magical mile from the fun of Walt Disney World® Resort
- Within walking distance to scintillating shopping, nightlife, and dining
- Close to major local businesses and Orange County Convention Center
- Approximately 30 minutes from Orlando International Airport (MCO)

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



DEALERS DEN

Megaplex is continuing its traditional Dealer Room in 2012 - 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 18-19.



ATTENDING DEALERS

Rogue's Herbal Garden

Handmade aromatherapy bath and body products and fursuit friendly scents! Stop by and create your own custom scent at our scent bar!

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! Will be offering custom brass plate etching in the near future. megawolf ANTIMATTER bellsouth ANTIPASTO net !

Gen

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

Kiko Jaharo

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/

Junopsis

Melde

Just a dragon-girl who will do traditional badge commissions for you! I will have prints, bookmarks, and other fun things as well. www.furafinity.net/user/dragonmelde/

Arix's Emporium

I'm still a relative "young blood" to the whole "Dealer" thing, however I've got a year under my belt. I will be selling a number of different products such as glow sticks, glow necklaces, LED pendants, LED and Poi sticks, and last but not least LED barware. Shot glasses and 16oz drinking glasses. My signature "Lava Shell" products will also be on sale as well in limited quantity, but will be available for custom order as well.

Mosa and Pink Pepper

I will be selling prints, portfolios, originals, and commissions. <http://www.furafinity.net/user/mosa>

Mike

Manny Cartoon

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)

Noel MacNeal

Ron Schneider

PROGRAMMING AND EVENTS

ARE YOU SMARTER THAN A FIFTH GRADE FUR?

It's the ever popular Megaplex game show "Are You Smarter Than a Fifth Grade Fur", where contestants get to see if they still remember everything (or anything) that they learned in elementary school!

BOWLING OUTING

Come bowling this Thursday at our Fursuiter Friendly Bowling Outing! AMF Kissimmee Lanes 4140 West Vine St, Kissimmee, FL, 34741 (You Will Need To Furnish Your Own Transportation)

BREAK THE ICE!

Being in the entertainment industry for 20 years, and having working with every major theme park in Florida, Puck has learned and perfected many different ways to meet new people and break the ice. Join him as he bestows his secrets on how to turn strangers into friends.

CARE PHOTO OP

Come and get your picture taken with one of the CARE animals! A small donation to CARE is requested for the photos.

CARE PRESENTATION

Our charity, C.A.R.E., returns this year to give an informative presentation on animals found and rescued in our area. Following the presentation, we will be holding a Charity Auction to raise money for C.A.R.E.

CHARITY AUCTION

Our charity, C.A.R.E., returns this year to give an informative presentation on animals found and rescued in our area. Following the presentation, we will be holding a Charity Auction to raise money for C.A.R.E.

CHARADES IMPOSSIBLE

We've taken that popular game to a totally new and hilarious level. Come join our fursuiters as they attempt to get you to guess the most impossible of clues. How will they get our contestants to say things like: "The Huffington Post", "The Library at Alexandria", "The Treaty of Ghent", or "Oedipus Complex"? Well, you'll just have to see it to believe it! Our contestants are picked right out of the audience. We don't expect you to be able to guess the clues, but we do think you'll have a good time watching the performers try to act them out!

DEALER'S DEN

Spend your hard-earned cash in our dealer's den! Peruse our dealers' wares and see if anything catches your eyes. Most dealers will take cash as well as credit cards.

DESSERT SOCIAL

Come enjoy some desserts, hang out with friends, and get to know your fellow con-goers while you get ready to enjoy the evening's events, courtesy of Megaplex!

DREAMFINDER Q&A

Come see the Dreamfinder from EPCOT's original Journey to Imagination ride! An hour long Q&A session with Ron Schneider, the Original Dreamfinder and Figment from Epcot's Journey Into Imagination and many other productions from both Walt Disney World and Universal Studios. Listen to his stories from his time working there, the creation of Figment, and ask him the questions you've always wanted to!

FEEDBACK & CLOSING CEREMONIES

The con's almost over, but not quite yet! Stop by for goodbyes, let the staff know how well they did, and tell us what you'd like to see happen with Megaplex next year!

FLORIDA FURRIES MEET AND GREET

Live in Florida? Come meet up with other Florida Furs and get to know one another. Will include information on regional groups and other recurring events around the state.

FUNDAY PAWPET SHOW – LIVE!

A 2-hour live performance of the long-running Funday Pawpet Show! You get to see it all - LIVE!. Come hang out with all your favorites: Mutt, Ezra, Poink, Blitz, and many others with surprises - variety show events and even an interview with our GOH, Noel MacNeal!

FURSUIT DANCE CONTEST

Have a fursuit and a talent to boogie? Then sign up and show off your stuff on the dance floor! First place gets a special prize! Sign-up forms will be available during Saturday in the lobby, and please bring your song track in mp3 format to be processed.

FURSUIT GAMES

Come join other Fursuiters as you run around and participate in a multitude of games focusing on the theme of the convention!

FURSUIT PARADE

It's our annual fursuit parade! Watch the suiters strut their stuff - a perfect photo opportunity for everyone! The fursuit group photo will also occur immediately preceding the parade. Fursuiters: be sure to be in the main ballroom before the parade begins as line up for the parade is immediately after the photo.

FURSUIT LOUNGE

Need a breather after suiting for hours? Thirsty or dehydrated? Head into the Fursuit Lounge for a quick rest between takes. Chat with other suiters as you relax and make new friends.

GAMING ROOM

Play games and enjoy general camaraderie with fellow furry friends. With a multitude of options from current video games, classics video games, board games, and plug n' plays, you'll never need to find something to do!

IRON ARTIST

Feel like you could churn out a multitude of sketches of good quality in record time? Pride yourself in your elegant brush strokes? Try your hand at our 2nd annual Iron Artist Competition. Challenge yourself with different media, and see what experienced artists say about your style! Check out the tables in the lobby for more information.

JR STANDUP

JR, the puppeteer behind the Funday Pawpet Show Characters Poink and Hugh, and the guy behind the PoinkCast, brings his own brand of mature stand-up comedy to Megaplex.

JULIE BUNNY MUST DIE! – THE MUSICAL

On its triumphant return to the stage, this musical has been performed in a multitude of locations and is now back where it all began, with some of the original cast! Follow Adam as he tries to manage his real life and personal life while juggling the fictional world of the characters he created, all set to song!

LATE-NIGHT FURSUIT PARADE

Missed the first fursuit parade? Don't fret! This fursuit parade runs late in the evening and gives you the chance to show off your fursuit in the evening. Any fursuiter wanting to be in this fursuit parade should report to the main ballroom during this time for line-up and instructions.

MY LITTLE BRONY – EPIC RPG

Take control of one of the "Mane 6" ponies use their combined abilities to defeat the forces of evil and save Equestria. No previous gaming experience required, we provide all materials you need to play. You don't have to be a Brony to play, but it will be a lot more fun if you know the show and characters. There are only 6 player slots available, but everyone is welcome to come and watch. (Last time we did this was with about 15 people crammed into a hotel room, and it was awesome). MLP PRIZES will be given away at this event, so don't miss it!

NOEL MACNEAL Q&A

An hour long Q&A session from the puppeteer and voice from many productions including Bear In The Big Blue House, Eureeka's Castle, The Great Space Coaster, Between The Lions and the hilarious Chappelle Show Sketch Kneehigh Park.

ON CAMERA WITH NOEL MACNEAL AND YOU!

How would you like to puppet on stage with Noel MacNeal? This is your chance. Bring your puppet, and you can perform a pre-written puppet script or do a 1-2 minute banter with this legendary puppeteer. At this event, video recording IS allowed...so you can bring your own video camera if you like.

NOEL MACNEAL INTERACTIVE WORKSHOP

Join in our workshop with GOH Noel MacNeal as he shows you how to work with puppets based on his book “10 Minute Puppets” and his extensive experience in various puppet productions, including live and hands on demonstrations

OPENING CEREMONIES

Come join us as we kick-off the beginning of Megaplex 2012: Turning Back the Gears. Get introduced to the Guest of Honor, begin your exploration of the conspace, and search for the elusive achievement medalions!

PHOTO OP WITH LIONEL

Feel like you could churn out a multitude of sketches of good quality in record time? Pride yourself in your elegant brush strokes? Try your hand at our 2nd annual Iron Artist Competition. Challenge yourself with different media, and see what experienced artists say about your style! Check out the tables in the lobby for more information.

PHOTO STUDIO

Come by the photo studio and get your picture taken by a professional photography group against our Steampunk themed backdrop. Suiters and non-suiters are all welcome to participate. There is no charge for the sitting or the digital files. Prints of images in various states and sizes are available from the group (Furshoot) for additional costs.

POKER TOURNAMENT

Feeling lucky? Come participate in our charity poker tournament. All proceeds go to our local charity, C.A.R.E. Win the chance to show your poker face and win possible prizes!

POOL PARTY!

Come chill in the sun and have some fun with fellow attendees as we have our 2nd annual Pool Party Social! Swim, relax, and have a blast in the pool!

PUCK’S MAGIC SHOW

Straight from his Florida tour and his Georgia show, come check out Puck as he leaves his sanity at the door and brings to the stage some of the classics of magic with his own crazy twist. Bring your emotions with you, whether they be laughter, tears, or even snot, and have a great time!

REGISTRATION

You have to come by here before you can enter the conspace! Pick up your pre-registration, get your conbadge fixed, purchase t-shirts, and ask questions that need answering. A one-stop shop!

SCAVENGER HUNT

Interested in trying to crack the safe? Participate in our 2nd annual Megaplex Scavenger Hunt, where using your wit and brains instead of your brawn could earn you prizes! Visit the information desk in the conspace lobby for more information.

SPONSOR SUITE

Are you a sponsor? Did you know you have a secluded place to relax and veg out for a bit? Head upstairs to the Sponsor’s Suite (known as the Explorer’s Club) and taste the suite life!

STOATSTREAM LIVE

Solo artist, Syd Stoa, takes to the stage for his debut Megaplex performance! Come watch as he plays both musical covers and original pieces with his guitar and vocal act!

THE RHUBARB SHOW: BEAR-BASED ENTERTAINMENT

Rhubarb the Bear will be stepping out with his one-man... umm, one-bear show! Highlighting the hard-won tricks and constant perils of a live performance, The Rhubarb Show will possibly also feature a special guest... or three. ;)

UNCLE KAGE’S STORY HOUR

Dr. Samuel Conway, affectionately known as Uncle Kage, returns to Megaplex again to entertain us with another of his world famous story hours. Never to be confused with a “barber”, our good doctor has traveled the globe collecting mishaps..er..stories to share with us all!

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 2013 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 2013 (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!



THE FINE PRINT

MEGAPLEX SECURITY, CONDUCT AND PRIVACY POLICIES

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

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. You also acknowledge that your government issued identification will be verified for your information that is found on the face of the ID such as Name, Address and birthdate. This information is only used to verify age, and have your name on file in case an emergency arises. This information will not be published to any entity, and will only be used for aggregate analytic statistics.

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 of age sixteen (16) or seventeen (17) 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 thereunto are not.

Full-body fursuits are excluded from the 'shirt/pants/shoes' rule, provided that the costume is not unacceptably revealing. Certain accoutrements such as collars and harnesses may be included as part of a costume, but no one is to be led around on a leash. Since

this is a family hotel with a lot of vacation travelers, absolutely no fetish wear can be worn out in public spaces of the hotel.

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.

No banners, posters or signs may be posted in convention space without approval from the Megaplex board. No banners, posters or signs may be removed from the walls of convention space without approval from the Megaplex board. Anyone caught removing posters without permission, will have their badge revoked, as that is considered theft of convention property.

As per the Florida clean indoor air act, and convention policy, there will be no smoking allowed in any convention space, or hotel common areas, including the pool deck. Please use the designated smoking location located outside the hotel lobby door locations. 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. However, it is the policy of Megaplex, since we have such a diverse mix of people and activities, we ask that no weapons, open carry or concealed be allowed in convention spaces.

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.

DEALER'S 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.

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.

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.

ARTIST ALLEY

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.

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.

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.

DISPLAY GUIDELINES

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 artists 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.

Artists are responsible for keeping unsuitable material out of the hands of minors in the Dealers' Room. 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 artists to abide by:

No loud or annoying displays will be permitted, nor will floor stands or other free-standing displays be allowed.

Anything displayed (as well as the Artist's personal bags, etc.) must fit on top of or directly underneath the supplied table space.

Under no circumstance may personal items be stored or placed in the aisles beside the Artist Alley tables.

Electrical outlets will not be available in the Artist Alley. If you want power, consider buying a Dealer's Table.

No weapons may be sold in the Artist Alley.

No more than one person may be at a single table space at any given time.

Due to space constraints, non-customers (e.g. friends of an artist selling in the Artist Alley) should be discouraged from hanging around the Artist Alley tables during peak times.

Artist Alley users (and all other non-Dealer attendees) are strictly prohibited from soliciting sales within the Dealer's Den. Violation of this rule can result in immediate revocation of the violator's membership with no refund.

The Artist Alley Director will have final say on all disputes in the Alley. 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 and Artist Alley!

TAXES FOR DEALERS AND ARTIST ALLEY

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

INFORMATION YOU ARE REQUIRED TO PROVIDE TO US ON REGISTRATION

In order to register for the service, you must give us your email address. We will use your email address to send confirmation of certain actions, such as when you change your password. We will contact you when it's necessary to complete a transaction that you've initiated, or if there's a critical or administrative issue affecting your use of the service. We also require your legal name, current address and phone number. We capture this data in case there is an emergency at the convention, or afterwards, where we may need to contact you, or ship something to you (ie, Lost and Finds).

When you register, you must also confirm that you are over the age of thirteen. This is to make sure we aren't accidentally collecting information from children, which is prohibited by United States law. We save this information so that we can prove we're complying with that law. Your correct date of birth is required and will be verified when you pick up your badge at the convention. Your date of birth is also used to indicate on your con badge if you are a minor or legal adult, but your actual date of birth will never be made public to any convention attendees or on the Megaplex website

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.





SPOTTED TRANSPORTATION

© 2012 JAMES “SOUTHPAW FOX” AIKENS

For many years, when a fur needed to carry something he or she had to rely on another fur for help. It would take at least one or two furs to pull a wagon or cart. Most of the time this worked, but there were times when these furs were not available. This was the accepted normal routine.

As steam power began to catch on, one leopard decided it was time for a change. He figured that steam power could be harnessed and used for transportation. He knew that it could take him a long time and he would have to do it all by himself since no one had attempted anything like this before.

He spent many days and weeks working on his invention in a barn that he had built. Finally one day, Karl ran into his house to share the good news with his wife, Rachel.

“I finally did it!” he shouted. “I got it to work!”

“That’s great! What exactly did you get to work?”

“I invented a steam powered wagon. I call it the ‘Steam Powered Transportation System’ or SPoTS for short.”

“Did you come up with that name on purpose because we’re spotted?”

Karl chuckled.

“I don’t think it was intentional; but it does fit us well.”

“So what does this thing do?” she asked.

“Well, it works like this. Instead of getting someone to pull us around in our wagon, this uses steam power to drive our wagon. I added controls to direct how fast and where it goes. We will also be able to get from one place to another a lot faster.”

“I see. How do you think others will react to this, especially the ones who are getting paid to pull others around? Won’t they be opposed to this?”

“They might be at first, but I have a plan on how to win them over.”

“And that is...?”

“I will invite them to take a closer look at my wagon. I’ll show them how it will make their lives easier and

invite them to invest in SPoTS. If this catches on, I’ll invite them to help sell the wagons. I’ll let them keep a part of the money they bring in from selling the wagons.”

“You might get their attention when you start talking about money. But, I’m still not sure that this will catch on. It’s such a big change from how we’ve always done things.”

“I’ll agree with you on that. But think of where we would be today if we didn’t try new things.”

“You’re right there. But, I wouldn’t get my hopes up too high. Keep an eye on them; they might try to destroy this thing that could take away their way of life.”

“It’s a chance I’m going to have to take. But to be on the safe side, I’m going to build more than one of these. That way I’ll be okay if something does happen.”

After Karl had built several of his steam-powered wagons, he purchased a space at the local market. He didn’t know what kind of reaction he would get. Most furs walked right by without giving his wagon a second look. A few were curious and a few were upset. A few even accused him of trying to disrupt the natural order of things.

By the end of the day, word of Karl’s invention had spread throughout the town. Suddenly, he had a large crowd gathered around him and his wagon. There were far more opposed to his invention than there were in favor of it. He realized that he was going to have to do something quickly before the crowd started to come after him and his invention.

“Ladies and Gentlefurs, may I have your attention please,” Karl began. “I can tell that some of you are not happy with what I have brought with me. I did not mean to make anyone upset, although I had a feeling that there would be some ruffled fur. I do not plan to change everyone’s lives with my invention. I only want to offer a new way to do things. I realize that there are those whose living comes from carrying things for others and you feel that I’m taking away your livelihood. I do not plan to replace you in any way. I know that not everyone will want one of these.

“For those of you who carry things for others, one of my steam powered wagons will allow you to carry

more. This way you could make more money by carrying more than you can now. If you are interested in my offer, I would certainly like to speak with you.

“Again, I want to reassure you that I don’t want to make anyone mad or upset with me. I just wish to introduce something new. I won’t force anyone to buy my invention nor will I be upset with anyone who doesn’t like what I’ve built. I just ask that you not take out your anger upon me, my family or my invention.”

Time seemed to stand still when he finished speaking. Karl wasn’t sure if his words had calmed the crowd or he had simply provided more fuel for their anger. He stood quietly as he watched the crowd. They took a closer look at his invention and then most of the crowd slowly walked away. A few remained to ask Karl some questions. After the crowd had finally left, he got in his wagon and drove home.

When Karl arrived home, his wife Rachel almost knocked him down when he came in the door.

“I was so worried about you,” she said while squeezing him tightly. “I was so afraid that something was going to happen to you or your wagon!”

“I was worried for a while myself. I was able to calm the crowd by explaining to them that I had no intentions of making anyone buy what I had invented and that I had no hard feelings against those who didn’t want or like what I had shown them. There were a few who were curious about what I had invented and asked questions but most of the crowd either ignored what I had brought or just took a quick look at it and moved on. I also asked them not to take out their anger on me, my family or my invention.”

“Do you think they’ll try to do anything bad?”

“I’m not really sure, but I don’t think they’ll try anything. I think I was able to calm them down enough.”

“I hope so.”

“Me too.”

Karl and Rachel kept their eyes and ears open, making sure that nothing bad happened. A few wealthy furs came to Karl with some offers. Some offered to buy his invention, but Karl knew that they

only wanted to buy it so they could continue to make money at the expense of others. He did get a few genuine offers for a partial ownership of the wagons. They liked the idea of being able to carry more and their workers wouldn’t have to work as hard.

Karl carefully considered his options. He didn’t want to fully give someone ownership of his wagons, but he did want some investors so he could continue to improve on his wagons. After speaking with those who were genuinely interested, he made an offer to them. He spelled out what could be done with his wagons and that he still owned them. They agreed to the terms and would try his wagons to see how well they worked. Karl agreed to listen to their suggestions and would consider their suggestions on how to improve his wagons.

Once all of the details were worked out and agreed upon, Karl once again purchased a space at the local market place. He had his “investors” with him. He made an announcement not only re-introducing his wagons, but also introducing those who had invested in his wagons. Now that several prominent furs were backing the wagons, public sentiment changed. Those who were severely critical of the wagons began to warm up to Karl’s invention.

Karl’s wagons quickly proved themselves to trustworthy and reliable. He began to get orders for more of the wagons. Karl was true to his word. As he began to make money on his wagons, he gave part of the profits to those who had invested in his idea. His wagons made Karl’s family very wealthy.

Karl’s family still owns the wagons. The wagons have changed over time as technology developed and improved. If you look closely, you might still see one of his wagons today. In fact, it is believed that his original wagon still works!

EMERGENCY

© 2012 EDUARDO SOLIZ

“Brace yourself, my dear!” the gentlewolf yelled to his mistress as the airship began to slowly list to one side. In response, Muffy reached to grab onto a large pipe that was near to her, but the arctic fox woman immediately released it due to its extreme heat.

“Ah! Monty, it’s too hot!” Muffy exclaimed, backing away from the pipe. She shook her singed white paws in the air and blew on them before making her way over to Monty.

Lord Montague adjusted his monocle before looking over the many needles, indicators, numbers and controls at his disposal. The more he looked at them, the less sense they made. The room began to shake as the airship’s engines struggled to keep it aloft.

Monty’s voice took on an air of desperation: “I have tried everything, my dear Muffy, but nothing appears to be working! Perhaps this one? Or maybe this one?” He said, randomly pressing buttons, pulling levers and turning knobs in vain. A whistle sounded as the intensity of the shaking increased. Having reached Monty, Muffy pulled him away from the engine controls.

“Oh, Monty, my love! It is a shame that our young lives must come to an end like this! Let us share one last kiss as we hurtle to our doom!” Muffy cried. She held onto Monty tightly, tears welling in her eyes.

“Yes, my love! We shall take our forbidden love to the world that lies beyond this one!” Monty replied. He and Muffy embraced deeply as warning bells and whistles sounded in protest around them.

A door then suddenly burst open and a short dog woman ran into the control room. She had light brown fur, floppy ears and wore overalls that were soiled with oil and grease. She growled upon catching sight of the amorous aristocrats, who ignored her as they kissed.

“I swear, I can’t eat dinner or take a nap without you blasted bluebloods coming down here and tamperin’ with MY engines!!” the young engineer exclaimed as she walked to the engine controls. After looking over a row of gauges, the engineer began to quickly adjust the controls, her paws expertly flipping switches, turning dials and pressing buttons with the grace of

a concert pianist. The whistles and bells went silent and the ship’s shaking and listing gradually ceased. Satisfied that all was well, the engineer turned to the young couple, whom had broken their embrace, but were still in each other’s arms.

“What in the Sam Hill were y’all thinkin’?” she angrily yelled at them, “This here engine is a delly-cate machine that should only be operated on by experts like me! I swear, the next passenger that I catch sneaking around in here is a-goin’ to get hogtied and thrown into the cargo hold! NOW GIT!!” she told them as she pointed to an exit.

“You mean to tell me you are not an engineer, Monty?” Muffy asked with a disgusted look on her face as she removed herself from Monty’s arms and started to walk towards the exit.

“Well...uh...no?” Monty replied half-heartedly.

“Muffy! Come back!” he cried as he chased his now-former mistress.

The exasperated engineer wiped her forehead and hands with a handkerchief and sighed with relief as the outer door closed behind Monty. She adjusted her overalls and said to no one in particular:

“How about that Mister Fancypants pretending he’s a steam engineer! What kind of engineer dresses up in their Sunday best to work?”



MILK RUN

© 2012 JOHNNY BLANCO

"How in the hell did I get talked into this mess!?" The hyena screamed at the top of his lungs as he could hear gunfire ricocheting off the hull of his XN-25 Damocles turboprop.

He didn't expect an answer as he already knew it as he remembered it plain as day in the courier's office.

"Listen Charlie" The portly old grey badger said "This is going to be a milk run. A client of ours wants a shipment of stuffed toys sent from here to Bayside."

"A milk run eh? I haven't had one of those in awhile. Remember my last three runs? Ol' Bertha was shot so full of holes I lost money on the deal! This better be on the level Gus else I'll go fly for someone else!"

"Trust me kid. Would I lie to you?" he smiled and offered his hand.

He shook on the deal as the crew loaded the aircraft.

Charlie remembered thinking of getting enough cash scraped together to hire a gunner for his turret or at the very least getting a droid to do the work. But as always he was a day late and a dollar short and right now he was dealing with steam powered jets flying over a godforsaken desert.

The twin engine steam driven airplane banked and rolled as an attempt to evade his persurers. But it was all for naught as they fired their weapons in an attempt to bring down the aircraft so they could steal its cargo.

A barrage struck the cargo hold as bits of fluff and a red mist started to fill up that area. Glancing back Charlie saw this and growled under his breath.

"Great. That's what they want. The toys are filled with dust!"

He had heard stories of people getting high on this drug and given superhuman powers for a short time. The drug was highly illegal and if you were caught with it by the Republic you would go to prison for a very long time.

Charlie was sweating bullets as he knew he couldn't outrun these jets as he could hear the steam engines working overtime to keep up with his acrobatics.

He knew he had to do something and fast or he was going to be a smear of fur and grease on the sands below.

He pitched his craft into a vertical corkscrew as he could see nothing but the blue sky above. The pinging of gunfire had stopped as the jets were keeping pace and probably lining up a shot.

And that's when it happened.

He saw the two jets come screaming from behind as he knew that they couldn't keep this pace without firing the afterburners. Now he could see these two F-91 Katana's in clear view of his gun sights.

Jamming his finger down on the trigger the 20mm nose cannon rattled off as the rounds struck each target in the engine as they both erupted into a ball of flame!

Charlie pushed the stick forward as hard as he could as he now had to evade the flaming debris. He could feel his fur damp with sweat as he expertly dodged the flaming wreckage of the jets as they impacted on the desert sands below. As he managed to level out his craft he heard a crackle of static come over his radio.

"Zzzt.. repeat pilot of the XN-25 Damocles you are hear by ordered to land at Sandrock base or you will be shot down."

"Shot down by what? There's nothing out here!"

Four R-50 Valkyries seemed to come out of nowhere as two were on either side of him. He could see the pilot of one a young jackal that motioned for him to follow.

Having no choice he followed the jets which kept pace with his turboprop as they landed at the base within minutes. As his plane pulled to a stop on the runway he was surrounded by armed guards as the stormed the plane.

All they saw was boxes of cargo filled with stuffed animals that were leaking dust. Charlie put his hands over his head as he muttered under his breath.

"That's the last time I get talked into doing a milk run."

THE END

Millennium Maxwell House Hotel

Nashville, Tennessee

FangCon

fangcon.org

Oct. 26th-28th 2012

Inaugural Year!

Con Theme: Musicals

"Opening Night"

**The Music City
is going to
ROCK!**

GoH Jugular
Jaguar
Fursuiter

GoH Calamity Cougar -
Master of Ceremonies

GoH Rhubarb the Bear -
Performer & Playwrite

**Registrations for
attendees and dealers
opening soon!
Watch our web site.**

GoH Kat Miller - Artist
Creator of Devia comic books

©2011 Wolfaya
©2011 FangCon





{FURRY FIESTA}

THE
TIME TRAVELER'S
BALL

FEBRUARY
22ND - 24TH, 2013
DALLAS, TX

GUESTS OF HONOR:

HEATHER BRUTON
- AND -
MONOYASHA & CIARA

WWW.FURRYFIESTA.ORG
@FURRYFIESTA

INDY FUR CON PRESENTS



A U G U S T 2 0 1 2

WWW.INDYFURCON.COM

MFF



MIDWEST FURFEST 2012

"IT CAME
FROM TV"

November 16-18 • 2012

Chicago, Illinois @ Hyatt Regency O'Hare

Get the latest news and information at:

www.furfest.org

Presented by Australian Furry Conventions



MiDFur2012

THE FURRY APOCALYPSE COMETH

Dec 4th – Dec 8th 2012, Arrow On Swanston, 488 Swanston St Melbourne Australia
MiDFur.com.au

RMFC THE FURRY APOCALYPSE

August 10-12, 2012 . Denver, Colorado . DoubleTree Hotel

featuring Guests of Honor:

Syber of **David**
Made fur You Studios & **Hopkins**



This Time
NO ONE
Can Save You
from the
END TIMES

Visit us at www.RockyMountainFurcon.org

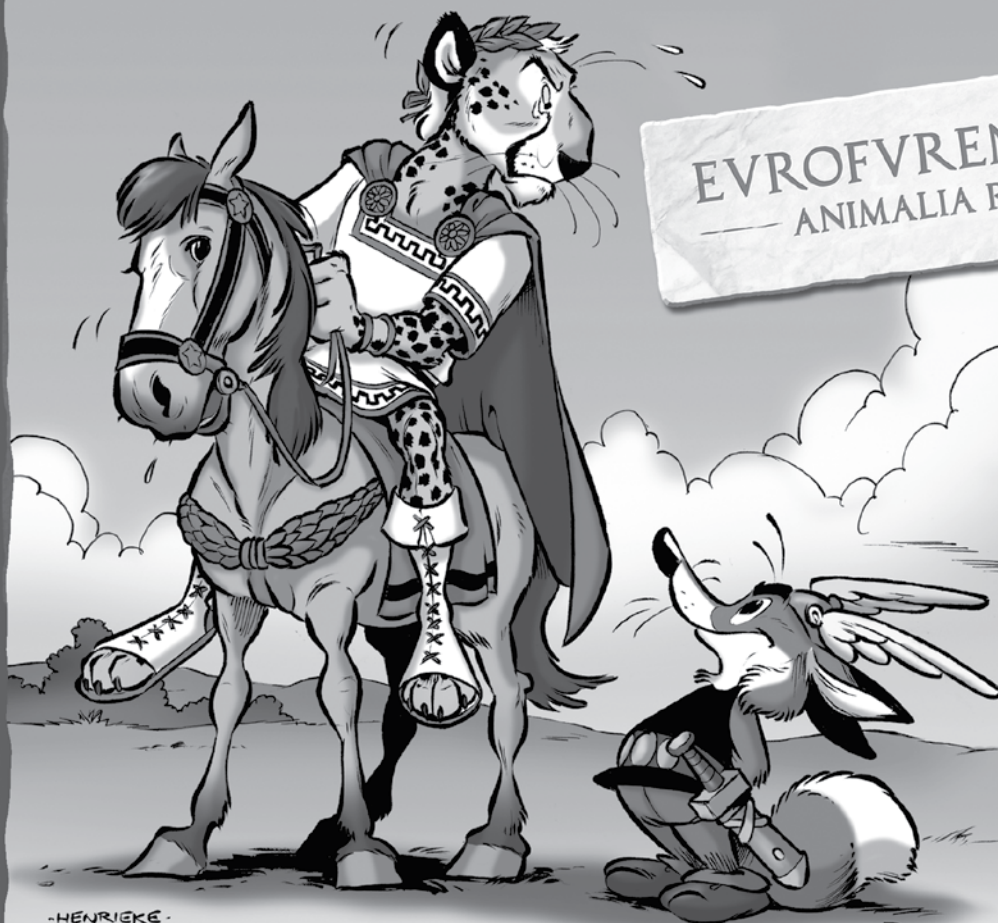
FurFright™

A Halloween-themed Anthropomorphic convention!

October 26-28, 2012

WWW.FURFRIGHT.ORG

Anything this hideous must be stopped from breeding...



EVROFVRENCE XVIII
— ANIMALIA ROMANA —

MARITIM HOTEL
MAGDEBURG,
GERMANIA

AUGUST 29 –
SEPTEMBER 02
2012

WWW.EUROFURENCE.ORG



FAST & FURRIous



<http://www.anthrocon.org>

ANTHROCON

July 4th to 7th, 2013
Pittsburgh, PA, US

WILD KNIGHTS OF THE ROUND TABLE

APRIL 25TH - 29TH, 2013

LOOKING FOR
DEALERS,
ENTERTAINERS,
AND
ATTENDEES

FREE ACCOMODATIONS
WITH
PRE-REGISTRATION

ARTIST
GOH
FIREFEATHERS

PERFORMING
GOH
HUSKY IN DENIAL

6 TO 8 FREE
MEALS

SHOOTING
EVENT

ROBBER'S
CAVE
STATE
PARK

WILBURTON, OK

WILDNIGHTS.ORG



Year of the Skunk??!?

That's right! This year MFM celebrates Chinese New Years in our own special style!

What is Mephit Fur Meet?

The Mephit Fur Meet, or simply MFM, is a furry convention held every year since 1997 over Labor Day weekend in Memphis, Tennessee. What started off as a pizza party over a long weekend has turned in a full blown fun time drawing nearly 700 people from all over the United States, Canada and the world.

When and where is Mephit Fur Meet?

August 31 - September 2, 2012

Whispering Woods Hotel and Conference Center
Olive Branch, Mississippi

<http://www.mephitfurmeet.org>

GAMINGFOREVER.COM - ARE YOU A FAN OF VIDEO GAMES? ARE YOU A FURRY? IF YOU ANSWERED YES TO BOTH OF THESE QUESTIONS, THEN YOU'LL LOVE THIS NEW SITE DEDICATED TO FURRY GAMERS AND ALL THINGS ANTHRO IN GAMING!

SONICAGE ELECTRONICS REPAIR WE SERVICE TVS, STEREOS, COMPUTERS, VIDEO GAME CONSOLES, DIGITAL CAMERAS, AND MORE! ALL MAKES AND MODELS! -FREE ESTIMATES- CALL OR TEXT MESSAGE (321)-663-6244, OR EMAIL YAMAHAFREAK@CFL.RR.COM

HANDMADE AROMATHERAPY BATH & BODY PRODUCTS AND FURSUIT FRIENDLY SCENTS AVAILABLE AT ROGUE1717.ETSY.COM

FIND US IN THE DEALER DEN TO MAKE YOUR OWN CUSTOM BODY SPRAY!



furry4life.org

Megaplex 2013

Rock'n at the Hap!

Guest at Honor:
Fox Amore

July 26-28, 2013
at the Workgate Orlando Resort
in Kissimmee, FL



Megaplex is rock'n round the clock
Come experience the best
the 1950's had to offer!
Poodle skirts, greasers, burger joints,
Elvis, roller skates, you name it!
Hop on over to www.megaplexcon.org
for more information!

Also check us out at the following locations:

Facebook: <http://www.facebook.com/MegaplexCon>

Youtube: <http://www.youtube.com/user/megaplexcon>

Twitter: @Megaplexcon

Livejournal: <http://megaplex.livejournal.com/>

Furaffinity: <http://www.furaffinity.net/user/megaplex/>