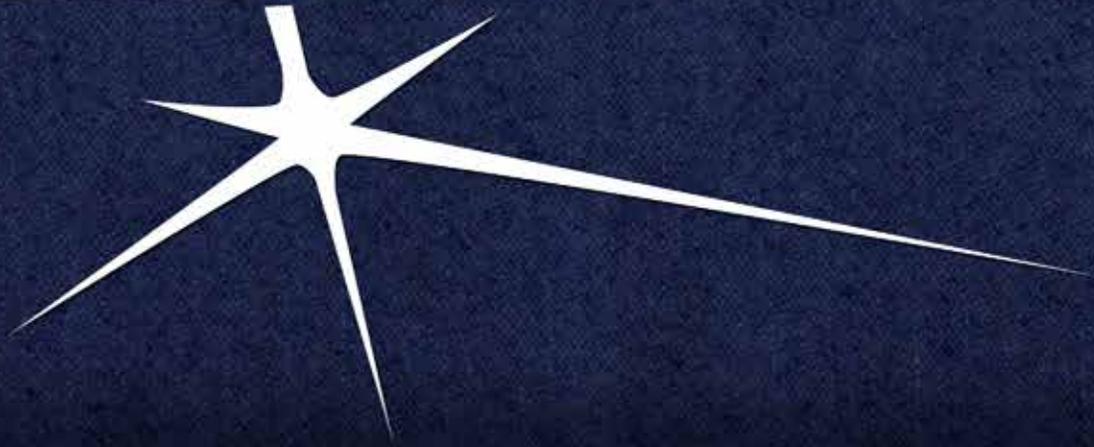




'73

**MEGAPLEX XII
YEARBOOK**





STAFF

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

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Lead: Carl Fox

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FURSUIT

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GREETINGS AND FELICITATIONS! FROM THE CHAIR

Welcome everyone to Megaplex 2013 where we'll be Rockin' At the Hop!

This year we will be celebrating those fabulous years when rock and roll was beginning to take shape, and your nearest jukebox was filled with music that made you want to kick off your shoes dance the night away.

As we look back to the past for this year's theme, we are also looking forward to our future with exciting changes for Megaplex. This year, the convention will be held in our new hotel, the Marriott Orlando Airport.

This wonderful new venue is an exciting change for the convention, and we hope our attendees will be happy with the new facilities. We are also very grateful that we have two extraordinary guests of honor with us this year. We hope you will give a warm Megaplex welcome to Fox Amooore and Tirrel. They will be providing discussions and entertainment for you that we hope will really make this year special.

We are also very happy to welcome the cast of "Fosgate: Ferret Loan Officer" to this year's convention. This original production has been performed at the Orlando Fringe Festival, and we are certain that Fosgate will be a smash hit with our attendees as well!

This has been a year of change for Megaplex. We are in a new facility, and we have expanded our staff in the hopes that we can put on the very best convention that we can for all of you. I would like to take a personal moment to thank each and every staff member who has worked so hard to make the convention what it is. It is no easy task to have a convention grow and expand...especially when it needs to relocate. The Megaplex staff has really gone to extra lengths this year to make the convention run as smoothly as possible. For the countless hours of work, the passion that each staffer has shown this year, and for their dedication to making this event a success, I very humbly and gratefully thank every single staffer for their effort.

There is someone else that deserves thanks this year. That someone, is you. You, the attendee who has chosen to make Megaplex a destination and a choice for you to spend a weekend. On behalf of the staff of Megaplex...we all thank you from the bottom of our hearts for being here and being a part of Megaplex. It is to you that we dedicate this year's convention, and we all sincerely hope that you will have a wonderful weekend filled with memories that will last a lifetime.

And now, without any further delays, let's get the music started! It's time for Megaplex 2013... and we're all ready to be Rockin' at the Hop!

KP

Megaplex Convention Co-Chairman



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MISSION

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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 2013, 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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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: Fox Amore	6
Guest of Honor: Cerberus	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

Argus "Warnndog" Warner
 © 2013. Screw Popularity 24

Arbok AKA Alex Trefur
 © 2013. I Love Lulu 11

Azflip
 © 2013. Swinging 50s Dancers 23

Cerberus
 © 2013. Megaplex Yearbook Front Cover

Cyan Glaciertoath
 © 2013. Megaplex Grease 5

Eduardo Soliz
 © 2013. Flukes at the Hop 22

Fuschia Possum
 © 2013. Megaplex Dance 15

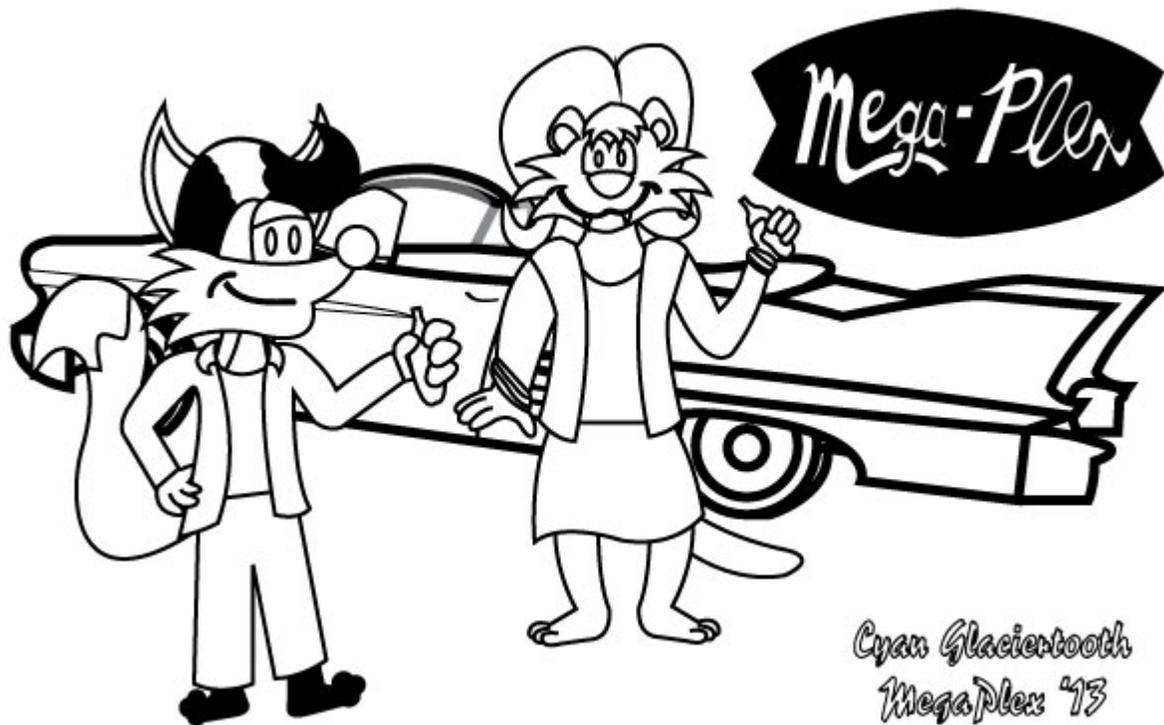
James "Southpaw Fox" Aikens
 © 2013 At the Hop 8
 © 2013 Love at Booth 5 8
 © 2013 Malt Shop Memories 29

Jigsaw Forte • www.lastresOrt.com
 © 2013 50s Specs Rat 9

Michael Folf
 © 2013. Megaplex Diner 38

Orlando Fox
 © 2013. Aaaay 3
 © 2013. Megaplex Band 21

Tani de Real
 © 2013. Megaplex 2014 Preview Back Cover



GUEST OF HONOR

FOX AMOORE



Fox Amore is a 27 year old professional Pianist and Keyboardist. He has performed in various places, from the Albert Hall, to the Cavern Club in Liverpool, as well as Internationally.

His music mainly consists of the New-Age and Orchestral styles with strong Piano lead. However he has also performed and composed in a number of others, including Jazz and to a lesser extent, Electronica/Modern Dance.

He has performed and composed for numerous acts and Media. As a composer, he has worked for Supervillain Studios with their Nintendo Wii production Order Up! He has also composed for Gamer Tonight, an acclaimed comedy video game parody show, as well as over various media and commercial products.

His original music is mainly the Orchestral and New Age genre, based strongly on Piano.

His cover work is done in his own style and he embellishes his own ideas, in an attempt to create a "new" song.

His work has been featured on Nintendo (Order Up! Out on the Wii) and has composed for numerous other flash animations and films.

CERBERUS



Cerberus (also known as Tirrel and Future Squirrel) is a British furry artist and animator. He is best known for his Flash animations, though he also produces still drawings.

His personal character is a white tail deer, but he also has a vast collection of other reoccurring characters that feature in his animations and art. These include the fictional cover band "the rockoons", Milo the poltergeist raccoon, business dragon and Katan the Aztec creature

Most of the work he produces is created in Flash, but he frequently tries one off experiments in other media such as wood, cardboard or digital painting.

Cerberus used to run a macrofurry webcomic named Not Big and Not Clever, hosted on Macrophile.com, but shut it down in 2006 to concentrate on other projects such as animation.

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

Megaplex has a wonderful new home for 2013 at the Orlando Airport Marriott in Orlando, Florida.

The Orlando Airport Marriott hotel is one mile from MCO Airport and boasts environmentally friendly facilities with unsurpassed amenities. Our hotel's Orlando Airport accommodations emerge as a contemporary masterpiece of luxury and modern delights with soundproof windows and premium bedding. Our revitalized fitness center features state-of-the-art equipment with an indoor/outdoor swimming pool. Conveniently located among Orlando Airport hotels, we are near Walt Disney World, Universal Studios, SeaWorld and Port Canaveral. Other nearby destinations include the Orlando Convention Center, UCF Stadium, Lake Nona, Burnham Institute, Medical City and Downtown Orlando. Featuring 29,700 sq ft of event space, our Orlando International Airport hotel's facilities are perfect for weddings and social events of all sizes. Discover a leader in style and service among hotels near Orlando Airport at the Orlando Airport Marriott.

- 24-hour airport shuttle with MCO airport just a mile away
- Nine story building with 471 guest rooms and 14 suites
- Free parking for convention attendees staying at the hotel (\$12/day for commuters)
- Newly renovated convention space
- A 100% non-smoking facility
- Pets are not allowed in the hotel (but registered service animals are always welcomed)
- On-site full-service LUXE restaurant and Fidalgo Bay Cafe coffee house, both open for breakfast, lunch, and dinner
- Interconnecting indoor/outdoor pool with pool-side bar and two hot tubs
- Free internet in lobby and public spaces (per-day fee for in-room internet access)
- Adjacent to Beachline Expressway for direct access to major attraction areas and the Cape Canaveral area beaches



Love At Booth #5



Dancing Until We Run Out of Quarters!

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

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 !

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 • furaffinity.net/user/kitsunerei/

CHAOSDOG

I will be offering a variety of traditional commissions unavailable online, such as colored badges, sketches, colored pieces and more! • www.furaffinity.net/user/wing-of-chaos

DRAGONMELDE

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

FOX AMOORE

Hey! I'm Fox Amooore and I will be selling all my latest and in Stock CD's, including Legends of Valanor, the Ballad of Midnight, Feel, and a special limited edition EP done by myself and Rhubarb the Bear.

GLOW DEN

GOLDENDRUID AND AMO

Long-time artists, first-time dealers. Stop by and say hello and while you're here pick up a badge or custom commission. Prints, bookmarks, and other goodies will also be available for purchase. We look forward to seeing you all at Megaplex!

GRUMPCAT AND CORGI ARTS

The art of FinalFlight and Arex. On-site commission including conbadges, prints, originals, and an assortment of crafts.

KASSI AND MINERVA CO.

Consisting of two teenage girls and a father, Kassi and Minerva Co. is a fine arts retailer. Our small crew will be making our debut at Megaplex 2013, selling all sorts of goodies. We expect to have badges, art commissions, and a handful of art cards ready by both artists, Kassi and Minerva. Since Kassi is the master of all crafts, she will have pre-made charms along with fleece props. Although unconfirmed, Kassi might be selling custom-painted pulls from her traditional Japanese resin molds. Even if you don't buy, be sure to say hi! We don't bite! Minerva's DeviantART: <http://legiteratecrash.deviantart.com/>

LITTLE TALES

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!

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!

SAMMY AND GUGS

If you're a regular at Megaplex you'll remember our two faces from the dealers den! We'll be back again this year with all your commission needs!

SIHU

This shy bison will be offering up various crafts and artwork. Need a prop for your fursuit? Swing buy and pick up an emoticon bubble or a dapper 'stache to show everyone how classy or fun-going you are! I'm a fairly new artist as well, so I'll be offering up some rather cheap badges and possibly some prints of my original artwork!

TIGERDILE!

Tigerdile is the collaborative effort of TanabiGoat and Caribou, the crazy hoofers behind the streaming site Tigerdile! Meet them and get fine arts!

**LS
FOXENAWOLF**



PROGRAMMING AND EVENTS

OPENING CEREMONIES

Kick the Con Off Right with Opening Ceremonies and meet the staff, board and Guests Of Honor!

BOWLING!

Megaplex is continuing its tradition of hosting an Off-site Bowling Outing for Megaplex XII: Rocking at the Hop. This is a fursuiter-friendly outing Thursday evening, with an indoor changing area for costumers and plenty of water available. However, it's not just for fursuiters - any and all attendees of Megaplex are welcome to participate.

BREAK THE ICE!

With 10+ Years in the Theme Park, Entertainment and Hospitality industry, Puck has perfected an ideal method for breaking the ice and meeting new people and turning them into friends. Come join Puck as he shares his 4 step method with you, teaching you the ins and outs of opening up and turning strangers into companions! With his background in entertainment and improv comedy acting, he is sure to make this a panel you'll enjoy from beginning to end.

BUCKTOWN TIGER LIVE!

It has been five years since Bucktown Tiger played his first fursuit concert, right here at Megaplex, and the keyboard cat is ecstatic to return to where it all started! Bucktown's repertoire ranges from classical to classic rock, from 50's to 50-Cent, and he even does original songs and parodies, so feel free to sing along as he embarks on a musical journey with you!

C.A.R.E

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. There will also be a photo op with some of the animals, with all proceeds going to C.A.R.E!

MEGAPLEX DANCES!

We have a full roster this year, with DJ F.Aux, DJ Firr, DJ Kai-Core, DJ Recca, DJ Sparkles & DJ Takum working the dance floor, with DJ MegaWolf manning the Pool Party and DJ Cosmik finishing up with our Dead Dog party!

MEGAPLEX DEAD DOG PARTY

Open to attendees and staff alike, come finish off Megaplex 2013 in style, hosted by DJ Cosmik!

DESSERT SOCIAL & POOL PARTY

Come enjoy a dessert and hang out with friends while you get ready to enjoy the evenings events, courtesy of Megaplex! All DJ'd by MegaWolf!

FEEDBACK & CLOSING CEREMONIES

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

FOSGATE: FERRET LOAN OFFICER

It's Shakespeare meets Monty Python! When the animal residents of modern-day Blackpool, England need extra cash, they turn to Fosgate in this slapstick musical sendup of The Merchant of Venice, written by Rhubarb The Bear (author of last year's smash hit "Julie Bunny Must Die!")

FOX AMOORE IN CONCERT

Come enjoy the musical styling of one of our guests of honor! Making the long trip from overseas to perform some of your favorite selections from this wonderful artist!

FUNDAY PAWPET SHOW

A 2 hour live performance of the long-running Funday Pawpet show; you get to see it all happen live. Come hang out with all your faves, Mutt, Ezra, Poink, Blitz and many others with surprises, variety show events and even interviews with our GOH's!

FURSUIT ANIMATION 101

Recently purchase or create your own fursuit? Want to give it a personality, or get ideas of ways to interact while in suit? Well, we'll try and give you a few basics. Hosted by a professional character performer, Brace Bear

FURSUIT ENTERTAINMENT FUNDAMENTALS

A panel in which Matsi Wuff shows attendees things to keep in mind when planning a performance, basic stage layout, crown manipulation and tips on fursuit creation for entertainment.

FURSUIT GAMES

Our very own round of Furry Fursuit Fun & Games! Come test your skills or cheer folks on with your hosts, Kuddlepup and Wildwolf!

FURSUIT MEET AND GREET

Have you seen a suit on FurAffinity, the Fursuit Database, and other furry sites on the web and wondered who that was? Well, here's your chance to meet other suiters at the Con and make new friends or visit with those you already know! Hosted by Brace Bear.

MEGAPLEX FURSUIT PARADE

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

FURSUITER CHARADES

Come and have some fun with our fursuiters as we play really challenging games of charades. As the clues get progressively harder, the performances get more hysterical. We pull the contestants right out from the audience...so come ready to have a lot of fun with your host Kuddlepup!

FURSUITING 101

Interested in fursuiting? Don't know where to start? Come by this panel to get an in depth discussion on the basics of fursuiting. We'll cover buying your first suit, creating a character, taking care of your suit, and performance. This panel is welcome to newbies and experienced suiters alike, and will be hosted by an experienced performer willing to answer any questions you may have. If you have a suit and want to better perform or are just interested in getting a suit in the near future, this is a great first step. Hosted by Ty Fusky!

FURSUITING 102: ADVANCED PERFORMANCE

Ever wanted to take your fursuiting above and beyond just conventions? Come join us for a panel all about advanced suiting techniques covering topics like suiting in public, suiting for charity, and tips and tricks on performance. This panel will also include a workshop so we encourage participants to show up in suit for a hands-on teaching session on performing. Hosted By Ty Fusky

GETTING YOUR WORK INTO PRINT

This is an interactive panel with Keefur, a digital printer, on how to best approach getting your writings and art into print. Subjects covered are how to save costs preparing your work for the printer, find outlets for your work, and how to promote your work. Specific questions or problems are welcome. Hosted By Keefur

INFLATABLE ANIMAL TOYS MEET-AND-GREET

The Inflatable Animal Toys Meet-and-Greet panel will be a place where those interested can view and interact with large, custom-made inflatable animals, commonly referred to in the community as 'pooltoys' or simply 'toys'. There are many members of the furry community interested in this subject and the turnout could be very good! Hosted by Silverwolfoneofmany

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 3rd annual Iron Artist Competition. Challenge yourself with different media, what experienced artists say about your style! Check out the tables in the lobby for more information. Hosted By Dingoroo!

JAPANESE GAME SHOW EXPERIENCE

Ryuu is up to his crazy antics yet again. Come immerse yourself in a wacky gameshow inspired by the land of the rising sun! Be sure to look forward to games, prizes, and entertainment all around!

KARAOKE

Come show off your singing abilities, or lack of singing abilities, in our late-night Karaoke event on the main stage! Running both Friday and Saturday nights!

MEET THE GOHS

Come to this interactive Q/A session with our two Guests of Honor: Fox Amooore and Tirrel. Hosted By Kuddlepup

MEGAPLEX BANDSTAND

Come and bop your time away on the bandstand, it's the Megaplex Bandstand! This show is for fursuiters and non-fursuiters alike! If you like to twist, stroll, or do any of those fun sock hop dances, then this entertaining program is one you'll want to be part of. Hosted by Kuddlepup, with Special guest performer: Fox Amooore!

MEGAPLEX CHARITY POKER TOURNAMENT

Please join other poker enthusiasts for a 1-day charity poker tournament. The tournament will be a no limit, Texas Hold Em game with all proceeds being donated to the CARE Foundation. Help support the charity and play poker in the process! Hosted By Dingoroo!

MEGAPLEX DANCE COMPETITION

Have a fursuit and a love of dance? Show up during the audition times Friday night or Saturday after the parade to show us your stuff! Make sure you bring your song on a USB drive and be prepared to wiggle that tail! Hosted by Ty Fusky

NOT YOUR MAMA'S DANCE

A multi-award winning dancer teaches a simple yet exciting dance workshop. Get moving with a combination of hip-hop and modern jazz in a high energy dance. this isn't what other cons have had because the teacher knows what he's talking about. Open for all ages and all skill levels welcome. Hosted By Nanook Moonson!

PUPPETEERING 101

Want to learn the basics of puppeteering? We'll teach you a few moves to get you started on the path. Hosted by Brace Bear

RHUBARB THE BEAR: MAXIMUM FUR&B

Rhythm and blues never goes out of style! Hot guitar licks, cool piano riffs, soulful vocals (for a bear, anyway). Rhubarb's rockin' solo show will challenge your perception of bears as mere porridge eaters or shills for bathroom tissue. Expect special guests at this performance, notwithstanding Rhubarb's manager, who shall remain nameless and hopefully off premises...

UNCLE KAGE'S STORY HOUR

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

WRITING TRANSFORMATION STORIES

Talk about the writing of stories where people turn into something else! We can also get into more general furry writing topics. Hosted by Kris!

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 2014 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 2014 (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 accouterments. 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 accouterments 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.



FLUKES AT THE HOP

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Drift Tide was dressed in his Sunday best. He walked up to the Cuttinchute High School Gymnasium, stopped and adjusted his collar. He respectfully tipped his hat and said "Ma'am" to the assistant principal at the door before entering the gym.

The young orca-dragon tucked in his wings and was careful not to get his long tail caught in the door. The Fall Sock Hop was in full swing inside the gym. Young furs danced to music while teachers and chaperones watched over them. Other students milled around the dance floor or sat on benches that had been set up for the occasion.

Drift started looking around the gym for his friends but quickly grew distracted by the girls. He let out a sigh; most of them were there with their boyfriends. His gaze soon focused on an orca-girl that was sitting all by herself. Misty was a new student, she had moved to Cuttinchute during the summer with her family. She looked sad. Being the gentleman that he was, Drift walked over to see what was troubling her.

"Hiya, Misty. Do you mind if I join you?" He asked.

"Oh. Hey, Drift. Sure, have a seat." Misty said with very little enthusiasm in her voice.

"Thanks." Drift said before taking a seat next to her. He was careful not to sit too close. "Are you alright?" He asked.

Misty waited a moment before answering: "Not really," she said, "I want to dance, but every time I walk out I see all these ugly looks coming from everyone." Misty unsuccessfully tried to hold back a tear. "It's like they all hate me." She sniffed.

"Well now, that ain't right," Drift angrily said. "Come on, Misty, I'll dance with you." He offered. Misty hesitated before letting out a quiet "Okay." Drift stood up and waited for Misty to freshen up before offering his hand. Misty took it and they walked to the dance floor hand in hand.

A slow song started to play as they stepped onto the dance floor. Drift noticed the other dancers were moving away from them. "And just what is yíalls problem?" He said out loud.

A grey dog with orange paws approached Drift and started to explain: "Drift, I need to tell you something. The problem is..."

Drift was having none of it, though. He pointed a webbed finger at the dog and insisted: "Look, Okie, I don't care about whatever problem everyone seems to have with Misty. She is going to dance and that's that."

"Oh-kay." Okie said. He shrugged his shoulders and returned to his dance partner.

Drift took Misty in his arms and they began to sway to the music.

"Feeling better?" Drift asked.

"Yeah. I am. Thanks." Misty replied.

"I imagine it ain't easy being the new girl in town." Drift said.

Misty sighed. "I'd like to say that you get used to it, but you really don't. It's one of the joys of being an army brat." She said.

"I must say, for being a brat, you're a very well rounded gal, Misty." Drift observed.

"Isn't it rude to talk to a girl about her weight?" Misty playfully said.

Drift blushed. "I didn't mean anything by that!" He blurted out.

"I know, I know. I'm just goofin' with you, dork-a." Misty replied with a smile.

"Gee, I've never heard that one before." Drift said, smiling back. They continued to dance, and paused as the song finished. A faster song started and more furs entered the dance floor. Drift noticed that they didn't seem to mind Misty's presence anymore. He let out a sigh of relief.

"Ooh! I love this song!" Misty exclaimed.

"Doesn't ring a bell for me, maybe I should sit this one out." Drift said. He turned to leave but Misty grabbed his hand and pulled him back.

"Oh no, you're not getting off that easy."

Shake your tail, partner!" Misty said. She took a step back and began gyrating to the beat. Drift looked at Misty's feet and tried to follow her lead. He did his best but was clearly out of his element.

Drift felt his tail hit something. He glanced over his shoulder and saw a cat girl on the floor. "Oh! I am so sorry, Miss." He said. He helped her to her feet.

"You should be more careful, fish-boy!" the cat girl said with a hiss before walking away.

"I'm not a...oh, never mind." Drift said. He turned around and looked for Misty. "Oh, no." he said. Misty was dancing with complete abandon and was smacking dancers left and right with her tail.

Drift quickly dashed over to Misty and grabbed her arms to make her stop.

"Hey! What are you doing?!" asked Misty, confused.

"I think I figured out why you were getting those ugly looks before." Drift said. He turned her around so she could see her classmates scattered on the ground. Misty gasped in shock.

"Oh my gosh! I am so sorry, everybody!" she pleaded.

"Nothing personal, Misty, but maybe we should wait until they play Cotton Eyed Joe," Drift said. Misty nodded her head in agreement. The pair slowly and carefully left the dance floor.



SCREW POPULARITY

©2013 ARGUS "WARNNDOG" WARNER

Michael glanced at his watch. His heart raced knowing that he wasn't far from the library, increasing his efforts he picked up his pace. He turned the corner, running down the hallway. He eyed his time piece half expecting the hands to move backwards. Then something pushed against his right shoulder. Michael growled with irritation until he realized that he bumped into someone, so he stopped to take a look behind him. The wolf's eyes shot open with horror as Dean Harding stood before him. His brown eyes just stared at him, accompanied with his wicked smile and imposing frame all wrapped up in a leather jacket almost convincing Michael to run in the other direction. Instead he dropped his book bag.

"What's the problem Dirt Wad? You should watch where you're going," the lion growled.

Michael gave a sheepish grin picking up his bag off of the floor. "Your right Dean, you're absolutely right, I should have watched where I was going, so if you excuse me."

"Uh-uh!" Dean grabbed onto Michael's shirt. "I'm not done with you yet"

"Now let's not overreact, a new episode of "Leave it to Beaver" comes on tonight, and I would like to be alive to actually see--" Michael's voice shook as the shirt collar pressed into his neck.

--"Shut up!" Dean growled dragging him across the hall. Michael kicked his feet as he failed to grab his captor's forearms. Dean's only response was a slight smirk as he threw the locker open.

"No, No Dean, I'm claustrophobic, I c...can't..." The wolf trailed off as he increased his efforts for his freedom. He pressed his feet firmly on the floor as both of his hands finally grabbed onto Dean's arm. The lion didn't seem phased, he probably expected a struggle but he didn't expect Michael's fangs as they pierced his skin.

The lion roared in pain as he swung his head around glaring at the wolf. Michael went limp, as he began to contemplate the wisdom of his past actions. Dean wasted no time rearing back

his fist. Michael knew he didn't stand a chance, but feeling as if he had no other choice he fought back. He reared his fist back and lunged forward.

Dean smiled at the junior and if Michael's eyes were open he might have seen a brief moment of respect pass between them. The wolf's fist made contact, although he didn't know what part of Dean's face he engaged with. He then clenched his eyes further preparing himself for any blows to his own fragile body, but nothing happened. With some trepidation, Michael took a chance peeling back his eyelids, just to see Dean sprawled out on the floor, his hands cupping his groin.

"Michael!" Eric's voice echoed down the hall, along with the Librarian's. The bell rang for first period break and students began to walk out of their classes just in time to catch a glimpse of Michael, a nobody, standing over the limp body of Dean, the school bully. The wolf knew his whole entire world would change.

"So tell me everything," Eric stated as he set his books down on the library table. The wolf glanced up at the fennec, sighing.

"Where should I begin, before or after my suspension?" Michael just smiled, as he continued to catch up on some math homework.

"Look, the whole school is talking about it. The boy who managed to knock down Dean Harding," Eric smiled through Michael didn't seem to acknowledge him.

"Hey, are you Michael Evans?" A voice spoke above them. Michael looked up to catch an otter extending out his hand to him.

"Yes?" Michael said raising an eyebrow as he reached up, grabbed onto the otter's hand and gave him a firm handshake.

"Name's Derek, and I know we haven't talked much in the past, but I was curious if you would be interested in coming to a little party I'm throwing together this Friday."

"Wait, you don't mean Derek Johnson of the boys swim team," Michael stated.

"Well I didn't know I was that well known around here, but yes." Derek smirked as he reached into his pocket pulling out a small piece of paper, then he looked over at Michael's pencil. "May I?"

The wolf nodded and the otter proceeded to write down the information. Then he folded it back up, handing it over to Michael. "It'll be cool to have you there, I've even manage to sneak past my parent some new Rock and Roll LP's, should be a swinging party."

"Cool." Michael smiled as the otter turned around and began to head out the library. Eric smiled at Derek but he took no acknowledgement of his existence.

"So do you think he's serious about this?" Michael just glanced at Eric. His head hung low with disappointment.

"Sure why not? Go on, I'll just sit at home by myself, listening to my parent's gawd awful jazz--," The fennec began.

"--Darn it Eric, do you want to come with me?" Eric sighed.

"Can I?" The fox's ears perked up.

Michael nodded, feeling the onset of another long week.

Michael dragged himself closer to the door, now only a few feet from the entrance of an immaculate two story home. He then reached for the doorbell as his hand froze only a few inches away. Michael stood there for a moment, taking a few deep breaths as he began to wonder if this has all been a mistake or worse some massive prank. The more he thought about it the more ominous the whole situation felt for him.

"Well are you just going to stand there, or are you going to ring the doorbell" Eric yelled.

"I'm getting to that!" Michael growled as he propelled his finger forward, pushing the button. A few moments later, the door swung open, revealing Derek behind It.

"Hey Michael, how are you doing, come in" The otter smiled holding the door. The wolf took a

few steps forward as the otter wrapped his arms around his shoulder guiding him in. Michael nodded walking in as the door began to close behind them, Eric reacted rushing forward his tail only missed the door by a few inches.

Michael's jaw dropped as he caught sight of everybody at Derek's party. There was Sharron, the vixen who was the head of the cheerleading squad, Dustin, a large wolf, was the quarterback and Joshua, a cougar, was considered to be one of the best linebackers the football team had besides being the captain of the wrestling team. Derek smiled as he pushed Michael forward, introducing himself to everyone as all of them started to hound him for questions. Michael was lost for words as he started to feel like some famous Hollywood Movie star.

Eric, unfortunately, met with very little fanfare. Though he didn't mind, he was just happy to be here at the party. After wandering a few minutes the Fennec decided that it would be best to search for Michael. It didn't take him long to find his best friend, sitting on the couch with Sharron. Both seemed to be engaged in conversation. Eric also noticed Michael had an unusual grin plastered across his face, and after staring for a moment, he decided it would probably be best to leave them alone. The fox then turned around and began to head towards the dining table, thinking he could grab some refreshments.

"Excuse me, what do you think you're doing?" a high pitched voice screeched behind him.

"I'm sorry" The fennec turned around to find Sheila, Derek's older sister.

"Who invited you?" Sheila raised her voice.

"I'm with Michael, Derek invited us" Eric said meekly.

"DEREK!" Sheila yelled, as Eric stood there frozen.

"What is it Sis, this better be important" The otter stated.

"Did you invite HIM?!" Sheila pointed a finger down at Eric. The fox glanced up, hoping to

catch some expression of recognition.

"No! Who are you?" Derek sighed.

"I'm Michael's friend" Eric's gritted his teeth as he folded his ears back, dropping his tail.

"Look, why don't you wait outside as I clear this up with Mike" Derek smiled as Eric found himself being pushed toward the door. The fox gave very little resistance, stepping outside as the door slammed behind him

Michael preoccupied himself gazing into Sharron's eyes, as one of Elvis Presley's latest singles serenaded them in the background. A moment of awkward silence passed between them, as Michael leaned closer to the vixen, pining for her affection. Sharron reciprocated as she began to lean forward moments away from a kiss. Michael held his breath and then it all came crashing down as the tall Grandfather clock nestled in the corner of the living room rang over Derek's record player. Michael panicked as he heard ten gongs, knowing his parents had set a strict curfew of eleven O'clock.

"Shoot, I've got to go, but we'll talk later," The wolf grinned at the vixen. The vixen smiled only giving Michael a small lick on the muzzle. Michael grinned as he pulled himself away and headed toward the door.

Michael still found himself lost on cloud nine as he opened the front door only to confront Eric. With arms crossed he glared at his best friend.

"What the heck are you doing out here?" Michael stated.

"Really, after three hours of standing outside, it never occurred to you to look for me!" the fennec growled as he turned around heading for Michael's car.

"Look I'm really sorry Eric. I probably should have check --" Michael began.

--Should have!" Eric grinded to a halt.

"I understand you're angry, but you've should have seen Sharron, she was like all over me, and I was like really, would you like to date and I was --"

"Oh, just shut it. I'm so GLAD you enjoyed yourself. Let's just go home." Eric turned around glaring at the wolf.

"Damn it Eric, why can't you be happy for me? All our lives, all we ever talked about, won't it be cool if we were one of them. If we were one of the cool kids."

"Yeah, I'm real happy for you Mike. For two hours I twiddled my thumbs, doing absolutely nothing".

Michael stood there and stared at the fox. Clenching his fist, the wolf took a few deep breaths as he began to walk forward. "Fine! Be that way, if you want to remain jealous about my popularity, then that's fine with me."

"Good, are we going now?" Eric yelled.

"Fine, get in the car," Michael responded as he pushed past the fennec and headed straight for his vehicle.

Michael felt good. No matter where he walked he held his head high, his chest protruded out and his tail raised. It seemed as if no one ignored him and everyone gave him either a nod or a smile. Everyone that is, except his best friend. They say that time heals all wounds, unfortunately two days wasn't enough for Eric. There was an empty seat at the library this morning and when he caught sight of him walking in the hallway yesterday, Eric gave him the cold shoulder. Michael even noticed that Eric avoids his gaze.

Michael sat at his usual spot during lunch alone. Why couldn't Eric just grow up? Shouldn't his best friend be happy for him? Is it possible that Eric was jealous? The thought hadn't really crossed his mind but he began to fear the possibility.

"Hey Mike," Derek spoke. "Why are you sitting by yourself? You can sit over at our table"

"Really?" The wolf smiled at the otter. With little hesitation Michael stood up, picking up his tray he followed the otter. That's when he caught sight of Eric coming in to the lunchroom. Eric and Michael both exchange glances and then two seconds later, turned their heads away.

“DIRT WAD!” a loud voice roared across the lunchroom. Michael dropped his tray as he turned around. Apparently either Dean broke his suspension or it wasn't as long as he thought. “I've got a score to settle with you”

“Oh Dean, what a pleasant surprise” The wolf's head and tail lowered as the towering lion walked right up to him.

“Look up at me you idiot” The lion growled. Michael glanced upward. “Look, I want my honor and my reputation in order, and since I would rather not have a repeat of last time. I'm initiating a challenge. You and me, tonight at the Drive in Movie theatre, we play chicken”

The wolf met with Dean's gaze and then shot his sights over at Derek. The otter's eyes were wide with anticipation, including everyone else who watched him. His body froze and his gaze never wavered. Come on, he thought, he was the boy who single handedly brought down Dean Harding with one blow. That event became the foundation of his popularity, he couldn't allow himself to be undermined and so he did what any teenage High school student would do. He raised his tail, perked up his ears and accepted Dean's challenge.

The temperature dropped a few degrees that night and only half a moon hung in the air. When Michael arrived at the drive in, only seeing a few individuals. Unfortunately two of them had been Sharron and Dean. He was of course driving up in his father's brand new 1957 Chevy Bel Air. It was something his father prided himself on and he figured that if he lost at this game more than just his popularity was going to be tarnished. As Michael stepped out Derek approached him, giving him a good pat on the back.

“Hey, you're actually here” Derek smiled, then turning his head slightly back he yelled. “I guess you guys owe me then.” Michael raised an eyebrow at him.

“We had a bet going, anyway you want a cigarette?” Derek dropped his arms as reached into his pocket grabbing a box.

“I tried one once, I couldn't stop coughing for at least a minute, I'm convinced those things aren't healthy” the wolf stated placing his hand into his pocket. ‘

“Nonsense, you should give it a try again, I'm certain if these things aren't healthy for us, the cigarette company would have let us know by now” Derek smiled.

Michael then caught sight of Sharon, the vixen looked gorgeous dressed in a pink blouse that hung down to her ankles clinging to her hips quite nicely. It left a lot to the imagination.

“There's my big and brave man!” Sharon stated as she approached the wolf.

“Well hello to you too.” A large grin began to creep across the wolf's face.

“You know, I would like to come to this Drive-in one day on different terms... Like on a date”

Michael just nodded his head in agreement as the sound of engines revving up in the background broke his concentration. Dean stepped out of his Ford Thunderbird and gave him a glare.

“Let's go Dirt Wad!” Dean yelled as he disappeared back into his car and began to speed off toward his starting position.

“Well I guess that's my cue!” Michael sighed as he quickly leaned over giving Sharon a kiss.

“Wait! Michael, you don't...have too...” A small voice yelled from across the parking lot.

“Eric” Michael whispered.

“Is that the fennec, what's that dufos doing here?” the otter stated grasping onto his cigarette. “You know that guy was at my party claiming he was invited”

“He was invited, he's my best friend” Michael raised his voice.

“Poor choice of friends” Derek laughed as he took another hit on his cigarette. Michael just glared at him as Eric finally reached him..

“Mich...Michael... Please, I know.... we had that fight....but you don't have to do this” Eric stated as he bent over, both hands held onto his knees and he was doing his best to catch his breath.

“Eric, I have to do this. I have no choice”
Michael leaned over and placed a hand upon the fennec’s shoulder.

“That’s the spirit, Michael” Derek gave him another pat on the back.

“YOU SHUT UP!” Eric yelled as he stood up.
“I’m tired of this. Michael, you may be popular now, but if you die, what does that do for you? Nothing. And I don’t know what I will do without you...I love you Michael” The fox just stood there, his eye darted between Derek, Sharon and Michael, who had the oddest look of them all. “Yeah, Uhm in a non-homosexual way”

“This is getting too weird, I’m outta here. I’ll see you soon Michael” Shannon stated as she turned and began walking to the road. Derek just dropped his cigarette to the ground and gave an odd smile at the wolf before he walked off. Michael just gave his best friend an odd stare as Dean blared his horn in frustration.

“Well thank you Eric, for those...uh...touching words” Michael stated as he opened the door to his vehicle.

“Michael please, didn’t anything I say made sense. You don’t have to do this. You’re the only friend I have in the world” Eric pleaded one last time.

“Look Eric I appreciate that you care, maybe a little too much” Michael stated as he looked at him situating himself in his car seat. Eric just sighed. “But I have to do this, I can’t explain it, I just do”

Eric stood there with his eyes focused on Michael as the wolf closed the door and started his vehicle. The car roared, as if in anticipation, speeding down the road toward the starting position. With his head hung low Eric turned around and began to walk back home. He couldn’t stay and he couldn’t watch.

Michael got into position and honked his horn once. This signaled to Dean that he was now on the opposite end of the road. He would only have about ten seconds, before theoretically, both cars would make impact. The wolf took a deep breath as he looked at Dean’s car ahead of him.

Sharron walked out into the middle of the road as she held up a tacky red handkerchief. Michael gripped the steering wheel as perspiration began to build beneath his pads. Then his mind began to recall the events of the past week, everything he’s been through, all what he fought to protect. The handkerchief went down, Dean revved up his engines one last time and he was on his way. Michael reached over, hesitated and then shifted the car into gear pressing the gas. The car immediately went into reverse as the wolf looked behind him, turned the car around, shifted back into 1st gear and drove off.

Eric was still walking home as he heard the sound of a familiar engine roar behind him. The fox stopped and turned his head as Michael’s familiar Chevy Bel Air approached him. Eric’s ears perked up as the car came right up to him. Then the window rolled down revealing a grey wolf with a large grin.

“You know what, I love you too Eric, in a non-homosexual way” Michael said as he opened the door for the fennec. Eric didn’t hesitate and jumped in.

“So, I take it that you didn’t win” Eric said as he buckled himself in.

“You would be correct sir, but you know what?” Michael responded.

“What?”

“Screw popularity, it isn’t worth it.” Michael then hit the gas as he shifted the Bel Air into gear and drove off, distancing himself from the crowd.

MALT SHOP MEMORIES

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AIKENS

An older raccoon couple was sitting on the porch of their home. Their children had long since moved out and had families of their own. When they saw their grandchildren, the couple thought about how life was when they were their grandchildren's age.

"Remember when we were their age Celene?" Karl asked.

"Yes, I do. Those were much simpler days."

"We were young and didn't have much responsibility. I remember how we spent so much time at the malt shop."

Celene sighed. "Ahh, those were the days. I remember it like it was yesterday."

"I remember the music that was playing on the jukebox. The music was all about having fun. There were some who were always up dancing. They loved every song that played. Some would never dance, regardless of what was playing. I remember how many dances we shared. I don't know how many times we danced when we were both really too tired to dance. I remember the fast dances, but I really remember the slow dances when we looked into each other's eyes."

"And that's when I knew we were meant for each other," Karl said. "I remember the dancing, but I also remember sharing I don't know how many milkshakes. I don't know if others thought we were that much in love or if we couldn't afford our own milkshakes. You know, I think they had the best food there, too. It probably wasn't the best food for us, but we didn't care."

Celene chuckled.

"I also remember all the times we would go riding in your car," she said. "We would put the top down every chance we got. I lost track of how many times I had to explain to my dad why my hair was so messed up. There were times when we should have left the top up, but we didn't care. The wind rushing through my hair felt so good. I'm surprised that my long hair didn't get in your face more than it did."

"I remember all the rides that we would take

together. I could fill the car up with gas for just a few dollars and then we would go to the movies. After the double feature, we would go to the malt shop. How many times did we stay there until they almost threw us out so they could close for the night?"

Celene laughed as she remembered the times that they were almost thrown out because they were there so late. A few times they got away with not paying for their meal because the employees were more interested in cleaning up and leaving than making sure Celene and Karl paid for their meal.

"I remember spending clear nights sitting in the car with the top down and looking at the stars," Karl said. "We would try to count the stars, but we always lost count. The night we saw a shooting star, I knew that was the night that I was going to propose to you."

"We walked paw in paw everywhere that we went. Most of the time, that wasn't a problem."

Celene chuckled. "Except for the time I tried to roller skate."

"Yeah, I remember both of us being in bandages and on crutches after that."

"Well, we didn't know that we weren't really built to roller skate."

Celene and Karl both laughed. They continued to reminisce for about an hour so, and then they began to think about their grandchildren.

"Do you think our grandchildren will get to have any experiences like we did?" Celene asked.

"I don't know. Their world is so much more complicated than our ever was. Their world is full of electronic gadgets. They hardly have to think anymore, something does it for them. They don't even have to go out to do anything. They just stay at home all of the time. They talk to their friends on the computer instead of seeing them face to face."

"Yeah, I'm afraid that you're right. Those days are probably long gone. It's too bad that they probably won't have the good times that we had."

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