

MEGAPLEX

COPS AND ROBBERS 2015

JULY 31ST - AUGUST 2ND, 2015 - ORLANDO, FLORIDA





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Special thanks to our creative conbook contributors!
 Arle (p7), Azflip (p27), Breakr (p32), Fablefire (cover, p6),
 GoldenDruid (p3), Jinx Wolf (p21), Kim Jones (p1), Kittrel
 (p22-23), Lil Honey Pup (p18), PurryFurry (p17), Raven-
 Lock (p25-27), Raze Jackal (p4), Southpaw Fox (p32),
 Thomas Steele (p28-31)

CRIME SCENE DO NOT CROSS

GREETINGS
MEGAPLEX CITIZENS

Welcome to the fourteenth annual Megaplex convention! My name is Pounce the Panther, but you can call me Officer Pounce. I'm here to keep this convention from going to the dogs.

This year's theme is "Cops & Robbers." Are you one of the good guys or one of the bad guys? On patrol or on the run? This weekend, will the side you pick get the upper paw?

You'll like what we've got in store this year. All the classic events are back - the fursuit games and parades, the dance competition, games and tournaments, dances and pool parties. Members from all corners of the community offer a variety of new and unique panels. The main stage will be graced once again by musical performers Rhubarb the Bear, Cosmik, Husky In Denial, Fox Amooore and more. And there is the exclusive, ongoing Furry Escape Room Experience: Can you find the clues and crack the code? Find the events that pique your interest starting on Page 16.

We're excited to welcome our honored guests of the weekend. They are artist FableFire, bringer of adorable fox art, and engineer Fizz Otter, keeper of lasers and pygmy goats. Learn all about them on Pages 6 and 7 and be sure to catch their panels!

We're equally honored to support our returning charity organization: As much as it is my own duty to protect my fellow furries from bandits, it is the hard-working folks at The C.A.R.E. Foundation who perform year-round to protect hundreds of animals (small critters, bears and big cats like myself, and everything in between) from the very real forces that oppose them, natural and otherwise. Find out more about what C.A.R.E. does and how you can support them this weekend on Pages 12 and 13.

We're so glad you can join us this year and be a part of the fun! Megaplex would be nothing without the cheer and charm brought along by each and every one of you. Whether you see yourself as a cop or a crook, we cherish your company incalculably.

So let's get the con going and have a fantastic weekend of Furry Fun and Florida Sun! *Starting right meow.*

Pounce the Panther
 Megaplex's Official Mascot

art by: Kim Jones / KJBat
furafinity.net/user/kjbat



SHERIFF ROSTER

Pawpet Live Experience Inc. is a class C corporation operating out of the State of Florida.

PLEx Inc. Board of Directors:

President: Randy Fox
Vice President: John Cole
Board: Kyle Bergeron
Matthew Pence
Erik Johansen
Carlton Hurdle Jr
Richelle Fretwell

*The following people make Megaplex happen.
Thank you for all of your hard work!*

ART: mp-art@megaplexcon.org

Art Director: K.P.

AUDIO/VISUAL: mp-av@megaplexcon.org

Audio/Visual Director: STiTcH
Audio/Visual Lead: Alakai
Audio/Visual Staff: Blue
Furry Crew Chief
GinoDaHusky
Karahkwa Tsitsho
Metric
Romeo Rabbit
Satyros Drakon
Scooby
Sugio
Yappy Fox

CHARITY: mp-charity@megaplexcon.org

Charity Auction Lead: STiTcH

CON OPS: mp-conops@megaplexcon.org

Con Ops: Amythest
Info Desk Lead: skippyfox
Info Desk Staff: Arche De Katze
Helios - Aelix
Public Relations: K.P.

DEALERS DEN: mp-dealers@megaplexcon.org

Dealer's Den Lead: Gen
Dealer's Den Staff: Merrihop

GAMING: mp-gaming@megaplexcon.org

Gaming Track Lead: Inukaza
Board Game Assistant Lead: Kawanii
Video Game Assistant Lead: Seth Arkada
Gaming Track Staff: Demet
KyoTheGreat
Modesto
Maldonado Jr
Sekioh
Starrik Kyrubui
Storminu
TakuaWotter

HOSPITALITY: mp-hospitality@megaplexcon.org

Hospitality Director: Shymatsi
Hospitality Suite Staff: Nyght Panthyr
Xenon Darrow

IT: mp-it@megaplexcon.org

IT Director: Hino
IT Staff: Crenn Tive
Digiroom
Torien

LOGISTICS: mp-logistics@megaplexcon.org

Logistics Director: Yappy Fox
Logistics Staff: Aurius
Scooby

PHOTOGRAPHY: mp-photo@megaplexcon.org

Photography Lead: Tsuka
Photography Staff: Tokon
Tonka

PROGRAMMING: mp-programming@megaplexcon.org

Programming Lead: Cosmik
Programming Assistant: Blitz
Master of Ceremonies: K.P.
Programming Staff: Dingoroo
Dance Lead: Cosmik
Dance Competition Lead: TyFusky
Karaoke Lead: muira_wolf_pup
Karaoke Staff: kuppypcake

PROMOTIONS: mp-promotions@megaplexcon.org

Promotions: Wildwolf

PUBLICATIONS: mp-publications@megaplexcon.org

Publications Lead: Kittrel

REGISTRATION: mp-registration@megaplexcon.org

Registration Director: Yappy Fox
Registration Staff: Brace Bear
PookieFX

SECURITY: mp-security@megaplexcon.org

Security Director: Wolfpac
Security Lead: Mini Zee
Urson
Security Staff: Aelix
Anira Serinn
Brejar HowlynStar

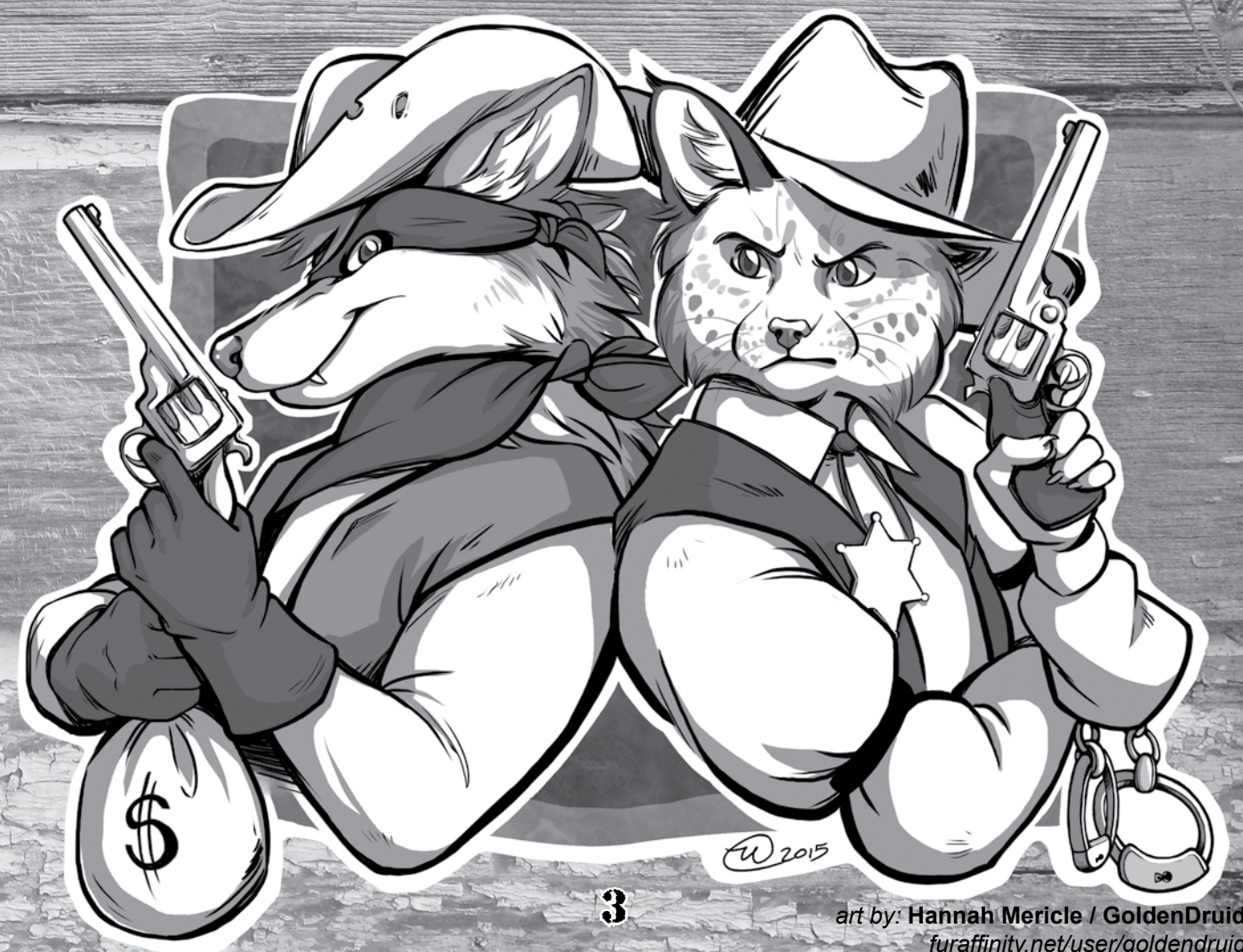
Security Staff continued: Brill
Caliber Seraphim
Fermented Skunk
Horus
JotFox
Kahlua
Kane Foster
Kiku
Leonard Goldmen
Losswen
Zarrix

VOLUNTEERS: mp-volunteers@megaplexcon.org

Volunteer Coordinator: Amythest
Volunteer Assistant: Ixxi

WEBSITE: mp-website@megaplexcon.org

Website Lead: skippyfox
Website Assistant: YappyFox



art by: Hannah Mericle / GoldenDruid
furaffinity.net/user/goldendruid

MEGAPLEX VISION

Megaplex's mission is to *provide for our membership a celebration of interactive arts and performance, with a primary focus on anthropomorphics and fantasy*. Megaplex's programming focuses on a variety of arts and performances, from fursuiting, costuming and puppetry, to improvisational art and music.

OUR POLICY

The Megaplex staff would like to ensure that everyone has a safe 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 common courtesy to fellow convention attendees and the hotel facility and staff, then there will be few, if any, problems. We want everyone to enjoy the event!

While at Megaplex XIV: Cops & Robbers, 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.

VOLUNTEER

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 2015 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 2015 (about 9 hours, over the course of the weekend). You can also apply your earned discount towards an upgrade to a sponsor-level membership.

To sign up as a volunteer, a staff member will point you toward our volunteer coordinator Amythest, who will provide you with a time sheet.

You can follow us on Twitter - @megaplex_con - for announcements when volunteer help is needed.

HOTEL

Megaplex is returning this year to the Orlando Airport Marriott in Orlando, Florida, located one mile from MCO Airport. Our Orlando Airport hotel's accommodations feature spacious guest rooms and suites with high-tech connectivity panels, soundproof windows and premium bedding. The 24-hour fitness center offers state-of-the-art equipment with a resort-style indoor and outdoor swimming pool. Dining options include Crimson Cafe and Crimson Tavern, featuring your favorite comfort foods with a contemporary twist. Our hotel near Orlando Airport is also conveniently located near Walt Disney World, Universal Studios, SeaWorld and Port Canaveral. Featuring 29,700 square feet of event space and 22 breakout rooms, our Orlando International Airport hotel's facilities are perfect for business meetings, weddings and social events of all sizes. Discover a leader in style and exceptional service among hotels near the Orlando Airport at Orlando Airport Marriott.



PARKING

FREE for guests staying in the Megaplex room block
On-site parking: 14 USD daily
Valet parking: 16 USD daily

CHECK-IN AND CHECK-OUT

Check-in: 3:00 PM
Check-out: 12:00 PM
Express Checkout
Video Review Billing , Video Checkout

THIS HOTEL HAS A SMOKE-FREE POLICY.

HOTEL DINING

CRIMSON CAFE

Phone: 1-407-851-9000

Open for breakfast

Indulge in classic American cuisine during breakfast at this restaurant by the Orlando airport. Crimson Café overlooks our beautiful resort style pool and Lake Michelle with a very casual atmosphere for you to start your day off right.

CRIMSON TAVERN

Phone: 1-407-851-9000

Open for lunch and dinner (11am - 11pm)

Experience casual, friendly dining featuring locally sourced ingredients with a "farm to table" mentality. We focus on using fresh and seasonal ingredients in our regional chacuterie, international cheese plates and many other seasonal specialties.

FIDALGO BAY CAFE

Phone: 1-407-851-9000

Open for breakfast, lunch and dinner (6am - 9pm)

Enjoy coffee with a friend at this full-service coffee house featuring all of your favorite coffee and tea beverages. Tempt your palate with delicious pastries, breakfast sandwiches, grab-and-go lunch items and snacks.

SPLASH POOL BAR

Open for lunch until 7pm

Splash Pool Bar offers a relaxing ambiance to unwind while soaking up the Florida sun, featuring refreshing drinks and snacks. Enjoy music and comfortable deck seating while taking in the outdoor scenery.

GUESTS OF HONOR

FableFire

Artist Guest of Honor



FableFire is best known for her cute shirt designs on Shirt.Woot, often depicting adorable animals, though not always doing such adorable things. You may have seen her homicidal foxes and meat-eating rabbits adorning shirts at conventions or you might even own a few yourself.

Growing up on a steady diet of Disney, Looney Tunes, Ninja Turtles, and children's book illustrators like James Marshall, Fable has been drawing adorable animals and anthros for a long time. It was only in 2009 though, that she discovered the furry fandom when a fan suggested that she should check out FurAffinity. Finally done with

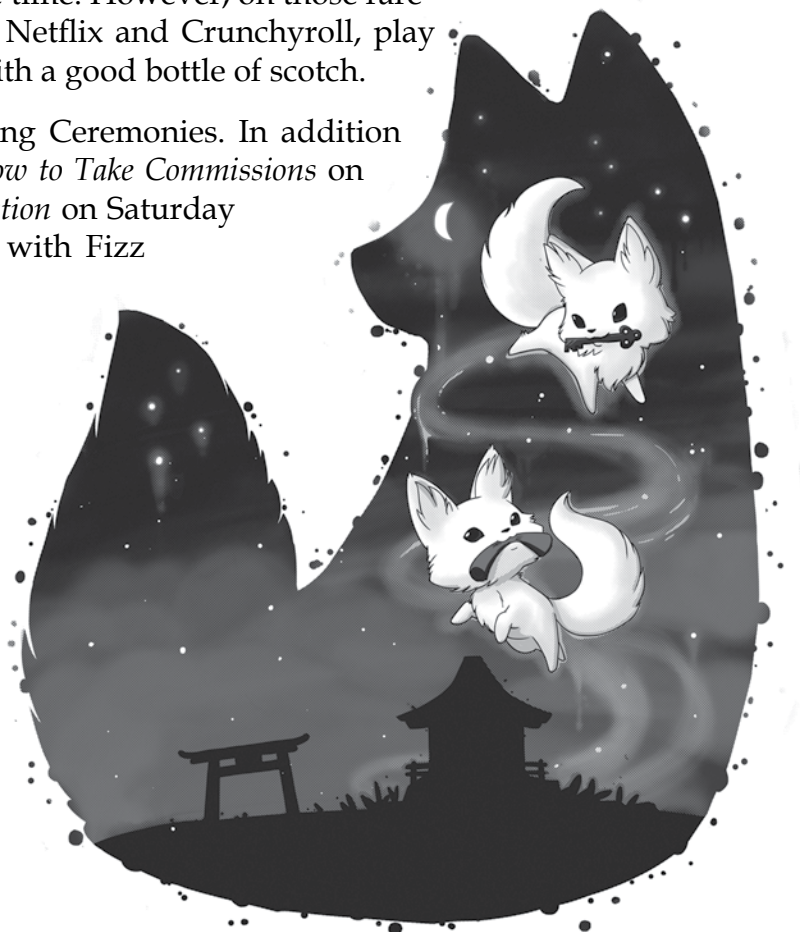
school and other obligations, this is Fable's first year of going into art full time.

As a full time artist, there is very little free time. However, on those rare days off, Fable likes to read fantasy, watch Netflix and Crunchyroll, play video games, write music, or just chill out with a good bottle of scotch.

Find Fablefire at our Opening and Closing Ceremonies. In addition she will be hosting the following panels: *How to Take Commissions* on Friday, *Creating Digital Art for T-shirt Production* on Saturday and appearing at *Meet the Guests of Honor* with Fizz Otter on Friday.

Fablefire's websites and galleries:

Webpage: www.fablefire.com
Woot! Store: shirt.woot.com/catalog?q=fablefire
Facebook: www.facebook.com/fablefire
Tumblr: fablefire.tumblr.com
Twitter: twitter.com/fablefire
FA: www.furaffinity.net/user/fablefire
DeviantArt: fablefire.deviantart.com
Patreon: www.patreon.com/fablefire



Fizz Otter

Tech Guest of Honor

Inspired from an early age by family trips to Disney World and SeaWorld, Fizz has been obsessed with the fusion of art and engineering. Starting with home brew laser projection in high school, he transformed this interest and self-taught experience into a full-time career in the special effects field, focusing primarily on special effects lighting, lasers and control systems in the live entertainment and theme park realms.

As an ongoing challenge Fizz combines art, computer science, electrical engineering, mechanical engineering, physics, and entertainment to create unique storytelling tools. Seven enlightening years at SeaWorld of Ohio working with high-end lighting, audio, fireworks, production, and back-end operations sped him along the path toward entrepreneurship.

Armed with his experiences and a computer science degree from BGSU, Fizz has spent the past 14 years running his own special effects shop specializing in art and technology products. By bringing as much fabrication ability in-house as possible, Fizz and his team deliver complex and innovative technical solutions combining circuit board design and fabrication, embedded firmware, CNC metal working, laser cutting, anodizing, and 3D Printing.

Among other honors, Fizz's work has been featured at SIGGRAPH and he has chaired the Technical Committee for the International Laser Display Association. His technical and artistic achievements in laser entertainment have received numerous industry awards and accolades. His team's hardware and software tools are leveraged worldwide by Disney, Dreamworks, Broadway productions, planetariums, the Shanghai World Expo, and many more major installations.

When not immersed in tech, Fizz actively works with and raises pygmy goats and can often be found hiking with them on weekends. Fizz has been an active member of the Furry Fandom since 2002, and has contributed as a panelist, entertainer and staff member at Anthrocon and Furry Connection North.

Fizz's love for supporting the fandom and its diverse cultures, sharing of creativity, and entertaining is a huge part of his self-realized purpose in life. Reachable by email at fizz@fizzotter.com, he happily offers his knowledge and encouragement to "pay it forward" by helping those eager to learn.

Find Fizz Otter at our Opening and Closing Ceremonies. In addition he will be hosting the following panels: *Raising Pygmy Goats* on Friday, *Working in Special Effects* and *The Art of Laser Entertainment* on Saturday, *Actually Completing Those Cool Projects You Are Putting Off* on Sunday, and appearing at *Meet the Guests of Honor* with Fablefire on Friday.



MEGAPLEX CODE OF CONDUCT

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 all attendees, hotel staff, and other guests. Consideration for the safety, rights and feelings of others will help to create a positive experience for everyone.

By accepting your membership badge, while at Megaplex XIV: Cops & Robbers, you agree to abide by the policies of the convention. You also acknowledge that a violation can result in your indefinite suspension from the convention, depending on the severity or repetition of an offense.

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.

In General

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, including (but not limited to) the failure to abide by the policies listed here. PLEx, Inc. also reserves the right to amend these rules at any time without prior or posted notice, and reserves sole right of interpretation.

Convention Space

“Convention Space” is defined as the Orlando Airport Marriott's meeting space (including connecting hallways therein), and the ninth floor Presidential Suite (also referred to as the Megaplex Sponsor Suite).

Convention Staff and Security

“Convention staff” are volunteers whose goal is to make sure everyone is comfortable and has a great time. The role of convention security staff (“security”) is to protect Megaplex's attendees to the best of their ability by patrolling the convention space and enforcing convention policies.

If you have a problem or you are in trouble and need assistance, seek out a member of convention staff for help. Staff members can be identified by staff badge or designated staff outerwear.

The senior members of the convention staff will resolve any disputes or questionable events. Their decision will be final. Security will issue warnings if they observe violations. In any dispute, the general rule above will apply.

If you have a complaint or a non-urgent problem that cannot be solved until after the event, we recommend writing up as many details as possible about the issue and submitting it to a senior staff member, or emailing it to mp-feedback@megaplexcon.org. This is the best means for staff to listen and consider feedback, as staff may be very preoccupied during the event.

Membership

Nobody is permitted into convention space without a valid membership, represented by a membership badge (“badge”). Convention staff issues badges to a single individual. They may not be shared or duplicated in any way, and they may not be obtained by any other means.

You acknowledge that your government issued identification will be verified to validate the information that is found on the face of the ID, such as your name, address and birth date. This information is only used to verify your 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.

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

Megaplex reserves the right to request that you purchase a full-price membership to replace a lost or stolen badge. In the event of a lost badge, a single replacement badge may be issued at a reduced cost. Repeated lost badges will need to be replaced at the price of a full membership.

Minors

Anyone 16 or older and able to present a valid government-issued photo identification (“ID”) may register to attend any general audience events.

Anyone between 13 and 17 years of age, excluding anyone between 16 and 17 with ID, will require a parent or legal guardian (“parent”) present at registration on site. Parents must have a valid ID, and will be responsible for anyone in their care. (You must have your own parent or legal guardian with you to receive your badge.)

Anyone 12 and under is admitted free and should not register online, but must be accompanied at all times either by a parent or a chaperone. Chaperones must be designated by the parent at the time of registration.

Anyone under 18 may not enter areas designated for mature audiences.

Attendees under 16 years of age may not volunteer at the convention per Florida's child labor laws.

Public Decorum

Unless otherwise noted, this section applies to convention space and to all hotel property, with the exception of private hotel rooms with doors closed.

All areas are considered to be suitable for all audiences, unless explicitly noted otherwise. Access to any events or content inappropriate for minors is controlled by security.

Dry clothes (shirt, shorts, and shoes at a minimum) are required. Clothing may 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 are not.

Full-body costumes and 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.

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.

Props, toys or accessories capable of causing injury, discomfort, or damage to clothing, costumes or property, are not permitted in convention space. This includes (but is not limited to) laser pointers, water guns, Nerf or other dart guns, and Silly String.

Aisles, corridors, and passages should be kept open and clear. Please be considerate of passers-by and stay out of the way of traffic.

Conversation, music and video playback should be kept to a moderate volume and outside event rooms, as not to disrupt convention programming. Loud noise makers are not permitted.

Do not disrupt panels or events. A disruption may be (but is not restricted to) talking, shouting, heckling, or talking back, during panels or events in a way that might distract, interrupt or upset any performers, convention staff, vendors, or attendees of any age.

Banners, posters or signs may not be posted without permission. Convention banners, posters, signs and any other convention or hotel property, may not be removed or moved without permission.

Smoking is not allowed in any convention space, or hotel common areas, including the pool deck. Please use the designated smoking locations found outside the hotel.

Harassment of any kind, including physical assault, battery, deliberate intimidation, stalking, or unwelcome physical attentions, will not be tolerated. If someone tells you “no” or to leave

Megaplex Code of Conduct Continued...

them alone, your business with them is done. If anybody is repeatedly making you uncomfortable, please find a member of staff to help.

Megaplex staff is not responsible for solving any interpersonal or relationship 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

Providing alcohol to individuals under the age of twenty-one (21) is against the law and convention policy.

Megaplex does not condone or tolerate the possession, use or distribution of illegal substances.

Weapons

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

No weapons, open carry or concealed, are allowed, and no real or prop weapon may be used or displayed in a threatening, reckless or dangerous manner.

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.

Room Parties

Activities taking place in a private hotel room are the responsibility of the person(s) renting the room. We do recommend that parties be kept to a moderate size, and that the noise be kept to moderate volume. Hotel security will break up parties that receive complaints.

Per hotel policy, kegs may not be brought into the hotel or guest rooms, and the hotel may evict,

without refund, all occupants of a room violating this policy.

Photographic, Audio, and Video Recordings

Attendees should be aware that they may be photographed or recorded at any time while in public areas. Megaplex reserves the right to authorize individuals to create and edit photographic, audio or video recording of convention space and events (many of which involve audience participation), and to distribute these productions, in whole or part, free of charge, for historical or promotional purposes. Attendees agree that they are not entitled to any notice or compensation for the appearance of their names, aliases or likenesses in such productions.

Members who wish to take pictures or make recordings for personal, non-commercial use while at the convention may do so in any areas, unless recording is explicitly forbidden, verbally or by sign, in an area or a performance. We ask that photographers and videographers act with common sense and courtesy, and refrain from recording any non-consenting individual.

The Funday Pawpet Show (FPS) may not be recorded without permission.

Permitted recordings may be shared on personal, not for profit websites. However, if someone is in the focus of the picture by themselves or with one other person, 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.

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 Director. 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 and Artist Alley

Sales are not allowed anywhere in convention space except by paid vendors in the Dealers Den and by attendees utilizing the Artist Alley.

Convention and hotel staff take care to secure the Dealers Den area when it is closed, although it is recommended not to leave any cash or valuables in the area unattended at any time.

Merchants and sellers are required to collect a 6.5% sales tax per state and county law. The collection and remittance of taxes to the State is the responsibility of the individual dealers. The Florida Department of Revenue (DOR) has a Guide to Sales Tax for Convention Exhibitors and you can fill out much of the required paperwork on the DOR Website. Every seller will be required to show us that they already have a sales tax certificate, or we will be providing a sales tax packet to each and every dealer or artist alley artist that intends to make sales. It is up to the individuals to be sure they report and submit.

Stored and displayed items must not impede traffic flow, both in front of and behind tables. No more than two people may sit behind each table in the Dealers Den.

Artist Alley seats are available on a first-come, first-served basis. Artists may use only one space in the Artist Alley at a given time. Seats may not

be “held” for another person. Artist Alley spots that are left alone for longer than 15 minutes are considered abandoned and may be claimed by another artist.

Any material that is not suitable for minors must be censored while it is on display. Collections of adult artwork should be kept in a separate binder and marked as mature. Sellers are responsible for keeping unsuitable material away from the eyes (and out of the hands) of minors. Badges will include a “Minor” designation for attendees under 18.

Dealers Den tables may not be shared or resold without permission from the Dealers Den lead.

As with all convention space, loud or irritating displays are not permitted. Please keep all noise down to a reasonable volume.

Stolen material, pirated material, and weapons are not permitted for sale at Megaplex. In the Artist Alley, an item is only permitted for sale if it is either created by the seller or it is a composite work of which at least 75% is the original work of the seller. If you are unsure whether your items are allowed, please consult convention staff.

The Dealers Den lead will have the final say on all disputes in the Den.

In Closing

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

If a particular scenario is not specified 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 convention staff will do so swiftly and firmly if the need arises.

OUR CHARITY

The C.A.R.E. Foundation houses over two hundred rescued animals including big cats, black bears, monkeys, birds, crocodiles, various reptiles and assorted wildlife. They provide a variety of educational programs for schools, resorts, local attractions, and general public appearances throughout the community.

Their facility in Apopka, Florida features a guided tour of their animals and several Educational Programs. The Highlight of this Tour is their "Native Florida Wildlife" area, which is dedicated to the school children of Central Florida.

Between 2005 and 2014 Megaplex has raised more than \$34,000 for the organization. This money has been used to help CARE improve and expand its facilities, including building new tiger enclosures, and help continue to provide animals with food, shelter, and veterinary care.

The C.A.R.E. Foundation is a non-profit 501(c)3 Exotic Animal Rescue and Wildlife Education Facility. Want to know more? Visit thecarefoundation.org.



HOW CAN I HELP?

All weekend at Megaplex we'll be actively supporting The C.A.R.E. Foundation by raising money in different ways:

The C.A.R.E. Charity Auction

It's our biggest fundraiser every year, and it's your chance to take home any of the unique and cool items donated to our auction. Credit cards are accepted. You can donate items for the charity auction at the Info Desk.

The Charity Poker Tournament

The poker tourney is an opportunity to have fun for a great cause!

Photos With Live Animals

Bring your money and your camera to the live animal presentation by C.A.R.E. For a small donation, you can get photos with a live animal from the presentation. This is also a great photo op for fursuiters.

Fill Those Donation Jars

At our info desk (near Registration), and at certain events, we'll have donation boxes out. Every little bit of spare change adds up! You can also put money into the donation boxes carried around by our fursuit Box Brigade:

Fursuiters: Join the Box Brigade

Fursuiters can help by becoming a part of our fuzzy fundraising force, otherwise known as the "box brigade." This involves approaching attendees throughout the convention, holding out an official Megaplex charity donation box, and looking so ridiculously cute that your targets will be unable to resist emptying their pockets into the donation jar! To participate, sign up at the information desk by Registration.



THANK YOU ALL FOR YOUR GENEROUS SUPPORT!

ATTENDING DEALERS

Ahro - Digital Artist	Commissions, Prints, Badges <i>www.furaffinity.net/user/ahro</i>
Amethyst Valley	Custom art, prints, and stickers by Princess Rei. <i>www.furaffinity.net/user/princessrei</i>
CynicalHound Creations	Buttons, Prints, Stickers, Keychains, Painted Boxes, Commissions and More! <i>cynicalhoundshop.storenvy.com</i>
FableFire	Prints, commissions, cute things. <i>www.furaffinity.net/user/fablefire</i>
Foxtayls LLC	Comics, badges, commissions plushies and other fun stuff. <i>www.furaffinity.net/user/foxenawolf</i>
Glow Den	Handmade glowing costumes and accessories <i>glowdenarts.com</i>
Glowsheep	Psychedelic cartoons, bad hair, and awkward mumbling. <i>www.furaffinity.net/user/knottycot</i>
GoldenDruid	Looking forward to another year in the Dealers Den with bookmarks, sketches, stickers and more. Commission slots available. <i>www.furaffinity.net/user/goldendruid</i>
Gryphon Leathersmiths	Leather Armour, Leather Waist Cinchers, Leather Accessories and a full service Leathersmith. <i>www.gryphonleather.com</i>
Leilia's Clay Creations	Hand-painted sculptures and figurines <i>www.furaffinity.net/user/leiliak</i>
Little Tales	Little Tales Live! Books, Badges, and other cool things! <i>www.little-tales.com</i>
Mad House Mind Works	Back again this year to provide you with all your furry steampunk needs!
Mary Mouse	Ready to Wear Certified Tags, and other cool art products by Mary Mouse! <i>www.micecomics.com</i>
MegaWolf	Art Supplies, Print Services, & Shiny Things

MoonCat Studio	Taking at-con commissions for badges, and colored sketches. Prints available. Larger commissions available for after-con work. <i>www.furaffinity.net/user/mosa</i>
Overcaffeinated-Paranoia Studios	I'll have Magic-ish Mini statues, badges, commissions, art both traditional and digital. Can't wait to see you guys again! <i>www.furaffinity.net/user/overcaffeinated-paranoia</i>
Rysingson Jewelry	Men's Jewelry, Beaded Jewelry, and Leather Jewelry
Silver Needle Tailor Shoppe	Selling hats, accessories, toys. Costume pieces. Kigus, embroideries for anything. Want your badge sewn onto something? Done! <i>www.etsy.com/shop/silverneedletailor</i>
SnootSkunk	Custom badges, hand-made apparel, prints, stickers, buttons, and key chains! All these goodies and more featuring art by Snoot! <i>www.furaffinity.net/user/snootskunk</i>
Starknights' Table	Selling art and neat stuff made by Starknights. May have a special guest with me. <i>www.furaffinity.net/user/starknights</i>
Tail Kiss Studio (Furoticon)	Furoticon - Adult Furry Card Game! <i>furoticon.com</i>
Tempest Creations	Illustrations, sculptures, leather badges, masks, collars and more <i>www.furaffinity.net/user/tempestuous</i>
Tifography	T-shirts and Accessories! <i>www.facebook.com/tifography</i>
The Wolf Ends With You	Buttons, prints and original card designs <i>thewolfendswithyou.deviantart.com</i>

DEALER'S DEN HOURS

FRIDAY:	NOON - 7PM
SATURDAY:	10AM - 7PM
SUNDAY:	10AM - 6PM



EVENTS

Extra copies of the pocket schedule are available at Registration for an organized time table of events. For last-minute schedule changes, follow @MegaplexCon on Twitter or stop by the information desk.

View the up-to-date event grid and personalize your schedule online!



megaplex2015.sched.org

ACTUALLY COMPLETING THOSE COOL PROJECTS YOU ARE PUTTING OFF

Fizz Otter Sunday 4-5pm - Maple

What's keeping you from working on or completing that Really Cool Thing you want to do? Have some exciting goals but accomplishing them seems daunting? Come hear some inspiring stories, ideas, and things to think about to help you get past that blockage and on to Doing Awesome Stuff™!

ADULT FICTION WRITING 101 (18+ ONLY)

Clunk Russell Saturday, Midnight - 1am - Dogwood

Clunk offers practical advice to anyone interested into venturing into the dark, musky depths of adult furry fiction.

ART JAM

GoldenDruid, SnootSkunk Friday, 9-10pm - Maple

A casual group setting for drawing and critique, GoldenDruid and SnootSkunk will visit tables to share tips, encouragement, and her own experiences. Fun atmosphere to network with fellow artists!

THE ART OF LASER ENTERTAINMENT

Fizz Otter Saturday 8:30-9:30pm - Main Ballroom

An in-depth explanation of how laser projection technology works, including a live demonstration of various effects and a brief Q&A session.

AUDIO/VIDEO 101

Scooby Shep Friday, 2-3pm - Main Ballroom

A basic look into A/V, and applying tech in a safe and effective manner.

BABY and KID FURS MEET & GREET

Playbill Pup Saturday, 7-9pm - Capri Ballroom

A friendly gathering for baby furs, kid furs, caretakers, and those who just want to learn more.

BANDTHRO CONCERT

Fox Amooore and Friends Sunday, 6-7pm - Main Ballroom

Fox Amooore returns with Rhubarb The Bear, STiTeH, Cosmik, Sam, and others for a furry rock show unlike any other.

BOSS MONSTER TOURNAMENT

Kawanii Friday, 7-9pm - Belle Isle

If you love classic video games then Boss Monster is for you. This card game pits 2-4 players in a competition to build the ultimate dungeon. Players compete to lure and destroy hapless adventurers, racing to outbid one another to see who can build the most enticing, treasure-filled dungeon. The goal of Boss Monster is to be the first Boss to amass ten Souls, which are gained when a Hero is lured and defeated — but a player can lose if his Boss takes five Wounds from Heroes who survive his dungeon.

BOWLING!

Megaplex Staff Thursday, 8pm-2am - Off-Site

Our traditional off-site Bowling Outing continues for Megaplex 2015. This is a fursuit-friendly outing with an indoor changing area for fursuiters, 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

Puck Saturday, 10-11am - Oak

Come laugh along with Puck's crazy wild sense of humor and learn how making friends and meeting new people is easier than you thought!

C.A.R.E. PRESENTATION - MEET THE ANIMALS

The C.A.R.E. Team Sunday, 10-11am - Main Ballroom

Every year, the good folks at C.A.R.E. bring an assortment of critters for you to meet and greet. Photo-ops with the critters will be available to help raise money for the charity.

CAR ENTHUSIASTS MEET & GREET

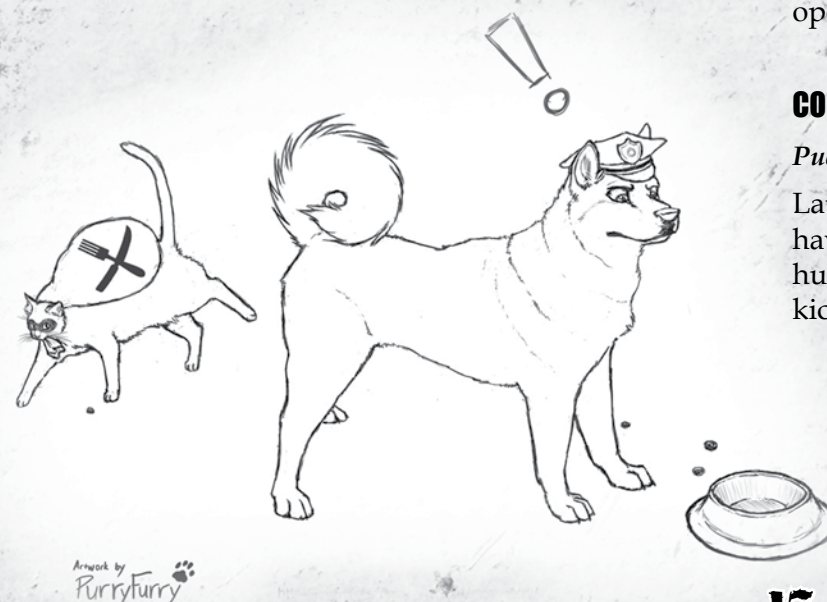
Furry Crew Chief Friday, 7-8pm - Dogwood

Come get to know other Furs who share your fascination of motor vehicles.

CHARITY AUCTION

Uncle Kage and others Sunday, 11am-1pm - Main Ballroom

Bid on an eclectic selection of goodies from the sublime to the ridiculous. All proceeds go to the C.A.R.E. Foundation, an animal rescue and wildlife education facility here in Orange County, FL.



CHARITY POKER TOURNAMENT

Hino Saturday, 2-8pm - Belle Isle

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 C.A.R.E. Foundation. Support the charity and have fun in the process!

CLOSING CEREMONIES

Megaplex Staff, Guests of Honor Sunday, 7-7:30pm - Main Ballroom

Relive the memories, find out what this year's statistics were, and get a sneak peek at the theme for Megaplex 2016!

COMEDY OPEN MIC HOUR (18+ ONLY)

Drykath/Kilanon Gryphon Saturday, 10-11pm - Capri Ballroom

Everyone has a joke or two! Maybe you have a funny story to share? Making people laugh is awesome, so why not get up in front of a friendly crowd and try out some material? It'll be fun!

COMING OUT OF THE SUITCASE

Stardust Saturday, 10-11am - Maple

Join friends in open discussion about being a furry, whether or not we are open about it or not, and how we came out/haven't come out. Participation is open to everyone.

CON ETIQUETTE 101

Puck Saturday, Noon-1pm - Oak

Laugh along with Puck while learning how to behave, how to act around suiters, how to act around humans, and most importantly, how to NOT get us kicked out of hotels.

art by: PurryFurry
www.furaffinity.net/user/purryfurry

Events Continued...

CONQUERING PCD (POST-CON DEPRESSION)

Rawr Jesse Sunday, 3-4pm - Dogwood

PCD, or post-con depression, has soured cons of all types for generations. Now, we'll teach you how to finally beat it, once and for all. [Bring your smart-phone.]

CREATING DIGITAL ART FOR T-SHIRT PRODUCTION

FableFire Saturday 10-11pm - Oak

This panel will explore the process of creating t-shirt designs from start to finish.

DANCE PARTIES

Join us in the main ballroom every night for some amazing dances featuring a stellar line-up of DJs from across the globe.

- ShardTheBat Thursday, 10-11pm
- Stryder Thursday, 11pm-Midnight
- Edge Thursday, Midnight-1am
- F.Aux Friday, 9-10pm
- Deke Friday, 10-11pm
- Rotten Robbie Friday, 11pm-Midnight
- Chexy Friday, Midnight-1am
- KAiZA Friday, 1-2am
- Firr Saturday, 10-11pm
- Stryder Saturday, 11pm-Midnight
- Takum Saturday, Midnight-1am
- Recca Saturday, 1-2am
- Cosmik Sunday, 9-10pm
- Dox Drakes Sunday, 11pm-Midnight
- MeekPup Sunday, Midnight-1am

DESSERT SOCIAL and POOL PARTY

DJ MegaWolf Friday, 5-7pm - Poolside

Join us for a mouth-watering selection of sweet treats and poolside fun. (Dessert will be served in the Capri Ballroom in case if inclement weather.)

FURSUIT DANCE COMPETITION

Ty Fusky Saturday, 6-8pm - Main Ballroom

Some of the fandom's best fursuit dancers take to the floor in an all out battle. Who will experience the thrill of victory, and who will suffer the agony of defeat? Join us for this high-energy competition - your applause makes a difference!

FURSUIT DANCE COMPETITION AUDITIONS

Ty Fusky Friday, 7-9pm AND Saturday Noon-2pm - Maple

Want to compete in the big show on Saturday evening? First you have to audition. See the posted guidelines for all the details.

FURSUIT GAMES

Blitz Fourpaws Sunday, 4-5:30pm - Main Ballroom

Our very own round of Furry Fursuit Fun & Games! Come test your skills or cheer folks on with your host, Blitz!



FURSUIT PHOTO and PARADE

Megaplex Staff Saturday, 12:30-1:30pm - Main Ballroom

It's the annual fursuit parade! We'll begin with a group photo, then watch the suiters strut their stuff - a perfect photo opportunity for everyone. Line-up begins at 12:30. At 1pm, the photo will be taken, and the parade will kick off.

FURSUITING 101

Ty Fusky Sunday, 11am-Noon - Capri Ballroom

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

FURSUITING 102: ADVANCED PERFORMANCE

Ty Fusky Sunday, 2-3:30pm - Capri Ballroom

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.

HOW TO GET PUBLISHED

NightEyes DaySpring Friday, 2-3pm - Maple

Learn how to navigate the submission process so you can get your stories published.

HOW TO TAKE COMMISSIONS

FableFire Friday, 10-11pm - Oak

Learn some of the do's and don'ts of taking commissions, both online and at cons. Whether you're

new to taking commissions, or you've been doing so successfully for years, you're bound to pick up a few tips!

HUSKY IN DENIAL, IN CONCERT

Husky In Denial Saturday, 4-5pm - Main Ballroom

Husky In Denial sings about thieves and were-wolves. Don't miss the premiere of a brand-new music video at the end of this live set!

INFLATABLE ANIMALS MEET & GREET

Mac, TMDrake Friday, 9-11pm - Capri Ballroom

The giant inflatable animals return again this year! Swing by and say hello, learn how to buy these toys, ask questions, get your picture taken, or just give some squeakies hugs.

J.R. AFTER DARK (18+ ONLY)

J. R. Friday, Midnight-1am - Capri Ballroom

JR, founding member of the Funday Pawpet Show and host of the PoinkCast, brings another round of stories and observations from an entirely oddball life. Not safe for most people, pets or impressionable household objects, but you only live once, right?

JAPANESE GAME SHOW EXPERIENCE

Huskyryuu Saturday, 2-3:30pm - Main Ballroom

The return of the infamous "Japanese Game Show Experience"! Part game show, party variety show, all fun! Come join in celebrating its fourth year in a row, exclusively at Megaplex!

KARAOKE

Muir WolfPup, Kuppypcake Friday and Saturday, 10pm-2am - Maple

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

art by: Lil Honey Pup
www.honeypupstudios.com

Events Continued...

KICK-OFF CELEBRATION

Megaplex Staff Thursday, 10pm-1am. - Main Ballroom
New this year! Join your fellow early-arrivals for a pre-con DJ dance party!

LATE NIGHT FURSUIT PARADE

Megaplex Staff Sunday, 10-10:30pm - Main Ballroom
One last chance to strut your stuff, and a chance for the staff and dealers to join in the fun. Line-up will begin at 9:30pm.

MASCOTTING 101

Gino DaHusky Saturday, 10-11am - Dogwood
A seminar for beginners on how to become a Mascot.

MEET THE GUESTS OF HONOR

FableFire, Fizz Otter Friday, 11am-Noon-MainBallroom
Join your host, Kuddlepup, and our special guests FableFire and Fizz Otter for an informal (and possibly humorous!) discussion of their involvement in the fandom, projects they have worked on, and other areas of interest. The audience will have an opportunity to ask questions as well!

MILITARY FURS MEET & GREET

Furry Crew Chief Sunday, 3-4pm - Oak
Just a meet and greet of Military furs that would be attending the Con. Make introductions and say where you are located as well as a time for social interaction between the group.

MUSIC FURS MEET & GREET

STiTcH, Drykath Friday, 1-2pm - Main Ballroom
Do you love making music, or even just some noise? Have an interest in instruments? If tickling the ivories tickles your fancy or strings are your thing, come rock out with some like-minded critters! Caution: impromptu jamming may happen!

OPENING CEREMONIES

Megaplex Staff, Guests of Honor Friday, 10-11am - Main Ballroom
Kick off the Con in style at the Opening Ceremonies and meet the staff, board and Guests of Honor!

OVERCOMING SOCIAL ANXIETY

Jesse Bunny Friday, 1-2pm - Oak
Why do some people seem more naturally sociable than others? An open discussion about how we see ourselves compared to how others see us, and how you can feel more comfortable meeting new people.

PAWPETS SHOW LIVE!

The Funday Pawpets Gang Sunday, 2-4pm - Main Ballroom
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!

PERSONAL FINANCE 101

Vitai Slade Friday, 3-4pm - Maple
Join Vitai Slade as he talks about how to live more on less, the cost of materialism, net worth, credit, loans, budgeting, expenses, and retirement planning.

PRISON BREAK FINALE

Yappy Fox Sunday, Noon-1pm - Pine
This is the final round for the 12 people that get all the breakout clues from earlier in the weekend. 12 people will have one hour to solve the puzzles to "escape" the prison.

PROGRAMMING and TECHNOLOGY MEET & GREET

Drykath Friday, 10-11pm - Dogwood
Did you dream in code last night? Are you a scalie that likes Python? Or maybe you just want to show off your home server cluster. Either way, come network with some like-minded critters, literally!

PUCK: AFTER THE SHOW (18+ ONLY)

Puck Saturday, Midnight-1am - Capri Ballroom
You've seen his stand up, now come to his panel! Puck: After the Show relieves the memories of Puck's panel last year: Drunken Q&A, and random rage-y goodness! Not for the easily offended!

PUCK: NO HOLDS BARRED (18+ ONLY)

Puck Saturday, 11pm-Midnight - Capri Ballroom
Once you hear Puck rage on the fandom, trolls will no longer have any power to bring you down because as Puck says: "Remember, from here on out when you hear a troll try to do his thing, you will always laugh and remember that a furry did it better". Don't be shy. If you can't laugh at yourself, whom CAN you laugh?

PUPPETRY 101: PUPPETEERING FOR BEGINNERS

Brace Bear Sunday, Noon-1pm - Maple
Ever wanted to be a puppeteer, but didn't know the best way to get started? Wondering how to practice your skill to perform in front of an audience, webcam, or TV camera? This panel will teach you the basics and start you on the proper path to puppeteering!

RAISING PYGMY GOATS

Fizz Otter, Nightclaw Friday, 8-9pm - Pine Room
Goats are often an incredibly under-appreciated species but can be amazingly unique companions. Come learn about what it takes to raise pygmy goats, what you can expect from them as a pet, and some of the fun experiences we have had with them over the past two years.

RHUBARB & COSMIK: THE SONGS YOU HATE!

Rhubarb The Bear and Cosmik Saturday, 10-11am - Main Ballroom
Sure, most of your favorite bands have one or two annoying tunes you're forced to sit through. But an entire set? Rhubarb and Cosmik have gathered a list of your most-hated requests, and will play them all down to the #1 most despised song in the fandom - and you might just love these versions! Booing and catcalls allowed; please, no throwing tomatoes.

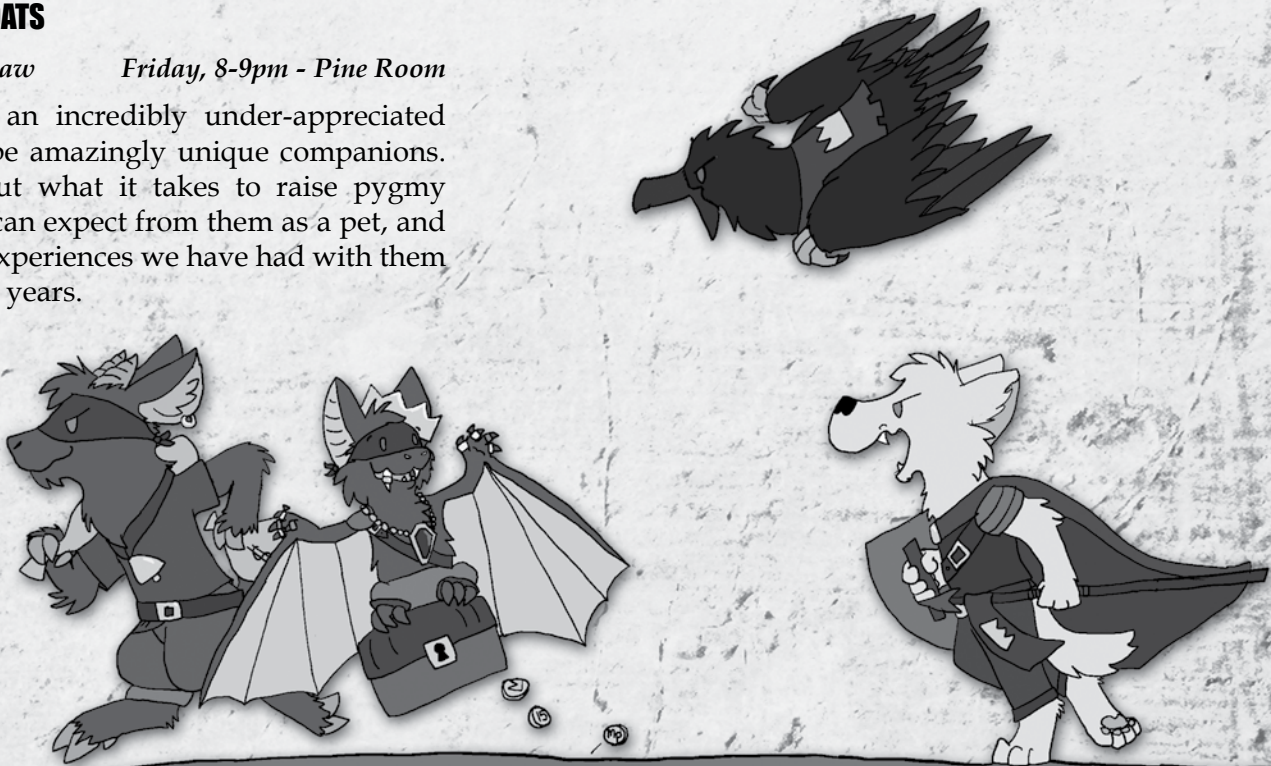
SCIENCE FURS MEET & GREET

Drykath Friday, 7-8pm - Oak
Do you love to talk physics? Or want to take a break from applied biology to discuss its science? If chemistry puns are your thing, meeting some like-minded critters may just be the solution!

SCUBA FURS MEET & GREET

Hino Sunday, Noon-1pm - Oak
A meet and greet for people who are certified divers or even have an interest in diving.

art by: Jinx Wolf
www.furaffinity.net/user/jinxwolf34



Events Continued...

SENTINELS OF THE MULTIVERSE

Irish Bear Saturday, 5-6pm - Maple

Sentinels of the Multiverse is a superhero cooperative card game where you play as hero (part of a 5 man squadron of heroes) sent to defeat a self-played Villain, in a hostile environment. Irish Bear will begin with an introduction to the game, and then the play begins!

SHORT STORY WRITING

NightEyes DaySpring Saturday, 4-5pm - Maple

Writing a short story is different from writing a novel; you don't have the time to build your characters like you do in a novel, but you still want them to grow. This panel will focus on how to tell a good story in under 10,000 words.

SOFURRY: MEET THE DEVS

Colorado Feingold Sunday, 3-4pm - Maple

Meet the developers and other members of the SoFurry development team for a sneak peek at what they have planned and what they are working on currently.



SONGWRITING 101

Husky in Denial Friday, 3-4pm - Oak

There's more to writing a song than slapping a bunch of lyrics over four chords. Join us for a discussion on how to turn your ideas into catchy songs everyone wants to hear!

SUPER SMASH BROTHERS TOURNAMENT

Inukaza Saturday, 3-6pm - Capri Ballroom

Megaplex is proud to bring back the popular SSB tournament, this time larger than ever. We're running Project M and you're able to BYOC. Visit the Video Gaming Room for more information and sign-up.

SUPER SPONSOR LUNCHEON

Megaplex Staff Saturday, 11am-Noon - Capri Ballroom

Enjoy lunch with our Guests of Honor, key staffers and your fellow super-sponsors. Not yet a super-sponsor? You can still upgrade at the registration desk!

SWORDS and ARMOUR MEET & GREET

Drykath Saturday, 2-3pm - Dogwood

Do you spend your weekends in armor, hitting your friends with sticks? Do you enjoy LARP? If your fursuit isn't complete without garb, come mingle with some like-minded critters!

THIS IS YOUR STORY HOUR

Kuddlepup, Dingoroo Friday, 4-5pm - Main Ballroom

What happens when you take Mad Libs, Pictionary, a whacked out storyteller, a furry audience, and a crew of cartoon artists...and put them together in one room? You get Your Story hour! Watch and laugh as a group of our talented artists illustrate a story that our host and members of the audience create on the spot! Every minute or two, a new artist will begin quickly drawing an image based on the input from the host and the audience, and each artist will do multiple drawings! Once the story

is complete, we will recap the story and show the artists' illustrations! Definitely fun, definitely crazy, and we definitely don't know what they story will turn out like...but you can find out by joining us for this new madcap event! Hosted by Kuddlepup and Dingoroo.

TO ABSENT FRIENDS

Staff Thursday, 8:30-9pm - Main Ballroom

Before we begin this year's festivities, we pause to remember those who are no longer with us. To our absent friends: You are missed, you are loved, and you are not forgotten.

UNCLE KAGE'S STORY HOUR

Uncle Kage Friday, 7-8pm - Main Ballroom

It's Uncle Kage, lots of personal stories, and we're pretty sure there will be wine involved somehow. It's the Story Hour that captivates thousands at conventions around the globe. And he's coming back to Megaplex, to thrill us with more stories and a whole lot of laughter.

WEREWOLF

Aurius Folf Friday & Saturday, 10pm-2am - Belle Isle

Your quiet little 16th century village has suddenly become infested with some very unfriendly werewolves...can you and the other villagers find them before they devour everyone? Each player has an agenda: hunt down the werewolves as a villager, or, if you're a werewolf, convince the other villagers that you're innocent as you devour them one by one each night.

WHOSE LINE IS IT ANYWAY?

Xante, the Pilgrim Saturday, 9-10pm - Capri Ballroom

An improv show featuring some of the most famous games from Whose Line plus a couple of new ones! Games include: Let's Make a Date, Unlikely Superheroes and Scenes from a Hat. Hosted by Nate Nill.

WORKING IN SPECIAL EFFECTS

Fizz Otter Saturday, 2-3pm - Oak

An in-depth view of the work, philosophy and motivation that goes in to working in the physical effects realm and suggestions toward getting started if you are interested in pursuing work in this field. This panel will include an open-ended Q&A session at the end.

WORLD CULTURE AND HISTORY IN FURRY WRITING

NightEyes DaySpring Sunday 4-5pm - Oak

The world has a rich history, and you can use that to help build your story's universe. Focusing on world building and historical fiction, come chat with NightEyes as he gives you advice and tips for making your fuzzy worlds rich and detailed.

XENOMONOLOGY OF ALIEN WORLDS

Stardust Saturday, 2-3pm - Maple

Everyone is invited to explore their favorite fictional world to create new critters into existence! Artists, authors, and creators welcome.



ONGOING FUNCTIONS

Artist Alley

Friday 9am - 2am
Saturday 9am - 2am
Sunday 9am - 7:30pm

Artists can claim a spot and take commissions and trades. If you need a sketch of your character or a badge this is the place to go.

Dealer's Den

Friday Noon - 7pm
Saturday 10am - 7pm
Sunday 10am - 6pm

Our vendors have all the shinies... from art and plushies to books and games, you will surely find the perfect souvenir here.

FurShoot

Friday 10am - 6pm
Saturday 10am - noon, 1pm - 6pm
Sunday 10am - 6pm

Our friends from Furshoot.com have a photo studio set up to capture all the fuzzy fun. Stop by and have your picture professionally taken, and peruse their fun personalized wares! Groups can reserve photoshoots to be done between 7pm and 8pm.

Headless Lounge

Friday 9am - 2am
Saturday 9am - 2am
Sunday 9am - 1am

Grab a drink and cool off in front of a fan when you need a break from the heat in your fursuit.

Info Desk

Thursday 6pm - 10pm
Friday 9am - 8pm
Saturday 9am - 8pm
Sunday 9am - noon

Have a question about the convention? We will be on hand at our info desk with all the answers! Stop by and say hi.

Registration

Thursday 6pm - 10pm
Friday 9am - 8pm
Saturday 9am - 8pm
Sunday 9am - noon

Member upgrades are available here, along with shirts, glassware and goodies from C.A.R.E.

Sponsor Suite

Friday 9am - 10pm
Saturday 9am - 10pm
Sunday 9am - 10pm

We love our sponsors for going the extra mile to keep Megaplex going strong. We love them so much we feed them snacks. *The Sponsor Suite will be closed during the following events you won't want to miss: Opening Ceremonies & Dessert Social (Friday), The Super Sponsor Luncheon (Saturday), and Closing Ceremonies (Sunday).*

Tabletop Gaming

Friday 11am - 2am
Saturday 10am - 2am
Sunday 10am - 6pm

Board games, card games, RPGs...whatever strikes your fancy! The poker tournament will be held here.

Video Gaming

Friday 11am - 1am
Saturday 9am - 1am
Sunday 9am - 6pm

Game systems new and old - and a plethora of games for every system - are on display for your digital pleasure.



THE ROBBERY

Eric Schoch aka Ravenlock

www.furaffinity.net/user/ravenlock

It was just supposed to be a simple robbery.

That thought pounded through my head as fiercely the dull ache in my skull as I came to and found myself slumped in a chair with my paws tied behind my back. At least, I thought it was a chair. I couldn't really tell. Not with the blackness of the room or whatever I was in now, being all-consuming.

God, was I buried alive? No. I'd feel the crushing weight of dirt. Unless I was in a coffin? Maybe they'd buried it upright to give the illusion of a room?

I grunted and tried to stand up, but my ankles had been secured to whatever it was that I was sitting on.

Okay, okay. Don't panic. You can work your way out of this.

I rocked from side to side, but found no leeway there.

"Must be bolted to the floor or something." At least I fervently hoped it was the floor. That coffin idea had really given me the spooks and cut through the mask of calmness that I'd managed to hold onto.

"Hello?" I called out instead.

A blinding flash of light answered me as I cried out involuntarily, shutting my eyes closed and tucking my head down to my chest.

Wood creaked and I blinked to restore my vision.

"Did you enjoy your nap, cabrón?"

A slender ferret dressed in military fatigues stood before me when I'd recovered my senses enough to look up at him.

"Fine, thanks. Can I have some more shut-eye?"

I grinned at him and paid for it with a slap across the muzzle.

"What made you think you could get away with robbing me? Don't you know who I am?" The ferret raged.

Oh, I knew who he was all right. Pedro Estevez, leader of the rogue military police force that governed these parts.

"Worth a try?" I offered by way of answer and he slapped me sharply along the muzzle again.

I grunted, feeling saliva dripping down my maw, along with the burning sting from his palm.

He went over to a metal covered table and began to sort through the various instruments lying on top of it. No doubt nothing I'd find very pleasant, though I couldn't make out exactly what he was combing through. Only that they made the distinct sound of metal on metal.

My ears perked up and I panted and struggled, trying to free my bonds. I winced as one of my upper palm spikes bit into my wrist and I'd of made a face palm gesture had my paws not been bound.

The fools had forgotten about my spikes when they'd captured me. I began wiggling my paws up and down, getting the proper feel of the rope and smiled as I felt the razor-edge of my spikes bite into the rope. I sawed methodically, although I tried to keep my movements subtle as my tormentor turned about and headed by way, a hammer clutched in his right paw.

He tapped it gently, first on one my knees and then the other and grinned wickedly. "Where should I start,

cabrón? You have any suggestions?”

When I didn’t respond, he shrugged and raised the hammer up high. “I’ll decide then.”

I snarled and flexed my muscles, snapping the frayed rope and caught his arm as it came down. He let out a short, surprised gasp as I lunged forward, my body tackle turned into more a stumbling fall. In my anxiousness to not get brained, I’d forgotten about my tied ankles.

Still, I landed on top of him and he was forced to press his palm against my torso to prevent me from impaling him with my chest spike. That gave me more than enough time to wrench the hammer away from him, but before I could do anything further, he smashed me in the face with his free fist and I grunted and fell off him.

He stood up and kicked the hammer out of my paw and sent another kick for my face, but I’d recovered myself enough by that point to catch it with both paws and twist, sending him back to the floor.

With my legs still bound, I was finished if I let him stand back up.

I crawled over to him, dragging the chair with me and put him into a sleeper hold to prevent him from crying out for help.

He gurgled and flailed as my chest spike bit into the floor beneath us, making it harder for him to turn us back over.

He tossed a couple stiff elbows into my jaw and I grunted, my head getting snapped to the side. I didn’t let go though. I was fighting for my life here and it would take more than a couple blows to get me to loosen up.

Eventually, his flailing died down and he lay panting and choking in my grip. I held on until he went limp underneath me and then for a few seconds more just to make sure he wasn’t faking.

I released him, setting his head back down on the floor. I could tell he was still alive by the shallow rise and fall of his chest. I turned back over and as quickly as I could, sawed through the bindings about my ankles to release me from the chair.

It let go with a snap and I kicked the chair away from me. I frisked the unconscious ferret’s body and found keys underneath him. I removed them and made my way over to the door and unlocked it.

Now to reacquisition my treasure before making a timely exit. That was the plan anyway.

After leaving the makeshift prison, I made my way carefully down the hall. The last thing I needed was to be captured again. It was stupid enough to happen the first time; a second would just be pure mockery.

I stopped near the edge where the hall slanted left and listened. Voices laughing as some imbeciles watched a television program.

Unfortunately for me, it was the only way out of the building. A window would have been nice, but alas, there were none to be found. Besides, I still wanted what had been taken from me. I peeked around the corner and could just make out three forms huddled about the tiny, flickering screen. Big forms larger than myself. I gulped and decided to try the stealth tactic of sneaking past them.

I crept forward in a half-crouch with my left paw touching the wall for balance. I kept my eyes on the trio just to make sure one didn’t turn about. I’d made it fully down the corridor when out of the corner of my eye, I spotted a glint of metal. I reflexively turned my head that way and lo and behold, there was my stash, just sitting there on a kitchen table. Some of it had spilled out onto the table from the pack itself and that is what had caught my attention.

Deciding to make a quick detour, I made my way carefully over to the kitchen portion of the connected living room, using the furniture to hide behind for cover.

Whatever show was on the television was doing its job wonderfully, as the trio hadn’t so much moved or looked about. They seemed fully engrossed and only had the occasional snort or grunt of laughter.

I reached my bag and had just placed my paw around it when one of the voices shouted.

“What are you doing?!”

I looked over and saw one of the trio shoving at the other one as he stood up and looked directly over at me. I kept eye contact with him for a long second or two and then tightened my grip and bolted for the door.

I was forced to kick a small desk over, shattering a lamp that sat atop it in the process in an effort to slow down pursuit as I reached the safe haven of the door that I was fervently hoping was the way out. The small window beside the door that showed the outside world through a quarter-moon gave evidence that I’d guessed correctly.

I put my paw on the doorknob and twisted. Nothing.

With the trio almost one top of me now, I did the only thing I could think to do. I tossed my laden-down pack at the window, shattering the glass as I leapt after the bag and picked it up again in a roll-up back to my rear paws as I sprinted away.

The sounds of pursuit died away as I kept on going, my breath coming out in hitches from the prolonged exertion. I had to stop after I climbed over the brick wall that lined the property and crouched behind an old well.

Headlights came on and the roar of an engine as a car burst down the roadway. I hunched lower, making myself as small as possible and the big V.W. drove right past me without slowing down.

It seems I’d made it. Fortune smiled upon me, both in good luck and a whole lot of gold. I smiled and clutched the bag to my chest and stayed where I was hidden for a good ten minutes before figuring it was safe to move again.

art by: **Azflip**
www.furaffinity.net/user/azflip/



A NIGHT IN PARIS

Thomas Steele

www.furaffinity.net/user/fauxhammer

The last thing I expected when I arrived to investigate rumors of a hired killer’s presence at La Résistance was to be whipped around the floor by a handsome Bolshevik. I thought something plain and ordinary would be playing, not this wild, new-age music that originated across the Atlantic. An automated trumpeter blares away, squealing through the breadth of its instrument’s range, the notes rich and brassy. I’ve been told this innovative style is all the rage in American speakeasies.

I love this... Jazz.

My partner, who’d torn me away from a dull conversation with a waitress once the electric beat begins to resonate through the mahogany floors is a stand-out. Especially since he’s an otter, a species for which I’ve never harbored a particular fondness. Otters generally are annoying creatures, burning through their shipmen’s salaries to purchase alcohol and prostitutes. However, this one is...different. He’s got a strong, hard jaw that shows off a layer of taut muscle. Beneath his black wool greatcoat, I catch flashes of medals and polished buttons as we twirl beneath strings of incandescent lights.

Of course, I truly am the alluring one. Decked out in my natural finery, feathers richer than the Great Sapphire of Louis XIV, I stand out in the sea of brown, gray, and black fur like a gem amongst cobblestones. By the look on the otter’s face, I can tell he views me similarly. He keeps his eyes, deep like the chocolates of the Marais district, riveted on me. His movements betray the effortless precision of a trained soldier.

Spinning about the room with a wild air that puts many a ballroom dance to shame, we soon attract a circle of followers, assorted cocktails shimmering, all colors of the rainbow clutched possessively in their paws. They’re nearly as active as we are, shuffling and skittering about to avoid my guide, his movements beholden only to his pure and powerful technique. I’m not half the *danseur* he is, but I do my best to keep up. It’s a strange sensation, feeling all eyes on me and not caring, lost in the present. In the words of F. Scott Fitzgerald, in moments like these, I’m within and without, simultaneously enchanted and repelled by the inexhaustible variety of life.

“For a Frenchman, you’re light on your feet!” With surprising strength, the otter lifts me off my toes, using me as a post from which to sensually shake himself like a Bombay whore. I don’t mind much. Watching his sleek, lithe body move like that sends a high voltage jolt the length of my spine.

“You’re not bad yourself, communist. I poke my tongue out of my beak, the avian version of a grin. I’m physically unable to smile, but that doesn’t mean I don’t have idiosyncrasies to make up for that.

As the high-tempo music subsides, the otter chuckles and ruffles the blue ridge of feathers that form the crown of my head. The trumpeter departs, quickly replaced by a formally-dressed clarinetist accompanied by a dozen or so new brass players. The woodwind soloist’s music is heavy and dark, the perfect background for our conversation.

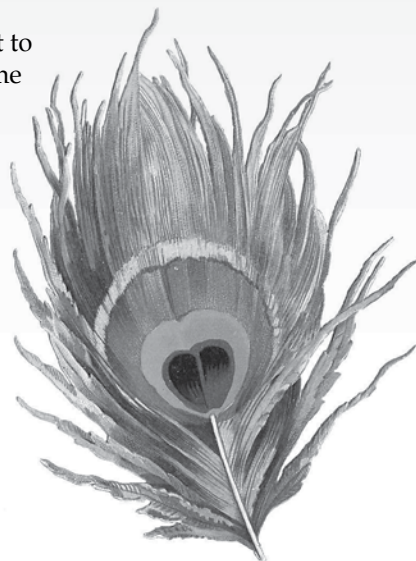
“So, what brings you to La Résistance? It was always my impression that Leninists were the sort to keep to themselves, especially after the war.” He places a hand squarely on my scapula, guiding me through a slow two-step as the clarinetist races through the *altimssimo* register.

The otter laughs politely, waving a paw dismissively. “Not all of us decided to hunker down in our little workers’ paradise. I do have business here, strange as that may sound.”

I cock an eye. “All of a proper sort, I hope. You are speaking with Inspecteur Jacques Fiacre LeBleu of the *Direction Régionale de Police Judiciaire de Paris*, and I’m not one to fraternize with lawbreakers.”

“That’s a beak full for such a little bird.” He raises a paw and waves at one of the many black-and-white clad waiters displaying trays of spirits. “Perhaps a drink will soften your demeanor, Inspector. You appear to need one.”

The otter snatches two small-footed glasses of a cloudy, greenish spirit from a fox. *La fée verte*.



Absinthe, the drink of Baudelaire, Picasso, Verlaine, and others whose work I read. It has an intriguing appearance – cloudy – as it twinkles beneath the Edison’s bulbs, tempting me. “*Monsieur*, I’m not supposed to drink on the job. I appreciate the offer, but–”

He interrupts me mid-sentence, a glint in his eye and an inviting smile a mile wide. “Please, I insist. A handsome fellow such as yourself must relax sometime, *da?*”

It’s just one drink, I suppose – hardly an intoxicating dose. Regulations can be bent this one time. It is for a good cause, after all. “Perhaps I can. But in return, I must know the name of the dashing communist who just swept me off my feet.” I turn my beak, my infatuation plain as day.

“My name is Mikhail Lagunov. I am the General-Polkovnik of the Red Army.” He offers me a glass of the *digestif*, taking a small sip of his own. “You may call me Misha. In my native tongue, it means ‘bear.’ My father wanted me to grow up strong as I was a sickly pup.”

Judging by his well-developed physique, I guess that magic moniker worked.

“My mother is very traditional. She gave me a name that is very French.” I roll my eyes. “Please, call me Jacq. I only use my full name when I’m on official business.”

“Jacq, it is. That’s an exceptionally fine name,” Misha glances around the room while downing his drink at a distinctively Russian pace. “I think you’re more of a Dmitri.”

“Please,” I mutter sarcastically. “Don’t insult my intelligence! I’m a Viktor and you know it!”

That statement elicits a rousing guffaw from Misha, who finishes his absinthe in one straight shot once he calms down. “Ah, you’re quite the comedian Jacq. But in all seriousness, what brings you here? One with the name of his office so hot on his tongue must be on official business.”

I nod reluctantly, scanning the crowd with a veteran’s eyes, making sure potential interlopers are at arms’ length. “Off the record? I am here to investigate a lead... part of a case that is very important. There are rumors that a killer has been hired and murder is in the air. I feel it as strong as I do a morning fog on the Seine.” I take a small sip of absinthe, swilling it around my mouth to let the flavor envelop my tongue. Complex, with licorice overtones and a spice rack’s worth of herbal complexity. On the whole, it’s slightly bitter even when dulled by a sugar cube. Delightful.

“Murder? Inspector, this is indeed troubling. If I may be of any assistance, do not hesitate in letting me know. I am not as well-connected here as in Moscow, but I have friends who could be of use to you scattered around Paris.

While it’s a kind gesture, I’m not sure that I’m ready to place a critical case in the paws of a stranger, even if I seem to be falling in love with him more by the minute. “I appreciate your offer, Misha. Any assistance is welcome in these grim times.”

“Of course. Let me write down my contact information. You have enough on your mind already!” Misha pulls out a neat little notebook from his breast pocket, flipping it open to a blank page. It’s plain, function foremost in its designer’s mind. Futilely, he fishes around in his various pockets for a pen; predictably, he comes up empty.

“I seem to have misplaced my favorite pen. May I borrow one?”

“It would be my pleasure.” I reach into the pocket of my wool sport-coat to whip out an intricate pen, a series of gears within the glass casing allowing it to write in no less than 12 different colored inks. Each one has its own miniature reservoir; a copper mechanism in the center rotates them like the cylinders of a revolver. I usually stick with black, but, it’s always nice to have options.

Misha takes it delicately, as if he'll damage it with his claws. "This is quite the pen. Fit for the Tsar himself." He scribbles something down on the paper, purposely holding the pen firmly with his paw pads to avoid leaving scratches on the glass.

"You don't need to be so delicate. The glass is impregnated with crystals of artificial diamond which make it virtually indestructible." I snatch the pen from his paw and run my claw down the side of it with a harsh *screech*.

"What are you doing?" he asks, wincing at the jarring sound.

"Showing you," I reply, holding the pen up to the light. The case is still as dazzling as ever, and the only mark is a bit of abrasion on the end of my index claw. "I doubt I could scratch it with a steel file."

"Fascinating. Where did you purchase it, by chance? I'm interested in acquiring a good quantity of this glass for military vehicles. It has great potential, as you just demonstrated." Misha gives me a warm smile, unbuttoning his coat fully to reveal the numerous service ribbons and medals decorating his breast.

"Well, I doubt I'll be arrested for treason if I tell you. I purchased it from Cartier. It's one of their trade secrets, used for the faces of their luxury dive watches. I don't know if they'll sell to a Russian, but I admire you for trying." I rub the back of my head, trying to think of something else to say. I detest awkward silences.

"I can understand. Still, it's good to embrace the future. New technology is a great interest of mine, you see." Misha presses the rough, fibrous paper into my palm. "Especially this new whimsy of the British, this internal combustion. I can't help but find it intriguing. They've made some astonishing claims about what their engines can do."

I chuckle, slipping the message in the inner pocket of my jacket for later. "Please. The future belongs to steam, Misha. Why the world would consider anything else, I don't know."

"I would not be so sure about that, Jacq. The future is unpredictable. Twenty years ago William Henry built the first steam-powered car and look where we are now. The new *Fumus Incendi* can top 160 kilometers per hour. If that isn't a modern marvel, what is?

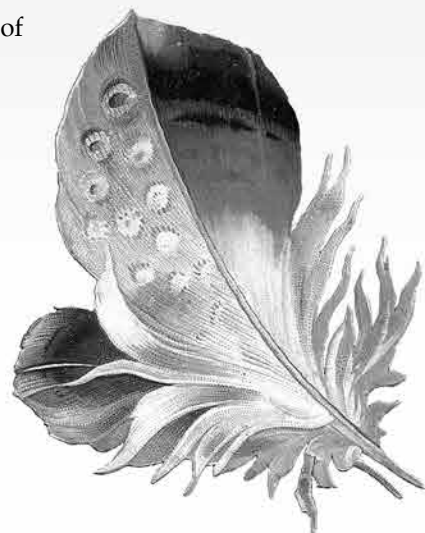
"Well, I can think of one other thing..." I decide that even an important case can wait a few moments. An Inspector cannot be expected to have total dedication. I am merely mortal, after all. I take a step forward, embracing his soft, rich lips with the tip of my beak. Misha's natural scent is clean and rich like a Normandy breeze. While avians don't have the keenest sense of smell, in this moment, I can smell him as well as I could my own parents. In the background, the clarinetist holds a high pitch while a salvo of fireworks go off in my mind as I stare intently into Misha's warm, intelligent eyes.

Misha's initial surprise fades quickly and he returns my attention, teasing the edge of my beak with his tongue and holding me fast with arms toned from years of military service. After a few moments, he draws away, leaving my heart beating fast and my eyes fluttering.

"As can I," Misha replies, a distinct warmth lingering on his muzzle like the embers of a discarded cigarette.

"My purse! Someone, stop him!" A high-pitched, feminine voice screams.

I pivot in surprise, attempting to pinpoint both victim and thief. It's difficult to identify them in such a dense crowd. Then suddenly, a spry fennec fox in a dark charcoal suit practically shoves me out of his way, sending my mostly-full glass of absinthe flying through the air at an elegantly dressed female panther, coal-tar fur and eyes of molten magma. Unfortunately, the glass hurtles through the air at the exact angle needed to inundate her vividly patterned dress with green. It looks



expensive, and judging by the way her fur is sticking straight out like a territorial tomcat, it probably was.

Ever the motley fool, I stand there in shock, watching the stranger vanish through the grand archway that leads back into the hotel proper. There's not much I can do to him, even if I somehow manage to narrow his massive lead. Rudeness isn't a crime.

"*Ublyudok!*" the panther screams in Misha's tongue, as 70 kilograms of infuriated Amazon pivots. Without warning, she gives me a harsh slap as her tone increases in volume and intensity. There's little I can do here, because she doesn't appear to understand my French or English. Or perhaps she's too incensed to care. I cannot for the life of me tell which, but the outcome is the same.

I'm catching an earful.

"*Mademoiselle*, stop yelling. *Je ne comprend pas*. I have no idea what you trying to say! *Arrêtez, s'il vous plaît!* Please, stop" I raise both hands in a gesture of surrender, but this doesn't douse her fiery temper. She levels an accusatory finger, shouting loudly enough to attract the attention of nearly everyone in the ballroom. Perhaps she should consider a change of career. I've heard the operas have uses for voices as powerful as hers.

Luckily, Misha comes to my aid after snapping out of his temporary stupor. He wedges himself into the conversation, slipping in front of me and hurling silver-tongued words of appeasement at her. I can't understand the words, but I recognize the gist from the tone.

"*Otlichno! Voz'mi eto!*" Misha pulls a few bills from his coin purse, tossing them at her as though she's no more than a lowbrow girl at the Moulin Rouge. Without further ado, he grasps my wings and leads me away, avoiding any gesture that might spark a serious confrontation.

"Sorry about that *imbécile*, as you French say. She's dampened my mood. Shall we take our leave?"

I check my skeleton-back Patek Philippe. Nearly 10 o'clock. It's getting late and I still haven't identified that critical break. No witnesses and the lead hasn't panned out. I'm back where I started. Perhaps it's time to return to my office and mull events over a cup of coffee.

I sigh heavily, letting my otter return to an intimately close stand.

"If you'll excuse me Misha, I must return to the Bureau. It is urgent, I'm afraid." I fish the pen from my pocket, pressing it into his paw. A promise of my return. After all, it would be a shame to lose a pen as fine as this one. "I'll be back for this. I'm so sorry, but work is work."

Misha waves it off, planting a firm peck on my cheek.

"Bah! You are talking to a soldier about duty! If anyone understands, *zlotse*, it is I." He slips the pen into his breast pocket to keep the notebook company before waving me off. "Have a safe trip, Jacq. When you have use for your pen again, you know where it can be found."

"Later, Misha." I give a cursory wave before turning into the evening air, a long night of work ahead of me. A murder and a robbery together? Sounds like the perfect case for Inspector Jacques LeBleu!





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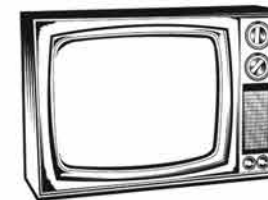
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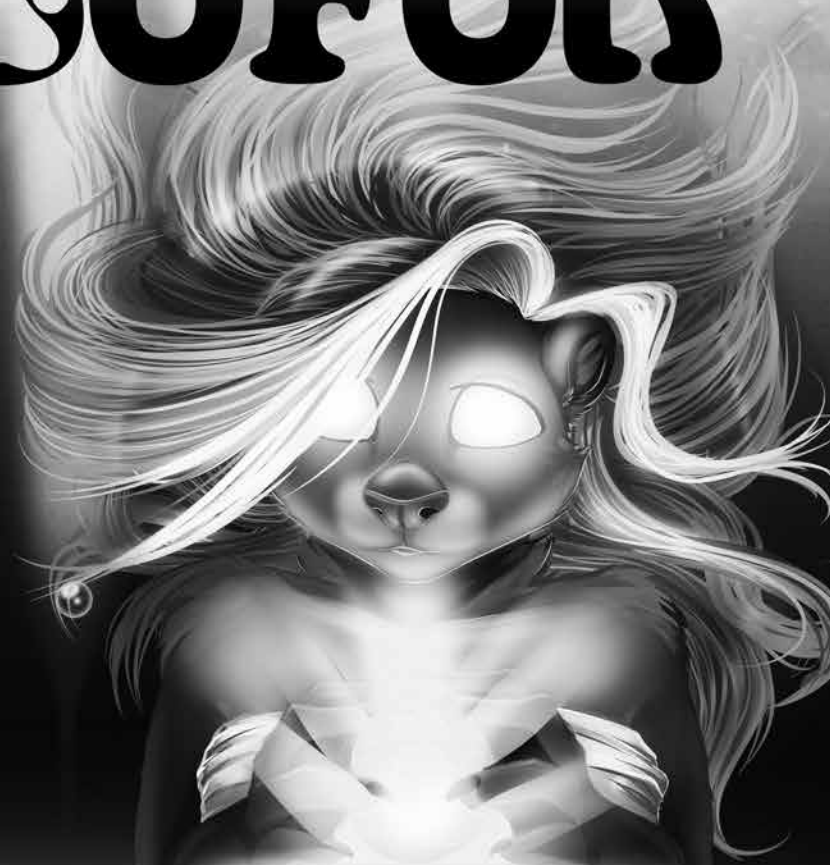


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