
EVRO·
FVRENCE
XVIII



Animalia Romana

Salve!

Throughout history the Romans have left their footprint all over Europe. Theirs was a rich and highly-developed culture, focused on expanding their empire! But besides their impressive architecture, lust for expansion and their military achievements they were known for one other thing; they really knew how to throw a party! And that is exactly what we are going to celebrate at this year's Eurofurence.

NOSTRI QUADRIGIS (Our Team)

I would like to take a moment to praise our hard-working staff members (about a hundred of them) who will be doing all that they can to make this weekend a wonderful time for our guests. If you see them around the hotel, be sure to give them an extra pat on the back or an extra hug for their hard work. Remember that all of these hard working people do their job at the best of their skills and receive no pay. Hmmm… I guess this classifies them as the "slaves" of EF's modern Roman society, interesting!

MIRIS FACTA (Amazing Facts)

Like the Romans, we like to expand our empire a little each year too! This year we have over 1250 registered attendees (up from 1000 last year) out of which 570 registered as active fursuiters. A steady and welcomed growth!

HOSPITUM (Our guests)

Please join me in giving a very special welcome to Mr. Peter Beagle, American author of *The Last Unicorn* and other works of wondrous fantasy. Mr. Beagle was introduced to us by Uncle Kage, who will also be attending along with the returning '2' the Ranting Gryphon. All three of them are very excited to be joining us here in Magdeburg and are looking forward to meeting everyone for some fun, laughter and the occasional drink.

We are very happy and proud that all of you are here to celebrate the 18th edition of Eurofurence with us and we hope you will have an excellent time experiencing the many events we have scheduled for you.

Have fun at *Eurofurence 18: Animalia Romana*.

Qui bene bibit, bene vivit!

Nightfox – Vice Chairman



Rules of Conduct

Eurofurence likes to present itself as a professional convention of friendly, respectful and open-minded members of the furry community and their friends. To avoid any misunderstandings about what kind of behavior is generally acceptable at an event as big as Eurofurence, you are advised to read and follow these rules of conduct. Please keep in mind that these rules are in effect during the whole convention time, including early arrival and late departure day.

Registration and badges

- You must be at least 18 years old on the first day of the convention.
- Only registered attendees may enter the convention space, which consists of the entire hotel's function space. The restaurants, the bar and the main lobby are publicly accessible.
- Other hotel residents who are not registered with Eurofurence may enter the public areas of the hotel according to their individual contract with the hotel.
- You are required to wear your badge prominently so that you can be identified and recognized as a member of the convention.
- Changing or covering up any information on your badge (i.e. by using stickers or drawings) is strictly forbidden.
- If you have lost your room key please contact the hotel front desk or EF registration immediately. Eurofurence does not accept any liability resulting from lost room keys.

General behavior

- Please treat others respectfully.
- If someone asks you to stop, then **stop**. If you're asked to leave them alone, then **leave**. There is **no** discussion.
- It should go without saying that some people reserve any kind of physical contact to their close friends and family only. If you're not sure somebody wants to be hugged, tackled, pounced or otherwise assaulted, please ask him or her first.
- Appropriate and respectful behaviour is expected, especially in the sauna and pool area.
- You are liable for any damage you might cause to the property of another.

Clothing and decency

- Wearing costumes, accessories or displaying items made out of real fur is not allowed.
- Nudity exceeding the equivalent of a non-thong bathing suit is not allowed in public.
- Sexual behaviour that goes beyond a mere display of affection is not allowed in public.
- Display of adult-themed materials is not permitted in public areas of the hotel. This includes (but is not limited to): Room signs, flyers, business cards, posters and drawings on public message boards.
- Blatant exposure of fetish gear is not permitted in public, even if it is part of a costume.

The limit for "adult themed" materials is the equivalent of what you can see on the magazine covers at an average German newsstand. If you're unsure, feel free to approach a member of our staff and ask. Drawing the line for "fetish gear" is much harder, and the issue will always be highly subjective. So please be aware that our Chief of Security might have a different opinion about your outfit than you, and that it is our policy to **not** discuss our policies during the convention. So again, if unsure, by all means, please ask. However, not all cases are hard to figure out. There are a few things that we **definitely** do not want to see in public:

- No inflatable costumes
- No visibly "anatomically correct" costumes
- No costumes or accessories related to age-play, pet-play, bondage or sadomasochism.

On the other hand, the following items are usually considered okay:

- Collars without a leash attached
- Leather wristbands
- Accessories used in an "innocent" context, such as a dog harness that is part of a sled dog costume, for example.

We may take the liberty to allow individual exceptions from the "fetish gear" rules if your outfit is exceptionally discreet, tasteful and/or good looking – but please don't count on it. If in doubt, ask!

Alcohol and other drugs

- You are expected to drink responsibly. You will be held liable for what you say and what you do, even if intoxicated.
- Persons who are intoxicated to the point of incapacity may be escorted to their rooms or expelled from the convention, at the Chief of Security's discretion if it happens on more than one occasion. Furthermore, at the Board of Directors' discretion, such persons may be banned from the convention.
- Smoking is not permitted anywhere within the entire hotel building, except the smoker's lounge in the lobby on the ground floor and hotel rooms explicitly designated as smoker rooms. A considerable cleaning fee will be charged for smoking in a non-smoking room.
- The possession, consumption, or sale of illegal substances (including, but not limited to:

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THC, LSD, Ecstasy, Amphetamines, etc.) will not be tolerated. Attendees found in possession of such substances will be handed over to the police and indefinitely banned from the convention.
- Furthermore, the abuse of any other substances (such as nitrous oxide, alkyl nitrites, glue, etc.) as a drug will also get you immediately expelled and possibly banned from the convention.

General hotel rules

- The consumption of food or beverages purchased from outside of the hotel is not permitted, unless it is consumed in your private hotel room.
- It is strictly forbidden to throw any objects from the galleries in the main hall. Violators will be expelled from the convention.
- For the safety of all hotel guests, no horseplay is permitted in the gallery areas. Please be especially careful in these areas if you have consumed alcohol.
- Attendees may not enter the service areas of the hotel. This includes all backstage areas, service elevators, the rooftops, emergency exits and all areas marked as “Staff Only”.
- Tampering with any fire-protection devices – in particular, abusive triggering of fire doors or alarms – is prohibited and will have serious consequences. The same goes for disabling smoke detectors.
- Please ask the Chief of Security for permission to wear any kind of body paint. No body paint is allowed during the dances, except for smear-safe face makeup.
- Do not deliberately crack open glow sticks or similar items, i.e. anything containing dyeing, sticky or corrosive material.
- The sale of any kind of merchandise outside the official Dealers’ Den requires explicit permission by the Eurofurence Board of Directors.
- It is not permitted to bring any animals with you except for those that have been registered in advance.

Hotel rooms and privacy

- You are expected to treat the hotel rooms and property of the hotel reasonably and with care.
- The cleaning crew is required to check your room at least once a day. “Do Not Disturb” signs will therefore only be respected until 11:00 am.
- Leaving a tip instead of a mess would certainly be held in a much higher regard.
- Pets are not allowed on beds or any other furniture. If you disregard this rule, you might have to pay a considerable extra cleaning fee.
- You are required to ask your roommates for permission before running a room party or inviting guests.

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- You must not disturb people in any other hotel rooms. Please keep the noise down after midnight.

Weapons, look-alikes and other dangerous items

- All weapons, including look-alikes, replicas, tools and toys must be approved by the Chief of Security immediately after your registration on site.
- Water guns and similar items are prohibited inside the buildings. Even outside, care should be taken to avoid hitting any bystanders and/or damaging anyone's property.
- Mock fights, swordplay, fire breathing or any other activities that may adversely affect bystanders or hotel property are not allowed without explicit permission by the Chief of Security, who will appoint a staff member to take precautions and to observe the activity.
- The Chief of Security may require your weapon to be peace-bound. Tampering with the peace bonding is not allowed.

Photography and videotaping

- Eurofurence e.V. reserves all rights to video and photo material gathered at the convention with the exception of footage from private rooms.
- Eurofurence e.V. grants you the right to use videos and photos you have taken at the convention for private and/or non-commercial purposes.
- Publication in for-profit media (such as press, television or other commercial mass media) requires written permission by the Board of Directors.
- Official Eurofurence camera teams may record video and take photos in the public areas of the convention and during events to be used in various publications, such as the convention's official highlights DVD. You agree that videos and pictures taken of you can be used in such publications without release or compensation. A release will only be required for material filmed in situations where a reasonable expectation of privacy exists.
- Photography and filming is strictly forbidden in the Art Show and Dealers' Den. Cameras and cell phones will have to be left outside.
- Other restrictions or rules may apply for certain events, and will be announced on location.

Sauna and pool guide

When in Rome, do as the Romans do.

As you know, the romans had a culture of public baths and pools. Hygiene was very important for the ancient romans, and so it is today. The hotel has a pool and a sauna, which is open to you – and everyone else. To ensure a relaxing and comfortable stay for everyone, there are a few basic rules we ask you to respect. Please take the time to get to know them since it will help to avoid uncomfortable situations.

- **No fur in the pool.** In the last years, the hotel had massive problems with clogged filters due to fursuiters taking a dip in the pool. When the filters clog up, the water floods the floor of the installation room, making the house technicians very unhappy.
- **No electrical devices in the pool area.** Electricity and water do not mix. There are a couple of outlets near the lockers, those are exclusively for hairdryers. Do not operate any electrical devices near the pool – this includes electric blowers for inflatable toys.
- **No glass in the pool area.** No matter how careful you are, other people still might kick the bottle or the glass over, shattering it. No one wants glass shards in their naked feet, so please do not bring anything breakable into the pool area.
- **Use the showers.** Before you get yourself into the pool, take a quick shower. It's nicer for everyone.
- **A crowded pool is no fun.** The pool isn't really made for what we usually put it through during an EF. Thirty energetic furs are quite enough to strain the buffer tanks to their limits, causing flooding in the installation room. If there are already twenty or twenty-five folks in the pool, consider coming back later – or use the sauna instead.
- **No textiles in the sauna.** It is absolutely prohibited to wear swimming trunks or bathing suits or any other kind of swimwear inside the sauna. The wooden benches there are sensitive to water, and the air in the sauna should be kept below 10% humidity. It is culture and habit in Germany to use the sauna naked, and many furs who are used to this will do so – and they are allowed to do so. Also, please keep in mind that the lawn chairs outside the sauna area are meant to cool off and relax after using the sauna, and may be used naked as well. If you can't stand or don't want to look at a naked person, please do not use the sauna. If you can't stand or do not want to have people look at your naked body, wrap a dry towel around your hips.
- **No sweating on the wood.** Inside the sauna, always place a dry towel between you and the wooden benches. Drenching the wood in sweat isn't nice, and the wood will become yucky very fast.
- **Ask before watering the stones.** It is very nice to pour some water onto the hot stones of the sauna oven. However, many people find the steam and humidity too intense for their taste, so please check with the other users of the sauna before you pour water onto the hot stones. Also, please check the humidity level in the sauna. (There is a gauge next to the door, close to the ceiling.) Humidity should be kept below 10%, anything above 20% is a clear indicator that people have been using



Rules of Conduct

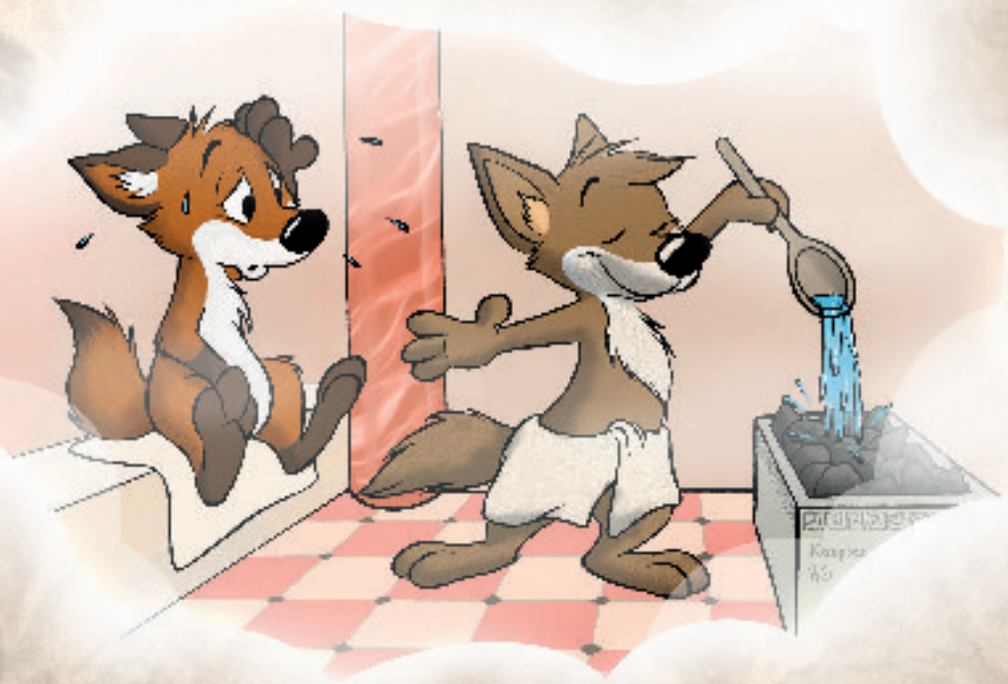
the sauna without undressing first.

- **Use the showers again.** Before entering the sauna, take a shower and dry yourself off. When you come out again, take another shower – especially if you plan to go into the pool next. Carrying sweat into the pool is yucky.
- **The steam bath.** The steam bath has no wooden benches, so keeping your swimming trunks on inside there is okay – but please expect other people to enter and use the steam bath naked as well. Inside the steam cabin you'll find a short hose, which you can (and should) use to flush the bench clean before you sit down on it. Towels are useless in the steam bath, due to the high humidity they will get soaked immediately.
- **Conserve towels.** Two towels should be enough for you for an entire session in the pool and sauna. One to dry yourself with, the other to sit on inside the sauna. Last year, the hotel staff was barely able to wash towels as fast as we consumed them, so let's try to make life a little bit easier for them.
- **Keep it calm.** Many people just love to frolic around in the pool, play games and generally have a good time. Many other people, on the other side, want nothing more than to relax and wind down for a bit, before joining the convention going on outside again. We kindly ask you to keep the volume down between 19:00 and 22:00.

The bottom line

- When in doubt, please ask – preferably before the convention starts. We will gladly answer all your questions.
- These rules will not be debated during the convention. The Chief of Security will, however, be available for you in case you feel wrongly accused of violating any of the rules.
- Decisions by the Chief of Security or the Board of Directors are final.
- The Chief of Security reserves the right to impose any and all sanctions against violators of these rules or those persons involved in any other unacceptable behaviour. The definition of *unacceptable behaviour* remains at the sole discretion of the Chief of Security and the Board of Directors. Sanctions may range from a friendly reminder to an indefinite ban from the convention.

That being said – In the past, Eurofurence has generally been a quiet and pleasurable experience with only very few cases of misbehaviour, and we expect the convention to be as friendly and open as always. We hope you will have a great time!



Radio / Internet

Radio Channel Warning

Please note: The convention staff uses PMR radios for communication. Only the channels 1 and 2 are available for the public; all others (channels 3 to 8) are reserved for convention purposes. Do not interfere with staff communications. Thank you!

CON OPS Office

The department for Convention Operations (ConOps) offers help and assistance for important problems that require prompt and efficient solutions to our staff and guests. Please keep in mind that Eurofurence is a large convention and our staff numbers are limited, so we will have to prioritize all tasks by order of importance as decided by our staff.

Examples of tasks we take care of:

- Lost and Found
- Broken equipment
- Forwarding messages to other departments
- Store equipment that you or another team need for an upcoming event

Examples of enquiries we unfortunately **cannot** help you with:

- Timetable enquiries (check this con book or pocket guide instead)
- Room enquiries (please consult the layout plan in this con book)
- Store any personal valuables of our guests or staff
- Printing personal documents
- Currency exchange services

Please note that these lists are not comprehensive.

The ConOps office can be found in the hallway leading to the backstage rooms and is therefore a restricted staff area. We will put up signs to help point you in the right direction. Also, please note that we tend to be very busy during the convention. If we happen to not be in the office when you arrive, please wait for a few minutes outside the staff area.

Internet Access

As in previous years we provide free wireless internet access. Due to bandwidth limitations, access will be limited to standard internet services such as web, mail and IRC.

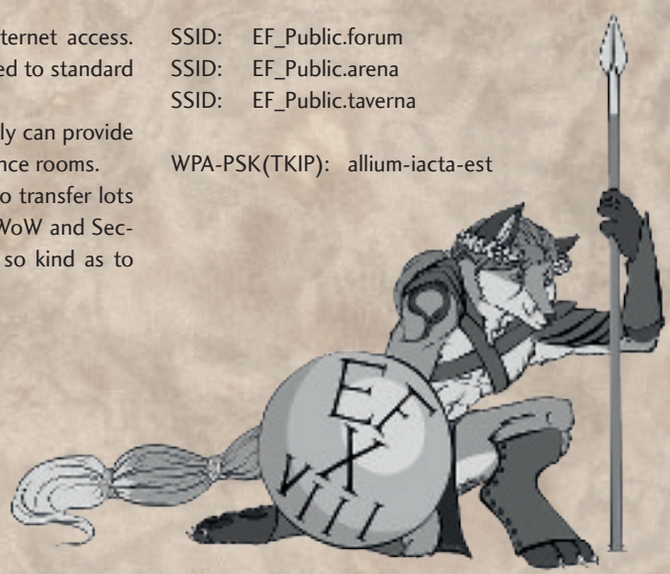
Because of the large scale of the hotel, we only can provide access at the lobby, bar, dealers den and conference rooms.

Our public network is not meant to be used to transfer lots of data over file shares. If you can't live without WoW and Second Life for the duration of the con please be so kind as to switch over to the T-Com Hotspot.

Just choose one of these access points:

SSID: EF_Public.forum
SSID: EF_Public.arena
SSID: EF_Public.taverna

WPA-PSK(TKIP): allium-iacta-est



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Guest of Honor



Eurofurence is immensely proud and happy to present to you the guest of honor for this year: Mr. Peter S. Beagle.

Mr. Beagle is a well-published and much loved author of fiction, and he has written many popular fantasy books and stories. He has also been featured at various non-furry and furry conventions, including being Special Guest at Wondercon 2010 and Guest of Honor at Anthrocon 2011.

Peter S. Beagle was born in New York in 1939 and graduated from the University of Pittsburgh in 1959. Since then he has gone on to show his creative abilities in a veritable cornucopia of works. Thanks to classics such as *The Last Unicorn* (1968), *The Innkeeper's Song* (1993), and *Tamsin* (1999), he is today acknowledged as America's greatest living fantasy author, and his dazzling abilities with language, characters, and magical storytelling have earned him many millions of fans around the world.

One of the most famous works of Mr. Beagle is without a doubt *The Last Unicorn*, which was first published in 1968 and has since sold over five million copies in twenty languages! It has later been turned into a movie, which stars such familiar names as Sir Christopher Lee, Angela Lansbury, Mia Farrow, Alan Arkin, and Jeff Bridges, and has been seen by hundreds of millions of people. Most recently, a six issue comic book adaptation of *The Last Unicorn* was released beginning in April 2010. Later, a similar adaptation of *A Fine And Private Place* will also be released.

"Great heroes need great sorrows and burdens, or half their greatness goes unnoticed. It is all part of the fairy tale."

Peter S. Beagle

Peter S. Beagle

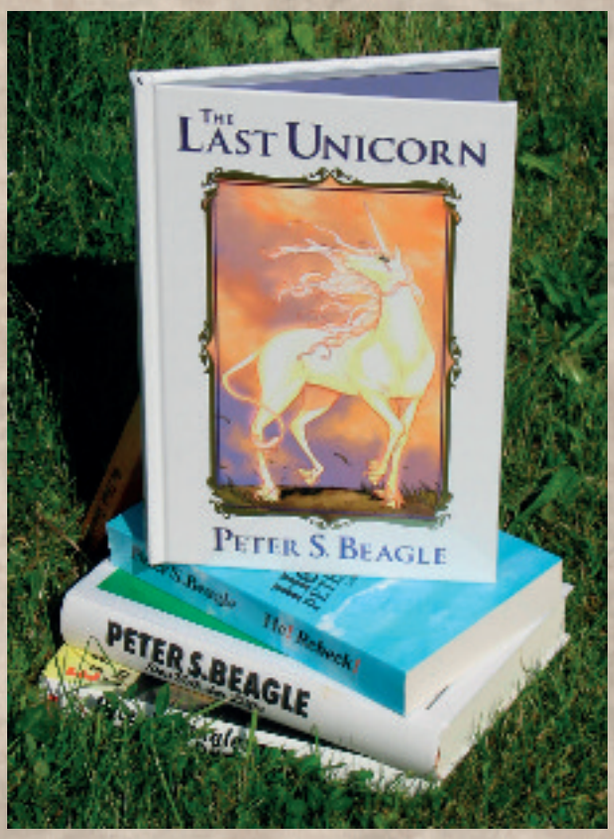
However, the creative talents of Mr. Beagle are not limited to books. In addition to his fantastic stories and novels, he has also written numerous popular teleplays and screenplays. These include the animated versions of *The Lord of the Rings* and *The Last Unicorn*, and also the fan favourite episode *Sarek* of the TV series *Star Trek: The Next Generation*.

The extraordinary body of work which Mr. Beagle has produced throughout the years also includes a book about Denim, a book about elephants, and a book about Hieronymous Bosch. He is also the author of the book *I See by My Outfit*, which recounts a 1963 journey across America on motor scooters. In addition, Peter S. Beagle has also shown his creative talents as a gifted poet, and his musical talents as a lyricist, and singer/song-writer. He has even made a libretto for an opera! It was set to music by the noted American composer David Carlson. It is based on his story *Come Lady Death* and is called, in this incarnation, *The Midnight Angel*. It was first produced in St. Louis, and later in Sacramento, Milwaukee, and Cooperstown, New York.

In 2006, *Two Hearts* (a coda to *The Last Unicorn*) won the prestigious Hugo Award for Best Novelette and in 2007 it won the Nebula Award in the same category. In 2006, Mr. Beagle also won the Inkpot Award for Outstanding Achievement in Science Fiction and Fantasy followed by the inaugural WSFA Small Press Award in 2007 for *El Regalo*. He also recently received the prestigious Lifetime Achievement Award from the World Fantasy Association.

There is much more to know about Peter S. Beagle, and at Eurofurence you have the chance to meet him and hear all about it. He will also be signing and selling books at his dealers' den table. So please feel free to attend his interesting and inspiring panels and drop by his table for a chat.





“ Peter S. Beagle is (in no particular order) a wonderful writer, a fine human being, and a bandit prince out to steal readers' hearts. ”

Tad Williams

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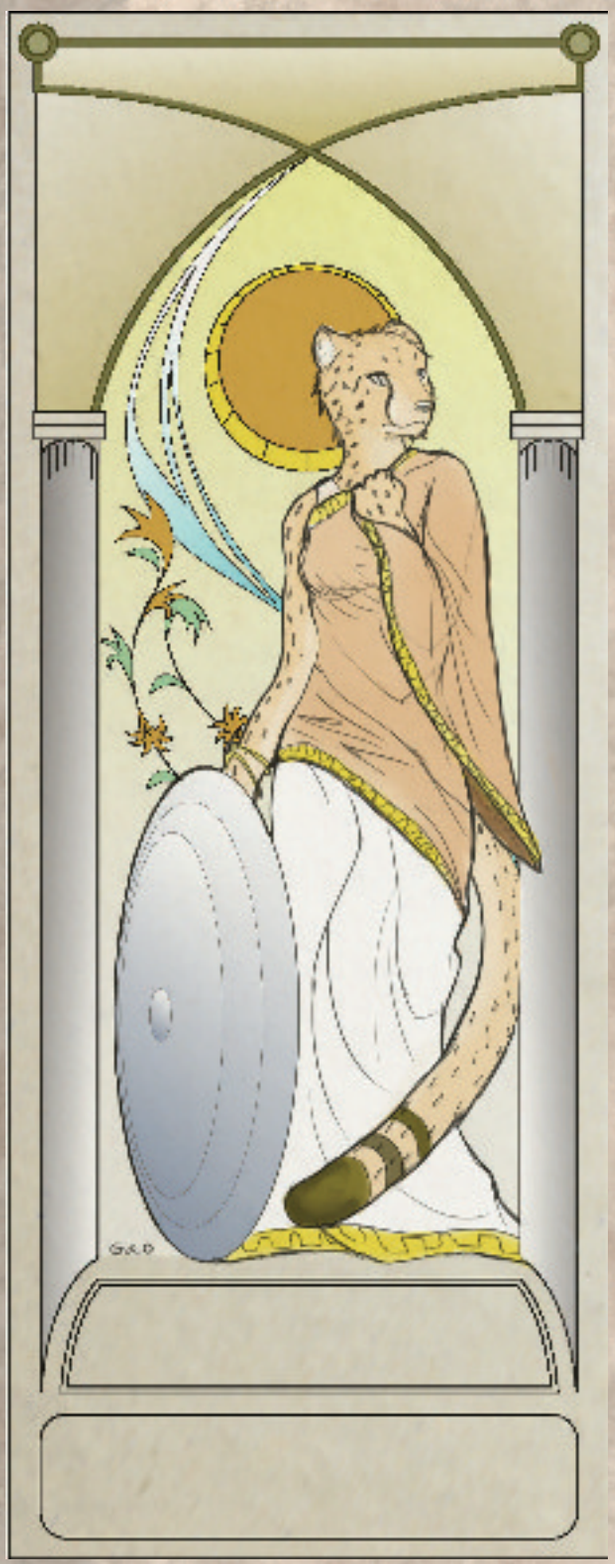
Aetobatus (Michael Sawyer)
Affe (Antti Fossi)
Aikho (Filip Gran Reierskog)
Akiba (Stefan Hekele)
Alfa Vilkatas (Andrius Jurkevicius)
Angus (Matthias Bauer)
Ant (Anthony Stewart)
Asraelle (Richard José Walder)
Athesis (Bernd Erbert)
Atkelar
Atrox (Marcus O.)
Avik
Balto (Peter Huber)
Basil Lion (Vasyl Karpov)
Belo4ka (Ganna Grashyna)
Bert (Max Artemev)
Bianko (Kamil Stachyra)
Blacklion
Blacksnip
blazingstar (alex donker)
Briareos (Antti Hartikainen)
Canis Rufus (David Elliott)
Chaiya (Michael Zoschke)
Chaiya kutta (Brigitte Zoschke)
Chaiya's Dad (Helge Zoschke)
Chakat Sneakpaw
CheetahPaw (Vitalii Husach)
Chibi (Matias Ketomäki)
Chronowolf
Cleo (Caroline Gemming)
Da Ti (Stefan Reyelt)
Dallas Wolf (Sebastian Kurpas)
DarkFoxDK
(Martin Troels Eberhardt)
Dellway (Paul Razey)
Dinoex (Dirk Meyer)
Draco (Merek Geiger)
DragonEmotion (Stefan Krebs)
DZ (Dmitry Usanov)
Ekevu (Alexander Mück)
Ekkrition
Emphy (Jørgen Karlsen)
Entei-rah (Terence Burridge)
Fafnir (Oliver Christen)
Fendracus (Christian Wilke)
Fénomal (Arthur GALLIENNE)
Fluffy Draco (Andreas Klingenberg)
fpanther (Alexey Bozrov)
Freaky
Freke Leilon (Ole Marius Kogstad)
Frionil (Lauri Ilvas)
GeorgeFoxtail
Gitta (Margitta Reuter)
Hasani
heltash (andrew griffin)
hHp (Hannu-Heikki Puupponen)
HRRB (Mark Peros)
HungryWulfy (Claudio De Steffani)
Hurga (Hanno Foest)
Husky (Daniel Nycyk)
Hysi (Jesse Nio)
Icefumy (Martijn Smitshoek)
Iczer One (Andreas Müller)
Igon
Isuna (Silke Znamirowski)
JayJay (Jan Högermeyer)
Jona (Jonathan Oppeel)
JTT (Sebastian Wolf)
Kaarlo (Tuukka Kuusisto)
Kamuniak
Karmakat
Kieran Silberfang
(Martin Znamirowski)
KingSimba (Yao Guang Ang)
Kisshu (Simon Winkler)
Kisu (Raimo Samuli Kokko)
Knightmare (Robert Griffin)
Konu Eikuku Hentaru (Eyck Henke)
Kraken D'Waggin
Kulze (Stefan Schopf)
Kyoto Fox (Knut Ørland)
Kyte (Sebastian Michael Möhring)
Langohr
Leaf fox
Leguma (Thorsten Keiner)
Lemrethh (Gregor Horst)
LeTigre
Loke (Christian Sager)
Lunden
Lupo (Markus Volk)
Luskfoxx (Lutz Wolfrum)
Malstorm (Vegar Elde)
Meomar Shadowfur
Mkimha (Nikolay Shirokov)
Mran (Heiko Gemming)
Murchadh The Otter
Nerkitt (Martin Schuster)
Nesias von Wolfen
(Alexander Wicher)
Nightwolf (Jan Bürgi)
November
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RedWolf
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Sera
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Shadow D. Lightwolf
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Skie (Janne Helkala)
Skyetail (Sami Taipalmaa)
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Strife (Pascal Rehfeldt)
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Thygrrr (Moritz Voss)
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Toad_tod (Roman Korobov)
TonZa (Toni Hintsanen)
Troug (Sascha Hoppe)
Tumma Edge (Leroy Kouters)
Ulli (Ullrich Reuter)
uncle arthur (richard moseley)
Vauvenal (Robin Jerchel)
Vinnie Lei
Vulpes (Kirill Zhavoronkov)
Vulpes Rex
White Tiger (Stephan Anders)
Wolfstone
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Wolftale (June Charlotte Ek)
Wolfurryon (Andrii Medvedenko)
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Micel (Michael Kretz)
mixxi (Sarina Pillusch-Dutler)
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Moongwa (Igor Grishin)
Morph (Morph Lind)
Moskintia
Namiri (Sergey Tsyganov)
Natsuke (Danny Tick)
naut (dominik fahrni)
Nejaa Halcyon (Bruno Delor)
Nexion (Dmitry Kuzmin)
o'wolf (Jörg Reuter)
Oddity (Alexander Boström)
Parca (Patrick Jesse)
Parinath
Paulmen (Pawel Laszczuk)
Polara (Anne Weimer)
Psistorm (Stefan Biermann)
Q-dk (Lars Rosenville)
Rallicat (Mark Lomas)
Rapante
Ray Liehm
Redarian
Redmoon Wolfen
(Roumy Matthieu)
Remco (Remco Hosman)
rexy (Mitchel Bennis)
Rezzu
Rhys The Fur
SchlachTeR (Branko Ivancic)
Schmusekater
Secoh
SFW (Blake Blake)
Shadow (Patrick Berner)
shadowulf (Luke Harris)
Shiinto (Alexander Reitzel)
Shiron
Shyboar (Romano Eberwein)
Silberwolf (Kevin Wegener)
Silverwolf Moonlightpaw
(Björn Pillusch)
Skie (Noam Cvikel)
Skye (Jo Farnden)
Stormdragonblue (Jeremy Huntink)
Streak (Robert Bruce)
Stripe Kazama
(Kenny T. Andersson)
Sundance (Pascal Varet)
SwiftAyama (Marco Winter)
Taffka
TefnutIV Nastula (Björn Werner)
TenkoFoxx
(Alexander Schwegmann)
Thalian (Michael Göhre)
The Baron (Frédéric GAILLOT)
Timoran J. Synkral
Tioh (Markus Nowak)
Tomfur (Thomas Petermeier)
TrashWolf (Remi Ødegård)
Trax (Patrik Fomin)
TrustyFox (Jan Lars Linke)
Tsanawo (Rik van Nuil)
Twillight
Vladimir
Wahya (Alexander Döring)
Weatoef
White Dragon (Martin Vaci)
WhiteShadow Fox (Martijn Beuks)
Wikke (Wim Neefs)
Wolffire (Heiko Stangel)
Wolfinmind (Martin Ulbricht)
Wulfer
Xarteras (Jan Wolf)
Xevian (Steve Gare)
XEvoNex
Yamavu (Gerald Schnepf)
Zid (Mikael Olsson)
Zver (Evgeny Maslov)
Zypp (Steven de Heus)

CHARITY

This year, Eurofurence's charity is **Far from Fear e.V.** which is dedicated to the rescue and support of dogs in need in Spain, mainly the Galgo Español. It is a registered German non-profit association founded in 2001, dedicated to lovingly help the dogs get a better life.

"**Far from Fear** – this is the way our fosterlings should live."

Unfortunately, the Spanish Galgos suffer poor conditions as they are mercilessly exploited and killed in their country of origin. They are bred for hunting competitions and then disposed of in hundreds every year. Most dogs do not even reach the age of 3 years before they get shot, slayed, hanged or abandoned. Unfortunately, this still goes unnoticed in many European countries. This is why these animals desperately need our help. There is only one chance for them to survive: finding a new home, for example in Germany or other European countries.

The Spanish Galgo is a gentle dog and makes a wonderful family pet. Therefore the chances of finding them a new home are very high, especially if the future owner and dog can meet beforehand. With great dedication, **Far from Fear** make sure that these gentle dogs are rehomed. Until this happens, they accommodate them in selected German foster homes, where they are taken care of, checked by veterinarians and nursed back to health so that they later can find their permanent home.

Those who are interested in a dog can visit it in its foster home and make a first contact. Detailed advice and support ensures that the right person is found for the right dog. The organization categorically opposes adoptions only based on photos.

Far from Fear e.V. has about 250 members and 60 foster homes throughout Germany. They have a focus on the close cooperation with their Spanish animal welfare association partners (ALBA Madrid, ANAA Madrid), but they are also supporting smaller shelters and people taking care of animals. In parallel with the rehoming of the dogs, **Far from Fear** has created several projects together with their partners.

Far from Fear's aim is to turn the Spanish Galgos into creatures treated with respect in their country of origin and making associations like **Far from Fear** unnecessary.

How you can help:

As every year, there will be various events and activities, as well as donation possibilities to support our charity during the convention.

Charity Auction

New concept! New items! New stage madness!

This auction will follow immediately after the Art Show auction on Saturday (starting 12:00), same room, keep your seats please! In addition to your favorite auction host Uncle Kage, 2 the Ranting Gryphon and Pinky will be on stage to present all-new items that you have not seen before! Not seen before? That's right, this year Charity wants to surprise you. All items



Far from Fear e.V.

will go directly to the auction – there won't be any Charity Art Show panels this time. What will the Comedian Duo make of this? Don't miss the all-out Sale of Secret Stuff!

To bid, you can use your badge or the Art Show bidder number. For your convenience you can pick up the items you bought at the Art Sales directly after.

Saturday, 12:00 – 14:00, Main Stage (after Art Auction)

The Charity Concert

This year we have a special Charity Concert at the Piano Bar featuring Alexander J. Adams, Fox Amoore and our Guest of Honor Peter Beagle. Spend some precious moments with our amazing musicians and support our charity at the same time.

Saturday, 15:00 – 16:00, Piano Bar



Oh Fortuna – The Lottery

Try out your luck and see if Fortuna is smiling at you – for just 1€ you have the chance of winning one of our fantastic prices, like a sketch from an artist, badge commissions, fine art prints, books, patches, or some special goodies from Eurofurence! You can buy the lottery tickets (and pick up the prices) at the table in the lobby during the day.

Charity Information Booth

The staff from **Far from Fear** will have an information table in the lobby, providing information about their work and answering all your questions. For the first time, our charity will also bring some of their animals to the con – don't miss out on stopping by and meeting their gentle dogs! Every donation is very much appreciated! For further information, please also visit the charity panel by Far from Fear (see schedule).

The Charity Fursuiters

You may meet our designated furry critters with donation boxes, asking you kindly to feed those boxes to help Far from Fear taking care of their dogs! Prevent fraud: All collecting fursuiters will have an official Eurofurence charity sticker on their collection boxes. If they do not have such a sticker, please do not give them money but contact security instead.



Every little donation helps giving these poor dogs the chance of a better life.

Help us show how big Furries' hearts are – and take this chance to help the creatures we love!

Far from Fear e.V.

Website: www.zona-de-galgos.de



EF PRIME



Once again, EF Prime keeps you entertained during the convention, even if you decide to take a break in your room.

Broadcasting around the clock during EF, this channel offers music, fun, entertainment as well as information regarding the convention, the schedule and events. EF Prime also brings the stage events live into your hotel room so you don't have to miss a thing. However, watching the events live on stage is so much more fun, isn't it?

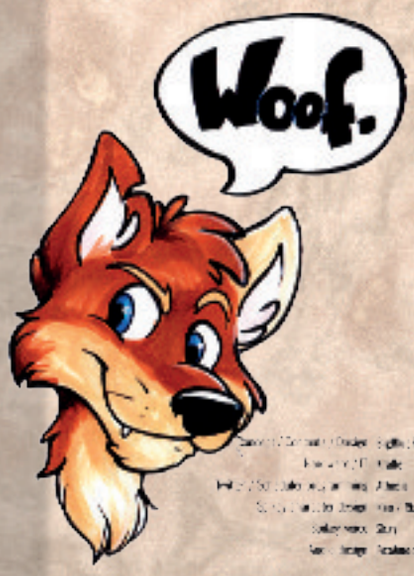
FIND US ON CHANNEL 25

WEDNESDAY

12:00 EFP Clipshow
17:30 Opening Ceremonies LIVE
18:30 Confuzzled 2012
21:00 EFP Clipshow
22:00 Prime Cuts
2:00 Furry Connection North 2012
5:00 Furs On Fire 2011

THURSDAY

6:30 Further Confusion 2012
7:00 Anthrocon 2012
8:00 Toonbox
10:00 EFP Clipshow
13:30 Banner Brawl LIVE
15:00 Further Confusion 2012
16:00 2 The ranting Gryphon LIVE
17:30 Bitter Lake - Trust is a fickle thing
18:30 Uncle Kage's Story Hour LIVE
20:00 Breda Comic Con 2011
21:00 Fursuit Friendly Dance with DJ Kenai LIVE
2:00 Cologne Furdance - The Best Of
3:00 Prime Cuts



FRIDAY

6:00 Kage vs. 2
7:00 EFP Clipshow
8:00 Toonbox
10:00 EFP Clipshow
13:30 Enter The Arena LIVE
15:00 The Year Of The Rat
17:00 Anthrocon 2011
18:00 Uncle Kage's Story Hour
19:00 Rock'n'rome LIVE
21:00 Anthrocon 2012
0:30 Prime Cuts
5:00 The Year Of The Rat

SATURDAY

7:00 Anthrocon 2011
8:00 Toonbox
10:00 EFP Clipshow
14:00 Enter The Arena 2011
16:00 EFP Clipshow
17:00 Bitter Lake - Trust is a fickle thing
18:30 Pompeii - The Pawpet Show LIVE
22:00 The BigBlueDance LIVE

SUNDAY

6:00 Furry Weekend Holland 2012
7:30 Anthrocon 2012
8:00 Toonbox
10:00 MidFur 2012
12:00 End Of Broadcast



Fox Amoore

For this year's editorial content, we caught us a musical fox. He sat patiently during the procedure of one (1) interview, and was released unharmed into the wild again with an ear tag (serial number 0021-8135). Should you encounter this fox again, feel free to approach him.

Let's start with your background... You have been involved with music all your life…

I've always had a passion and interest in music. As soon as I could pull myself up onto a piano stool, my parents would have to pull me away from the piano to eat. I at first never took any lessons, I developed and learned myself until later on when I got accepted into music school. During that time I've performed in over a dozen different bands and have been lucky enough to gig and tour in countries all over the world. Everywhere from the Caribbean, to of course… Germany! Aside from performing piano and keyboard, I've also over the years built up my own home studio so I can focus on composing, plus also create the NewAge and Classical music that people listen to today.

How did you find the fandom?

For almost all of my life I've had a fond fascination with foxes. I would read about them, from wildlife books, to folklore tales. Anything that involved foxes to any degree I would research and learn. About 6 years ago I looked for wallpapers with foxes, would find images of Robin Hood, Starfox and the like, and this is where I found some anthro artwork. It was then I discovered FurAffinity, loved the idea of having a fursona, and thus created "Fox Amoore" as my tribute to a life-time of loving foxes. It's pretty much now my way of expressing my fondness of them. It wasn't just the idea of having a character or identity though... It was the number of incredibly talented artists that I came across. I uploaded a piece of music, got a very warm reception… And I haven't looked back since!

What would you name as your greatest inspiration – inside and outside of the fandom?

In terms of inspirations inside the fandom, I've always admired some artists in particular that have inspired me to write as a musician, which is why I love to combine my music with pieces of visual art to help further convey to my listeners what I see in my mind as I compose. Such artists include AlectorFencer with her stunning scenery and moods, Kajito with his breathtaking ability to really bring his works to life, and TaniDaReal for the amazing concepts, ideas and beauty in her work. One of my biggest idols in the music world is Thomas Newman. His work with the piano has such sublime beauty and for me it is an almost endless source of inspiration, he has had a big impact on my style. I admire keyboard players such as *Dream Theater*'s Jordan Rudess, and *Yes* keyboard player Rick Wakeman. Despite my preferred style, I listen to a *lot* of Heavy Metal, Prog Metal and general Metal music. I once toured with a Prog Metal band in London and it was one of the most amazing experiences of my life.

So, you like Metal… but the majority of your FurAffinity works seems to be epic scores and ballads. Have you tried your hand on Metal as well? Or is this more an issue of "I like to listen but it's not the thing I write"?

Indeed, I love the passion and energy that you get in Metal, more so from a listening view, rather than a composing view. I think though as well being a piano player limits my access somewhat to creating truely authentic Heavy Metal music (however I do like to hire real guitarists for some rock pieces in my music, the very talented Jaris Wolf for instance). Technically there's some metal bands that have keyboardists, but



I tend to more admire it, rather than compose in that genre. I've performed in a Heavy Metal band before and loved it, it was an amazing learning curve. But I think though the main reason is, when it comes to "Epic" or soundtrack or New Age music… I find that the most enjoyable genre to compose in. I think it's important to focus on what you enjoy, as it reveals your true style and feelings more. Whilst you can also have your favorite styles to admire, and respect. So I guess "What I like to listen to, rather than what I write", is quite accurate.



Do you "believe" in something like "furry music"? Obviously a songwriter can include furry elements in the text, but what would express "furry" in a melody?

I think the term "furry music" has been passed around the fandom a lot lately and has been a good source of debate. I've often seen on sites such as Last.FM people tagging their favorite furry musician artists as "furry music". In terms of it being an actual style or genre? I guess from my training and theory I would be inclined to say *mostly* no, purely because it doesn't really require a certain style, or setup as such. You could have elements of things we would perhaps see or relate to as furry… Such as wolf howls, or the artwork on the CD being anthro. I think as you said the only part that could maybe give it a "furry music" genre, is the lyrics itself. However, from creating official character themes, I've actually learned that the deep connection between the character and their player can be enhanced by using music to express the feelings of them. I think that such a link, being created through music, could be the furry part of a melody, rather than lyrics. The term "furry music" will mean nothing to some, and everything to others… It's purely how you find that connection to the music you listen to, it's about the individual and how that music effects them… And if you feel a furry connection, then beautiful!

How did you get into the "Bitter Lake" production? What was your mode of working there?

I remember it was in the evening, and Shay approached me on Skype. We talked with one another about a potential project with no budget, quite late into the night. I agreed to do it because for some reason I had a feeling this could be something special. Not just for Shay, or me, or anyone that worked on the *Bitter Lake* film, but perhaps even for the fandom. It was a chance to be part of a group of talented and dedicated individuals, who wanted to create something for people to enjoy. I couldn't say yes fast enough! Shay, EZwolf and all the rest, are such dedicated, kind, amazing people and friends and I feel so proud to have been a part of this epic project, and perhaps many more to come. It was a challenge though, finishing well over 30 minutes worth of orchestrated music in 10 days, getting to bed at nearly 6 in the morning. In that time I definitely felt like I leveled up!

Is there any movie you wish you could have written the score for? Or what kind of movie, what genre, what technology (real, CGI, hand animation…) would you love to musically illuminate?

I would have loved to have written the scores for some Pixar films. I often find myself watching the film, getting inspired from the original composer, then going into the studio to see what theme I would have come up with it was tasked with me. I think animated films for me would be the choice, but I would love trying various different formats purely to try it and learn and experience new things. These though are dreams and maybe one day if I'm lucky I will get a chance to do something of this scale. At the moment though, I'm still humbled and appreciative beyond belief at just how many find enjoyment from my work and how many people it makes happy. That to me means more than the biggest Hollywood movie soundtrack deal!

When comparing completely artificial music composing (no real instrument, just a program) with physical, instrumental music-making…

FOX AMOORE

Oh boy! Where to start… Well first, the set up I use is both through artificial (though highly advanced) programs and sound libraries and also real musical instruments. This includes piano, violins, vocals, flutes, guitar and many more that I've had featured in my work. All the artificial instruments that I use are also performed by hand, I find this method much better at getting "emotion" into the song. I think one of the most amazing (yet perhaps sad) things nowadays is that computers and software are getting so advanced, that the top of the range sound libraries can create the most strikingly realistic sounds… Everything from the clicking of finger positions on an oboe… To the direction changing on a violin's bow. Some composers even argue that the most advanced artificial libraries are even better than the real thing, because these instruments are so flawlessly sampled, recorded and programmed with the finest microphones and in the perfect recording environment for their needs in the field. I think though, nothing will ever compare to the sound of a live orchestra. The samples might sound just like it, they might even have the human elements of error and slight miscalculations in the playing (yep, they even program that too), but to the purist, it's still not 80 people before them. I try and be a purist and use real instruments and musicians whenever possible, however I also can appreciate that these incredible sound libraries can provide me with an unprecidented real sound of 6 french horns, 10 cellists, a 60 inch gong… Without having to spend tens of thousands of pounds hiring them. It brings to the composer, especially the beginning and up and coming ones, the chance to have their dreams come partially true, and hear what it's like when an orchestra plays their creations. Of course, that's just one style… Dance



styles, anything from Trance to Speedcore, excel in modern technology as well as older. I think both artificial and real have their advantages, but for me… It has to be a real instrument whenever possible.

What tip would you give someone who would like to enter the world of creating music?

For me personally, music has always been a source of passion and enjoyment. If someone has a similar outlook into creating, then I think they would excel in music. The biggest tip I always give is to enjoy the process, both from creating a piece and also when playing and learning an instrument. There are so many different methods in which to learn… Everything from traditional lessons with your local piano tutor, to saving up some money and buying a sequencer and a keyboard and learning it yourself by experimenting and trial and error. For someone that's new to the world of composing and playing an instrument, do some research on who inspires you most when you listen to music. The internet nowadays is a vital tool both for learning and also for getting your music out there on social sites such as Facebook and YouTube.

Recently I see more professional or at least ambitious projects in the fandom, in various media. After the slow death of actual printed furry comics and fanzines, may we finally see a turn towards bigger things?

I think when big projects such as *Bitter Lake* come together, it helps people see that anything is possible. The fandom is filled with such talented artists, writers, musicians, animators, that such big projects can indeed happen. What's so important to me is that during these projects I made so many new friends, met so many new talented individuals, that the possibilities for such ventures are truely endless. Over 5 years I've noticed just how much the fandom has grown in size as well, it's very encouraging and opens up so many doors to potential projects, no matter how big or small.

How can we support creativity in the future from within the fandom? We already do have presentation platforms, furry news agents, commenting communities, awards, and the occasional flame war / hate mongering site. Is there anything you miss?

I've noticed that over the years (even though I consider myself still somewhat new in the fandom… five years compared to some people that have been in it over ten, or fifteen) that news sites, award sites and so forth appear and do take quite a number of followers. I remember when *Bitter Lake* was first announced that the preview trailer went up, such platforms such as news sites helped plug and promote it… So maybe these new sites have helped make some of these big projects that was mentioned in the previous question come into fruition. I think in terms of people supporting the creativity, I see that already quite often. People admire other forms of art, not just the visual side… But the audio, literary and of course the film side. I love combining my music with visual and written art and hopefully soon animation as well, I feel when these mediums work together, it adds a whole new dimension to mine or the combined groups ideas.

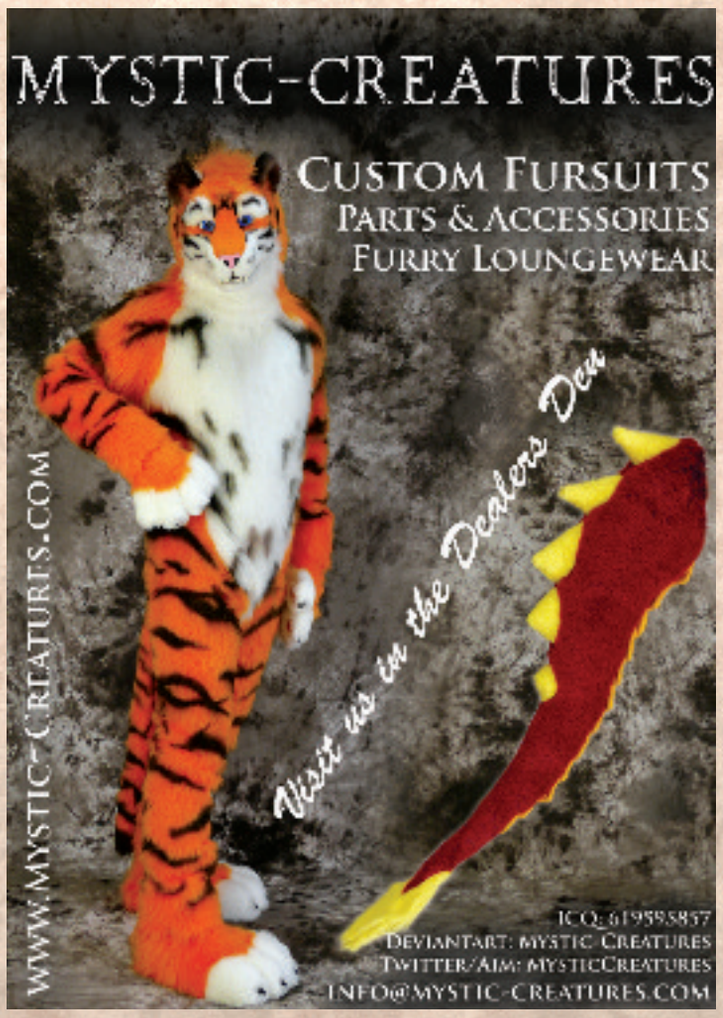
Aside from performing live on this Eurofurence in the Charity concert, is there anything new we should know about? It's self promotion time!

I will have a very special 5th anniversary edition of my first album "The Ballad of Midnight". It will contain completely new versions of the original biggest songs on there, as well as the original songs for people to enjoy too. It will feature beautiful artwork by TaniDaReal, including inside booklet and a full jewel case. It will be available in limited supply at my Dealers' Den table. So feel free to come and drop by and have a chat!




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What is all the fuzz about?
We are glad you asked!
Nordic Fuzz Con
is a furry convention planned for
2013 in Sweden
It is build on a successful furmeet and fursuit outing that took place in Stockholm in 2012
Want to know more?
www.nordicfuzzcon.org
Additional information will follow, stay tuned

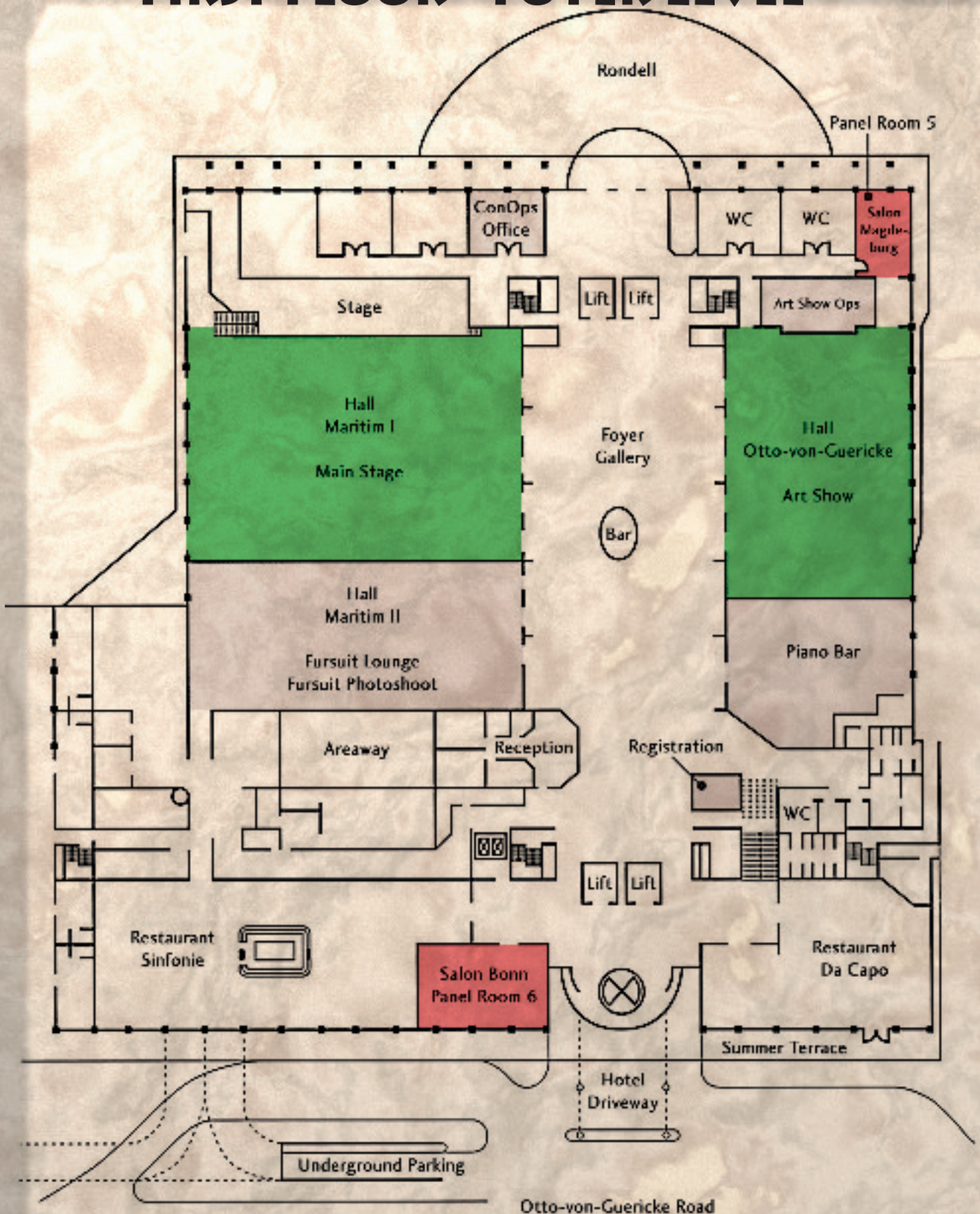

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Dare you venture to the
furbidden planet?
FURTHER CONFUSION .org
San Jose, California Jan. 17th - 21st 2013
Mitti 2012

Event Area Map

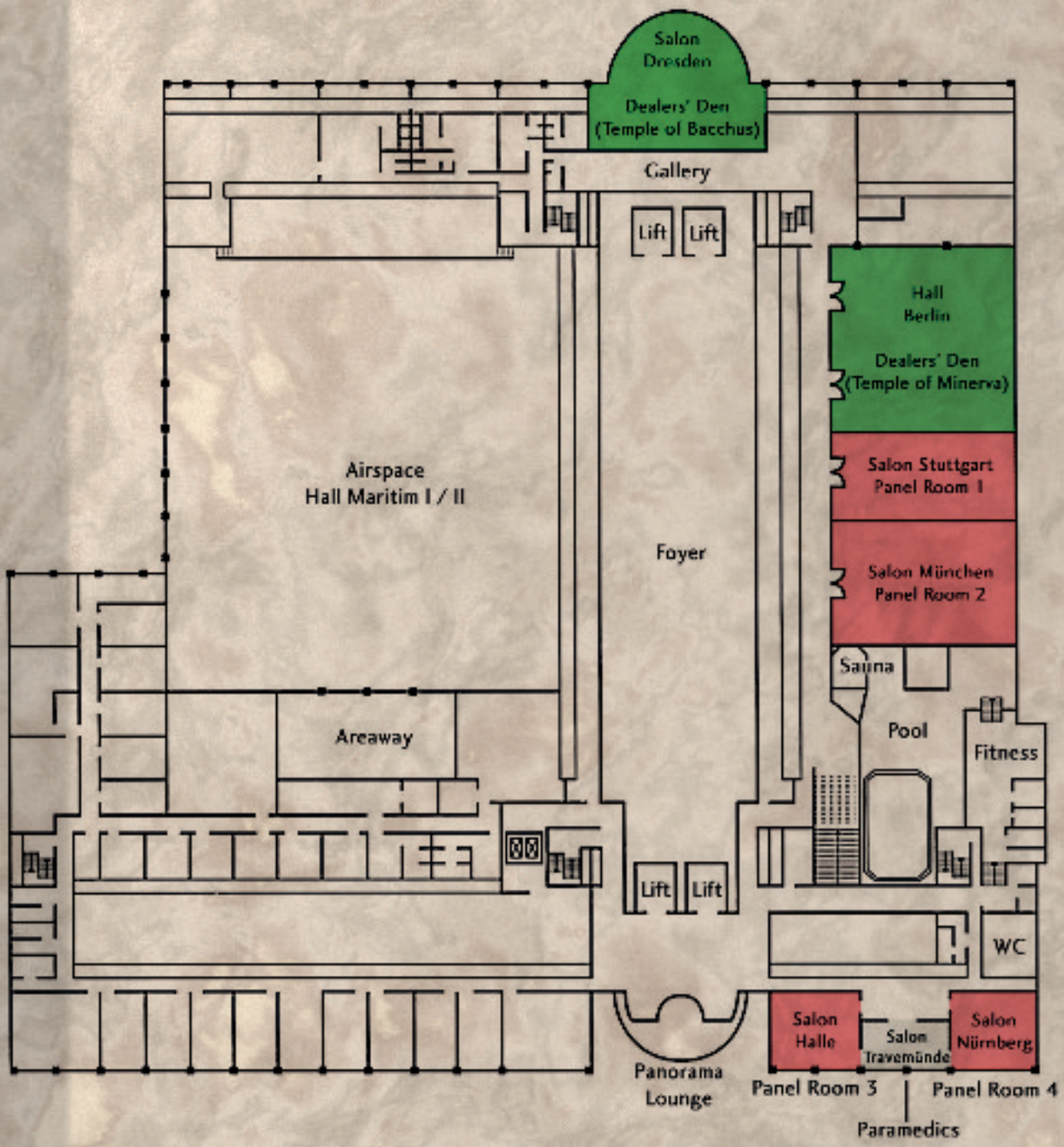
First Floor - Foyer Level



XXIV

Event Area Map

Second Floor - event Level



Green areas: Main event rooms – Main Stage, Art Show, Dealers' Dens
Red areas: Panel rooms – Stuttgart (1), München (2), Halle (3), Nürnberg (4), Magdeburg (5), Bonn (6)
Gray areas: Other convention rooms or points of interest

Motorfurs Meeting

Do you love the roar of a loud engine? The purr of a pleased Jaguar? The squeal of burning rubber? Then you need to come to the Motorfurs meeting – where all petrol-heads are welcomed to show off their motors, take a look at what others drive and talk amongst like-minded furs.

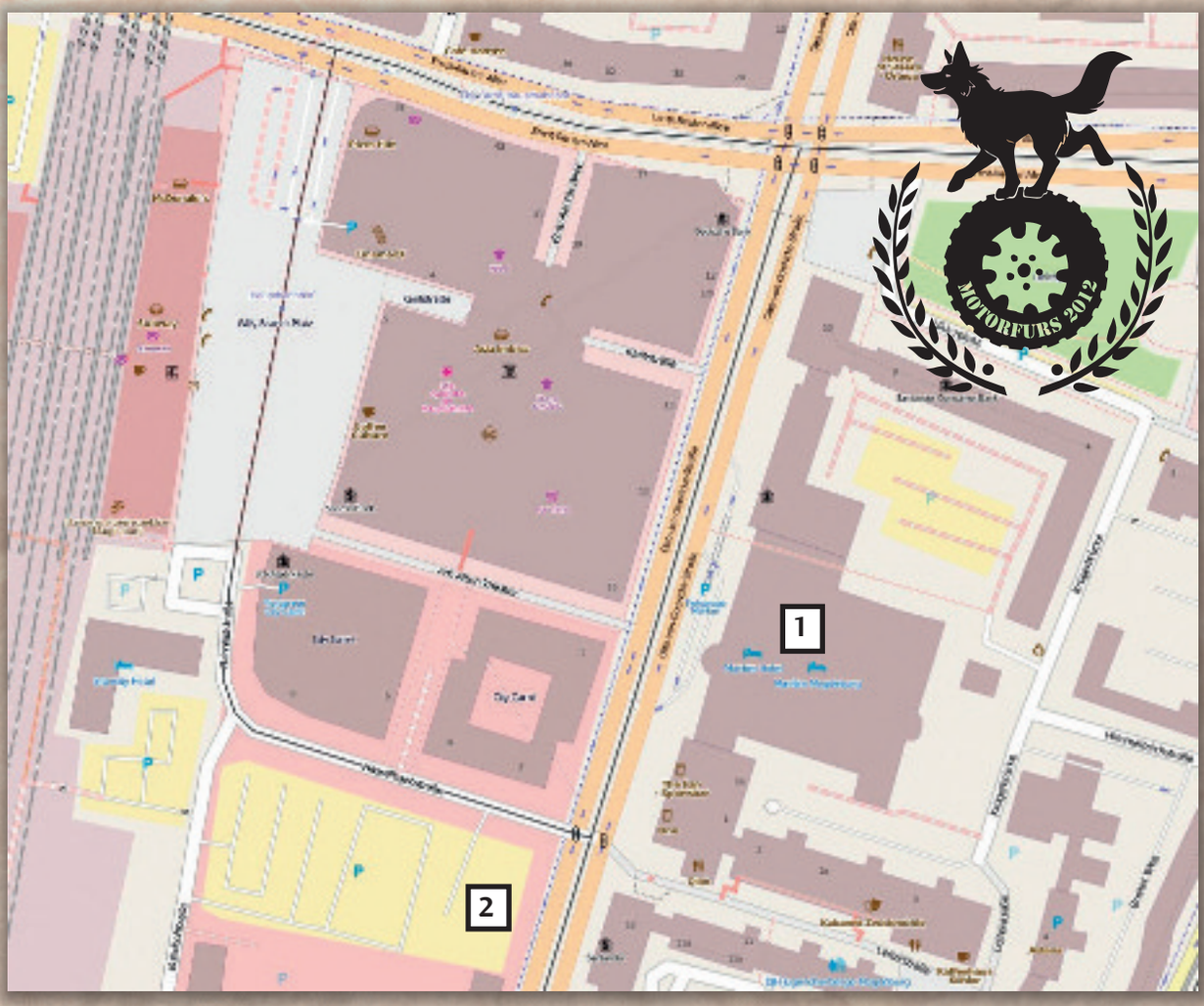
This haven for motorists will be at the car park on Hasselbachstraße – a block to the south and on the opposite side of the road to the hotel (take a look at the map below for more details). Even if you've not got a car, bike or other motor vehicle, do come stop by and you'll be welcomed with (oil-covered) open arms. Fursuiters are welcome too.

Due to the nature of the event and the location off-site, there are a few event specific rules that must be adhered to:

1. No dangerous stunts – Anyone deemed to be driving dangerously will be asked to remove themselves and their vehicle from the event.
2. No burnouts – Once again, offenders will be asked to leave.
3. No damage to other cars/the car park/attendees – Please take care when parking and manoeuvring and also be mindful of paintwork when looking through open windows.
4. No wheel/tyre markings to be left on the road surface.
5. No unnecessary noise – i.e. keep stereo equipment to tolerable levels, and no lengthy revving of engines.
6. If you wish to look closer inside someone's vehicle, ask the owner. Do not just open the door and get in.

Most of all, stay safe and enjoy the event!

Saturday 14:00 – 15:30, parking lot



- **Motorfurs Meeting Map**
  - © OpenStreetMap contributors,
  - CC-BY-SA
- 1 Hotel
- 2 Motorfurs Meeting parking lot



Photoshoot

It's an early afternoon in Rome, 100 BC. You are strolling around, looking for something fun to do. The big games at the colosseum will not begin until late in the evening. After the long journey from Pompeii your fur is covered in dust and your muscles are aching from the long walk, which took almost three complete days. As you are walking by the temples of Minerva, Saturn, Castor and Pollux and about a hundred other minor gods and goddesses, you are pondering to whom you should give a minor sacrifice to thank for the safe journey. Maybe to Jupiter, who was still considered to be the ruler of all gods – at least here in the far away City of Rome. Being a true Pompeian, you already know that sometimes nature is a god (or goddess) of its own.

Still deep in your thoughts, an alluring voice twists its way into your sensitive ear and finds its way right into your brain: "Stranger, you look exhausted and weary. Just come on in and give your body a rest. Wash away the dust of the streets and let our Nubian slaves comb your fur till it shines like pure silk. Have a swim at our frigidarium and relax afterwards at our heated caldarium. If you want to, our skilled Thrakian masseurs will knead away even the slightest tension. Lay down on our soft cushions and sample the best fruits, olives and wine of the hills of Aventin!"

And while you are still thinking about this seductive offer, the little Greek slave has already grabbed one of your paws and pulls you right into one of those countless thermae, which Rome is famous for…

So, traveller, Fortuna must have granted you one of her rare smiles… for this will be your one and only chance to get a photo of you while you visit Rome. Let Thalian and his experienced photoshooting crew take care of the rest. We will make sure that you will look outstanding, while you relax in a setting made from the finest marble, and tasting the best fruit available, fed to you by the hands of experienced slaves. So when you come home, everyone will deeply envy you for sure!

Photoshoot opening times:

Thursday	11:00 – 12:00 (Reg), 12:00 – 15:30
Friday	11:00 – 12:00 (Reg), 12:00 – 16:00
Saturday	11:00 – 12:00 (Reg), 12:00 – 15:00

Game Events

Dance Dance Revolution / Dance Central — h0rs3, Shiro

Dance Dance Revolution (also known as DDR) is a popular rhythm game that makes you dance and jump to all kinds of music: Dance, Trance, Techno, J-Pop, Rock and more! You can try the game, play with your friends, or learn new techniques from expert players. Beginners and fursuiters are welcome.

Dance Central offers a complete new dance experience that requires you to move your hands, feet and everything in between. Dance Central offers over 100 numbers of popular dance tracks. So come get some moves on either solo, against or with your fellow furs.

Wednesday	20:00 – open end, Bonn
Thursday	19:00 – open end, Bonn
Friday	19:00 – open end, Bonn

Warhammer 40K Tabletop Corner — Ryudar

In the grim darkness of the far future… there is only war. Watch or join the forces of our Furry Commanders in epic battles between the imperium of man, the legions of chaos and the endless alien hordes. Learn how to get started with the Games Workshop® – Warhammer 40K Tabletop Game and how to create, assemble and paint your own unique armies!

Thursday	19:00 – open end, Nürnberg
Friday	19:00 – open end, Nürnberg
Saturday	19:00 – open end, Nürnberg

Game Corner — Xaneorath

Come by and play some board or card games with other furs! Whether you are looking for a fast-paced game to take a short break, or if you're planning to spend an evening with a complex strategy game, you've found the right place! We offer a variety of games to choose from, and always welcome other games people would like to bring along. If you want to find participants in a game or want to check what's going on, keep an eye on the hashtag #efgc12 on Twitter, where you can post the status of hosted games.

Thursday	19:00 – open end, Halle, Nürnberg
Friday	19:00 – open end, Halle, Nürnberg
Saturday	19:00 – open end, Halle, Nürnberg



The Fursuit Game Show

So you think you have seen the EF Fursuit Gameshow, and it is too tame? Well, guess again!

We are back this year with some brand new ideas and quite a few changes!

First off, we kept the team-idea: the competition is between teams of two, so be sure to pair up and be ready!

"How are the teams selected?", and "Can I participate?" – Sure! We have brought back the preliminaries… with a slight twist. This time, there aren't different stations all over the place, but rather a single event taking place in the lobby for people to watch! If you participate in the preliminaries, be prepared to be called on stage for the main event too! We need eight teams to go on stage after all!

Sign up for the preliminaries is on Wednesday and Thursday (times see below) and will be located right next to the fursuit lounge entrance.

The sign up station is also the place to get any questions answered that you still might have: just drop by early and ask us, we don't bite!

While you don't have to be a Hollywood stuntman to participate, if you are worried that you might break a carefully manicured claw, then this event isn't for you this year! If you have multiple suits, bring the one that can take physical action too.

Sign up:
- Wednesday 19:00 – 20:30, Lobby
- Thursday 13:00 – 15:00, Lobby

Preliminaries:
- Thursday 13:30 – 15:30, Lobby

The Fursuit Game Show:
- Friday 22:30 – 00:30, Main Stage



XXX



Apodyterium ornatibus
The Fursuit Lounge

Eurofurence welcomes all active fursuiting gladiators to the fursuit lounge.

Hidden from the eyes of mere citizens and guarded by the EF legionaires, the anthropomorphic gladiators also known to the world as fursuiters find a place to rest and refresh themselves in the headless lounge. Here they are welcomed with everything they might desire for during their free times between battles.

After tremendous sacrificial offerings to Aeolus, the god of winds, our priests received the blessing of refreshingly cool winds blowing permanently in the Temple.

If exhausted from the heat of battle, several sorts of ice cooled refreshments await them, along with sweet and salty snacks.

For suiters who wish to enjoy our services for a longer period of time, the lounge is equipped with ample spots on the active fursuit dryer along with separate ventilated head and paw dryers.

Should their fluffy armor have suffered damage during fights, a repair workshop is available in the fursuit lounge, to help them get ready for battle again in no time.

To make the heroic fursuiters' stay in the fursuit lounge as convenient and relaxing as possible, the emperor's rules will be enforced by the EF legionaires at all times. These rules are:

- Only fursuiters may enter and stay in the fursuit lounge at any time, in and out of fursuit.
- Non-suiters are not allowed to enter the headless area. The only exception are suit-helpers, assisting a fursuiter with putting their costumes on or off.
- Suit-helpers must be accompanied by the fursuiter they are assisting, and they have to leave the lounge when their help is no longer required.
- Photography and filming is strictly forbidden in the headless lounge.
- At night, the portals of the lounge will be closed by the guards. Fursuiters can get access at those times by asking the all seeing security night shift.

Opening times:

Wednesday	16:00 – 24:00 *or last event*
Thursday	10:00 – 24:00 *or last event*
Friday	10:00 – 24:00 *or last event*
Saturday	10:00 – 24:00 *or last event*
Sunday	10:00 – 12:00

On-demand opening:

Fursuiters have access to the lounge round-the-clock, from Wednesday afternoon to Sunday noon.

The fursuit area doors are open from 10:00 until after the last event of the day. If you need access to the lounge during the night, our security and con-ops staff will be happy to open the door for you.

Artists' Lounge

Do you like spending your evening around other artists, drawing and exchanging techniques? Then this social event, which takes place every evening, is the right place for you being all creative!

Wednesday	19:00 – open end, Stuttgart
Thursday	19:00 – open end, Stuttgart
Friday	19:00 – open end, Stuttgart
Saturday	19:00 – open end, Stuttgart

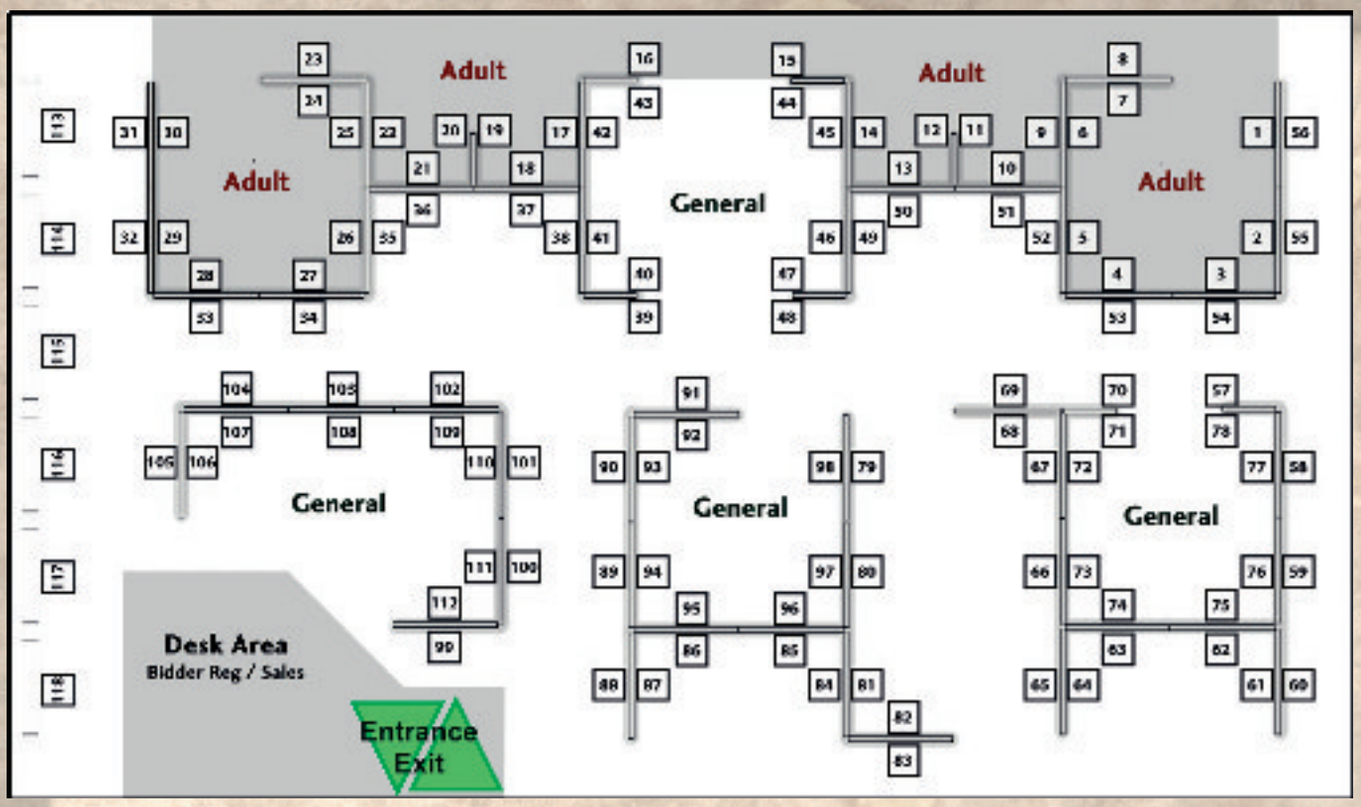



N '12
NIMRAIS





ART SHOW



This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home!

Registration is needed for bidding: You will receive a sticker sheet with coded numbers. Write your bid on it, and simply paste the sticker to the bid sheet! You will get the necessary stickers when you register at the Art Show, together with a bidding rules sheet and explanations, just in case you've never been to the Show before!

As the show wraps up on Friday, you will have a final chance at bidding in the Art Show closing. Here it will be determined who will make the final offer on a piece of art – or whether, perhaps, a contested piece goes to auction. **Important:** The closing is a fast and decisive event. You need to have bid stickers at hand to participate, so we can avoid crowding the show area with spectators. During the closing, we will **not** hand out new stickers, so make sure you have enough.

When all the bidding fields on the bid sheet are filled, the piece is sent to auction. In the voice auction, you will have to defend your selection against other prospective buyers. The exalted Auctioneer is our favorite Uncle Kage. The sky's the limit – but don't bid more than you can afford! (You can use your bid sticker number as well as your badge number in the auction, just in case.) After the regular pieces from the Art Show, the Charity team will present a whole new selection of items to bid on. Don't miss the Charity auction!

When you have successfully acquired a piece, you can pick it up on Saturday in the Art Sales. **Cash only, please** – no plastic. We need to pay the artists! Accepted currency is **Euro**; we can't change dollars or pounds. The sales will also be the point where to pick up your items from the Charity auction as well.

Look out for more information at the Art Show and read the bulletin boards for last-minute details!

Art Show setup times:

Wednesday	16:00 – 22:00
Thursday	10:00 – 12:00

Art Show opening times:

Thursday	12:00 – 18:00
Friday	12:00 – 17:30

Art Show closing:

Friday	17:30 – 19:00

Art Auction (with Charity Auction):

Saturday	12:00 – 14:00 – *ends as necessary*

Art Sales and Pickup:

Saturday	14:00 – 17:00 – *public art pickup*
Saturday	17:00 – 19:00 – *artists' payout*



Art Show Panel Plan

Artist	Adult	General
Ajani		54
AlectorFencer		49, 50, 51, 52
Alpha_Ki		40, 41
Alpha0	18	54
Amras	9	53
Andraste	23	62
Andrea 'Banrai' Brooks		59
Anupap Kasook	6	66
Ashanti		33, 34
Aurin		109
BaLOrKIn		64
BananaPlot		55
belo4ka		66
Blackdragon	10, 11	53
BloodhoundOmega		104
Blotch		48
Blue_Panther	12, 13	46, 47
Cayleth	23	
Dark Natasha	15	44, 45
Dragontiger		94
EosFoxx	26	71, 72, 73
Faolin		65
ForcesWerewolf	20	
GothWolf	22	60
Isuna		39
J. C. Fox		96
Jackrow		106
Joleii	3, 4	
JosePaw	27	63
Kacey Miyagami	28	107
Kajito		89, 90
Karmakat		60
Katara		95
Kerocat	2	
Khaosdog		110, 111, 112
Kisu	1	
Konu	1	
Kotenokgaff		69
Lupinicious		79, 80
Max Haibane	26	70
Mirri	30	102
Mixxi Moonlightpaw	7	58
Nekotorisha		97, 98
Neo		84
Nimrais		100, 101
Nyx	8	83

Artist	Adult	General
PanHesekielShiroi		35, 36, 37, 38
Paperbag	24	
Pegla	14	74, 75
Pui Eki	8	93
Qzurr		108
Raitsh	2	103
Rapante		88
Rov		61
Sarah 'Korrok' Thomas		77, 78
Scheriff		83
Schiraki	5	93
Schnitzophren		114
Sen Grisane	18	
Shalinka	25	81, 82
ShinigamiGirl	16, 17	42, 43
Sinatzeek	21	
Snow-wolf	5	99
Snowshadow		94
Sollaes		113
SwiftAyama	19	
Tabalon		105
TaniDaReal	29	85, 86, 87
Tascun Wolfen		91
Ter		76
Tracy Reynolds		67, 68
Twice	6	92
Wachhund		96
Wahya		32
Wolfy-Nail		56
Yamavu		31

Note: The panel plan is prepared in advance and may undergo certain changes if necessary, assigning free space to additional artists or removing artists from the roster.

Panels / tables without entry are currently being reassigned.

Please check on-site for changes, and have a look at **all** of the fantastic offerings in our show!



DEALERS' DEN

Gather your *Sestertii* and *Denarii*, and get ready for the Dealers' Den at this year's Eurofurence!

Besides being renowned philosophers and magnificent architects, the ancient Romans were equally well-known for their arts, literature and far-ranging trade. And just in kind, many fine artists and skilled merchants will gather in the Temple of Bacchus (Salon Dresden) and the Temple of Minerva (Saal Berlin) to offer you their works, services and merchandise.

Browse through original artwork, sculptures, books, prints and comics as well as furry-themed apparel and memorabilia at more than fifty tables – or meet your favorite artist face to face and ask for a sketch in your sketchbook or an original con badge!

Please note that the seating plan below and the list of registered dealers may still change slightly after the Con Book is printed. At Eurofurence, we will have leaflets with the final seating plan available for you in both halls of the Dealers' Den.

To gather more information about the Temple of Bacchus and the Temple of Minerva and their offers you may have a chance to get the Eurofurence smart phone app.

Alpha_Ki, Mark Treefox and Twice are the furs at your service if you have any questions or need help with the Dealers' Den.

DEALERS´ DEN

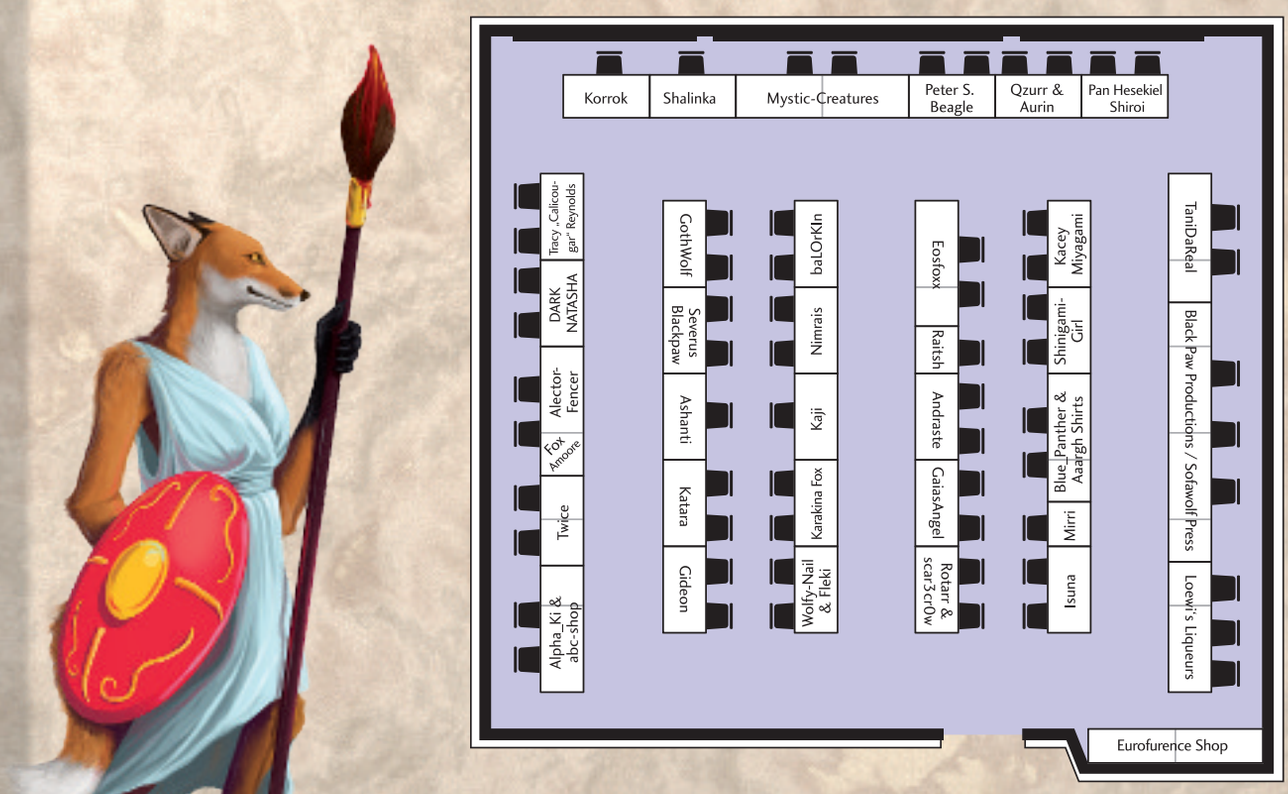
Dealers' Den setup times

Wednesday	internal setup	
Thursday	10:00 – 12:00	setup – dealers only
Friday	11:00 – 12:00	setup – dealers only
Saturday	11:00 – 12:00	setup – dealers only
Saturday	18:00 – 19:00	cleaning – dealers only
Sunday	09:00 – 12:00	cleaning – dealers only

Dealers' Den opening times

Thursday	12:00 – 13:00	super sponsors only
Thursday	13:00 – 18:00	
Friday	12:00 – 18:00	
Saturday	12:00 – 18:00	

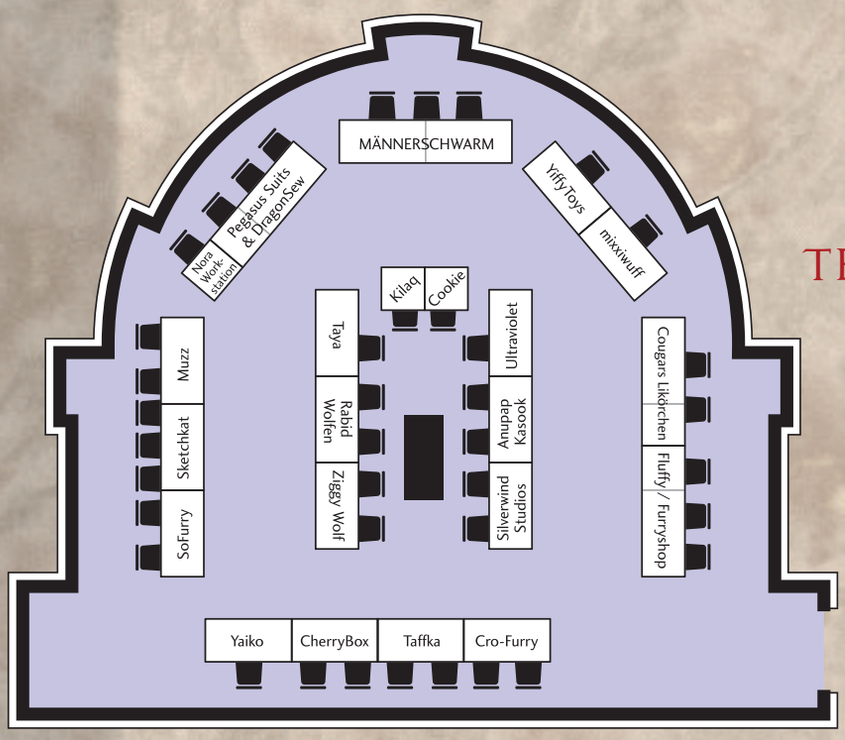
TEMPLE OF MINERVA (Saal Berlin)



XXXVIII

DEALERS' DEN

AlectorFencer	prints, books, honey, mead, sketch commissions, mono-chrome paintings
Alpha_Ki & abc-shop	artwork, prints, sketches t-shirts, buttons, gimmiks
Andraste	prints, sketch commissions, originals, badges, magnets
Anupap Kasook	comic (self-publishing), postcards, bookmarks, sketches and commissions
Ashanti	prints, sketch commissions, keychains, original sketches
baLOrKIn	commissions, sketches and colored work, badges and customized Dog Tags, prints
Blue_Panther & Aaargh Shirts	on-site commissions shirts, prints, (badges, sketchbooks), buttons
Tracy **„Calicougar"** Reynolds	prints and commissions
Männerschwarm	comics, books, stuffed toys, DVDs
Cookie	glowsticks
Cougars Likörchen	Cougar's Liqueurs
Cro-Furry	prints and artwork, artbooks
DARK NATASHA	prints, framed prints, portfolios, sketches and badges
Eosfoxx	prints, sketches
Wolfy-Nail & Fleki	prints, originals, hoodies + badge commissions and sketches
Fluffy / Furryshop	The Mountain t-shirts, tales, fursuit accessoires, handpaws etc.
FoxAmoore	CDs
GaiasAngel	prints, sketch commissions, badges, buttons
CherryBox	badge, sketches, and full colour commissions
Gideon	prints, artwork, conbadges, sketches
GothWolf	commissions (digital art) and a small bunch of original artwork including sketches drawn by Coatl
Isuna	charms , prints in different size, commissions and badges, also sketchbooks
Kacey Miyagami	original artwork (sketches and badges), and prints
Kaji	sketches, prints
Karakina Fox	prints, sketches, commissions, badges, comics, buttons and shirts
NoraWorkstation Karuno Naimaru	CDs and albums
Katara	sketch and lineart commissions, prints and goodies
Kilaq	prints, original sketches, paintings and funny stickers
Korrok	sketch & badge commissions, prints, original sketches, small merchandise (stickers, bookmarks etc)
Loewi's Liqueurs	Liqueurs
Eurofurence Shop	old EF-Shirts, cups
Mirri	badges, commissions, originals and sketches
mixxiwuff	art, Cougar's Liqueurs
Muzz	inked sketch commissions, art CDs and prints
Mystic-Creatures	fursuits, tails und parts, accessories, fleece hats, toe shoes
Black Paw Productions / Sofawolf Press	books, comics, artbooks
Nimrais	prints, sketch commissions, key-chains, bookmarks
Pan Hesekiel Shiroi	prints and various nick-nacks, sketch and badge commissions
Pegasus Suits & DragonSew	self sewed fursuit gimmicks like gloves, bandanas and other stuff
Peter S. Beagle	meet the guest of honour and get one of his books
Qzurr & Aurin	prints, art commissions, merchandise
Rabid Wolfen	prints, commissions, badges, original furry artwork
Raitsh	sketch commissions, original artwork, badges
Rotarr & scar3cr0w	buttons, commissions, badges, and original artwork
Severus Blackpaw	prints
Shalinka	prints, badge commissions, comics, goodies (sticker, key ring, magnet)
ShinigamiGirl	commissions, prints, art CDs, portfolios
Silverwind Studios	handcrafted leather accessories, keychains, cell charms, bracelets
Sketchkat	„quick sketch" badge commissions, t-shirts, prints, commissions
YiffyToys	Furoticon playing cards, non-adult silicone items
Taffka	badge comissions, fursuit parts and fursuit comissions, chocolate
TaniDaReal	prints, jumbo prints, mood badges, badge and sketch commissions, t-shirts, calendars, portfolios
Taya	badge commissions, masquerade style masks, prints
SoFurry	free art scans, print service, t-shirts
Twice	prints, badge commissions, originals, sketches and colored commissions
Ultraviolet	prints, artwork, sketches
Yaiko	some art, commissions (badges, traditional, icons, digital art)
Ziggy Wolf	prints, posters postcards and mousenatts



TEMPLE OF BACCHUS
(Salon Dresden)



XXXIX





Events

Please note: This list introduces the single events on Eurofurence XVIII. Recurring and continuing events are presented on their own pages!
For Art Show and Dealers' Den, please see pages 36-39.
For Lounges, see page 32.
For Photoshoot and Gaming events (including dance games) see page 28.

Wednesday

17:30–18:30
Main Stage

Opening Ceremonies
Join us for the official opening of the convention!

19:30–21:00
München

The Last Unicorn – Movie Screening — **Peter S. Beagle**
The Last Unicorn – there aren't many of us who can say that his movie wasn't one of those we saw and loved in our childhood. If it wasn't for the story it was for the beautiful soundtrack. We invite you to start Eurofurence with the first official event, the movie screening of *The Last Unicorn*. Join us and sink, once more, into the world of the most known masterpiece of our Guest of Honor, Peter S. Beagle!

21:00–op.end
Nürnberg

Broken Picture Telephone – Eat Pp you Cat!** — **Itchigo Icetalons**
Also commonly known as Telepictionary Game, Paper Telephone and other names.
This game takes Chinese Whispers to a whole new level by adding a new, exciting element: Pictures.
Come join us for the fun as we twist any normal, everyday phrase into the most hilarious thing you've ever heard, despite desperately trying not to. Artistic talent is nice but not required!

Thursday

12:00–13:30
München

Meet the Guest of Honor — **Peter S. Beagle**
The Guest of Honor at this year's Eurofurence is Peter S. Beagle, award-winning author of stories such as Tamsin and The Last Unicorn and screenplays for The Lord of the Rings and Star Trek. He is also a poet, lyricist and singer/song writer and much much more. In this informal panel you can meet him and hear him talk about his life's work. Feel free to ask questions or simply come and say hello.

13:30–15:00
Main Stage

Banner Brawl — **Shay, Fairlight**
Join our hosts Shay and Fairlight as they lead two fresh-faced teams of artists into a battle of the pens! After last Confuzzled, the boys are in the lead. Can the girls catch up to even the score? Come and find out! And remember, the canvasses created will be auctioned off for our charity. That's right. Think of the Galgos. And Shay. And how sad they'd look should you miss this event!

13:30–15:30
Lobby

Fursuit Gameshow Preliminaries — **Atkelar, Adrixan, Aeto**
More action than ever. This is for gladiators, not for sissies!
See page 30 for signup information and details!

14:00–15:30
Stuttgart

Far from Fear – Meet our Charity — **Marie Markmann**
Come meet this year's charity Far from Fear. For the first time the charity of Eurofurence is not only present at the convention, but is also giving a talk on who they are and what they do, as well as giving you interesting information about Galgos. Meet the people with the large hearts and their cute dogs - an informative interactive panel where you can ask them any questions. Far from Fear is looking forward to answer them and chat with you.

14:00–15:30
München

Your First Furry Convention — **Dhary Montecore, Gyroplast, Uncle Kage**
If this is your first visit to a Furry convention, you probably have a lot of questions. How do I talk to artists? What should I do to maximize the fun? What should I avoid? How do I explain what this is to people? What are all these things they gave me with my badge? How can I make friends with 2 the Ranting Gryphon? And why are there so many rules? Join us for a talk and some helpful advice from people who have been where you are. We will help you to avoid the pitfalls and make Eurofurence 18 the most fantastic experience of your life!


BALORKIN & NIMRAIS

14:00–15:30
Halle

Computer Animation for the Absolute Beginner — Cairyn

Ever admired the state of the art computer animations? Ice Age, Up, Over the Hedge… clearly, it's easy, just done with some sliders, and the computer does everything anyway!
Well, sort of true, but it's about five thousand sliders, and when you are just starting, you're hit over the head with half a million technical terms that seem to make no sense at all. This presentation will introduce you to the general process of computer animation, explain the most important terms and techniques, and reveal what is and is not the purpose of the many programs involved in animation.
Suitable for everyone who intends to have a practical look at animation, who wants to get some information before installing a 3D application at home, or who simply wants to appreciate the art of computer animation.

14:00–15:30
Nürnberg

Ten Habits of a Successful Author — Kandrel

Got the bite to write? Feeling the urge to spout prose? Hear from author Kandrel how you can turn that motivation into a solid story. Learn how to avoid stereotypes, and how to follow the rules (and more importantly, when and how to break them!). Appropriate for both new and veteran writers and story crafters.

14:00–15:30
Magdeburg

Creating Concepts – Picture Planning — Blue_Panther

Ever thought that the background you added later in the process of your time consuming masterpiece just doesn't quite fit the rest of the picture? Ever started to draw an elaborate ensemble of various figures just to note the edge of the paper will cut off their feet once you get round to draw them? We all know what we could do to prevent such mishaps:
Plan our pictures, study our settings and construct our characters. Blue_Panther is here to show how this tedious planning before the actual sketch or drawing can be indeed just as fun as the actual piece. This panel should help to show how patience, observation, rough sketching and the odd bit of knowledge of composition can improve your work and greatly aid with the creation of yet another masterpiece.

14:00–15:30
Bonn

Furries in the Press — o'wolf

For several years now the furry fandom experiences great awareness from mainstream media. This has led to various reports on a range of topics, with changing objectives and of different qualities. As the fandom is still growing the frequency of media requests will increase even further and we have to handle these in a competent way. This workshop gives an overview on what the press expects, the requests Eurofurence has received, the reaction to them and a strategy to build up media relations which help us to maintain an excellent reputation among journalists as well as their audience.

16:00–17:30
Main Stage

2, the Ranting Gryphon

Back on stage. Back in the mood.

16:00–17:30
Stuttgart

Fursuiting 101 — Sithy, Sparky the Wolf

Fursuiters, spotters, non-suiters… Everyone is welcome to join this panel! We will talk about tips and tricks for performing in fursuit, how to handle a fursuiter as well as how to take proper care of your fursuit, get some fresh ideas on how to develop your fursuit's character, and much more. Listen to the stories shared by some of our seasoned fursuiters, and, most importantly, let's have fun fursuiting.

16:00–17:30
München

The Last Unicorn – The Story Behind the Story — Peter S. Beagle

Perhaps the most famous work of Peter S. Beagle is *The Last Unicorn* (1968). The book has sold over six million copies in twenty languages and influenced many later writers of fiction. The animated movie from 1982 has been seen by hundreds of millions of viewers, and in 2010 a comic book adaptation was released. Come hear about the magical universe of Peter S. Beagle from the creator himself and from his publicist Connor Cochran. They will tell the whole story on how and why this story became so successful, and where it is going from here.

16:00–17:30
Halle

Return of the Hyper Anatomy Panel — **Gideon**

Howdy! I shall be doing my brand of teaching with lots of humor and some sexiness tossed in for fun again this year. We will go over any anatomy questions you have, along with the history of hyper art, why we find it sexy, and how to do it right… or at least fake it properly! I hope to see you there!

16:00–17:30
Nürnberg

The Photographer's Eye — **Alex "Khaki" Vance**

Good photos can be taken with any equipment. The trick is to *know* your equipment and how to use it. In this session we'll discuss the photographic attitude. Rather than discussing broad topics like exposure and composition, we'll discuss how you can train your eye to find good light, depth and texture, how to put your models at ease, and some simple post-processing techniques.

16:00–17:30
Magdeburg

Puppet Building — **Tioh**

Do you want to learn how to make your own puppet? Join Tioh, accomplished veteran of puppet construction and creator of the main cast of this year's Pawpet Show, in this panel where he will show you the whole building process - from the basic sketch to the completed puppet.

16:00–17:30
Bonn

Convention War Stories — **Uncle Kage**

Many convention-goers remain blissfully unaware of the horrors that sometimes take place behind the scenes of a convention. Hear some of the secret testimony of the miserable souls who survived these terrifying ordeals.

18:30–20:00
Main Stage

Kage's Story Hour — **Uncle Kage**

From one event to the next! From one tale to the next! The tireless Uncle Kage! Be there to learn about embarrassing officials on misguided endeavors, entitled individuals seeking attention, and perhaps a French airport. Or perhaps something even worse.

20:30–20:45
Main Stage

Fursuit Group Photo — **Mystifur, Thalian**

For fursuiters, the fursuit group photo is one of the main souveniers after a convention. After all, a convention goes by in a blur… especially with the limited vision from inside a fursuit head. Come to the group photo shoot in time. This is your chance to be part of it.
The fursuit group photo will be shot in the Main Stage Hall right before the fursuit dance. After the photo has been taken, we will open the doors for the other attendees and kickstart the dance with more suiters than there have ever been. (Fursuiters only)

21:00–op.end
Main Stage

Fursuit Friendly Dance

Like last year, a lot of talented DJs are going to tear up the dancefloor on the main stage and in the bar. Be there, and have fun!
This main stage event is especially suited for fursuiters.

21:00–op.end
München

Girls' Cafe — **Sinea**

There's no denying it: Girls are a minority in the fandom. So let's pipe up and have a meeting just for us girls, no boys allowed! Feel free to join us for a fun, relaxing and informal chat about what you experienced so far being a girl in our growing fandom and share your stories. This is supposed to be an interactive meeting, don't be afraid to voice your thoughts and share what's on your mind.
Don't be shy, join us for a fun and interesting talk with your fellows!

Friday

12:00–13:30
Stuttgart

How to be a Demon – Fursuit Performance in Non-Mascot Costumes — **Aetobatus, Forfaox**

This workshop focuses on halloween-style performances; acting aggressive while, at the same time, not actually *being* aggressive, and remaining safe, for both the performer and audience.


SHALINKA

12:00–13:30
München

Great Furry Stories — **Peter S. Beagle**

Come along to hear about some of the great furry stories in literature and how they inspired Peter Beagle in his writing. Stories discussed will include The Jungle Book and The Wind In The Willows. This is an interactive panel so feel free to bring along your own examples of great furry stories and some thoughts on how and why they inspired you. We are hoping for a lively discussion!

12:00–13:30.
Halle

Pawpet Workshop — **Fairlight**

Learn the basics of puppetry while listening to the pawpet show behind-the-scenes stories of seasoned pawpeteer Fairlight. Feel free to bring your puppets along, as this will be a hands-in lesson.

12:00–13:30.
Nürnberg

CGI and Animation in the Fandom – Round Table — **Cairyn**

Originally a very exclusive and limited thing, computer graphics and animation has become affordable and available for every dedicated artist. Where home computers could only render static geometric chessboard examples some decade ago (and needed all night for it), today's sophisticated programs and multicore powerhouses do it all: from fluid simulation and hard body physics to fur and cloth in glorious global illumination techniques.

But all is not sunshine and roses. The tools have become complex and vast, and the professional competition calls for ever-more impressive graphics and mind-boggling sparkliness. There are a few computer artists in the fandom, and both still images and animations have been produced.

Where does it all go? What are the limits? What has already been achieved? Can the fandom take a flying leap and produce a collaborative project?

Come to this round table and discuss the technical and social reality, and the dream of the future.

12:00–13:30.
Magdeburg

International Snack Exchange — **Gwyndolium**

There weren't only exotic sweets and treats back on those old days when the Romans populated the streets. Curious what other countries of our age have to offer when it comes to all those little sweet joys of life? This panel will introduce you to a lot of tasty morsels you likely never heard of but will miss soon. This is an open panel for everyone but we kindly ask you to bring something from your own region or country along.

12:00–13:30.
Bonn

Animatronics for Fursuits — **Furvan, Tioh**

Twitching ears, snarling muzzles, swishing tails, movable eyelids over glowing eyes, light effects… mechanical and electronic effects can help make your fursuit come to life in ways you never imagined possible before. Join Furvan and Tioh in this presentation to see how such effects work.

13:30–15:00.
Bonn

Enter the Arena — **BigBlueFox**

The fursuit dance contest is back! Watch our dancers shake their tails and move their paws!

14:00–14:30
Stuttgart

Voice Acting Workshop — **Alex "Khaki" Vance, Shay**

Microphone technique (and how to deal with moist muzzle), character expression, and how to handle unwieldy dialogue: veteran voice actors Khaki and Shay share their experience and invite the audience to try to record a scene on the spot. Non-native English speakers are welcome!

14:00–14:30
München

Furry Writing for Beginners — **Peter S. Beagle**

Have you ever thought of writing a furry-themed story but you were not really sure how to go about it or if anyone would read it? Or have you already tried writing and have experiences to share or want to learn from a professional writer? Perhaps you wonder what makes a good story and why great stories are great? This is an interactive workshop in which you can get tips and pointers on how to write, support on getting started, and learn some tricks on what makes a good story from the accomplished and award-winning writer Peter S. Beagle. He will share his knowledge of the writing process, so come along to share your experiences and opinions.



14:00–15:30
Halle

Furries Ruin Everything — **Uncle Kage**

Sometimes we can be our own worst enemy. There are times when Furries, either through good intentions gone wrong or through plain short-sightedness, have taken a bad situation and made it far, far worse. Uncle Kage has been around for a long time and has seen it all. He will talk about some of the situations that have been created when Furries tried something new and were surprised at the results.

14:00–14:30
Bonn

Second Life and You - Movie World Premiere — **Frionil Vilvi**

The infamous virtual world awaits new furry friends, including you. What to expect, what to do and what to avoid? Why is there a ten foot banana floating over you? And who is Ralph Pootawn and why won't he go away? Join us on an epic quest to experience the unknown! Prepare for an "educational" movie spectacle about furries and Second Life. Watch and learn all the important (and some of the not-so-important) stuff - the fun way. Beginners are most warmly welcome!

16:00–17:30
Start: FS Lounge

Fursuit Parade — **Mystifur**

With roughly 45% of our guests being fursuiters, Eurofurence takes pride in being one of the major furry conventions with the highest fursuiter attendance. Having that many critters in an indoor parade though, the con hotel would just explode and turn into one giant ball of fluff. To prevent this from happening, the parade will again be held outside. The parade will start from the fursuit lounge and lead directly outdoors to visit some of the nearby Magdeburg sights. The trip is about 1000 Meters (0.7 miles) long in total and offers plenty of nice picture spots. You will be able to find the exact route we are taking on the info posters hanging at the Fursuit Lounge and in the hotel lobby.
May the weather gods be with us.
PLEASE NOTE: The parade will NOT start after the fursuit group photo. The fursuit group photo is a separate event this year !

19:00–21:00
Main Stage

Rock'n'Rome - The Concert — **Alexander James Adams, Cheetah, FoxAmoore**

Eurofurence welcomes "The Savannah Revolution", a collective of highly talented furry musicians, singers and songwriters, who have teamed up exclusively to present you this very special show. Supported by guest stars Fox Amoore and Alexander James Adams, they will take you on a journey through the history of furry music ranging from classics first heard on the early "Furry Fantasies" CDs and "The Fauna Project" up to a full range of exciting new songs that have never been performed in public before. Equally broad will be the variety of styles including sweeping ballads, folk rock, classic pop, hard rock, ska, punk, metal and lots of genre-defying goodness!

22:30–op.end
Main Stage

The Fursuit Gameshow — **Atkelar, Adrixan, Aeto**

More action than ever. This is for gladiators, not for sissies!
See page 30 for signup information and details!

SATURDAY

11:15–11:30
Lobby & Balconies

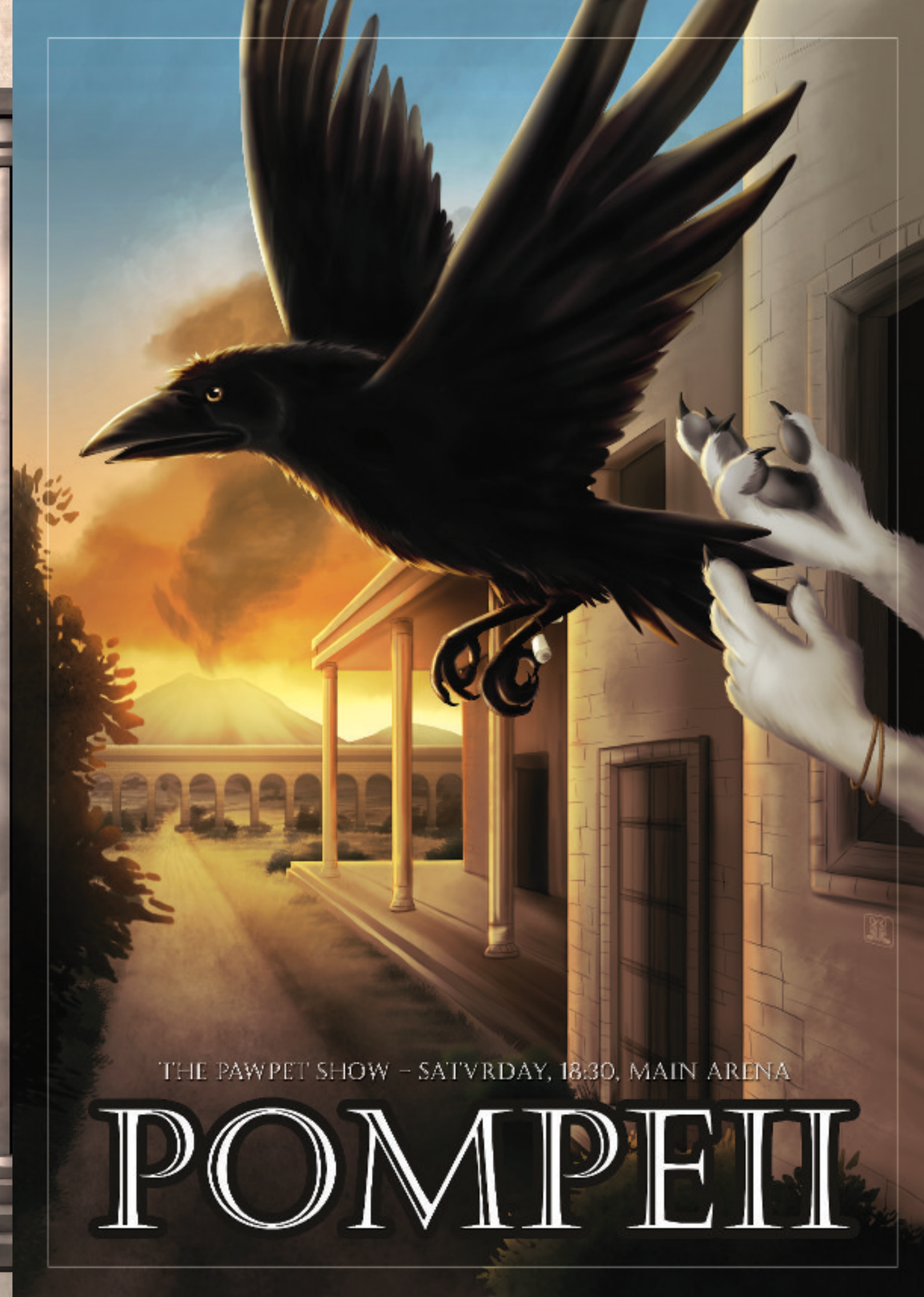
Group Photo — **Thalian**

Because of the lack of suitable outdoor areas, the group photo will be shot in the hotel lobby.
Everyone is invited to gather on the balconies of the first four floors and in the lobby itself. Please start gathering at about 11:15, so that we have time for everyone to be directed to the proper areas. The group photo will be shot at exactly 11:30 – If you want to be seen, make sure to be on time.

12:00–13:30
Stuttgart

Comedy Basics — **2 the Ranting Gryphon**

Did you ever wonder what makes people laugh? Not only the right words but also the gestures and timing of what you say and how you say it is important. 2 The Ranting Gryphon, the famous comedian, invites you to a small comedy workshop and will offer you an insight about the basics of comedy.


THE PAWPET SHOW – SATVRDAY, 18:30, MAIN ARENA
POMPEII

EVENTS

12:00–13:30
München

Music Panel – The Bear Comes Home — **Peter S. Beagle**

Did you know that Peter S. Beagle is a lyricist, a singer, a song writer, and has even written a libretto for an opera? This panel will focus on the musical side of our Guest of Honor. Come along to hear about the music of the GoH, how the novel The Bear Comes Home has inspired him, and to have an open and fun discussion about music.

12:00–13:30
Halle

Who Wants to Be a DJ? — **Wild-Wolf**

Who of you would like to know more about PC-based DJing, fool around with different sorts of equipment or just want to talk about electronic music? Then this is your event! Also feel free to bring along your own DJ equipment if you like to share your experience with others, or just to show it off!

12:00–13:30
Nürnberg

Photographers' Round Table — **Neweinstein**

Come in and join some fellow photographers in discussions about equipment, lighting, framing and image composition.
Feel free to bring along some examples of your work and don't forget your camera. Both beginners and experts are welcome; we can all share experiences and learn from each other.

12:00–13:30
Magdeburg

Creating Furries: Science Marches On… in the Right Direction — **Pr. Théodose**

Last year I gave a talk about creating real-life furries through biotechnologies. But science evolves very quickly in the fields of organ growing and genetic engineering, every week opening new avenues suitable for real-life furry transformation. I would like to share these recent developments with you, along with some exciting news.
My talk will be followed by a Q&A session to work out the ethical and societal hurdles raised by the possible emergence of animal-human hybrids.

12:00–13:30
Bonn

How to Beatbox — **Keenora Volf**

Beatboxing is the modern art to use your muzzle, lips, tongue and your voice to create sounds and noises. In the beginning, it was an art which was performed by hip-hoppers or rappers, but over time, it has turned out to be something for everyone. Including furries! We would like to introduce you to this art and teach you the basics as well as some professional tricks. After this panel hopefully you will be able to produce your own beatbox sound when- and wherever you want.
We will also have a loop station and a special effects device, where you can try out even more!

14:00–15:30
Parking Lot

Motorfurs Meeting — **Nightfox, KartFox**

Do you love the roar of a loud engine? The purr of a pleased Jaguar? The squeal of burning rubber? Then you need to come to the Motorfurs meeting – where all petrol-heads are welcomed to show off their motors, take a look at what others drive and talk amongst like-minded furs.
More info on page 26.

14:00–15:30
Stuttgart

How to Trick Your Audience into Thinking your Story is Good — **Alex "Khaki" Vance**

Readers have desires and expectations that may be very different from your ambitions as a writer. Before you can decide whether you want to please your audience, it's important to know *how* to. In this session, we'll discuss how a writer can impress, manipulate, and appease his or her readers -- and how to avoid making a bad impression.

14:00–15:30
München

Whose Fur Is It Anyway — **Shaman**

Enjoy madcap improvisation and random hilarity? Watched it on TV and wished you could do it yourself? Come join our fun and easygoing workshop where we'll play our own version of the hit improv show with silly games galore!

14:00–15:30
Halle

The Bat Panel — **Skie Nightfall**

Bats are one of the most intriguing species on the planet. They are the only true flying mammals, and together with dolphins they are the only mammals who produce energy in order to feel their environment.

They are fascinating, diverse creatures with abilities that put human engineering to shame. This lecture will introduce you to the world of bats, give a glimpse into their lifestyle and it clarifies some common misconceptions about bats.

14:00–15:30
Nürnberg

Game Developers Meet & Greet — **Thygrrr**

Video game developers, artists, designers and producers - join our yearly Meet & Greet at Eurofurence! Thygrrr and past years' round table regulars invite you to come and share opinions, experiences, and ideas with other furs working in the industry. Whether you've worked on video games in the past or are dreaming of a career in this exciting industry, everybody is welcome to join and mingle with us.

14:00–15:30
Magdeburg

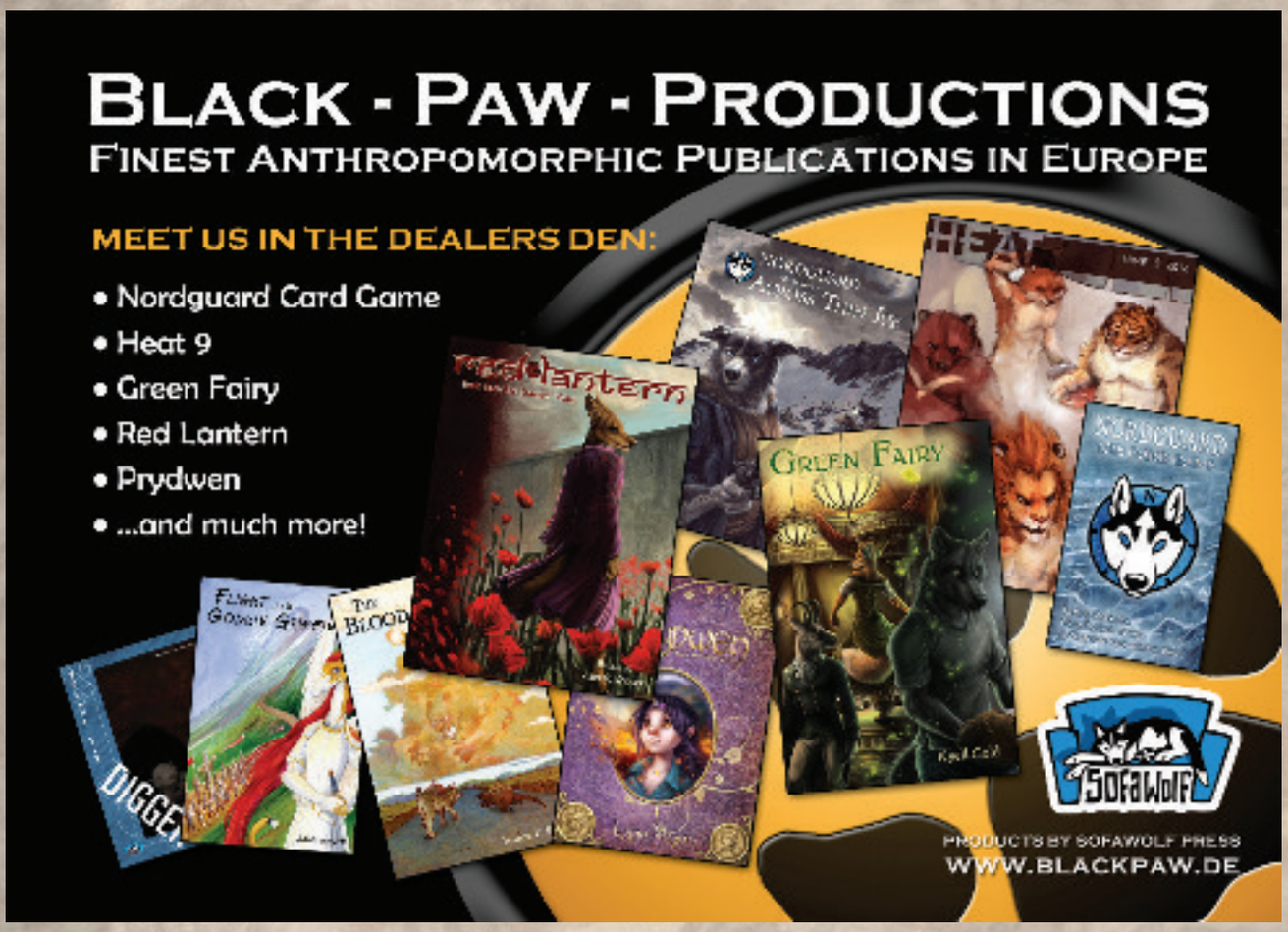
Animal Archetypes in the Perception of Different Furry Communities — **StormWind**

Finding out cultural meaning – Have you ever wondered how your choice of what species of furry you are is linked with your perception of character traits for various animals?
A while ago we ran a survey among members of the Russian furry community. I would like to share some of the things we discovered with regards to cultural meaning of animal archetypes in furry literature, art and self-perception.

14:00–15:30
Bonn

Anthro Rights & Anthro Wrongs — **ANTIcarrot**

No nation on the planet currently has civil rights for non humans. Even if anthros suddenly existed and governments wanted to give them rights, there are several problems they'd have to deal with first. Not least amongst them is the chance that anthros might not want *human* rights. Some of the younger men and women at this convention will live to see the year 2100. It is extremely likely that this will cease to be a theoretical problem within their lifetime, and possibly within your own. Anthro Rights & Anthro Wrongs will examine some of these issues, and the moral gray areas that surround them.



Events

15:00–16:00
Piano Bar

Charity Concert — **Alexander James Adams, FoxAmoore, Peter S. Beagle**

Fox Amoore, Alexander James Adams and our Guest of Honor, Peter S. Beagle, will join each other in a small collaboration, a concert for the charity. For a donation you can join this concert and listen what those talented musician have to offer. They will perform several songs of their own creation and some from the motion picture *The Last Unicorn*. Don't miss this unique event!

16:00–17:30
Stuttgart

The Art of Erotic Story Writing — **Kandrel**

Most story writers know how to craft a gripping story, and most erotic writers know how to keep it hot. The difficulty is doing both simultaneously, for a story that keeps its audience hot, bothered, engaged in the plot, and most importantly, reading right to the end. Learn from experienced author Kandrel the tricks of the adult story writing trade.

16:00–17:30
München

Word Play — **2 Gryphon**

It's all about words and how you pronounce them so people get the right pictures in their head. But not every word play sparks a laugh. Maybe you tried word play before and ended up with a laugh… or made a fool out of yourself. 2 The Ranting Gryphon will tell you about the basics of word play – things that work and those that don't.

16:00–17:30
Halle

Second Life Advanced Panel — **Frionil Vilvi**

How do you experience Second Life? Has the arrival of mesh changed anything? Where can you find the best parties? What is the future of virtual worlds? This is an open panel discussion, so feel free to join and tell your take on different subjects such as technology, 3D modeling and texturing, animating, machinima, DJ'ing, socializing and the future of Second Life and the furry community's part in it.

16:00–17:30
Nürnberg

Romans and Wine — **Uncle Kage, Sen Grisane**

In ancient Rome wine was so popular that they had a god for it. Dionysus, god of wine… and fun parties. So the least we can do this year to celebrate, is to offer a few samples of the 'nectar of the gods'.
Come, join in and sample several different types of wine from different corners of the world. And since wine is involved Uncle Kage will surely be nearby as well.

16:00–17:30
Magdeburg

How to Build a Demon — **Aetobatus**

Building realistic fursuits is a very different undertaking than creating the more common mascot-style costumes. Some of the techniques and styles will be discussed in this panel, focusing on more aggressive, dark, evil costumes.

16:00–17:30
Bonn

How to Draw – Anthro Anatomy — **EosFoxx DePawn**

You can draw, but struggle with getting the anatomy of your characters looking just right? In this panel we will tell you all the basics about anatomy to help you improve your art. You will get useful tips and tricks to practice and you will be amazed how it can transform your pictures.
Getting anatomy right doesn't need to be tough. Actually, you will be surprised how easy it can be.

18:30–21:30
Main Stage

Pompeii – The Eurofurence XVIII Pawpet Show — **The EF Pawpet Show Team**

The Department of Puppetry Entertainment proudly presents: **POMPEII**
The ruins of Pompeii are like a snapshot of ancient history, frozen in time, preserved under the ashes of Mount Vesuvius. They are like a book waiting to be read, page by page and each discovery is like the headline of a new, exciting chapter.
However, it is an unfinished story, a plot that ends in many dangling threads just like the lives of thousands abruptly ended on August 24th, 79 AD. What if you could pick up one of these threads, and write your own chapter? After all, there is no fate. Just a world of possibilities.

22:00–op.end
Main Stage

Big Blue Dance — **BigBlueFox**

Like last year, a lot of talented DJs are going to tear up the dancefloor on the main stage and in the bar. Be there, and have fun!

22:00–op.end
Bonn

Inflatable Community Gathering — **PuffyPaws**

Are you an inflatable furry, collector of inflatable toys or curious about our inflatable world? Have you always wanted to meet and talk in person with members of the inflatable furry community but had no idea who was who, or where to start?

Then this is the event for you! Bring some yourself, some toys, an air pump and make some new friends that share your interests.

Please note that this is a friendly gathering, open to everyone and is PG-13 rated. Remember to treat others toys with respect and ask their owners for permission before touching them; some of these toys are unique and impossible to replace. Please leave all of your sharp objects in your room; we take the safety of all our attending toys seriously!

Sunday

20:00–op.end
Piano Bar

Dead Dog Party

Once more the glory of Rome sinks into the dust of time. The gladiators lay down their swords. The orators fall silent. The fountains dry, the forums empty, the harbor bereft of ships. Outside the walls, the Vandals wait for their hour, for the long night to come.

But no! For one last time the horns resound, and the last of the Romans assemble for wine and talk and music. The feast may be over, but let the memory remain.

Until the furries assemble again!





Timetable - Wednesday

Gastronomy	Day Events	Main Stage (Maritim I)	Other Locations	Panel Rm. 1 (Stuttgart)	Panel Rm. 2 (München)	Panel Rm. 4 (Nürnberg)	Panel Rm. 6 (Bonn)	
Breakfast (06:30–10:30)	Setup Art Show							10:00-10:30
								10:30-11:00
								11:00-11:30
								11:30-12:00
								12:00-12:30
								12:30-13:00
								13:00-13:30
								13:30-14:00
								14:00-14:30
								14:30-15:00
								15:00-15:30
								15:30-16:00
	Artists' Exhibit Setup (end as necessary)							16:00-16:30
								16:30-17:00
		Seating	BBQ (Rondell)					17:00-17:30
		Opening Ceremonies						17:30-18:00
								18:00-18:30
								18:30-19:00
				Artists' Lounge	Seating			19:00-19:30
					The Last Unicorn Movie Screening			19:30-20:00
			FS Preliminaries Registration					20:00-20:30
								20:30-21:00
						Broken Picture Telephone (Open End)	Dance Dance Revolution (Open End)	21:00-21:30
								21:30-22:00
								22:00-22:30
								22:30-23:00
								23:00-23:30
								23:30-00:00

Piano Bar (Open End) — Restaurant "Da Capo" — Snack Point

Color Legend	Hotel / Gastronomy	Registration / Rehearsal / Setup / Seating	General Event / SIG	Supersponsor Event / SIG	Guest of Honor Event

TIMETABLE - THURSDAY

	Gastronomy			Day Events			Main Stage (Maritim I)	Other Locations
10:00-10:30	Breakfast (06:30–10:30)			Setup	Setup			
10:30-11:00								
11:00-11:30			Snack Point			Reg		
11:30-12:00		Restaurant "Da Capo"						
12:00-12:30				Art Show	Exclusive	Fursuit Photoshoot		
12:30-13:00								
13:00-13:30					Dealers' Den		Seating	FS Preliminaries Registration
13:30-14:00							Banner Brawl	Fursuit Gameshow Preliminaries (Lobby)
14:00-14:30								
14:30-15:00								Registration until 15:00
15:00-15:30	Piano Bar (Open End)							
15:30-16:00							Seating	
16:00-16:30							2, the Ranting Gryphon	
16:30-17:00								
17:00-17:30								
17:30-18:00								
18:00-18:30							Seating	
18:30-19:00							Kage's Story Hour	
19:00-19:30								
19:30-20:00								
20:00-20:30								
20:30-21:00							Fursuiter Group Photo	
21:00-21:30							Fursuit Friendly Dance (Open End)	
21:30-22:00								
22:00-22:30								
22:30-23:00								
23:00-23:30								
23:30-00:00								



LVI

ケロキャット 2012

Timetable - Thursday

Panel Room 1 (Stuttgart)	Panel Room 2 (München)	Panel Room 3 (Halle)	Panel Room 4 (Nürnberg)	Panel Room 5 (Magdeburg)	Panel Room 6 (Bonn)	
						10:00-10:30
						10:30-11:00
						11:00-11:30
						11:30-12:00
	Meet the Guest of Honor					12:00-12:30
						12:30-13:00
						13:00-13:30
						13:30-14:00
Far from Fear Meet our Charity	Your First Furry Convention	Computer Animation for the Absolute Beginner	Ten Habits of a Successful Author	Creating Concepts Picture Planning	Furries in the Press	14:00-14:30
						14:30-15:00
						15:00-15:30
						15:30-16:00
Fursuiting 101	*The Last Unicorn* The Story behind the story	Return of the Hyper Anatomy Panel	The Photographers' Eye	Puppet Building	Convention War Stories	16:00-16:30
						16:30-17:00
						17:00-17:30
						17:30-18:00
						18:00-18:30
						18:30-19:00
Artists' Lounge (Open End)		Game Corner (Open End)	Game Corner (Overflow) & Warhammer 40K Tabletop Corner (Open End)		Dance Dance Revolution & Dance Central (Open End)	19:00-19:30
						19:30-20:00
						20:00-20:30
						20:30-21:00
	Eurofurence Girls' Café (Girls Only!) (Open End)					21:00-21:30
						21:30-22:00
						22:00-22:30
						22:30-23:00
						23:00-23:30
						23:30-00:00

TIMETABLE - FRIDAY

	Gastronomy			Day Events			Main Stage (Maritim I)	Other Locations
10:00-10:30	Breakfast (06:30–10:30)							
10:30-11:00								
11:00-11:30					Setup	Reg		
11:30-12:00		Restaurant "Da Capo"						
12:00-12:30				Art Show	Dealers' Den	Fursuit Photoshoot		
12:30-13:00								
13:00-13:30							Seating	
13:30-14:00							Enter the Arena	
14:00-14:30								
14:30-15:00	Piano Bar (Open End)							
15:00-15:30								
15:30-16:00								
16:00-16:30								Fursuit Parade
16:30-17:00								
17:00-17:30								
17:30-18:00				Art Show Closing				
18:00-18:30								
18:30-19:00							Seating	
19:00-19:30							Rock'n'Rome The Concert Event	
19:30-20:00								
20:00-20:30								
20:30-21:00								
21:00-21:30								
21:30-22:00								
22:00-22:30							Seating	
22:30-23:00							The Fursuit Gameshow	
23:00-23:30								
23:30-00:00								



LVIII

Timetable - Friday

Panel Room 1 (Stuttgart)	Panel Room 2 (München)	Panel Room 3 (Halle)	Panel Room 4 (Nürnberg)	Panel Room 5 (Magdeburg)	Panel Room 6 (Bonn)	
						10:00-10:30
						10:30-11:00
						11:00-11:30
						11:30-12:00
How to be a Demon – Fursuit Performance	Great Furry Stories	Pawpet Workshop	CGI and Animation in the Fandom Round Table	International Snack Exchange	Animatronics for Fursuits	12:00-12:30
						12:30-13:00
						13:00-13:30
						13:30-14:00
Voice Acting Workshop	Furry Writing for Beginners	Furries ruin everything			Second Life and You	14:00-14:30
						14:30-15:00
						15:00-15:30
						15:30-16:00
						16:00-16:30
						16:30-17:00
						17:00-17:30
						17:30-18:00
						18:00-18:30
						18:30-19:00
Artists' Lounge (Open End)		Game Corner (Open End)	Game Corner (Overflow) & Warhammer 40K Tabletop Corner (Open End)	Fursuit Gameshow Stage Briefing	Dance Dance Revolution & Dance Central (Open End)	19:00-19:30
						19:30-20:00
						20:00-20:30
	2 "Thank you" panel – Donators only					20:30-21:00
						21:00-21:30
						21:30-22:00
						22:00-22:30
						22:30-23:00
						23:00-23:30
						23:30-00:00

TIMETABLE - SATURDAY

	Gastronomy			Day Events			Main Stage (Maritim I)	Other Locations	
10:00-10:30	Breakfast (06:30–10:30)								
10:30-11:00									
11:00-11:30					Setup	Reg		Group Photo	
11:30-12:00		Restaurant "Da Capo"					Seating		
12:00-12:30					Dealers' Den	Fursuit Photoshoot	Art Auction & Charity Auction		
12:30-13:00									
13:00-13:30									
13:30-14:00				Art Sales					Motorfurs Meeting (see map pg. 26)
14:00-14:30									
14:30-15:00	Piano Bar (Open End)							Charity Concert (Piano Bar)	
15:00-15:30									
15:30-16:00									
16:00-16:30									
16:30-17:00				Artist Payout					
17:00-17:30									
17:30-18:00									
18:00-18:30							Seating		
18:30-19:00							Pompeii Pawpet Show		
19:00-19:30									
19:30-20:00									
20:00-20:30									
20:30-21:00									
21:00-21:30									
21:30-22:00									
22:00-22:30							Big Blue Dance (Open End)		
22:30-23:00									
23:00-23:30									
23:30-00:00									

Timetable - Saturday

Panel Room 1 (Stuttgart)	Panel Room 2 (München)	Panel Room 3 (Halle)	Panel Room 4 (Nürnberg)	Panel Room 5 (Magdeburg)	Panel Room 6 (Bonn)	
						10:00-10:30
						10:30-11:00
						11:00-11:30
						11:30-12:00
Comedy Basics	Music Panel The Bear comes home	Who Wants to Be a DJ?	Photographers' Round Table	Creating Furries: Science Marches On	How to Beatbox	12:00-12:30
						12:30-13:00
						13:00-13:30
						13:30-14:00
How to Trick Your Audience into Thinking Your Story is Good	Whose Fur Is It Anyway	The Bat Panel	Game Developers Meet & Greet	Animal Arche-types	Anthro Rights & Anthro Wrongs	14:00-14:30
						14:30-15:00
						15:00-15:30
						15:30-16:00
The Art of Erotic Story Writing	Word Play	Second Life Advanced Panel	Romans and Wine	How to Build a Demon	How to Draw Anthro Anatomy	16:00-16:30
						16:30-17:00
						17:00-17:30
						17:30-18:00
						18:00-18:30
						18:30-19:00
Artists' Lounge (Open End)		Game Corner (Open End)	Game Corner (Overflow) & Warhammer 40K Tabletop Corner (Open End)			19:00-19:30
						19:30-20:00
						20:00-20:30
						20:30-21:00
						21:00-21:30
						21:30-22:00
					Inflatable Community Gathering	22:00-22:30
						22:30-23:00
						23:00-23:30
						23:30-00:00

LXI

TIMETABLE - SUNDAY

	Gastronomy			Other Locations
10:00-10:30	Breakfast (06:30–10:30)			
10:30-11:00				
11:00-11:30			Snack Point	
11:30-12:00		Restaurant "Da Capo"		
12:00-12:30				
12:30-13:00				
13:00-13:30				
13:30-14:00				
14:00-14:30				
14:30-15:00				
15:00-15:30	Piano Bar (Open End)			
15:30-16:00				
16:00-16:30				
16:30-17:00				
17:00-17:30				
17:30-18:00				
18:00-18:30				
18:30-19:00				
19:00-19:30				
19:30-20:00				
20:00-20:30				Dead Dog Party (Piano Bar) (Open End)
20:30-21:00				
21:00-21:30				
21:30-22:00				
22:00-22:30				
22:30-23:00				
23:00-23:30				
23:30-00:00				





WILD KNIGHTS OF THE ROUND TABLE

APRIL 25TH - 29TH, 2013



LOOKING FOR DEALERS, ENTERTAINERS, AND ATTENDEES

FREE ACCOMODATIONS WITH PRE-REGISTRATION

ARTIST GOH FIREFEATHERS

PERFORMING GOH HUSKY IN DENIAL

6 TO 8 FREE MEALS

SHOOTING EVENT

ROBBER'S CAVE STATE PARK WILBURTON, OK

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flyer design: www.furaffinity.net/user/six

CREDITS

Board of Directors

Chairman:
Cheetah (Sven Tegethoff)
Vice Chairman:
Nightfox (Richard Nightfox)
Treasurer:
Loewi (Ingo Schumacher)

Registration & Accounting

Team Lead:
Jumpy
Vice Team Lead:
Loewi (Ingo Schumacher)
Crew:
Tristan (Nils Decker)
Kralle (Maik Dulsmann)
WhiteLion (Daniel Ahlert)
MOW (Mark-Oliver Wolter)
Shay (Michael Wolf Visser)
Dragony (Pamela Kuhn)
Sheppy (Dennis Straussberger)
Wolffire (Heiko Stangel)
Temp Crew:
Ysegrim (Gregor Leusch)
Tillikum (Sebastian Heuss)
T-Shirt Sales:
doco (Jürgen Roßkamp)
Fursuit Badge Printing:
Tigerseye (Tobias Schweitzer)
Con Badge Design:
Tracy Reynolds
T-Shirt Design:
TaniDaReal
Regsys Development:
Jumpy
Zefiro
Loewi
Administration:
Hurga
Kralle

Hotel Liaison

Hotel Relations:
Nightfox

Press Liaison

Press Relations:
o'wolf (Jörg Reuter)
Crew:
Lynard (Dirk Lang)
Luxen (Michael Graf)

Stage

Stage: Resident Crew

Stage Director:
Jaryic (Henning Stalke)
Stage Co-Director:
Darkwing
External Relations Manager:
Nightfox
Internal Relations Manager:
King Taibu
Chief Lighting Designer:
Djem
Lead Rigger and Safety Advisor:
Dhary Montecore (Andreas Theißen)
TL AV-Desk:
Cheetah
TL Backstage:
Reesa
Backstage Crew:
Kimani
Furvan
Crew:
Ayun (Björn Loge)
Furball
IsaacFox
JayJay
Kamikaze
MafunDi
Tsanawo

Stage: Fursuit Gameshow

Lead:
Atkelar
Deputy Lead:
Adrixan
Host:
Aetobatus (Michael Sawyer)
Director & Scoreboard Op:
Ysegrim (Gregor Leusch)
Stage Coordinator:
Kazzador (Harald Metka)
Live Music Selection:
King Taibu
Story Script:
Kuddlepup
Crew:
Flutterby
Wulf
Blazingstar
Artwork:
Yamavu
Pan Hesekiel Shiroi
Nimrais
Announceer:
MaxGoof
Music:
Luchs

Stage: Enter the Arena

Director:
BigBlueFox
Co-Director:
Cheetah
Hosts:
Shay
2, the Ranting Gryphon
Jury Members:
Sheppy
Rallicat
North
Fursuit Guide:
Akuro

Stage: Banner Brawl

Host:
Fairlight (Marcus Hess)

Stage: Pawpet Show

Directed by:
Cheetah (Sven Tegethoff)
Written by:
Cheetah (Sven Tegethoff)
Eisfuchs (Dario Abatianni)
Editors:
Twll (Martin Jenkins)
Pinky
Backstage Managers:
Reesa
Zefiro
Furvan (Gregor Hassler)
Lead Puppeteers:
Eisfuchs (Dario Abatianni)
Fairlight (Marcus Hess)
Lynard (Dirk Lang)
Pinky
TaniDaReal
Assistant Puppeteers:
CJ (Christian Jesch)
Furvan (Gregor Hassler)
Jyanon (Jens Metzger)
Kayjay (Klaus-Peter Jacobs)
Kyron (Mike Jendrny)
Liam (Marc Appelsmeier)
o'wolf (Jörg Reuter)
Pan Hesekiel Shiroi (Michaela Frech)
Richard Nightfox
Runo (Johann Studanski)
Tigerseye (Tobias Schweitzer)
Zefiro
Puppet Builders:
Tioh (Markus Nowak)
Lance Ikegawa
Furvan (Gregor Hassler)
Kyron (Mike Jendrny)
Mendra
Runo (Johann Studanski)
Character Design:
Henrieke (Henrieke Goorhuis)
Lance Ikegawa
Tioh (Markus Nowak)
Set Design:
TaniDaReal
Sound Design:
Cheetah (Sven Tegethoff)
Light Design:
Darkwing
Tsanawo
Pre-Recording & Live-Sound:
Jaryic (Henning Stalke)
Prop / Backdrop Builders:
Athesis
Ayun
Cheetah
Dhary
EosFoxx
Furvan
Gyroplast
Henrieke
JayJay
Jyanon
Kamikaze
Katara
KayJay
Kyron
Liam
Lynard
Mendra
Neo
Nightfox
o'wolf
Reesa
Sheppy
TaniDaReal
Tigerseye
Tillikum
Tioh
Tsanawo
Zefiro
Poster:
TaniDaReal
Rehearsal Facilities:
Theaterschule Essen-Süd
Stage Workshop Facilities:
Dhary Montecore
Ayun
Furball

Stage: Rock'n'Rome

Team Lead / Sound Engineer:
Cheetah (Sven Tegethoff)
Creative Consultant:
Shay (Michael Wolf Visser)
Singers:
Eisfuchs (Dario Abatianni)
Fynn
Jaryic (Henning Stalke)
Jumpy
Sparky the Wolf (Leon Verhees)
Urtico Back
Songwriters:
Cheetah (Sven Tegethoff)
Eisfuchs (Dario Abatianni)
Fynn
garra (Markus Haferkamp)
Jaryic (Henning Stalke)
Jumpy
King Taibu
Sparky the Wolf (Leon Verhees)
Urtico Back
Drums:
Kamikaze (Mario Groß)
Bass:
King Taibu
Guitar:
garra (Markus Haferkamp)
Accordeon:
Jumpy
Keyboards:
Jaryic (Henning Stalke)
Jumpy
Guest Performers:
Fox Amoore
Alexander James Adams

Video & TV Broadcast

Team Lead:
BigBlueFox (Karsten Auchter)
Vice Team Lead:
Tillikum (Sebastian Heuss)
Crew:
Athesis (Bernd Erbert)
Cleanerwolf (Boris Bürgel)
Kyron (Mike Jendrny)
KwisA
Mendra
o'wolf (Jörg Reuter)
Wolffire (Heiko Stangel)
Ysegrim (Gregor Leusch)
Tsanawo
VJ
Live titling / Graphics:
Ysegrim (Gregor Leusch)

Video & TV Broadcast: EF-Prime

Team Lead / Concept / Content / Design:
BigBlueFox (Karsten Auchter)
Crew:
Kralle (Maik Dulsmann)
Programming / Twitter Interface:
Athesis (Bernd Erbert)
Voice of Spikey:
Shay
Audio-Design / Jingles:
FoxAmoore

Fursuit Support

Team Lead:
Mystifur (Oliver Bartel)
Fursuit Badges:
Tigerseye
Crew:
Furvan (Gregor Hassler)
doco (Jürgen Roßkamp)
Kazzador (Harald Metka)
Tekumseh (Olav Jahn)

Charity

Team Lead:
Pinky
Deputy Lead:
TaniDaReal
Crew:
Itchigo Icetalons
Pan Hesekiel Shiroi (Michaela Frech)

Guest of Honor

GOH Liaison:
Pinky
GOH Assistant:
Flutterby

Programming

Director of Programming:
Riffuchs (Kai-Uwe Wilke)
Assistant Programming Director:
TiBoth (Mike Dornberger)
Stage Programming:
Cheetah (Sven Tegethoff)

LXV

CREDITS



Convention Operations

ConOps Lead

Director of ConOps:
Riffuchs (Kai-Uwe Wilke)
2nd Head of ConOps:
TiBoth (Mike Dornberger)
Logistics Manager:
Hoyt (Marcus Dudziak)

ConOps Team

2nd Office Lead:
KingSimba (Yao Guang Ang)
On-Site Driver:
Fendracus (Christian Wilke)
Eurofurence App Programmer:
Trax (Patrik Fomin)
Event Room Management:
Wild-Wolf (Tino Polster)
White Dragon (Martin Vaci)
Timetable Planner Software Admin:
Xenofur (Christian Walde)
Team:
Blazingstar (Alex Donker)
Christian
Grey (Nico Roska)
Ike (Stefan Fiedler)
"Jake" Robin van der Ploeg
Lupo (Markus Volk)

ConOps: Decoration

Team Lead:
Nimrais
Lighting:
Dhary Montecore (Andreas Theißen)
Construction:
Riffuchs (Kai-Uwe Wilke)
Artists / Helper:
AlectorFencer
Kajito
Nimrais
Balorkin
Kebi
Duamutef
Phelan
Stage Backdrop:
Rotarr

ConOps: T-Shirt Sales

Sales:
doco (Jürgen Roßkamp)

ConOps: IT Infrastructure

Team Lead:
Kralle (Maik Dulsmann)

Daily Eurofurence

Lead, Editor:
Luxen (Michael Graf)
Writers:
Blaster Hedgie (Hedge T Hog)
Curry (Andreas Wieland)
hHp (Hannu-Heikki Puupponen)
Photographers:
Angus (Matthias Bauer)
Chitatz (Andreas Semmelmann)
Tekumseh (Olav Jahn)
Cartoonist:
Pegla (Danny Palic)
Layout:
draconigen (Alexander Lanchev)
Proofreader:
MOW (Mark-Oliver Wolter)

Dealers' Den

Director:
Alpha_Ki (Karoline Baumwolf)
Technical Support/EF-Merchandise sales:
Mark Treefox (Thomas Keinz)
On-Site Management:
Twice

Art Show

Team Lead:
Cairyn (Ronald W. Klemp)
Vice Team Lead:
Blue_Panther (Robert Keller)
Cashier:
naut (Dominik Fahrni)
Auctioneer:
Uncle Kage
Auctioneer Art Close:
Tabalon
Video Technician:
Ysegrim (Gregor Leusch)
Crew:
Akuro (Andre Kunert)
Chakat Blacktail
Footpad
Skunki
Pegla (Danny Palic)
Runner:
ShinigamiGirl
Driver:
Drift (Angelo Lombardo)

Security

Senior Security Staff

Chief of Security:
Gyroplast (Dennis Herbrich)
Deputy Chief of Security:
Dhary Montecore (Andreas Theißen)
Team Director "Art Show":
Kayjay (Klaus-Peter Jacobs)
Token
Team Director "Crowd Control":
Codewolf (Matt Nunn)
Raschkar (Heribert Vogt)
Team Director "Dealers' Den":
Lyserc
Wolffire (Heiko Stangel)
Team Director "Fursuit Lounge":
Dragony
Team Director "Stage":
Kamikaze (Mario Groß)

Team Members

aphinion (Thomas Langer)
Ayun (Björn Loge)
Badger (Robert Labus)
Black Wulf
Brookida (Benjamin Grebe)
Cheagel (Benjamin Kamprad)
Chitatz (Andreas Semmelmann)
Cintas (Marius Klotke)
Clover
Dainty (Gunnar Goessler)
Diego
draconigen (Alexander Lanchev)
Gemoron (Stefan Sanner)
io (Michael Holtorf)
JayJay (Jan Högermeyer)
Junmap (Oliver Robel)
Kio (Mike Righetti)
Kisu (Raimo Samuli Kokko)
Locutus (Daniel Koitka)
naut (Dominik Fahrni)
Nex (Henrik Heuer)
Nov (Anthony Czerny)
Nyemi (Michaela Hertlikova)
Ponch (Daniel Wäldin)
Raider
Remco (Remco Hosman)
Sheppy (Dennis Straussberger)
Shian (André Hallier)
SiBERTiGER (Oliver Staubach)
skyhoof (Oliver Pientka)
smove (Stefan Spies)
Survion (Bernd Gruber)
Tekumseh (Olav Jahn)
Tristan (Nils Decker)
Weed (Jere Jokinen)
...and everyone else who helped us out on short notice!

Fursuit Photoshooting

Team Lead / Photographer:
Thalian
Assistant Photographer / Inspiration:
Rapante
Assistant / Server Operator:
Dragony
Akeela
Kovu
Assistant / Queue Manager:
Draugvorn
Jyanon
Pegasus
Tirao

Con Book

Director & Typesetting:
Cairyn (Ronald W. Klemp)
Editorial content:
Nightfox (Richard Nightfox)
Cairyn (Ronald W. Klemp)
Fox Amoore
Event List:
Riffuchs (Kai-Uwe Wilke)
Corrections:
Fairlight (Marcus Hess)
"Jake" Robin van der Ploeg
Gyroplast (Dennis Herbrich)
TiBoth (Mike Dornberger)
Artists:
Cover: Henrieke Goorhuis
pg. 2, 30: Henrieke Goorhuis
pg. 5, 32: Wicked Sairah
pg. 7: Rusty H.
pg. 8: Karpour and Henrieke Goorhuis
pg. 9, 53: Isuna
pg. 12: Tracy Reynolds
pg. 13: Gao
pg. 15, 21, 26, 49: TaniDaReal
pg. 16 t: Karpour
pg. 16 b: Neo
pg. 17: Twice
pg. 18, 20: AlectorFencer
pg. 27: Malikaa
pg. 29: Aurin
pg. 31: Kajito
pg. 33: Nimrais
pg. 34/35, 54: Pan Hesekiel Shiroi
pg. 37, 62 t: Neocanis
pg. 38, 39: Alpha_Ki
pg. 40 t: Qzurr, colors by Moonsongwolf
pg. 40 b: Jackrow & KekPafrany
pg. 42: Balorkin & Nimrais
pg. 45: Shalinka
pg. 47: Leonelak
pg. 56: Kerocat
pg. 58: Jose Paw
pg. 62 b: Draconder
pg. 63 b: Blue_Panther
pg. 66: Henrieke Goorhuis, colors by Artonis
pg. 67: Gabriel Cano
Background Rendering:
Cairyn (Ronald W. Klemp)
Printing:
Skunki
Druckerei Karolus GmbH
Map on page 26:
Open Street Map Project
(http://www.openstreetmap.org/)

We also wish to thank our volunteer paramedics, who are always around to help sick and injured furs...

...and of course everybody who lent a paw on this convention to make it possible. Even if you're not specifically mentioned here, we appreciate your assistance.


2012

