

NAME JUST...A SCIENTIST

MEGAPLEX 2010
JULY 23-26, 2010

MEET
PAUL ZALOOM
(HE'S MY HERO)

MegaPl ex

MAD MAD SCIENCE!

Convention Chairmen

John "K.P." Cole

Randy "Yappy Fox" Fox

Programming Director

Dan "Jackrabbit" Boatwright

Operations Director

Karl "Carl Fox" Meyers

Operations Assistant

Zachary "skippyfox" Friedrich

Promotions

Zachary "skippyfox" Friedrich

Registration

Randy "Yappy Fox" Fox

Registration Assistants

Wolfpac • Blitz Kangaroo • Arix

Web Site

Randy "Yappy Fox" Fox

Santa Fox

Staff

Treasurer

Jim "Rasvar" Mogle

Volunteer

Karl "Carl Fox" Meyers

Hotel Liason

Randy "Yappy Fox" Fox

Fursuit Lounge

SantaFox

Sponsor Suite Coordinators

Dan "Brace Bear" Neuman

Josh "Jaded Fox" Strom

Security Coordinator

Patrick "Mach" Dowden

Security Staff

Howler • Johnmutt • RisuKun •

Skippy Fox • Sparky Fox • Urson

Con Book

Jess "Lynxcat" Bonn

Dealers' Room Coordinator

Genesis "Gen" Whitmore

Dealers' Room Assistant

Vector

Charity Auction Coordinator

Dan "Jackrabbit" Boatwright

Fursuit Track Coordinators

Wild Wolf

Takala

Puppet Track Coordinator

Santa Fox

Variety Show Coordinator

Josh "Jaded Fox" Strom

Gaming Coordinator

Thomas "Salen Stormwing" Prince

Photography Coordinator

Brad "Ronin Otter" Bonn

Fursuit Paparazzi

Jesse "Fafner" Hartman

Video Documentation

Michel Mephit

Audio/Visual

Randy "Yappy Fox" Fox

Matthew "STiTch" Pence

Harley "EagleBeagle" Rifkin

FROM THE CHAIR: A FORMULA FOR FUN

Once again, we gather together for a summer festival that we call Megaplex. This year, we celebrate the zany and the wacky accomplishments that we characterize as "Mad Mad Science"! For a moment, let us recognize that our scientific achievements have given us a level of comfort and lifestyle that was almost unimaginable 100 years ago. Data has become universally accessible through the internet. Our technological achievements make it possible for us to travel quickly and relatively economically around the globe. And yet, in the recesses of our minds...lies that area where science can go wrong. This weekend, we explore the realms of where science could take us as imagined in the most unusual and maddening ways.

Naturally, the idea of anthropomorphic animals fits very well with such a concept. Much of classical literature and cinema focuses on the idea of us stretching science to its limits and infusing animals with human qualities. And even so, there is something about the idea of a mad scientist that somehow endears itself to us. At a young age, many of us fantasized about being that scientist who would bring forth the magnificent and the monstrous in the hopes of creating something new.

This weekend, we are extremely pleased to have a gentleman who helped inspire and entertain a generation of young budding scientists as our honored guest. We are excited to have Paul Zaloom, also known as "Beakman" from "Beakman's World," join us. We hope that you will find the time to join Mr. Zaloom in some of the many shows he will be doing this weekend. Paul is not only a tremendous stage performer, but is an accomplished puppeteer. Please help us in giving Paul a very warm welcome to Megaplex!

Also, it's paramount that we acknowledge the efforts of the hardworking staffers and volunteers of Megaplex. Without their efforts, this convention simply would not be able to happen. It is their diligent work that allows Megaplex to continue to be the bright and fun event that it is. So please, if you feel so compelled, take a moment to thank a staffer for their work. I'm certain that they will appreciate it. And finally, I'd like to take a moment to thank each and every one of you for coming to Megaplex this weekend. You are really the reason that this convention is here, and for choosing to spend your time with us...I sincerely and humbly thank you.

John "K.P." Cole
Co-Chairman of Megaplex

(NOTE: JUST SAY
"YES, MASTER")

CONTACTS AND POLICY

MISSION

To provide to our membership a celebration of interactive art and performance, with a primary focus on anthropomorphics and fantasy.

VISION

To be recognized by our membership as providing the highest quality programming, and to encourage return memberships through consistent quality and value.

The MegaPlex Staff would like to ensure everyone have a safe, sane, and fun convention. We ask that you please follow the convention safety and security policies outlined in this booklet. In general, if everyone shows respect and good manners to fellow convention attendees and the hotel facility and staff, then there will be few, if any, problems. We want everyone to enjoy!

While at MegaPlex 2010, you agree to abide by the policies of the convention. The senior members of the convention staff will resolve any disputes or questionable events. Their decision will be final. The convention security staff will issue warnings if they observe violations. Serious or repeat offenders will have their convention membership revoked without refund and will be asked to leave immediately.

PLEX, INC. BOARD OF DIRECTORS

President: Randy Fox

Vice President: John Cole

Secretary: Dan Boatwright

Treasurer: James Mogle

Board: Karl F. Meyers

NOTE: A DRINK (OF SPECIAL FORMULA, NATCH) WILL STOP THEIR WEREWOLF TRANSFORMATION

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James "Southpaw Fox" Aikens

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GUEST OF HONOR

**Paul
Zaloom**

Paul Zaloom is a comedic puppeteer, political satirist, filmmaker, and performance artist who lives and works in Los Angeles and tours his work all over the world. Zaloom has written, designed and performed 12 full length solo spectacles, including *Fruit of Zaloom*, *Sick But True*, his latest, *Mother of All Enemies* and, with Lynn Jeffries, *The Abecedarium*.

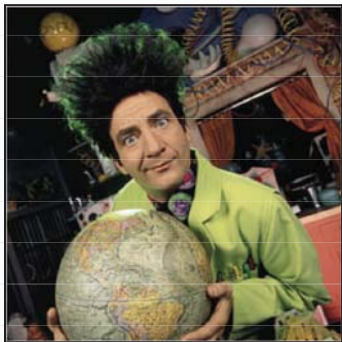
WHAT

Zaloom started out with the renowned avant-garde puppet company, the Bread and Puppet Theater, in Vermont and has worked with this seminal company since he was 19. He began making solo shows in 1978 and has since worked with found objects, rod puppets, toy theater, shadow puppets, overhead projections, cantastoria (story telling with pictures), hand puppets, and humanettes.

WHERE

Zaloom has played the Kennedy Center, Lincoln Center, the Spoleto Festival USA, AND King Tut's Wah-Wah Hut, plus hundreds of other venues in 40 states. Numerous international festivals have featured his work on his 9 tours to Europe, including the Edinburgh Festival Fringe, Scotland; Les Semaines de la Marionette, Paris; and the UNIMA World Congress, Dresden.

BEAKMAN



Since 1992, Zaloom has also appeared on the science educational TV show *Beakman's World* as Beakman, the wacked-out, weirdo scientist who answers viewers' questions about science, nature, and various bodily functions.

Zaloom also tours *Beakman Live!*, featuring large scale science demonstrations with loads of audience participation and lots of the trademark goofy Beakman humor.

FILM

Zaloom co-conceived, co-wrote and was head puppeteer in the feature length puppet film of *Dante's Inferno*, based on paintings and drawings by L.A. artist Sandow Birk, directed by Sean Meredith, and starring Dermot Mulroney and James Cromwell. Hell goes animated as apocalyptic artwork and eerie Victorian toy theater converge in this subversively satiric update of a literary classic. An official selection at the Slamdance Film Festival 2007, *Dante's Inferno* is like nothing you've ever experienced before.

TEACHING

Paul has taught PUPPETRY or PERFORMANCE ART classes in many schools and universities, including Rhode Island School of Design, O'Neill Theater Center, Emerson College, Cal Arts, Omega Institute, George Mason U., Union College, Institut Internationale de la Marionnette (Charlesville, France), School of Visual Arts (NYC), Hamilton College, Center for Puppetry Arts (Atlanta, GA), etc.

NOTE: DO NOT POKE THE SCIENTIST

AWARDS

A Village Voice OBIE

An American Theater Wing Design Award

A New York Dance and Performance Award (the "Bessie")

An L.A. Weekly Critics' Award

FOUR Citations of Excellence in the Art of Puppetry from UNIMA-USA.

GRANTS

Guggenheim Fellowship

4 National Endowment for the Arts fellowships

Three Henson Foundation grants

And NYFA, NYSCA, Art Matters, Durfee, California Arts Council, L.A. Department of Cultural Affairs, and others.

Based on the Emmy winning children's science educational TV show Beakman's World, BEAKMAN LIVE! features Paul Zaloom as the eccentric, wacky scientist Beakman, who amazes his fellow humans with a series of death defying and belief suspending demonstrations of intriguing scientific principles!

**About
BEAKMAN
LIVE!**

BEAKMAN LIVE! is a family friendly live stage show that is based on creator Jok Church's question-answering scientist Beakman from the syndicated column U Can with Beakman and Jax and TV's long running Beakman's World. Zaloom as Beakman performs a series of wacky science demos with plenty of audience participation, real educational content, and the trademark goofy Beakman humor.

See Beakman forced to lie on a bed of needle sharp nails! Watch Beakman make a flying bat materialize in thin air! Marvel as Beakman breaks the sound barrier in front of your very eyes! Ruminates the ramifications as Beakman makes a roll of toilet paper soar above the stage!

Plus Beakman demonstrates sublimation, persistence of vision, peristaltic waves, the center of gravity, air pressure, and some very cool optical illusions.

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.

HOTEL

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

Our relaxing Kissimmee Orlando hotel resort provides every guest with exceptional accommodations and plenty of perks, including an unmatched setting:

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

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

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

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



DEALERS DEN

Megaplex is continuing its traditional Dealer Room in 2010 - 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 - 7:00 PM	Dealer's Den Open to All Attendees
	10:00 PM - 11:00 PM	Den Closing: Dealers ONLY
Saturday	9:00 AM - 10:00 AM	Dealer Setup: Dealers ONLY
	10:00 AM - 7:00 PM	Dealer's Den Open to All Attendees
	10:00 PM - 11:00 PM	Den Closing: Dealers ONLY
Sunday	9:00 AM - 10:00 AM	Dealer Setup: Dealers ONLY
	10:00 AM - 7:00 PM	Dealer's Den Open to All Attendees
	7:00 PM - 8:00 PM	Den Tear Down: Dealers ONLY

The Dealers Room will be secured when not open. Hotel and/or convention security will be patrolling the area at all times. At the discretion of the Dealers' Room director, a security person may sleep in the room.

TAXES

Per Florida Law, itinerant merchants are required to collect sales tax for sales of new or used goods. The collection and remittance of taxes to the State is the responsibility of the individual dealers.

DISPLAY GUIDELINES & BEHAVIOUR

In accordance with state law, we must require that no adult material be displayed openly; for art/print dealers we request, where applicable, that two separate binders ("general", "mature") be kept. Additionally, any "naughty" parts of must be covered in some fashion (Post-It notes work well for this). This satisfies State and Local requirements about underage viewing and is discreet for purchasers. Dealers are responsible for keeping unsuitable material out of the hands of minors. Minors will be clearly identifiable via their badges.

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

Beerhorse

BushyCat

FURRY TAILS, ART PRINTS, COMMISSIONS, BADGES, COMICS, PAINTINGS, CUSTOM WOODEN ANIMALS AND FINE PINE FELINES!(tm) Available from BushyCat in person or online. View our website at <http://www.thevioletpanther.com>

Derrick

Final

Final Arts! Conbadges, on-site commissions, prints, and more!

Gen

Guggles

Doing all sorts of traditional artwork! Lots of badges and such :D! Stop by and say hi and maybe buy some arts~

Matthew "Hali of Firpine" Ebel

<http://www.matthewebel.com/>

JReq

Kubo

MegaWolf

Shiny Things, Art Supplies, Print & Lamination Services, and Random Wackiness.

Mike

Vicki Fox Productions Inc. Selling stuffed toys (plush), art prints, and stuff. Check out our monthly web comic at <http://www.VickiFox.com>

Richard

Belfry Boys Comics Animal caricatures Commissions <http://superstinkwarrior.deviantart.com>

Sammy

"The Sammeh! She draws youz good! ;D" On site badges starting at \$15 and other nifty things by DjSammehfox! Also come check out brand new sparkledog comics! (Promotional sparkledog merchandise may be included) I also have card games on motorcycles.

UndyingSong

<http://undying song.artspots.com/> - Drop by and say hi please! :) Name-your-own-price commissions will be available!

Vector

<http://theworldofpumpernickel.com/meepings/>

Wolfeh

Custom made fleece hats by Wolfeh! Check out examples or commission one in advance at <http://WolfehsHats.webs.com>

**attending
dealers**

MOVE THEM DEAD BONES

MAIN PROGRAMMING

Opening Ceremonies. Kick the Con Off Right with Opening Ceremonies.

Are You Smarter Than a Fifth Grader?

It's the Mad Science Edition of the popular TV Game Show!

Beakman In Person! A series of live, fun science demonstrations with plenty of audience participation.

CARE Presentation. Our charity, C.A.R.E., returns this year to give an informative presentation on animals found and rescued in our area.

Care Photo Op. Professional photo opportunity with CARE animals.

Charity Auction. Buy cool stuff and help support our con charity, C.A.R.E.

Dessert Social. Enjoy a dessert courtesy of Megaplex!

Meet the Guest of Honor. Join us for an audience interactive conversation with the Megaplex Guest of Honor, the Amazing Paul Zaloom!

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.

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

Funday Pawpnet Show. A live performance of one of the fandom's most enduring programs.

Furry Variety Show. So you want to be a performer? Here's your chance to show off your talents in the annual Megaplex Furry Variety Show.

JR's Stand Up. Join JR for his own brand of comedy. Watch out that your ears don't catch on fire!

Paul Zaloom's Puppet Show (18+ Only). Come get a glimpse into the unfettered mind of our Guest of Honor!

Rocky Horror Picture Show (18+ Only). I see you shiver with anticipation! Our favorite Frank and cast is back, so come dressed for debauchery and ready your best callbacks - and if you're a virgin, let us know (or your friends will) so we can recognize you in your own special ceremony! We promise, we'll be gentle. We *will* check your badge, so kids, do Mom and Dad a favor and go to bed on time.

WTF Theater. Good question! We're just making this stuff up, after all!

Feedback and Closing Ceremonies. Stop by for our good-byes and a chance to let the staff know how they did!

MUSIC EVENTS

Dance - Antimon. Dance with DJ Antimon.

Dance - Big Blue Fox. Dance 'til Dawn with DJ Big Blue Fox!!!

Dance - Megawolf. Dance with DJ Megawolf.

Dance - Recca. Dance with DJ Recca.

Dance - Wild Wolf. Dance with DJ Wild Wolf.

Dance - Zorin. Dance with DJ Zorin

Karaoke. Professional Licensed Karaoke! (Professional singing not included.)

Metalfurs! It's a furry headbanger's ball!

Musical Jam Session. A couple hours to just "Jam" out.

The Manimal Dance Party Of Doctor Moreau. Dance with DJ X.

FURSUITING TRACK

Fursuit Care. Learn how to wash, transport, and maintain your fursuit to keep it looking its best

Fursuit Games. It's the yearly round of character vs charcter games!

Fursuit Parade Line Up. Any fursuiter wanting to be in the fursuit parade should report to the Main Event Room at this time for line-up and instructions.

Fursuit Parade. It's the annual Fursuit Parade! Watch the suiters strut their stuff - a perfect photo opportunity for everyone.

Fursuiter Pro Photo Shoot. Get pictures of your fursuit character done under professional studio conditions - no charge, and first come, first served.

Quad Suit Building & Performance. A beginner's guide to creating and performing in a quadruped (walks on all fours) costume character.

ART TRACK

Art Material Tutorial. Introduction on choosing art supplies and what to look for when buying art.

Mad Science Figure Drawing. Figure Drawing with a Mad Science theme.

Stuff Animals Parties for Children. Make your own stuff animal workshop for children.

GAMING TRACK

Exalted RPG. Tabletop gaming session: "Exalted"

SPECIAL INTERESTS

Bowling Outing. Fursuiter Friendly Bowling Outing.

Mini Golf Outing. Fursuiter Friendly Outing to Main Gate Adventure Golf.

Super/Mega Sponsor Luncheon. The special luncheon just for super-sponsors and mega-sponsors. You must have your luncheon ticket in hand for admission to the

FURRY GROUPS

Furry4Life Meet-and-Greet. Furry4Life is a social network just for furries!



**NOTE: YES, BURN MARKS
DO STICK. AND SIZZLE.**
13



I NEED TO DISCOVER MY SANITY BEFORE I PRESS ON TOWARD A FORMULA



THIS IS MY PERTURBED FACE.

LAB MINIONS... I MEAN, VOLUNTEERS

This year we are offering a new incentive for panelists and volunteers. You get to choose how much or how little you want to volunteer, and even if you choose to do as little as an hour, everyone will get incentive! For every hour you volunteer or run a panel, we will give you a \$5 discount off your registration for the following year. After just 7-8 hours of volunteering, you can earn a complete con registration, or apply that discount toward a higher level of registration. (The limit of the discount will be the value of a regular pre-registration for 2011, once it is determined.)

We are also trying out a new system to hopefully make it easier for volunteers to get recruited and know when help is needed. The system will be using SMS text messaging for your cell phone. If you have a Droid or iPhone, there is an app for it as well. If you do not wish to use texting, we will still take down a phone number for you at the convention, and call to see if you are available.

For volunteers who wish to use SMS texting, follow these steps:

- 1) Text a message to phone number "60611" with the message "MPVOLUNTEERS" (not including the quotes)
- 2) You will receive a text message reply from a phone number, e.g. 60611345. The final 3 digits are uniquely assigned to you.
- 3) You will initially get a message instructing you how to set up a username for your account, and it will ask you for a birthdate (lie if you don't want this revealed to others)
- 4) Once you are subscribed, requests for volunteers during the con will be sent from this unique number. You will see messages like "Need help moving chairs in Hall B"
- 5) When you want to go "off call" you simply send "STOP" to 60611 and you will unsubscribe. To go back on call, message 60611 with "START".

If you have a Droid or iPhone and do not wish to use SMS texting, look for a free app called "Text Plus." Once installed, join the community "MPVOLUNTEERS".

We ask that you not send any messages to "60611####" unless absolutely relevant, as we don't want to spam everyone's phone with twitter-like tweets. It would be preferred that only those making a call for volunteers actually post a text.

If you have any questions, or would like to get a time sheet, See Carl Fox or inquire at the registration desk if you can't find him.

All phone charges related to Megaplex Volunteer texts will be the responsibility of the attendee, and will not be reimbursed by the convention.

BE SAFE (SANE IS ANOTHER ISSUE)

CONVENTION CONDUCT POLICY

The following policy is 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.

Members attending Megaplex agree to abide by this policy, while within Convention areas and while participating in Convention activities as a condition of membership. Security Staff will issue warnings if they observe any violations of this policy. Serious or repeat offenders will have their Megaplex membership revoked without refund, and will be asked to leave Convention areas immediately. In any dispute over the interpretation or enforcement of any policy, the decision of Megaplex Staff shall be final. We reserve the right to refuse membership to any person.

APPEARANCE & BEHAVIOR

Members are expected to wear their official Convention badges at all times while in Convention areas or participating in Convention activities, and to display their badges upon request by Security Staff. Anyone found in Convention space without a badge will be escorted to Registration or asked to leave.

Personal dress, including Mascots and other costumes, should be "PG-rated." Dry clothes (shirt, shorts and shoes at a minimum) will be required in Convention areas.

Public exposure of genitalia, buttocks or (female) breasts is not permitted. "Anatomically correct" costumes must be likewise clothed. Discreet wearing of collars, leashes, etc. is acceptable, but sexually-oriented leather gear is not permitted in Convention areas. Security Staff may request a change of attire at their discretion.

Public displays of affection, regardless of sexual orientation, should also be kept to a "PG-rated" level within Convention areas. Holding hands, hugging, chaste kissing and similar activities are acceptable; anything more passionate is not. The Security Staff will ask you to stop or relocate if you get carried away.

To help ensure a safe and enjoyable time for our younger members, anyone under the age of 16 attending Megaplex must be accompanied by a parent or legal guardian.

Harassment of Convention members by their fellow members will not be tolerated. We would ask that all attendees be civil and polite, respect the rights and "personal space" of others, and attempt to resolve conflicts in a peaceful manner. If you feel you are being harassed, please report to Security immediately. Anyone who, in the judgment of the Staff, grievously harasses or stalks any fellow member, will have his or her Convention membership revoked immediately.

WEAPONS

All Federal, State, and local laws and ordinances apply to the possession, carry, and display of weapons at Megaplex. In general, Florida State law prohibits the open carry of firearms and the concealed carry of any weapon without a State-approved license.

For the safety and peace of mind of all attendees, all potentially deadly weapons, and realistic replicas that could be mistaken for deadly weapons, must be disabled, peace-bonded, or otherwise rendered inert while on display at the Convention.

If a weapon or replica is part of your costume, please consult Security for direction before taking it into Convention areas. Due to the potential for eye injury and general nuisance, laser pointers and similar devices are not permitted. Water guns, Nerf or other dart guns, Silly String, or other toy weapons capable of causing property damage are not permitted in Convention areas.

Water guns and Silly String in particular can cause a lot of harm to Mascot costumes. Please do not use toy weapons in locations where damage to merchandise, artwork, costumes, hotel property, etc. is likely.

Convention Members observed violating weapons policy will be asked to return their weapons to their rooms or vehicles, or to store them in a hotel safety deposit box. Refusal to dispose of a weapon upon request will result in immediate revocation of Convention membership.

Displaying or using any weapon in a threatening, reckless or dangerous manner will not be tolerated.

DEALERS' DEN

Security

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 sales tax rate in Orange County is 7% (6% State, 1% County).

The collection and remittance of taxes to the State is the responsibility of the individual dealers. Information on filing the proper paperwork can be found at http://dor.myflorida.com/dor/taxes/flea_market_sut.html. Much of the required paperwork can be done online by following the appropriate links.

Space

Dealers Room 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 2'. Half-tables are 3' by 2'.

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.

**YEAH.
WE KNOW.
MORE
RULES.**

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 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 dealers to abide by:

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

Special Requests

These requests will be handled on a first-come, first served basis and there are an EXTREMELY limited amount of special requests that can be accommodated. If you have special physical needs, such as handicapped access, space for a large display, or proximity to another dealer, please let us know as soon as possible. We will try to honor as many special requests as we can, however, being denied a special request is not grounds for a table refund. The earlier you tell us, the more likely we are to be able to fulfill a request.

Waiting List

Dealers' Room space goes fast. In the event that the Dealers Room sells out, we will be instituting the waiting list. When the Dealers Room is full, applications will be placed in the waiting list in a first-come, first-served manner. Payment will not be due until a table is granted to you, however, be prepared to pay as soon as you are granted a table as there will be a deadline for payment to be received or the next person in line will be given the table.

Cancelling

If you find you are unable to attend, refunds will be handled on a case-by-case basis, up until one week before the convention, after which table fees are non-refundable. Canceled tables cannot be transferred to other dealers at the request of the canceling dealer, but will go to the next person on the waiting list.

Final Notes

Complaints or concerns concerning the Dealers Room should be addressed to mp-dealers@ppmp.info. Tables that have not been claimed by 10:00AM on the Friday of the convention without prior notification to the staff will be considered abandoned and given to the next waiting applicant on the list. No refunds or credits will be given for abandoned tables.

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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.

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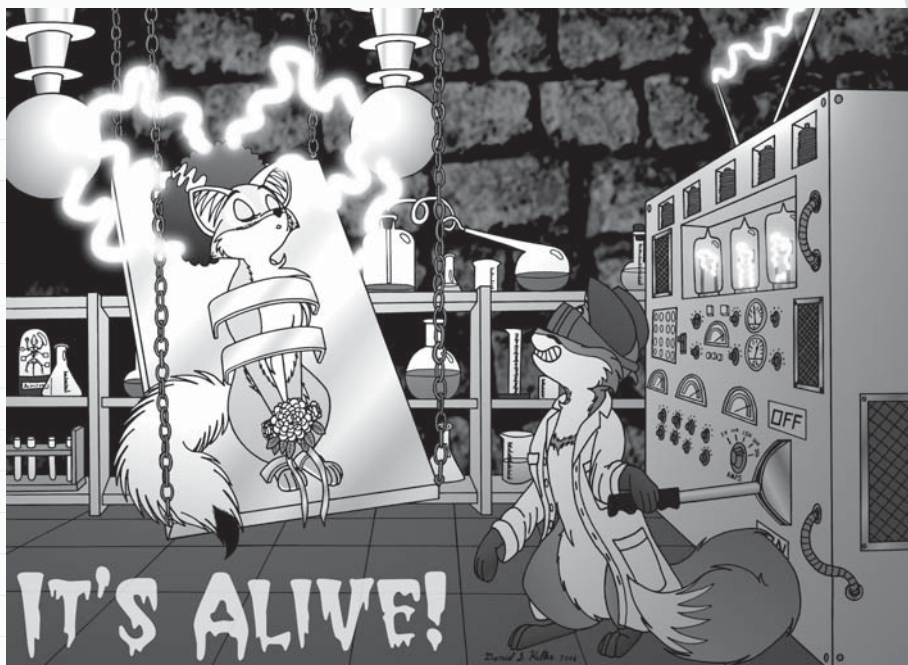
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Press and media members desiring a statement, press release or interview from Convention Staff should contact the Convention Director or Convention Promotions Chair. Each request will be considered individually and on a case-by-case basis.

PETS AND SERVICE ANIMALS

Due to the nature of the convention, including mascots and C.A.R.E Foundation animals, we will not allow any personal pets. Working service animals are permitted as per ADA regulations.

**NOTE: MEMORIZATION WILL BE TESTED AT
CLOSING CEREMONIES**



Captain's Orders

(c)2010 Warner 'Warnndog' Jones

His eyes blinked opened as he tried to gain his composure. 'The ship's inertia dampers should have compensated for the jump', the old wolf thought as he looked around seeing some of the ship's electrical wires and metal panels broken and bent.

"SOMEONE GIVE ME A STATUS REPORT" The old wolf yelled out as he tried to pick himself up.

"Yes Sir" a faint voice coughed in the background "Life support is at 50%, shields are off line, haul integrity at 100%." The older wolf smiled recognizing the voice of his commander and security officer.

"Yes, Yes but where are we, did the infernal contraption work?"

"Checking coordinates, Alpha" The gruff security officer responded as he tried to navigate though the half working controls. "If these calculations are correct...we're 300 million miles from where we started." The younger wolf was silent for a bit as he turned to his elder. "We did it Ryan, we traveled faster than light!" The wolf said with a big smile not realizing that he called his superior by his first name.

"There will be more time for celebration later...Robert, that is good news. Well, let's get to work helping the rest of our crew" The captain said as he began walking around the bridge, leaning over to tend fallen comrades.

"Yes Alpha! Right away Alpha" The young wolf said with a little excitement as he turned to exit out the bridge.

Everyone was sitting around a table, their voices echoed a mix of enthusiasm and despair as each tried to remember the friends that they knew amongst the success of the mission. The door swung open quickly as young slender, red vixen stepped into the room, her eyes were distant and tired. Stan, a young wolf with a security shield displayed on his chest, quickly got up and rushed around the table. The vixen eyes lit up as she caught sight of the wolf, both wrapped in each other embrace as they both gave subtle licks to each others muzzle.

"I was worried about you dear" The wolf said to her, his voice seemed broken. The vixen smiled and looked into his eyes.

"You shouldn't worry too much" The vixen said coping a smile.

"Aherm" A voice broke the silence of the warm moment.

"Captain...Alpha, My apologies" The wolf said as he turned to stare at the stern face of his superior calmly sitting at the head of the table. The fox and the wolf both

followed each other as they took their place around the table.

"Stan, what's the status report" bellowed the captain. The younger wolf sat up straight and addressed each member of the crew.

"Everything is secure, there are no haul breaches and the neutron plating is holding at a steady ninety five percent capacity, give or takes about a point zero five to fluctuation."

"That seems stable enough" Remarked a brown wolf sitting at the table with his hands crossed as he eyed the Security officer. The Captain smiled as he switched his attention to the outspoken volunteer. "And what about you, are the telemetry systems working at an efficient capacity so that we can fly this thing?" The captain said forcefully. The red wolf just turned to face his commander staring at him and sitting straight up.

"Everything seems to be working, some discrepancy in the special recognition scanner but nothing that I can't account for" The wolf said with his tail raised and his ears perked.

"Very good" The captain said with a smile, then he calmly faced the vixen and clasped his hand together. "And you Sheri"

"We've had two casualties in total. A few bruises on what remains of the crew here but nothing that can't be fixed" the vixen spoke up.

"Captain" A multicolored canine whose ears lay flat on his head raised his voiced.

"Ah Doug I was getting to you" The Wolf said calmly.

"I know but I want to speak to you privately after the meeting if at all possible" the mutt said as he looks around the room. The old wolf saw the look in Doug's eyes, he knew something was on the mutt's mind and that worried him if he wanted to speak to him privately. The Captain took a deep breadth.

"Actually let's do it now. We shall adjourn for fifteen minutes. At that time we can finish the full report." The captain said as he got up from his chair. Quickly he motioned for the mutt to follow him as he exited out of the meeting room down a short hallway into the captain quarters. The captain closed the door behind Doug as he reached into his pocket to grab a cigar, figuring that he would need it regardless of regulations.

"So Doug how I may help you" The captain said with some hesitation.

"It's the dampers sir" Doug said with a little hesitation. "We only have enough power in the coils to compensate for only four individuals."

"But we have five individuals on the ship" The captain said rhetorically.

"I know captain, I've run the number over and over again hoping I made some mistake but the fact remains" The captain just held his cigar as he stood there in silence. "I

didn't want to cause a panic, so I wanted to tell you privately" The canine said as his voice trailed off.

"Well" The captain said as he placed the unlit cigar back in his pocket. "It seems we have a bit of a dilemma."

The room suddenly fell silent as the captain walked backed in and took his place at the table, Doug walked in as well. The old wolf looked at everyone's faces and felt an odd feeling that began to wash over him as he sighed.

"I don't like the look you have captain" Stan said as his eyes met his Alpha's. The Captain just smiled as he looked at everyone again, and then calmly glanced back at Stan.

"Your right Stan, I have some rather grave news." The wolf became silent as he then took a deep breath. "It has been brought to my attention" He began but his voice lacked luster "that the inertia dampers only have enough to power the coils and compensate for four individual." The captain could hear a few gasp, some whispers, but mostly silence. There was an unnerving and irritating silence and the captain was afraid to break it.

"Are you telling me, one of us is not going to make it home?" Robert yelled out as he slammed his fist on the table. "What about stasis, or reroute power!" The tan wolf continued to yell.

"You know the coils don't work like that Robert..." Doug began.

"Shut up Dog! I won't let some mutt tell me what I SHOULD OR SHOULD NOT KNOW!" Roberts raised his voice as he quickly stood up in his chair.

"ROBERT PLEASE CALM DOWN" The Captain yelled in response. The wolf breathed heavy as his eyes glared at the dog as he slowly turned his head to face the grey wolf. "Yes Sir" Robert said through gritted teeth as he then sat down.

"Look I know this is difficult but let's think about this. Well all know that the energy being funneled through the power coils are filtered in a specific way and we can't re route power, so I need contingency plans."

"Contingency Sir?" Sheri spoke up.

"Yes Sheri, Contingency, a plan or method you can think of, if any to get us home or a plan for alternatives" The wolf said with a deep sigh.

"You mean sacrifice, committing suicide" Stan said with his ears folded back, his tail tucked.

"Why can't we just try it with the five" Robert raised his voice.

"Because we run the risk of everyone dying" Doug responded.

"Why you" The brown wolf turned to the mutt as his eyes narrowed.

"Robert, Doug enough! Like it or not we may have to make a decision none of us wants to make but the decision needs to be made" The captain said as he got up from his seat. He hesitated, he didn't want to but he looked at each of them, he could smell uncertainty, maybe fear. It was very unnerving.

"I will need those reports at twenty-one hundred hours, that is all"

The Captain sat in his quarters alone as he tried to understand the gravity of the situation. Peering down he was analyzing each members own personnel file. Then the wolf just brought his hands to his head and began to rub his eyes. 'What am I doing', he thought, 'I'm looking at all my crew like a piece of meat.' He then placed his hand into his inside coat pocket as he pulled out his cigar as he suddenly heard three knocks echo behind his door. The old wolf growled a bit as he placed the cigar back into his coat pocket.

"Come in" He yelled. The door swung wide open with clang as metal vibrated against the metal of the walls.

"Captain, its Stan and Robert. They're fighting on the bridge," The vixen said loudly as the Captain jumped out of his seat and rushed forward into the hallway. It didn't take him long as he navigated the halls and passageways. Quickly he plugging in his security code and opened the door to the bridge to see Stan with a bloody nose looking down at the brown wolf who laid there half conscious on the floor.

"There BETTER be a GOOD explanation of this" The Captain growled as he stepped into the room. The security officer just turned and stood at attention as he gave a quick salute. The beaten tan and brown wolf staggered to get up as he tried to mimic his aggressor and comrade. The vixen came into the bridge with her medical kit hanging by her side. She kept looking at the captain waiting for her chance to jump in.

"Lieutenant McConnolly and I had a bit of a disagreement, Sir" Stan said in as much formality as he could muster. The captain's eye narrowed as he gave a long cold stare at each of them.

"A DISAGREEMENT? A SNARL AND A STARE CONTEST IS A DISAGREEMENT, THIS IS DESCION IN THE RANK AND IN MY PACK!" The Captain yelled and growled, ears laid flat against his head and his tail standing straight.

"I..I was only giving a suggestion sir" Robert said, the blood was dripping out of his nose onto his fur.

"More like bigoted commen..." Stan began to say.

"Enough" The captain said as he held out his paw. "Now Stan, what did our pilot say that warranted such action from you"

"He was wanting to volunteer Doug, sir" Stan commented. The brown wolf snarled a bit. "He wanted to volunteer him because he is a dog, sir"

"I see" The Captain said as the old wolf then looked over at his pilot and stared him down. "So what do you have to say for yourself Robert"

"S-Sir that's not the whole truth, you understand that it was his calculation that got us out here in the first pla..."

"That's not too entirely true!"

"But shouldn't he have rechecked the power coil output, ran test..."

"Hindsight is 20/20 Lieutenant, most of the calculations were done back at base and many variables were not accounted for after the jump was made, I can not hold Chief Engineer Doug responsible for his action as I could a cub spilling his milk." The Captain then stated as calmly as he could, he could only hear a growl coming from Robert as he turned to face the two of them. "At ease gentlemen" he finally said as he then looked over at the vixen giving her the okay to treat them.

"So what's the plan CAPTAIN, draw straws?" Robert said with a sneer and his lips curled as the vixen was beginning to apply the proper medical ointments to his wounds. The captain wanted to say something but didn't know how to respond, he just opened the door and with a deep breath he exited the room. He couldn't really answer the wolf, it seemed like the only fair option. Leaving everything to fate, was that truly what he really wanted? His mind was distance as he made his way to his quarters and sat down in his chair, reaching into his coat pocket wanting the only thing that could calm him down. Then out of nowhere two knocks rang on the metal door as he looked up.

"Come in" The wolf said as he as he withdrew his hand, again with an irritated look on his face. A grey slightly bruised wolf came in and looked over at the captain.

"Permission to speak sir?" Stan said at attention trying to be formal as possible.

"Stan, you know me, at ease, at ease" The captain said as he waved a paw at him.

"To be honest with you, sir, I'm surprised you not puffing away right about now" the wolf said smiling as he tried to find a chair to sit down in.

"You know those thing are bad for your health, plus they're against regulation. Damn non smoking laws." The captain said as he leaned forward on his desk.

"I have a request sir, something I have given much consideration about" the younger wolf said as his eyes just darted to the floor. The captain ears perked as he tried to look at the wolf's face.

"What is it?" The Captain responded.

"I want to be the one to stay behind, when everyone is ready to go" is all that the captain heard.

The Captain just sat there as he looked at everyone's proposals. It was an interesting read to say the least, Sheri suggested a lottery to try and be fair. Robert the pilot was trying to exact some form of justice or racial superiority, who knows, as he tried to make a convincing argument that Doug is not needed and should stay behind, which made the captain a little queasy. Doug's report listed each crew's assets, family life and age and then deriving everything from some sort of odd Mathematical formula. The Captain had to chuckle for a bit. And then there was Stan's proposal. More like a resignation he thought as his paper was filled with every ounce of detail on how he was proud member of the Serenity force, and on a number of occasions he did what he could to save many of his comrades lives, which put the old grey wolf's life into perspective as well. It was then he heard the soft annoying beep from his control panel indicating a communication link. Moving his paw over the panel his finger hovered, hesitating about whether to accept it, though he felt he owed everyone an explanation.

"Captain" Stan voice echoed over the intercom. "What are you doing, you need to turn that shuttle around and make your way back and dock with the ship.

"I'm afraid I can't do that Stan, It is my duty to watch out for the safety of the entire..." The wolf began to comment as if he had said those line a thousand time before.

"ITS YOUR DUTY TO BE WITH THE SHIP, CAPTAIN!" The wolf said as he mustered a yell. "Plus, I was the one who volunteered" The captain swore he heard Stan's voice crack as silence followed the transmission. The captain just sat there and reached into his coat pocket.

"I couldn't let you do that Stan. I couldn't let anyone on my crew do that. Each of you has a life to live, mine is running short. It would only stand to reason..."

"Sir" Stan tried to interrupt.

"First Officer Stan Marshal, this is an order. You are to start the Jump drive and set in your coordinate and MAKE IT BACK HOME!" The wolf yelled not hearing any response from the communicator. "DO I MAKE MYSELF CLEAR!" The captain said in his most commanding voice. It was excruciating as he heard everyone in unison respond.

"Yes Sir." He was proud of them; his eyes welled up with tears as he reached over with his paw and silenced the communication. He then turned on the view screen as he saw his ship not more than a mile away. Pulling out the cigar, he reached into his other pocket and pulled out a lighter. He could imagine the hum of the ship, the lights flickering and then he saw it. A beautiful burst of energy emanate from the ship for one second as it achieved a speed to which no one else had accomplished. He was silent as he placed the cigar into his mouth. Then as he held back a tear he lit the cigar up, taking one big puff of smoke.

The Mad Scientist Wanna-Be

By James 'Southpaw Fox' Aikens

The fox todd hung his diploma on the wall with a big smile on his face. He had just completed his on-line studies and had received his degree. Others had told him not to bother with going to school because they knew he wouldn't amount to anything.

"I'll show them," the todd thought to himself. "Everyone else made fun of me, especially my name. It has been a long time, but others will remember me and will pay for what they said."

Many years had passed since he was in school. He wasn't crazy about the name he had been given. His parents never told him why they picked the name they did for him; they must have thought it was cute. He worked hard to hide his name. He asked his teachers to call him by a nickname. When they heard his real name, they agreed to use the nickname.

Life was going well until one teacher slipped and used his real name. By the end of the day, everyone in the school knew his real name. If this had been at the end of the year, it probably would be forgotten during the summer. However, this was near the start of the year. Whenever he saw anyone else, he or she would make wise cracks.

He had been given the name of Renardo LaRoux Archer (which is close to the French words for red fox). He didn't mind the last name; it had been carried for many generations. It showed the family's heritage of being excellent hunters. He caught some grief from his first name, but most of the teasing came from his middle name. When he corrected others on how to pronounce his middle name, they said it sounded like something women would wear and would then look to see if he was wearing any.

At first he tried to ignore the comments. However the more he tried to ignore the teasing, the more the others would tease him. Some days it was hard for him to keep from striking out with his fist or claws. When he told his teachers about it, they told him to deal with it himself. When he told his parents about it, they laughed. They thought he was making it up. They couldn't understand why anyone would make fun of their son's name.

His teasing continued into college. The instructors didn't care anything about his name or the teasing. He thought that once he got into college things would be better. He would be around adults that had more important things to do than tease him about his name. However, he found that the teasing was worse. Vixens would come up to him and start a conversation. When they could tell that they had his attention, they would make some remark about his name and would laugh in his face.

He worked hard to ignore the teasing and focus on his studies. He was trying to earn his degree in science. The combination of the classes and the teasing was rough. However when something happened in his family, he had to drop out of college. When he ran into his classmates they would not only tease him about his name, but they also called him a quitter. He tried to explain what happened but no one would listen. They just said that he was making excuses.

There were times when he wanted to punch the one who was making fun of him. Other times, he wanted to go somewhere and cry. Holding in his feelings was hard but he knew that striking out would only encourage the teasing. He did his best to hold in his feelings and move on with life.

As time went on, he held several different jobs. Because he didn't have a college degree, he was limited on what kind of job he could get. To him, these jobs were just a way to earn money to pay the bills. He didn't get picked on too much at work. He usually went by a nickname or went by his last name. Even though he didn't get picked on as much, he still remembered what he had been called for so long.

Now that he had his degree, he was ready to unleash his revenge on those who had picked on him so much for so long. While he was earning his degree, he learned the best way to get revenge. He was going to be an evil scientist that was going to be remembered. His reign of terror was going to be historic.

He spent time trying to come up with his plan. After going through several types of plans, he decided to go with a classic theme. He would create a monster that would carry out his wishes. Before long he would have everyone on his or her knees asking for forgiveness. He just needed to figure out what kind of monster to build and how big to make it.

He consulted his books and went online to help him figure out what to make. He wanted to make something that would create fear and terror at the mere sight of his monster. He wanted something that was strong and fierce but agile.

After thinking about it for a while, he decided to build a large anthro wolf monster. It would follow his orders and those that were mean to him would pay. As soon as he decided what he wanted, he dove into drawing up his plans. While he was studying, he had gathered some parts and pieces that he could use. He gathered the other parts that he needed by shopping online and by ordering things from catalogs.

Before long he had all of the parts that he needed to build his monster. It was a good thing that he lived away from others. As he worked on his monster he laughed out loud with a sinister laugh. If anyone else was near him, he or she would probably have gotten worried and would have investigated or called someone. If someone had discovered what was going on, he or she could have been in trouble because there was no telling what he might have done to him or her.

Once he started building he worked almost non-stop. The only time he would stop to sleep was when he couldn't keep his eyes open. He was going to put all of his

energy and time into this. If the phone rang, he ignored it. If someone knocked on the door or rang the doorbell, he ignored them as well. He let the mail pile up for a couple of days at a time. Nothing was going to keep him from working on his monster.

A few weeks later, an exhausted fox stepped back and took a look at his work. A big smile came across his face. He even let a couple of his fangs show. He was going to unleash his wrath on the unsuspecting crowd. They would soon pay for their actions with interest added. As he was admiring his work, he let out a big yawn. His non-stop work was catching up to him.

"I guess I can take a break," he thought to himself. "I've worked long and hard on this. I've earned a short break. After a short break, I can start teaching my monster what I want it to do. Since I've put this much effort into building, I don't want to mess up when I'm teaching it."

He walked across the room and stretched out on a cot that he had set up. His head had just hit the pillow when he went to sleep. He was snoring in less than a minute.

When he woke up, he looked at his clock. Because he had gone so long without stopping, he had slept for more than half a day. He yawned, stretched and got up from his cot. He walked over and took a look at his monster. He began to smile as he thought about what he was going to do. He then sat down and began to come up with his plans.

He worked for hours coming up with his plans for revenge. His monster would knock down any wall that stood in its way. It would be able to break anything it picked up. It would be a massive display of strength. However, he still wanted it to be able to pick up someone or something without doing any damage. To keep himself safe, he would make his monster only take instructions from him and it would not harm him in any way.

Once he came up with his plans, he then started to teach and program his monster. He would soon get his revenge and would be happy. After he finished, he went and got a camcorder. He wanted to record not only a warning, but also the tests of his monster's abilities.

When he returned with his camcorder, he sat it on a tripod so the camcorder would film him and his monster. He brushed his monster's fur so it would look nice. He then pulled up a chair next to the monster and began to speak.

"Greetings everyone," he said. "You probably have forgotten about me since I haven't been out and about as much. However, I have not forgotten you. In case you don't remember, my name is Renardo LaRoux Archer. You used to make fun of me because of my name. I took all of the teasing and I didn't retaliate. Now the time has come to pay you back for what you did to me.

"Do you see the large wolf behind me? This is what I am going to use to pay you

back for your cruelty. I am going to give you a demonstration of what my monster can do."

He then got up and handed his monster a 2 x 4 piece of wood. He told his monster to break the piece of wood. The monster proceeded to break the wood without any problems. He then gave his monster a piece of metal the same size as the 2 x 4. When the monster tried to break it, not only could the monster not break the piece of metal but the monster's arm fell off as well. The fox quickly ran over and turned off the camcorder.

He scratched his chin trying to figure out what went wrong. When he designed his monster he took into account what he wanted it to do and how strong it would need to be. He picked up the arm and examined the damage. He saw that when the arm fell it cracked around the elbow. He then took the arm back to a table so he could see what broke and why.

He looked over his plans and rechecked his math. He thought he had put in enough of a safety factor. He made some changes to his numbers. He made adjustments and repairs to the arm and elbow. After he reattached the arm, he took off the other arm and made the same changes. Once repairs were completed, he did another test run with another piece of wood. The test was successful this time. He then set up the camcorder so he could redo the earlier message.

Once everything was set up, Renardo redid his test with the piece of wood and metal. This time his monster worked without a problem. He would go back and take out where the first test failed.

"Now that you have seen a small test," he said, "I will show you another test of my monster's abilities. Watch as my monster goes through this wall."

The monster took a few steps away from the wall. It got a running start and hit the wall full steam. It made a big dent in the wall before falling in the floor.

Again, he quickly turned off the camcorder. He was puzzled as to what happened. Now he was really confused. He had put a lot of work and effort into designing his monster. He had now had two failures back to back. He thought about calling or emailing someone for help. However, he knew that if he asked for help someone else would know about his plans. If someone else knew what he was up to, his plans could be ruined. He let out a sigh and moved his monster to a table. He stood there looking at his monster trying to figure out what to do.

He walked over and sat down on his cot so he could think. There was something that he had overlooked but he wasn't sure what it was. In just a few moments he had dozed off to sleep. He had gone to sleep sitting up!

After waking up, he yawned, stretched and then took a moment to get going. He got up and looked at his monster. He knew he would have to make repairs but he still wanted to know what went wrong. He spent hours taking broken pieces apart not only to fix them but also to see why they broke in the first place.

As he repaired and rebuilt his monster, nothing really stood out to him. He couldn't really figure out what was wrong. Everything that he checked matched the specs in the plans.

The more that he worked on his monster, the more confused he became. Everything that he checked looked like it should have worked. Maybe he didn't have things put together well enough the first time. He made sure everything was fully tightened as he rebuilt his monster.

When he had finished rebuilding his monster, he set things up for another test. He had located another wall that he could use. The camcorder was set up and in position. He would restart his speech where he started the last time. Once his monster passed all the tests, he would edit his video into one continuous piece. No one else would see the failures of his monster.

Once everything was ready, he started the camcorder. He repeated what he had said earlier about his monster crashing through a wall. The monster then got a running start and charged toward the wall. This time the monster made it through the wall. It wasn't a clean break, but it did get through the wall. The fox stopped the camcorder and then jumped with joy.

He ran over and brushed the debris off the monster. He began to speak to the monster as he brushed its fur. He almost expected the monster to talk back. The next test would be the final test. When the monster passed this test, he would be ready to reveal his creation and begin his revenge. Since it was late in the day, he decided to wait until the next day to do the test. It would be done outside so he needed as much light as he could get.

The next morning he got up and got ready for the last test of his monster. He was ready to go as soon as there was enough light.

He set up the camcorder on a tripod where it could catch all of the action. He then went inside and led his monster outside. He brushed the wolf's fur to make it look good. He turned on the camcorder and began his speech.

"You have seen some samples of what my monster can do. Now, I have one more demonstration I would like to give.

"You might have found my monster's abilities amazing and you might be thinking that it could be easy to get out of its way. Well, I have one more trick for you. I have included small rocket engines that will enable it to fly from one place to another. I will now give you a demonstration."

He then instructed his monster to fly a short distance and then land. The rockets fired and the monster went into the air and started to fly around. The monster went from standing upright to being horizontal. When it did this, the monster was able to fly around. It flew somewhat gracefully through the sky.

The fox grinned from ear to ear. He knew that this was it. It was just a matter of time until he would begin to get his revenge. He then instructed the monster to land. He picked up the camcorder so he could zoom in on the landing.

When the monster came in for a landing, it didn't go back to a standing position for some reason. When he saw it getting close to the ground without changing position, a feeling of horror came over him.

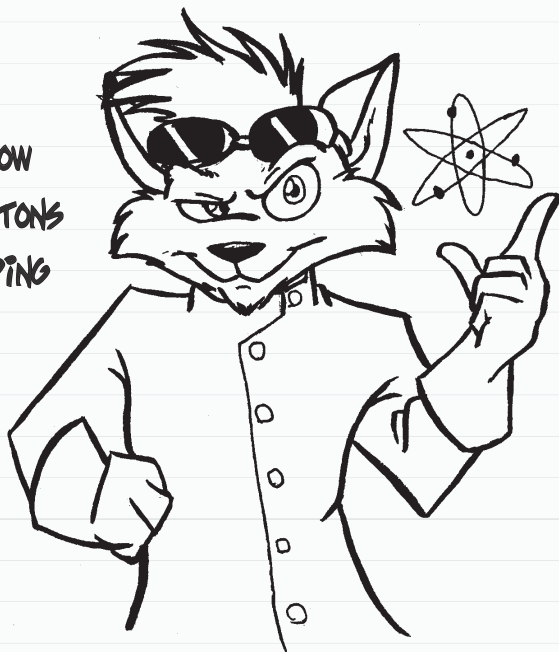
Instead of coming in for a gentle landing, it came in face first and crashed hard into the ground. The crash was so hard the ground shook. He was almost knocked off his feet by the shock wave. He reached up and turned off the camcorder and gently sat it on the ground. His legs then gave way and he crashed to the ground as well.

After a few moments, Renardo collected up himself and got up to look at the damage. When he got there, he saw parts and pieces scattered over several feet. Fortunately, nothing had been burnt. If there was a fire from the rockets, it must have quickly extinguished itself. He knew that there was no way he could fix his monster. He would have to start all over and maybe get some parts from this monster for the new one.

He closed his eyes, raised his muzzle and let out a howl. He then fell back down on his knees.

"All of my work is gone!" he yelled. "All of those hours and I don't have anything to show for it. Now I know why the scientists go mad! They work so hard and have nothing to show for their work!"

**QUERY: HOW
MANY PROTONS
AM I HOLDING
UP?**



1	N	2	I	3	B	4	D	5	T	6	G	7	N	8	T	9	C	10	U	11	R	12	U	13	M	14	T	15	E	16				
32	M	33	T	34	U	35	Q	36	S	37	K	38	O	39	U	40	G	41	H	42	O	43	K	44	Q	45	C	46	F	47				
65	B	66	C	67	Q	68	I	69	O	70	S	71	D	72	C	73	S	74	I	75	N	76	L	77	J	78	D	79	G	80	A	81		
94	I	95	P	96	G	97	U	98	O	99	I	100	D	101	U	102	C	103	G	104	O	105	Q	106	D	107	G	108	L	109	P	110		
123	G	124	O	125	C	126	D	127	J	128	O	129	G	130	H	131	E	132	D	133	G	134	E	135	C	136	L	137	A	138	H	139	S	140
156	U	157	I	158	T	159	P	160	I	161	G	162	K	163	H	164	G	165	L	166	O	167	D	168	A	169	F	170	K	171	N	172		

A. Author of an 1886 transformation novel

86 137 145 177 168 140 172 80 184

B. Mad scientist in a 1965 Beattie's movie

65 3 91 61

C. H.G. Wells novel who's scientist protagonist is never named

22 45 176 121 118 102 66 135 30 125

72 9 149 85

D. It looks like the original being, but it isn't (2 Words)

185 53 4 106 71 167 126 132 116 100

78 16

E. Voice of Dr. Cochroach (2 Words)

23 131 153 62 26 19 48 15 110 134

F. Any successful mad scientist must _____ his skills carefully

52 151 169 46

G. 1999 Movie featuring scientist Dr. Calvin Weber (4 Words)

107 161 82 123 6 103 24 40 49 79

133 96 164 54 129 28

H. An apropos description for many mad scientists

93 174 138 27 120 163 51 58 41 130

I. 2000's Disney film featuring mad Scientist Dr. Jookiba (3 Words)

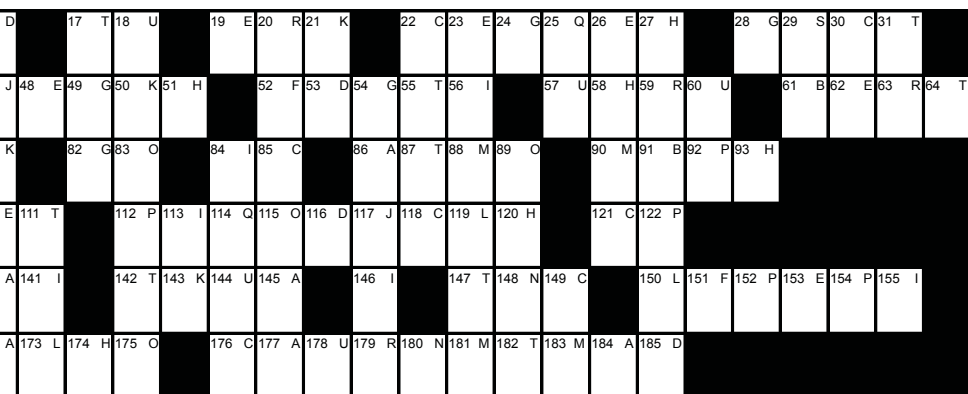
141 56 99 157 146 113 2 160 68 74

155 94 84

J. " _____ my warning! Leave now, or else!"

47 77 127 117

Mad Science Acrostic Puzzle



K. Theoretical particle beam weapon
(2 words)

170 162 50 37 43 81 143 21

L. Mad scientist in a 1955 monster
movie starring Bela Lugosi

76 173 108 119 136 150 165

M. Something that many mad
scientists lack.

88 181 13 183 32 90

N. Something else that many mad
scientists lack.

171 148 75 1 7 180

O. Mid-80's paranormal film featuring
SNL alums

42 38 115 83 104 69 124 128 98 175

166 89

P. H.G. Wells island-based mad
scientist character (2 Words)

159 152 92 122 95 154 109 112

Q. Goal of some 19th century mad
scientists

114 67 25 35 105 44

R. Mad scientist played by Emilfork in
"The City of Lost Children"

11 179 63 20 59

S. Your so called plans are nothing
but a bunch of _____

29 139 36 73 70

T. Jules Verne Sci-Fi novel, "From
The _____" (4 Words)

87 33 55 17 8 64 147 31 182 14

142 5 158 111

U. Protagonist of an 1818 Shelley
Novel

156 39 97 101 144 178 10 18 12 60

57 34

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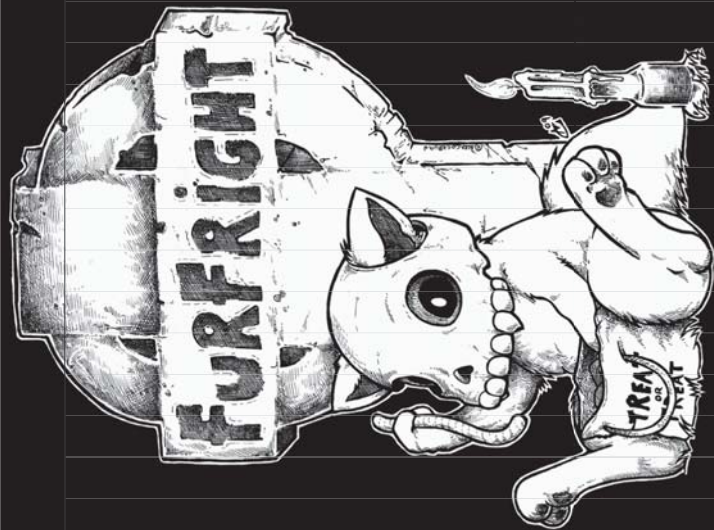
Amber "Vantid" Hill (Art)

Kipper (Art)

RedStorm (Fursuit)



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