



Fur Fright
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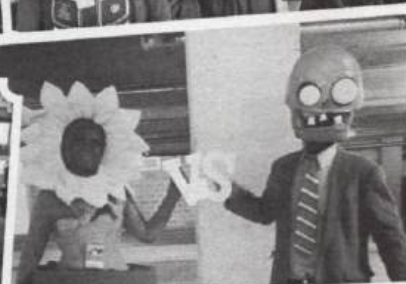
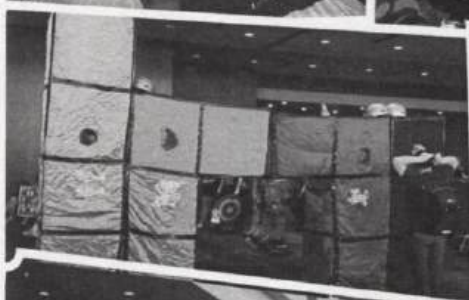
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FurFright

October 25 – 27, 2013

Crowne Plaza – Cromwell, CT

www.furfright.org

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FurFright, P.O. Box 264, Durham CT 06422-0264*

Growls from the Con Crew



Welcome, FurFright guests and make safety your number one priority. Drink! And eat healthy foods - why not carry a few protein bars in your number one priority. It's my honor and pleasure to another year of you to others on the night must end sometime so that you can be proud to stay well-fed and treat everyone with a fursuit, or dance floor. Enjoy yourself, but remember, the weekend. Drink a hearty "Nice to another year of you can be nice to welcome back our returning friends with the road or bag?" 2) Sleep-deprived furries are no fun, and pleasure to enjoy our favorite pastimes, whether it's playing video games, donning a few words of you joining us for the road or bag? 2) Sleep-deprived furries are no fun, and hydrated throughout the respect and make safety your step when morning comes! 3) Please, be furry! Welcome, FurFright guests!

--Sedge Hare

I don't know if anyone else has noticed, and it probably hasn't been addressed within the vast tomes of History, but why is it, when the going gets tough, *only then* do the Tough get going? Don't you think the tough should help out when things aren't so tough? What would they do if only a minor problem occurred, not help? "Feh! That issue isn't problematic enough. Wake me up when things REALLY get difficult. Maybe I'll help you then." That sounds a bit arrogant to me. Apparently, the "Tough" are a bunch of jerks.

Peace,

--PunkTiger!

I may not be the best person to give advice on how to enjoy FurFright, so instead I'll quote a much wiser man: "Enjoy every sandwich."

-- Wag!

Well... here we are again: another year, another shameful display, but enough about the Masquerade. We're all here to have fun; unless of course you're on staff, then you're here to work yourself sick and wake up from fever dreams in the middle of the night about your department falling apart around you and leaving you in a pile of misery and tears... uh... where was I? Oh right. "Fun:" remember to have it... or don't. But if you remember to do anything this year, you should remember to get your butt to the charity room and DONATE! Plushies, nick knacks, doorbells, doorknobs, bed-knobs, broomsticks, whatever your needs, we probably don't have things to sate them. But we do have fun stuff that you can probably con yourself into thinking that you need so come on down and take a look! Who needs all that "art" and crap in the dealer's room anyway? GIVE US YOUR MONEY INSTEAD! The charity department is nothing if not subtle.

--Stinkdawg (Charity Co-Director)

In 2003 a Furry Halloween party happened. They called it a convention. It was a one-day event around 160 people showed up. With a hurriedly made costume, some homemade baked chicken (it was pot-luck that year); I brought some games and had an excellent day! FurFright had begun.

Shortly afterwards I volunteered to help out at the next convention, maybe run a few games. The offer was accepted, and then followed up a little later with another email that began "Heya, Spot! *BIG bearhugs*" that invited me to take on the role of Gaming Director.

And here it is, 2013. In that time we've had 3 hotels, countless tournaments, events, demos, victories and defeats (but never a sore loser). We've gone from gaming space with seating for 26 gamers to room for over 160! There even has been a couple that met during

a game of Werewolves of Miller's Hollow and later got married. And it's all be done with the amazing support of fellow fans who volunteered their time, their effort, their games, and their joy in just plain having fun with their fellow fans.

To me, a fan is someone who has passion and a joy in sharing with others. FurFright has been able to allow me to share some games with my fellow furies. Thanks FurFright and thanks to all of you!

--SpotWeld (FurFright Gaming Director, Occasional Mad Engineer)

Ahem...

Here's one way to find a date at a furry con, thanks to 'Horse meat found in beef burgers - what went wrong?' (International Food Hygiene, Vol24, No1)

"There are several ways of verifying which meat species make up a raw material. Dipstick assays and ELISAs rely on the detection of specific proteins, whilst PCR assays detect the presence of DNA specific to the species being looked for."

--Brun "Did I win?" Bera

Hello! Silvermane here. Once again it is FurFright time. Will it be like last year? *Hides the hurricane maker behind his back* No...no...not at all. :) Since last year's con things have changed for us all, some good, some bad, some indifferent, but this is life. However, for one entirely brief but very welcomed weekend we come together, have fun, raise money for charity, and in the end get to hang out with friends. Now before you begin mingling, did you bath? Be sure to do that. And no, the *hot tube or pool is not a good substitute, for no one likes the smell of B.O. mixed with chlorine. :) Be safe, sane, and well and do a little good while hanging out with friends.

-- Silvermane

**editor's note: While we don't exactly know what a 'hot tube' is, please remember, this is a family con.*

"There's no escaping reason, no denying purpose, for as we both know, without purpose we would not exist. It is purpose that created us, purpose that connects us, purpose that pulls us, that guides us, that drives us; it is purpose that defines us, purpose that binds us. We are here because of that purpose; to make the best Halloween-themed anthropomorphic convention based in Connecticut!"

-- Camera Ninja

If you had a neck and I had hands, I would squeeze your brain (which is your body) right out of the top of your head which does not exist!

--Belic Bear

Steve Simmons is still in mourning for Furry Connection North, but the grief is tempered by the arrival of a new

grandchild. By FurFright he expects to be mostly normal, or whatever passes for normal these days.

--Sgt Steve

Applesauce marinated Pork Chops (Also delicious on grilled or baked veggies!)

8oz Apple Sauce

1/2 Cup Water

1 TBS Molasses

2 TBS Honey

1 1/2 TSP Salt

1 1/4 TSP Pepper (or more to taste)

1 1/4 TSP Nutmeg

1 1/2 TSP Cinnamon

1 Apple of your favorite variety, cut, sliced or minced

2-4 Porkchops (Or vegetables of your choice)

In a sauce pan set to medium heat, mix together all ingredients and cook until molasses, honey and applesauce come together well. Remove from heat and spread over porkchops (or veggies) and bake at 350F until pork reaches an internal temp of 145F, roughly 15-20 minutes. 135F for veggies.

Also delicious over grilled fruit!

--Fire Otterfox (Masquerade Co-Director)

Hiiisssss!,

Who are you all, what are we doing here, where are we going, and what's the deal with this handbasket?

-- Kyroraz

Hey! You! Yes You! No, I mean the lonely depressed fur who's reading this during the convention. I mean really, who reads the conbook at the con? But if you are, let me just say this: Thank you. Because of you, we have a convention. You're part of it, and you're the reason we staff types drive ourselves off the cliffs of insanity (smiling and singing ABBA) to make it happen. I have one request of you, beyond all you've already done. Take a moment, and thank someone else. Staff, volunteers, security, Belic (who really wants to talk with you, even as I drag him away to his next event), or even a random attendee. We're in this together and hearing a sincere thanks goes a long way. Thanks!

--Kitcoon

"In case of emergency, please evacuate the building, as well as your bowels, although not necessarily in that order."

-- Kiffa Kitmouse

"You know, Captain, every year of my life, I become more and more convinced that the wisest and the best is to focus our attention on the good and the beautiful, if we just take the time to look at it."

--Makonnen

Guests of Honor

Sarah K. (aka Tygurstar)

Tygurstar is a long-time attendee and dealer at FurFright, and we're proud to welcome her as our Guest of Honor!

Ty primarily works in digital media. Her work is inspired by many things, but nothing so much as positive emotions and bright beautiful colors, which shows through in her warm and vibrant art style.

A native New Englander (born in Maine, now residing in New Hampshire), Ty was introduced to the furry fandom by a friend, and was soon expressing her artistic side in the community. She was inspired and influenced by several artists in the fandom, including Tracy Butler, Miles DF, and Tsampikos. As word spread about her artwork, she got the opportunity to draw for Sexyfur.com, Tailheat.com, and the Furoticon card game, in addition to the commissioned art and personal work

which you can find on her websites (see addresses below.) However, she now considers being GOH at FurFright to be her proudest accomplishment in the fandom!



Outside of the fandom and her artwork, Ty enjoys hobbies like video games, hiking, reading, and cats. She likes watching movies with beautiful visuals like *The Lord of the Rings* and *Avatar*, as well as animated features like *How to Train Your Dragon* and *Brave*.

Ty is grateful that she has been able to find a place in the furry fandom. She follows the philosophy "Be yourself, and the rest will work out."

If you're interested in learning more about Ty's work, or discussing a commission, feel free to visit her table in the Dealer's Room or e-mail her at

Tygurstar@ymail.com.

Tygurstar's websites: <http://tygurstar.tumblr.com/> • <http://tygurstar.deviantart.com/>

Karine Church (aka Wallaby)

Karine, also known as Wallaby, is an artist and illustrator who hails from Québec, Canada. She primarily works with pencils and fountain pens, although she's tried her hand at polymer clay sculptures, origami, crochet, fur-suit making, plushie making, and more.

Wallaby grew up reading European comics like Asterix, the Smurfs, and Tintin, as well as watching Disney and Looney Tunes cartoons. She was already drawing herself as a kangaroo and dreaming of having a costume of her character before she found the fandom. She discovered pictures of furry conventions and thought they looked fun, and in 2005 she found and joined the Montreal furry group.

Wallaby's art is inspired by everyday life, funny situations, or even conversations she hears around

her. She never knows what will spark her imagination!

Aside from the art in her online gallery (see website address below), Wallaby's art has appeared on t-shirts for special events in and around Montreal and for a summer camp. But perhaps her proudest accomplishment has been illustrating a children's book with her character Wallaby. She even had the opportunity to go to Switzerland to attend a book fair and promote her Wallaby books in Europe.

When she's not drawing, Wallaby enjoys video games, travelling, camping, reading, and every kind of craft under the sun. At conventions, she likes fursuiting as well as meeting and being inspired by other artists.

FurFright is perfect for her since it combines a furry convention with her favorite holiday, Halloween!



Wallaby's website: <http://wallaby77.deviantart.com/>

FurFright 2013 Charities

FurFright exists to accomplish two very important goals: to show our attendee friends a great time, and to help our charities. Every year we're inspired to try to make the world a nicer place for animals and those in need, and we can always count on our FurFright Family to band together and make a difference!

This year we're supporting...



The United States War Dogs Association. These dedicated Veterans educate the public about the service and sacrifice of our Military Working Dogs past, present, and future; send vital equipment and necessities to dogs and handlers working overseas; rally public support by collecting petitions to enact laws that aid/protect Military Working Dogs; help retired Military Working Dogs get adopted into loving homes; and train shelter dogs to be support animals for Veterans suffering from Post Traumatic Stress Disorder.



The Animal Haven. We're proud to support The Animal Haven, a wonderful no-kill, non-profit shelter right here in Connecticut that does phenomenal work caring for abandoned dogs and cats and placing them in loving homes. They've been rescuing pets and serving their community since 1948, and work to fight animal cruelty through education and their spay/neuter program. We wanted to give some much-needed aid to our local shelters, so we're welcoming The Animal Haven back to the FurFright Family!

The Connecticut Children's Medical Center. To honor our friends in the community who have passed away, FurFright organizes a "Friends Remembered Toy Drive". Bring a new, unwrapped toy to the Dealer Cashier at the con, and you'll receive a free gift and a card you can fill out and post on our memorial wall. The toys will be delivered to The Connecticut Children's Medical Center following the convention, where they'll bring some much-needed comfort and joy to children suffering from injuries and illness.

List of acceptable/needed toys: http://www.connecticutchildrens.org/files/6813/6027/3525/suggested_items.pdf

All money raised at FurFright will be given to the **USWDA** and **The Animal Haven**, and all the toys collected will be given to the **Connecticut Children's Medical Center**. Every penny we raise goes towards providing general and veterinary care, food, equipment, essentials, education, and services for animals and children in need.

And to do all this... **WE NEED YOUR HELP!**

Here's what you can do!

--**CHARITY AUCTION/RAFFLE:** See full description on Page 9.

--**FRIENDS REMEMBERED TOY DRIVE:** It's so easy to brighten someone's day, and life. Just bring a new unopened toy or plushy (new with tags) to FurFright and drop it off at the Dealer Cashier (in the Dealers' Dungeon), and we'll give you a thank you gift. Also, when you make a donation, you'll get a card to write a personalized message to post on our Friends Remembered Memorial Wall.

There's a WalMart right down the street, so head over and pick up a toy!

--**BOOK OF THE DEAD:** See full description on Page 9.

--**DONATE MERCHANDISE & MONEY:** We'll be collecting cash and merchandise donations at the con in our Charity Room, as well as having donation buckets at the Dealer Cashier and with our Charity Bucket Brigade suiters, so PLEASE dig deep and give generously! Let's show the world the heart of our community!

Thank you all for helping us show the true heart of our community!

FurFright Code of Conduct

FurFright has a **ZERO-TOLERANCE POLICY**. If at **any time** an attendee's behavior violates the Code Of Conduct (or the spirit of these guidelines), before, during, or after the convention, in real life or online, or if we feel any individual is a liability to the well-being of the convention and/or its attendees in any way, they will be removed from the convention and/or banned from future events. FurFright takes safety and its relationship with the public and hotel **very** seriously and will **never** allow an individual to endanger our attendees or the welfare of our convention.

If anyone has a problem before, during, or after the con, or has information about individuals violating the Code Of Conduct, come to the Security Desk or Con Ops at the convention or contact us through the email addresses on our website and we'll assist you. **Do not** bring issues or complaints to the hotel front desk or hotel staff unless they specifically have to do with the hotel's service (i.e. housekeeping, billing, etc).

Alcohol, Drugs, & Public Intoxication: Alcohol, Drugs, and Public Intoxication are forbidden in the convention space. Drug use and distribution of banned substances is illegal in the state of Connecticut and therefore forbidden on hotel grounds. Any incidents involving drugs will result in police intervention, removal from the convention/hotel, and a permanent ban. Alcohol may be consumed in moderation by adults over the age of 21 only in private sleeping rooms or the hotel restaurant or approved public areas. All persons are responsible for staying in control of their faculties **at all times**. Intoxicated/impaired individuals acting in an inappropriate manner will either be escorted to their room and receive a warning mark on their badge (for a minor infraction), or removed from the con space and banned from the convention indefinitely. Mass distribution of alcohol is forbidden. Anyone serving alcohol to persons under the age of 21 (whether you know their age or not) or selling, distributing, or using any illegal substances will be reported to the local authorities and banned indefinitely.

Weapons: Weapons are forbidden from the convention space and hotel at all times. Stage weapons used as props for a Masquerade act or donated to the Charity Raffle and Auction may be present at the convention **only** after they have been inspected and peace-bonded by the Security Director.

Public Behavior: When in public areas (i.e. anywhere you can be seen and heard—lobbies, parking lots, hallways, con space, etc), **always** act in a polite, respectful manner. No overt public displays of affection, obscene talk, swearing, yelling, rough-housing, or loud, destructive behavior. Abuse, harassment, unwanted contact, or stalking behavior will not be tolerated at FurFright. **"No" means "No" at all times**. No defacing of FurFright or hotel property. Do not block the hallways or engage in rough play on the stairways or in any other public area of the hotel. Please be polite and courteous to other attendees, dealers, panelists, convention Security and staff, all hotel personnel, and other hotel guests.

Public Displays Of Affection: When in public areas (i.e. anywhere you can be seen and heard—lobbies, parking lots, hallways, convention space, etc), keep your affections Rated G. Remember, hotel staff, non-convention guests, FurFright attendees, and the general public have different sensibilities that need to be respected. Rule of thumb: **Anything more than a simple hug and kiss, take it up to your room.**

Interacting With Hotel Guests & Staff: When talking to hotel guests or staff or when you're in their vicinity, **always** be kind and polite. Anyone displaying rude, offensive behavior, directly or indirectly, will have their badges confiscated and be removed from the con. We have to live in harmony with the hotel and their other guests, so be nice!

Dress Code: Nudity or explicitly revealing costumes are **not** allowed in the public areas of the hotel or convention. Fursuits are not to be worn in the pool area or restaurants for the safety of the wearer. Ears, tails, and collars are acceptable accessories. Shoes, sandals, slippers, or stockinged feet are permitted in the convention areas. However, shoes or sandals must be worn in all other areas of the hotel, including the pool area and restaurant. Bare feet are **not** permitted in public areas.

Loitering: Attendees are only allowed to gather in designated convention space or their hotel rooms. **Do not** loiter in the public areas of the hotel (i.e. near front desk, parking lot, near entrances and exits, etc).

Noise: Noise must be kept at a reasonable volume **at all times**, whether you're in public spaces or in your hotel room. This means no screaming, shouting, or exceptionally loud sounds/music in any part of the hotel at any time, as well as no stationary or roaming speakers, radios, musical instruments, or any other noise source. **Hotel room noise curfew for the quiet floors (3rd and 4th floors) is 10pm. Noise curfew for the late-night floors (1st and 2nd floors) is midnight.** Any/all noise must be contained within your room (no noise can bleed out into halls or adjacent rooms).

Room Parties: Room parties are not sponsored or condoned by the convention. Room parties are permitted, but must follow the hotel guidelines and FurFright Code Of Conduct **at all times**. Any/all noise/music must be contained within your room (no noise can bleed out into halls or adjacent rooms). Doors (entrance and balcony) must be kept shut at all times. Large quantities of alcohol may not be distributed. No room overcrowding. All attendees must remain within the room, not loiter in the hallways. Flyers for parties must be rated-G, and may only be posted on the FurFright bulletin board.

Hotel Room Treatment/Release of Liability: Hotel rooms are **not** to be altered or damaged in any way. **Do not** move/remove furniture, damage walls, or leave a mess for hotel staff. **Do not** place hangers on sprinkler heads, interfere with the operation of hotel smoke detectors, or have smoke or open flame in your hotel room. Rooms must be left in the condition you received them. FurFright has instructed the hotel to turn over the names of persons who do not leave their rooms in satisfactory condition. Individuals associated with these reported rooms will be charged for damages by the hotel and banned from future cons.

FurFright is not responsible for what occurs in private sleeping rooms. The person to whom the room is rented will be held responsible for all activities and damages. If you are hosting an event, check the badges of those attending your gathering. If proof of illegal activities in a private sleeping room is brought to FurFright's attention, we will ban all individuals involved and call in the local authorities.

Sleeping Room Cleanliness: Odors & Trash: All odors and trash must be contained within guest rooms. If odors and/or unbagged trash are found in the halls outside your room, hotel and convention security will intervene and act accordingly. Odorous materials must be bagged and sealed before being removed from room. **Do not** leave a smelly mess for hotel staff! If you are producing large amounts of trash, please bag them for the hotel staff.

Hotel Cleanliness: Do not litter or leave a mess in any part of the hotel or disrupt hotel property. Always throw your trash away and help us keep the hotel neat.

Smoking: Smoking is strictly prohibited in all public areas inside the hotel. Smoking is permitted only in specially-designated sleeping rooms or outside the hotel. If you are smoking outside, please be courteous and step away from the doors so your smoke is not swept back inside. Please also properly dispose of your waste. Do not leave your cigarette butts on the ground for the hotel staff to pick up.

Elevator Protocol: Only six (6) people are allowed in an elevator at one time (to prevent overloading). **Do not** hold the elevator by holding the doors open for an extended period of time. **Always allow fursuiters, the handicapped, and other hotel guests to enter the elevator first.**

Signs, Flyers, & Decorations: Signs and flyers may only be displayed in the convention's designated bulletin board area. **Do not** hang or leave signs/flyers in hotel space, near/in elevators, or mar or block FurFright or hotel signage or they will be taken down and the event organizer(s) given a warning mark on their badge. Room

Code of Conduct *continued:*

signs that are appropriate to the general public (Rated G) may be hung on sleeping room doors with masking tape—make sure no damage is done to the doors or doorway). All signs, flyers, and decorations (including door signs) must be hung with painter's tape.

Minors & Parental Consent: Minors (anyone under the age of 18 as of the first day of the convention) attending the con without a parent or guardian are required to have a notarized copy of our Parental Consent form when they register at the convention. If the minor is accompanied at the hotel by a parent or guardian, they do not need to have the form notarized; however, the parent or guardian must accompany them at the time of registration/badge pick-up to verify identification. Children 10 and under must be accompanied at all times by their parent or legal guardian. Persons under the age of 14 need to have a parent or guardian present in the hotel for the duration of the convention. Minors caught with forged documents will be remanded into the custody of the local authorities.

Forms of Identification Needed To Register: All persons registering for the convention **MUST** present one of the following forms of identification (**no exceptions**): passport, driver's license, state-issued photo ID (official ID issued instead of a driver's license), or military ID. All identification must be valid (i.e. not past the expiration date) at the time of the convention. Minors under the age of 14 can use official copies of their birth certificate or other government-issued identification papers. Minors 14-17 years of age must bring one of the forms of identification listed, above in addition to their Parental Consent form.

Security & Staff: FurFright's Security volunteers, staff members, and the hotel staff are allowed to enforce FurFright's Code of Conduct and the hotel's regulations at any time during the convention and during your stay at the hotel at their discretion. Enforcement may consist of badge warning marks, badge confiscation and ejection from the convention/hotel, permanent banning from future events, and/or possible arrest by local authorities. Attendees are required to respect and obey all Security personnel, convention staff, and hotel employees at all times.

Badges & Convention Access: All persons entering the convention space **must** be registered with the convention and clearly displaying their own badge. Any person found in the convention space without a badge will be escorted to our registration department. Failure to register or leave the convention space will result in law enforcement intervention and a permanent ban. The badge you wear **MUST** be the officially-issued FurFright badge you received when you registered. No loaning/borrowing of badges is allowed. Any person violating badge protocol will be warned, removed from the con, and/or issued a permanent ban.

Video/Audio, Photography, and Media Relations: Attendees may record video/audio portions of the convention for personal use **ONLY**. FurFright, Inc. retains all rights to any/all video footage of the convention. Individuals may **NOT** publicly post or distribute video/audio footage, whole or in part, without the expressed written consent of FurFright, Inc.

Attendees may **NOT** photograph or record video/audio footage of a subject who does not give their consent.

Photographic images of the convention may only be used by their creators for personal use, or on their owners' websites, web pages, and blogs, as long as the subjects in the images have given prior consent.

All attendees confer the rights to their image and voice, as taken by official FurFright photographers and videographers, to be used for promotional and historical use (such as on the convention's highlights DVD) without compensation by FurFright. Attendees voluntarily submitting photos and/or video/audio footage to FurFright give consent to have their works used by the convention for promotional and historical use. Photos or video/audio footage of items in FurFright's Charity Raffle/Auction, or any item for sale in the Dealers' Dungeon are strictly prohibited.

Members of the media may not seek out, interview, photograph, or film hotel or convention guests, attendees, or staff for publicly-available recordings or accounts without the expressed written consent of FurFright, Inc. Anyone who violates these terms, or falsely claims to represent FurFright, will have all video/image devices confiscated and will be escorted from the premises.

Release of Liability: Personal Belongings: Neither FurFright nor the hotel shall be responsible for any items lost or damaged in the public areas of the hotel, in the hotel's parking lot, nor in any other parking area used during attendance at FurFright. All attendees will take responsibility for their own possessions. If another attendee damages your possessions, it is your responsibility to seek recompense from them directly. If you are keeping valuable items (especially fursuits and computers) in your sleeping room, it is recommended that you keep your "Do Not Disturb" sign on the outside of your door at all times. FurFright, likewise, shall not be held accountable for any damage or theft which occurs to fursuits or other personal possessions left in the Headless Hollow. FurFright shall not be held accountable for any damages caused by attendees. If an attendee damages hotel property, they shall be held personally accountable for their actions and be responsible for repaying any debts incurred.

Release of Liability: Personal Injury: Neither FurFright nor the hotel shall be responsible for any personal injury which occurs due to personal negligence (such as horseplay or rough-housing) or a lack of sturdy, closed-toe footwear. Despite the convention and hotel's precautions, mishaps sometimes occur. If you are injured and need medical attention, we will do what we can to help you contact medical professionals, but we cannot provide medical care for our attendees.

Release of Liability: Equipment Donations: Any items loaned to FurFright for use during the convention are loaned at the owner's risk. We will do our best to prevent your equipment from getting damaged or lost, but please accept that accidents can happen. If you are loaning equipment to the convention, please mark it with a printed label or write your contact information on masking tape attached to the item and any accessories so they may be returned to you. Be prepared to have your badge or other identification checked by the event's staff before you are allowed to remove equipment from the room.

Lost and Found: Any items found at the convention may be turned in to Con Ops. FurFright will hold any items turned in until they are claimed by their owner. If the item is not reclaimed during the convention, a notice will be posted on the FurFright website (www.furfright.org). Any items remaining unclaimed after a reasonable amount of time will become FurFright's property.

Selling Merchandise/Services: Merchandise or services may only be sold at the convention in the Dealers' Dungeon, by the guidelines governing those areas. Local regulations state that it is illegal to sell merchandise or services outside of the convention's designated areas.

Tax Deductions for Payments Made to a Charitable Organization: Due to FurFright's status as a 501(c)(3) non-profit group, any donations, including admission fees and equipment purchased for and completely donated to FurFright, with a value of \$75 or more may be tax-deductible. The total amount which may be claimed on your taxes depends upon the services received. If you would like a receipt for your admission/donation, please contact FurFright after the convention is over and we will mail you an official receipt for your donation, including the amount which is not tax deductible. Payments made to FurFright are non-refundable after the set deadlines. Refunds will not be issued to anyone ejected from the convention.

FurFright is a privately run event, and reserves the right to refuse admission to any individual for any reason.

Con Staff

Con Chair: K'gra Leopard

Brawn: Belic Bear

Book of the Dead: Silvermane

Charity Auction & Raffle: Hikage, Kiffa Kitmouse, Riismo

Bucket Brigade: Silvermane, Wolfpaws, Todd

Con Operations/Volunteering: Frunt, Wag!

Dealer's Dungeon/Artist Alley: K'gra Leopard,
Sedge Hare, Slide Wolf

Draw or Die!: Gel, Kiniel

Engineering: Soggy Otter

Fursuit Massacre: Brun Bera, PunkTiger

Gaming: SpotWeld, TashaBear, Falconio,
Zero, N8, Edscott

Headless Hollow: Silvermane, Rukario, Todd

Masquerade: Fire Otterfox, Belic Bear,
The FurFright Stage Ninjas

DJ/Music/Sound: DJ Biohazard, Silverwolf

Programming: Sprocket, Belic Bear, Foxiecrumz

Publishing: Sedge Hare

Registration: Gavin O. Daemonshyai,
Lucian D. Vetramir

Security: Sgt. Steve D.I., Alien D.I.,
David Stein D.I., Crimson

Trivia & Nurturing: Kitcoon

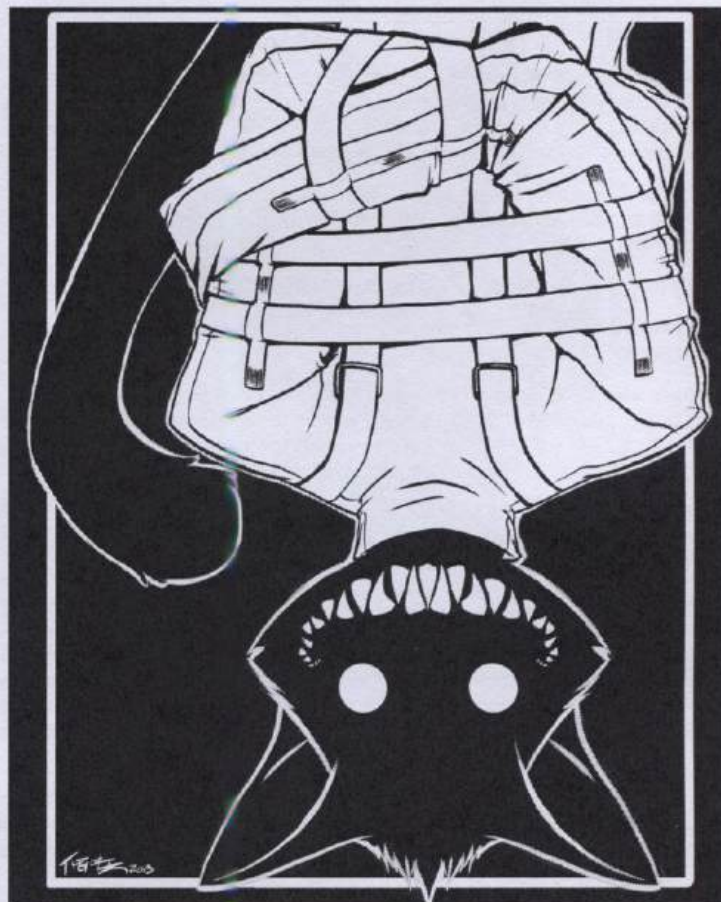
Dead Dog Party: Felinaeus

Tech Crew: Brun Bera, Gavin O. Daemonshyai

Webmaster: Gavin O. Daemonshyai

Movie Morgue: Kyroraz, Jeff

Video/Photography: Camera Ninja, Logarth, Kitcoon



FurFright Hours of Operation

Registration (Crowne 1)

Thursday 8pm – 10pm (pre-reg only)
 Friday 8:30am – 9am (pre-reg only), 9am – 7pm
 Saturday 10am – 5pm
 Sunday 10am – 2pm

Con Ops/Security (Main Lobby Area)

24 hours

Dealers' Dungeon (Grand Ballroom A-D)

Friday Noon – 6pm
 Saturday 10am – 6pm
 Sunday 10am – 4pm

Game Room of Death

Tabletop gaming (Nutmeg)
 Friday 10am – Sunday 4pm

Torture Chamber Arcade

Video gaming (Kent)
 Friday 10am – Sunday 4pm

Charity Auction & Raffle (Jersey)

Friday 9am – 7pm
 Saturday 10am – 6:30pm
 Sunday 10am – 5:30pm

Raffle Drawing: Sunday 10:30am

Raffle prize pick-up/final silent bidding:
 Sunday 11am – 3:15pm

Voice Auction/2nd Chance Raffle Draw:

Sunday 3:30pm (Grand Ballroom E-H)
 Voice auction pick-up: Sunday 4:30pm – 5:30pm

Opening Ceremonies

Friday 11am (Grand Ballroom E-H)

Closing Ceremonies

Sunday 6pm (Grand Ballroom E-H)

Movie Morgue (Room 107)

Friday noon – Sunday 4pm

Photography (Crowne 3)

Friday & Saturday 4pm – 10pm
 Sunday 11am – 5pm

Hotel Information

Hotel restaurant hours:

Sheffield's

Thurs–Sat: 6:00am – 10:30am, 11am – 2pm, 5:30pm – 10pm
 Sun: 6:30 – noon (breakfast only)

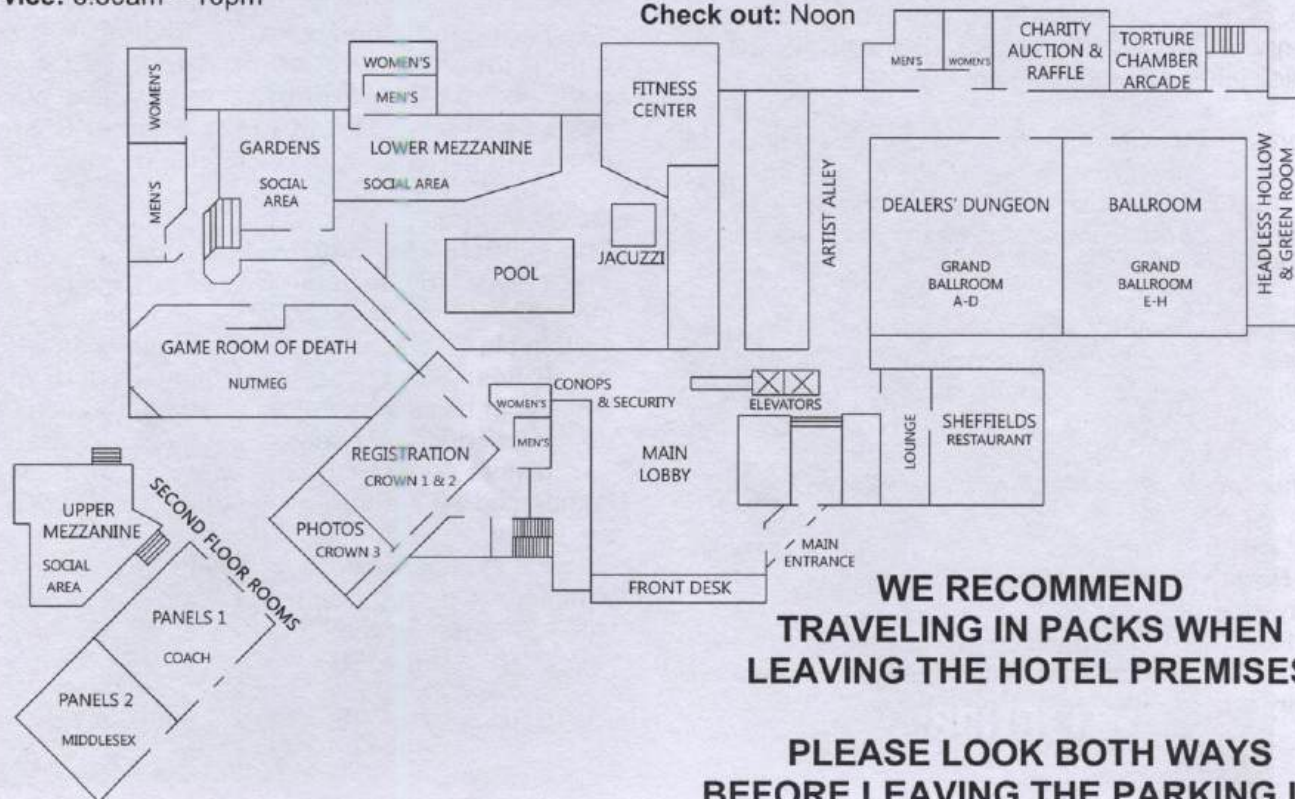
Room Service: 6:30am – 10pm

Concession Stand (Main Lobby)

8:30am – 10pm (may close briefly depending upon customer usage.)

Check in: 3pm

Check out: Noon



**WE RECOMMEND
 TRAVELING IN PACKS WHEN
 LEAVING THE HOTEL PREMISES**

**PLEASE LOOK BOTH WAYS
 BEFORE LEAVING THE PARKING LOT**

EVENTS

Opening Ceremonies Friday 11am

Grand Ballroom E-H

Fall into our lush bosoms as we welcome you to FurFright with open arms and unrealistic expectations! Meet our Guests of Honor, help us crown our Attendee Guest of Honor (could it be YOU?), and cherish the promise of a wonderful con!

Game Room of Death Ongoing

Nutmeg

Imagine every tabletop game you can think of within the confines of a single room ... without blowing your brains out. Can't do it, can you?! Well you don't have to because we've got RPGs, CCGs, LEDs, RBIs, LBJs, board games, and more! Tournaments are scheduled and there's plenty of room for pick-up games.

The Game Room of Death will be open continuously (24 hours a day) from Friday 10am to Sunday 4pm. Check the schedule on the flyer inserted into this conbook and at the Game Room of Death for scheduled games and tournaments.

Torture Chamber Arcade Ongoing

Kent

Five out of every three people think video games are fun ... and cause brain tumors. And that's why the Torture Chamber Arcade has video gaming all con long! We have tournaments scheduled and plenty of equipment for open gaming. (Check the schedule on the flyer inserted into this conbook and at the Torture Chamber Arcade for scheduled games and tournaments.)

The Torture Chamber Arcade will be open continuously (24 hours a day) from Friday 10am to Sunday 4pm. Check the schedule on the flyer inserted into this conbook and at the Torture Chamber Arcade for scheduled games and tournaments.

FurFright would like to extend a special note of thanks to our fellow Connecticut convention, ConnectiCon! Through their generous support, we have been able to equip our video gaming room with a number of flat-screen monitors for your gaming enjoyment.

Check them out at <http://www.connecticon.org>

Artists' Alley

South Assembly

Friday Noon – 6pm, Saturday 10am – 6pm,
Sunday 10am – 4pm

The Artists' Alley is a marketplace for dealers to set up for one day to sell their best stuff! Check out the new artists every day!

Dealers' Dungeon

Grand Ballroom A-D

Friday Noon – 6pm, Saturday 10am – 6pm,
Sunday 10am – 4pm

The Dealers' Dungeon is the place to get art, merchandise, and commissions from the best artists in the fandom! So stop by to browse and say hi to your favorite artists. And maybe buy something too!

Also, visit the Dealer Cashier for all your official FurFright merchandise and souvenirs: shirts, hoodies, DVDs, keychains, and more!

Book of the Dead (charity portfolio)

Jersey

Friday 9am – 7pm, Saturday 10am – 6:30pm

Art Jam: Friday 9pm

(in Upper Mezzanine)

Bidding: Sunday 3:30pm (in Grand Ballroom E-H)

We'll be collecting sketches and finished artwork from FurFright's attending artists and assembling a portfolio to be auctioned off on Sunday. All artists are welcomed to participate, so stop by the charity room to drop off your art! All funds benefit our charities War Dogs and The Animal Haven.

Book of the Dead Art Jam! Come meet fellow artists, sketch, draw, color your night away as you help create submissions for the Book of the Dead to help raise money for FurFright's charity! :)

Charity Auction & Raffle

Jersey

Friday 9am – 7pm, Saturday 10am – 6:30pm

Sunday 10am – 5:30pm

Raffle drawing: Sun 10:30am

Voice Auction: Sun 3:30pm (Grand E-H) Charity Staff

When you bid on amazing artwork and merchandise, you're helping us raise money for the US War Dogs Association and The Animal Haven. Come on down and check out all the items, place your bid, then come to the raffle drawing and voice auction!

A Second Chance raffle drawing will be held during the voice auction on Sunday so save your raffle tickets if you didn't win the first time! You must be present to win at the Second Chance raffle drawing.

Movie Morgue

Room 107

Friday noon – Sunday 4pm

The Movie Morgue returns to entertain you with the best in horror, fantasy, comedy, and other genres. Revisit an old favorite or discover something new!

Rules: Please be respectful and turn off or silence your cell phone before entering the room. Please do not talk during the movie.

Minors 10 years of age and younger must be accompanied by a parent or guardian for the duration of the movie.

All movies with an R rating will require movie watchers to show photo ID (17 and older) before they will be allowed to watch the movie.

Photography**Friday 4pm – 10pm****Saturday 4pm – 10pm****Sunday 11am – 5pm**

Want to come away from FurFright with a great photo of you and your friends? Come on down and let our talented, generous photographers Earl Z. Madness & Wolfcub make you beautiful!

Fursuit Dance Competition *Grand Ballroom E-H***Preliminaries: Friday 1pm (**Competitors ONLY**)****Finals: Saturday 9pm – 10pm***JD Puppy*

PRELIMINARIES: Performers who wish to compete in the Fursuit Dance Competition Finals on Saturday night must register and rehearse during this preliminary session. Rehearsals must be performed in full costume, and music must be brought on a USB for transferral to AV. Feedback will be provided to performers for improving their final showcase. If necessary, cuts will be performed by a judging panel. This panel is CLOSED to the public and is open only for those competing.

FINALs: Come watch a set of talented finalists deliver an exhilarating series of dance showcases that will be sure to leave your hands burning from applause and throats sore from cheers! It will be an action-packed hour filled with impressive performances, exciting music, and fun for everyone! Everyone is welcome to come by and support their favorite dancer!

Fursuit Hockey*Grand Ballroom E-H***Friday 3pm***STAFF*

It's action-packed hockey fun at FurFright! We need fursuiters and a hungry crowd to come on down for the Fursuit Hockey Tournament! Teams from Boston, Montreal, Toronto, and other imaginary places will face off in Game 2 (the first tourney took place last May in Montreal. We can't remember who won...) and try to claim the Furry Cup! If you have a suit, come down and we'll put you on a team! All skill levels welcomed! And if we don't get enough fursuiters, you audience members are welcomed to play! So put some fur in their teeth and let 'em know you're there!

Sponsor/Dealer Social*Grand Ballroom E-H***Friday 5pm – 7pm**

Come hang out with friends and enjoy free gourmet food and a **Titanium Tea Pairing** (courtesy of Titanium Chef) at the FurFright Sponsor/Dealer Social!

*****This event is for Dealers, FrankenSponsors, and Casanova FrankenSponsors only. You must present your ticket and badge at the door*****

Titanium Tea Beverage Pairing *Grand Ballroom E-H***Friday 5pm***Watcher*

Watcher, the Titanium Chef, will prepare various tea infusions for the FrankenSponsor/Dealer Catered Social.

Titanium Tea XXII*Grand Ballroom E-H***Friday 7pm***Watcher*

Tis that time once again for con attendees to relax and enjoy some tea. Watcher, the Titanium Chef will prepare a signature tea for the occasion. Be sure to stop by and have a cup or three.

Folks are encouraged to bring their own cups to save on cup wastes.

Updates for the event on Twitter @TitaniumTea

See you at the Titanium Tea!

Team Trivia Challenge*Grand Ballroom E-H***Friday 7pm – 9pm*******Open to ALL attendees*****

It's the FurFright Team Trivia Challenge World Championships Of Knowledge! FREE dessert (and reasonably-priced knowledge)! Sit at a table where the people look smart and guess your way to prizes, fame, and imagined superiority! All are welcomed to play, watch, and enjoy some free gourmet food and a Titanium Tea tasting (courtesy of Watcher, the Titanium Chef)!

Momma's Retro Dance Hour*Grand Ballroom E-H***Friday 9pm – 10pm***Sheppymomma*

Are you looking for some real music to get down to? Get your boogie on and join us for a fun, nostalgic hour of favorite dance hits from the jazz-soaked 20's to the poppy 90's (maybe even a tune or two from today for all the little kids). If you've ever wanted to do the electric slide in fursuit or practice your "Thriller" dance, this would be a fabulous opportunity! This dance is both "hooman" and fursuit friendly.

80s/90s Fursuit Friendly Dance *Grand Ballroom E-H***Friday 10pm***Beekin*

Y'all ready for this? Our resident dragon will pump up the jams for a fursuit-friendly dance spanning 80s, 90s, and 00s Club Dance Music/Top 40.

Karaoke*Sheffield's Restaurant (Next to Bar)***Friday 10pm – 2am***Top Dawg Entertainment*

Come hang, laugh, and howl with your friends! Pick a song from Top Dawg's huge catalog of music, and pretend you can sing! It's the most fun you'll have with your clothes on!

Young Frankenstein*Pool area***Friday 10pm**

Much like FurFright, this Mel Brooks classic is both hilarious and creepy. It's an irreverent send-up of the old Universal monster movies in which Gene Wilder plays Dr. Frankenstein's grandson, who inherits the family castle.

Ballroom Rave with Tumma.K*Grand Ballroom E-H***Friday midnight – 2am***Tumma.K*

The former DJ Wulf has evolved into Tumma.K for this Hard Dance/Rave music experience. Tumma.K is ready to rock the ballroom with an armory of CDs and Vinyl at his disposal ALL WHILE IN FURSUIT! So grab your glow sticks and ask yourself... Are you ready?

Masquerade*Grand Ballroom E-H***Rehearsal: Saturday 10am – 1pm****Showtime: Saturday 7pm**

The FurFright Masquerade showcases a variety of world-class talent (as far as you know)! Costumes, music, skits, and more (though usually less)! Painfully adequate entertainment at its very best! Don't miss it, or you just might!

Both fursuiters and non-fursuiters are welcomed to perform. All acts are required to attend rehearsal (Saturday @ 10am, Grand Ballroom E-H). Limit 12 acts. If you haven't pre-registered to perform, come to rehearsal to find out if there's still space.

Costume Competition!*Ballroom E-H***Sign-in: Saturday 10am (at Masquerade rehearsal)****Judging: Saturday 7pm (during Masquerade)**

What's Halloween without costumes? Inappropriate! So avoid awkward stares (and restraining orders) and bring your best costume to FurFright for our Costume Competition! The most imaginative, entertaining costume wins!

To take part, come to the Ballroom Saturday morning between 10am and noon and sign-up (you do not have to be in costume to register). We'll be accepting a maximum of 20 contestants, and the sign-up process is first-come-first-serve, so the earlier you get there the better!

Costumes must be suitable for all ages. For the purpose of this competition, fursuits DO NOT constitute a costume! Though you may apply a theme and wear a costume OVER a fursuit. Costumes must show a basic degree of effort. Cheap-ass store-bought costumes are not allowed. For God's sake, people . . . TRY!

Furry Car Show/Block Party*Parking Garage***Saturday noon – 2pm***Arthymys*

It's FurFright's very own Car Show/Block Party! Come on up to the top of the parking garage and check out some sweet rides! Prizes for spectators and participants. This year's categories include: Best In Show, Best Classic, Most Furry, Most Unique, Best SUV/Truck, Biggest Hoop-ty, Most Modified, Peer Voted

12:00pm Vehicle Check-in & On-site Registration

12:30pm Show Begins (participating cars must be checked in, parked by this time, and will be considered ready for judging)

1:15pm Official Judging Begins

1:45pm Awards Presentation

Fursuit Parades*Grand Ballroom E-H***Fursuiter Staging (Saturday 2:30pm, Sunday 7:30pm)****Parade Start (Saturday 3pm & Sunday 8pm)**

Who doesn't love a parade (other than anyone over 5 years old)?! Line the hallways and cheer on your favorite critters as they trudge awkwardly through the hotel! There'll be a group photo at the end, so bring your camera!

Paranormal 101: Guide to Ghost Hunting*Grand Ballroom E-H***Saturday 4:30pm***Omar Sanchez (TAPS)*

A member of TAPS: The Atlantic Paranormal Society (the paranormal investigation group featured on the television show *Ghost Hunters* and *Ghost Hunters International*) will be giving a presentation at this year's FurFright! Omar Sanchez, an investigator with TAPS West Coast and founder of Night Dwellers Paranormal Research Society (NDPRS), will be speaking on the main stage Saturday at 4:30pm! Be there (or it will haunt you the rest of your life)!

DJ Comet & Storm Husky*Grand Ballroom E-H***Saturday 10pm - 2am***DJ Comet, Storm Husky*

DJ Comet & Storm Husky spin music through the speakers, with a BPM so high you'd think it was Amy Weinhouse! Come dance through the art of wild (yet awkward) gyrations!

Draw Or Die!!!*Coach***Saturday 10pm***Gel, Kiniel*

It's back from outer space! Well, okay, maybe not. But Draw or Die is returning to FurFright. Audience members get tossed into a room, are given a bunch of wacky and disturbing themes, and then make them into even more wacky and disturbing comic strips! All skill levels are welcome! Come join in the insanity! You know you want to! Mental health is highly over-rated.

Rocky Horror Picture Show*Pool area***Saturday 11pm**

Sit around the pool. Line the balconies of the Atrium. And be part of the spectacle that is *The Rocky Horror Picture Show*!

Fursuit Massacre*Grand Ballroom E-H***Sign-in: Sunday 11:30am****Games: Sunday noon**

Come watch furry beasts battle fang and claw in FurFright Stadium! Teams of fursuiters battle for points, prizes, and glory while you cheer them on (and sometimes join in)! This event is every bit as fun to watch as it is to play! So come on down and get ready to rumble!

Closing Ceremonies*Grand Ballroom E-H***Sunday 6pm**

Come watch exhausted people try to speak in complete sentences! Let's all get together for thank you's, charity earnings, and laughs before we kick off the Dead Dog Party!

Dead Dog Party*Grand Ballroom E-H***Sunday 7pm – midnight***Felinaeus*

Just because the con is over doesn't mean the fun has to end! Feli from *What The Fur?* is throwing a Dead Dog Party like no other! This isn't a dance with music so loud you can't talk to friends. It's a party with a mix of hangout space, music, dancing, gaming, and more!

PANELS

MFD Dance Panel Friday 10am

Coach
Atsu Fawx, Flinch,
Strobes, Trenton Reinhardt

Come to learn dance styles, techniques, and concepts from some of the talented members of MFD dance crew! All skill levels are welcome. You know you want to hit this thing up!

FurryHams Lunch & Field Trip Friday 11:30am

Hotel Lobby
Ron Overdrive

Come with us to our annual visit to Ham Radio Mecca: the ARRL HQ and W1AW Memorial Station to get a taste of what Ham Radio is all about! Not a Ham Radio op? No problem, all are welcome! We meet up early for lunch then we're off to the ARRL/W1AW!

The First Time Furcon Guide Friday noon

Middlesex
Sivar

This panel is to help those of you attending your first furcon. Heck, it's even for you vets too that still don't know what they are doing. There will be punch and pie ... OK, maybe not, but there will be a printout of the guide Sivar posted online.

Advanced Fursuit and Mascot Performance Friday noon

Coach
Nexus Folf

Come learn how to take your fursuit performance to a new level. If you are aspiring to become a great fursuit performer, or even a professional mascot, come spend your time with us. The presenter is a fursuiter and has had 4 years of Division 1 NCAA college mascot experience and a year of mascot for a Minor League baseball team. I'll share with you experiences I've had, and how we can all learn from them. I will have a partner in fursuit to help illustrate ideas, and audience members will be invited to participate. This panel should be informative but also a lot of fun, loaded with a lot of laughs!

I will also leave time at the end for questions, so be ready to ask whatever is on your mind!

So You Want To Write Furry Fiction Friday 1pm

Middlesex
Gray Muzzle

Ever wanted to try your hand at writing furry fiction? Don't be afraid! It's easier than you think. Gray Muzzle, author of the furry soap opera and comic series "Tina's Story" will show you how. Basics of writing, plot, and character development will all be covered, along with how to get your story up on major sites. While this is geared to first-time writers, the discussions of the mechanics of furry writing should even benefit more experienced writers.

New England Furs Meet and Greet Friday 1pm

Coach
Xiris

Come and meet your fellow New England Furs at this informal meet and greet. Find out who you share this wicked awesome region with.

Developing Compelling Characters for Furry Fiction

Middlesex
Gray Muzzle

Friday 2pm

Great fiction starts with great characters. Do you want to write characters that readers love? Gray Muzzle will show you how. This panel will cover character creation, development, and evolution. Considerations in character development will be covered, as well as common mistakes seen in furry fiction. Participants will get the opportunity to discuss their own characters to get group input. While this panel is intended for those with some writing experience, the concepts of character creation should benefit beginning writers as well.

G-Shep Fursuiters & Friends Meet-up Friday 2pm

Coach
Sheppymomma

Are you a German Shepherd fursuiter? Do you want to meet up with some other G-sheps for fun photo opportunities and general sheppiness? This is the event for you! Bring a friend or two with you for an all around good time!

Werewolves in Fiction Friday 3pm

Middlesex
Silvermane

Werewolves: you love them, you know them, so why not talk about them? Silvermane will be hosting a panel dedicated to werewolves as presented in fiction, focusing on modern books, movies, and the odd video game. Come on in and participate in a literary wild discussion on all those who howl under the full moon.

Thriller! Friday 3pm

Coach
JD Puppy

What would a FurFright be without "Thriller"? Fursuit or not, come out to learn choreography from "Thriller," taught by JD Puppy! No experience necessary - we'll teach you everything you need to know. Bring your friends, because the bigger the dancing zombie mob, the better! Later in the con, you'll get your chance to perform the dance moves you learned! (Recommended that you do not wear fursuits while learning the choreography, but you are certainly welcome to wear them during performance!)

Stitch 'n' Scritch! Friday 3pm

Nutmeg
Tashabear

Do you knit, crochet, sew, scrapbook or do other crafty stuff? Wanna meet other furs who make neat stuff too? Come to the First Annual FurFright Stitch 'n' Scritch! Bring your WIPs to work on and your FOs to show off. And if you're just interested in learning more, come and sit with us. Crafters have all the best gossip, darlings.

The Way of the DJ**Friday 4pm**

A panel dedicated to the art of mixing. Ever been interested about DJing? Are you currently a DJ and want to learn/share different techniques? Join music producer and DJ, Tumma.K in learning basic techniques as well as tips on standing out from the crowd.

*Middlesex**Tumma Karu***Fursuit Care****Friday 5pm**

We'll be going over the basics of fursuit care, including storage, washing, transporting, and handling. In addition, we'll look at basic tips on how to make your suit last as long as possible

*Middlesex**Longwave***Comic Strip Jam****Friday 5pm**

A comic jam is a collective comic strip in which each artist draws one panel before passing the page to another artist who will continue the story. The result is hilarious nonsense. Sheets with starting panels will be provided; the rest of the stories are in your hands. All levels of artists welcome.

*Coach**Wallaby (GOH)***Visual Storytelling Crash Course****Friday 6pm**

In this panel, storyboard and comic pro Karine "Kanthara" Charlebois gives you the rundown on telling stories with pictures, the dos and don'ts of staging and panel layouts, what the axis is and why you shouldn't cross it, and when to use wide shots and close-ups and everything in between. This is a speedy, cram lots of info as fast as possible type of class, so bring pencils, notepad, and questions!

*Middlesex**Kanthara***Reading from *Spies In Their Midst*****Friday 6pm**

Come on by and listen to Furry novelist Alflor Aalto read a passage or two from his latest book, *Spies in Their Midst* – the prequel to last year's Ursa Major Award finalists *The Prince of Knaves* and *Streets of His City*. Stay a while afterwards for a Q&A and autograph session.

*Coach**Alflor Aalto***Dreaded Perspective****Friday 7pm**

There are few things that strike fear in the fledgling artist's heart like perspective. Time to make you face your fears by taming the demon that is the horizon line and its minions, the vanishing points. From her years of experience drawing house perspectives for her residential designer father, to applying those skills in the realms of animation and comics, Kanthara knows what she's talking about and will impart the knowledge you need to tame the beast.

*Middlesex**Kanthara***Passionately Writing****Friday 7pm**

Capturing your passion for writing and conveying it to your readers can be a true task. Life likes to interrupt, editing can break your flow, and a myriad of other things

*Coach**Sasuke Hachino*

can get in the way. This panel hopes to help cut through that and get your brain, and fingers, working to convey your passion to your readers.

Fursuit Handling (Making Cons Safe for Suiters)*Middlesex**Trekwolf***Friday 8pm**

This panel is about the reasons fursuiters need a handler, how to choose one, and the duties of the handler. It will also go into depth on the different dangers suiters face during a con, signs that a handler should look for if a suiter is in distress, and the three things that a suiter and handler need to work together: communication, honesty, and trust in both directions. You will learn how a suiter and handler can work effectively together, making the con safer and more enjoyable for both.

Bead Soup**Friday 8pm**

Just a li'l get together to make a bit of jewelry and share techniques.

*Coach**Katalina***Together We Are Strong (Sexual Abuse Support & Awareness)***Coach***Friday 9pm***Katalina*

This panel will cover sexual abuse awareness and support channels. The goal of the panel is to show that you're not a victim; you're a survivor.

Digital Coloring: A Walkthrough**Friday 9:30pm***Middlesex**Tygunstar (GOH)*

A basic walk-through on coloring images with Photoshop CS3.

The Joy of Instant Analog Photography**Friday 10:30pm***Middlesex**Brun Bera*

Introduction to instant analog photography using various Polaroid instant cameras (600-series OneStep and 340 Land Camera). Will demonstrate pack ("pull-apart" Fuji-Film FP-3000B / FP-100C) and integrated (Impossible PX -680) film types. Primarily an informal photoshoot with antique cameras!



More Than Just a Fursona?: Therianthropy *Coach*
Friday 11pm *Andrew A Anaya*

Ever feel that your fursona is more than just a character that you made up for fun? Do you feel more than just an average connection to an animal type? Come learn about the wonderful world of Therianthropy. I am here to dispel myths and stigmas, as well as to educate others about our community. This is a discussion panel, so feel free to chime in with questions and/or personal experiences anytime during my presentation.

Eye of Argon *Middlesex*
Friday midnight *Digger, Kyroraz*

We dare you not to laugh! Come to the reading of "Eye of Argon," one of the worst pieces of fan fiction known. Read it aloud to your fellow peers without smirking, snickering, and without choking up and falling over. Will you come and accept the challenge?

Saturday Morning Cartoons *Middlesex*
Saturday 7am *Max Puppy*

Remember when you were a pup, sitting on the floor up to your neck in Legos and catalyzing your inevitable tooth and eye decay with Sugar Smacks and Inspector Gadget? That's right, FurFright's Saturday Morning Cartoon and Cereal Party has returned so you can "nostalgize" the morning away. Roll out of bed and join us in your jammies to relive "up to three hours or more" of those precious forgotten toons!

MFD Dance Cypher *Coach*
Saturday 10:30am *Atsu Fawx, Flinch, Strobes, Trenton Reinhardt*

Got sick moves? This here's the dance circle to show 'em off.

Female Furs Meet and Greet *Middlesex*
Saturday 11am *Kimmerz*

Hey, gals of the furry fandom! Feel like you're the only girl in a fandom full of guys? Well no fear! Here is a panel just for us ladies to meet, have fun, and make friends! :D Feel free to bring candy, cookies, games, fursuits for an hour of fun! :3

"Thriller" Crash Course *Coach*
Saturday noon *JD Puppy*

What would a FurFright be without "Thriller"? Fursuit or not, come out to learn choreography from "Thriller," taught by JD Puppy! No experience necessary - we'll teach you everything you need to know. Bring your friends, because the bigger the dancing zombie mob, the better! Later in the con, you'll get your chance to perform the dance moves you learned! (Recommended that you do not wear fursuits while learning the choreography, but you are certainly welcome to wear them during performance!).

Pay Attention to Me! *Middlesex*
Saturday 12:30am *KT Pinto*
 Get comfortable talking in front of people with fun speaking exercises that focus on familiar and easy topics.

East Coast Swing with Sadie & JD *Coach*
Saturday 1pm *Sadie Wolf, JD Puppy*

So what's all this kickin' and hoppin' and swingin' all about? Join Sadie and JD (say it out loud, folks) as they teach you some fun moves from the East Coast Swing! This will serve as the introduction and foundation for learning the Lindy Hop! Get ready to kick it back to the good old days and have a blast! (Partners not necessary. Suits not recommended.)

Fashion for Furs *Middlesex*
Saturday 1:30pm *Foxar Wolfen, Sleepingpills*

Admit it, furies don't always dress the best. This panel is designed to teach furies a bit about fashion and how to upgrade their style without breaking the bank.

Tattoos *Middlesex*
Saturday 4pm *Foxiecruz*

Thinking about getting a tattoo? Have questions? Learn what to look for and what to flee from.

Time for a Change: The First FurFright Transformation Art Jam 'n' Chat Session *Coach*
Saturday 4:30pm *Comus*

The long-running Anthrocon TF Art Jam makes its first FurFright appearance! Bring your pens, pencils, markers, etc. and make your mark on the oversized jam card. Can't/don't draw? Come anyway and join the discussion on why TF is so cool!

Friendly Feline Furry Fiasco *Middlesex*
Saturday 5pm *Mizuhiro Neko*

This is the place for all the cool cats to come and hang out! Get to know your fellow felines, and have fun! Feel free to bring your own cat toys, or just come to hang out! Not a cat? Come and learn more about us kitties in a roundtable style discussion! All felines, big or small, are welcome to join in the fun, and non-felines are welcome to ask all the questions they like about us, especially if they bring us treats!

Flirting 101 *Middlesex*
Saturday 6pm *KT Pinto*

Audience members are introduced to the subtle nuances of the art of flirting and how to feel comfortable in various flirting situations.

The Art of Hookah *Coach*
Saturday 6:30pm *Dima*

Hookah circles ... you see them outside of every convention, but why? What is a hookah? Why do people smoke hookah? Are they expensive? Is it bad for you? Where can I find the answers to all these questions?

Let Connecticut's resident Hookah Husky answer all of your hookah-related questions! Learn bowl packing

techniques, how to properly set up your hookah, differences between herbal/tobacco/stones, hookah etiquette, and more!

This panel discusses tobacco use, and is restricted to attendees who are 18 and older

Crazyjoe1952 Animatronics *Middlesex*
Saturday 7pm *Mountain Blue Fox Joe*
 Fursuits can show emotions by blinking, winking, baring teeth, moving ears, swishing tails, and so much more. Learn how to make your suit come alive.

Bunny Panel *Coach*
Saturday 7:30pm *Henrique "Nican" Polido*
 Meet and greet/roundtable discussion for rabbits, hares, and their admirers.

Exercises for the Writer's Mind *Middlesex*
Saturday 8pm *KT Pinto*
 Stuck with writer's block? Looking at a blank page on the laptop? This workshop will help you using various fun exercises and games to get the grey cells working.

Light 'em Up *Coach*
Saturday 8:30pm *Tom the Eagle*
 Adding light, and more, to your projects. Several examples provided – anyone with ideas or stuff to share is welcome to come and show it off.

Writer's Slam *Middlesex*
Saturday 9pm *Iago*
 Want feedback on a story you've been writing? Bring a 1–2-page (non-explicit) excerpt of it to the Writers' Slam, now in its third year! You or a volunteer will read your work and then we'll spend some time giving you constructive feedback. Folks who only wish to listen to the stories are also welcome! Due to time constraints, stories will be taken on a first-come, first-served basis.

Furry Improv Extravaganza *Middlesex*
Saturday 11pm *Xiris*
 A hilarious panel based around improv games much like those seen on *Whose Line is it Anyway?*. Games such as World's Worst, The Dating Game, Bus Stop, Props, and more! Audience interaction is essential so come ready to join in.

Critiquing Art *Coach*
Sunday 10:30am *Sheppymomma, Louvelex*
 Come join us for an art discipline-based discussion on the topic of art criticism, what it really means, how it's done correctly, and how it can best help you as a blossoming or professional artist. You will find that there is far more to a critique than leaving comments on someone's artwork. We will be applying what you learn by participating in an active critique session. If you are someone interested in feedback on your work within a real group critique, we welcome you to bring samples of your art. You will get the most out of this panel by bringing a sketch-

book and a pencil. There may be hands-on, one-on-one demonstrations and notes you won't want to miss out on!

How to Rite Gud *Middlesex*
Sunday 11am *Joe Strike*
 Do you have what it takes to be an author – to write that furry story bouncing around your head? It's not that easy, especially if it's the first time putting your thoughts into words. Longtime fur Joe Strike has written for many publications, the animated TV series "Wow! Wow! Wubbzy!" and is the author of the furry kids' novel *The Incredible Hare*. He'll let you know how to develop your plot, then establish your characters and make your scene and action descriptions as vivid as possible. Joe will also read excerpts from *The Incredible Hare* and invite furs present to share their own work.

Gender Benders and the Fandom *Coach*
Sunday noon *Xiris, Legion Pendragon*
 An open discussion panel about gender and the fandom. Topics can include various things like gender identity, fursonas vs. "RL" gender, cross dressing, and more. Since this is held as an open discussion, feel free to bring along topics you wish to discuss.

Cooking for Newbies *Middlesex*
Sunday 12:30pm *BudgieBin, Tohri Aarons*
 Everyone knows it's important to eat well, but the best meals are the ones you make at home! Come and learn some basic tips, how to stock your kitchen, and a few recipes!

ZenFuhre's Surprise *Coach*
Sunday 1:30pm *ZenFuhre*
 Standup comedy with Zen and a surprise buffet.

Livestreaming: Internet Art Drawing *Middlesex*
Sunday 2pm *Kyroraz*
 Ever wanted to make a fool of yourself LIVE and in front of the Internet? Well, ThatPragmaticLizard will show you how! Tips, ideas, concepts on how to stream, bringing your ideas in front of everyone, and dealing with trolls ... we'll discuss it all, and even show you all the tools that you need to do it!

Bronies *Middlesex*
Sunday 3pm *Sprocket, Foxlord*
 Fillies and Gentlecolts! Come one, come all to the third annual FurFright Bronies panel. Discuss your love of Lauren Faust's hit series, *My Little Pony: Friendship is Magic*. The term "bronies" is inclusive. MLP:FiM fans of all ages and genders welcome.

Lindy Hop & Charleston with Sadie & JD *Coach*
Sunday 3pm *Sadie, JD Puppy*
 So are all you hepcats ready to kick it up to the next level? Just leave it to JD and Sadie to introduce you to the Lindy Hop, the Charleston, whatever you'd like to call it! There'll be fancy flairs you can do solo as well as partner moves you can do with a friend! Highly recommended

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Alone in the Dark

By Vargr Dragonwolf

Bed Time

The young man, on the cusp between teen and adult, reached into the darkened room, sliding his hand along the wall to flip the lightswitch before he crossed the threshold, the habit so ingrained that he rarely even noticed doing it. However, this time it caught his attention because the nightlight which normally burned faithfully in the outlet beside his bed had burnt out sometime during the day. And before the overhead light came on, the room had been black as pitch.

Danny wasn't fool enough to tempt that void. Whatever it was that waited, darkness was its realm. And he knew better than to enter its demesne alone.

It began in his early teens, when 'the change' was upon him and all of life seemed to be a confusion of chaotic hormones, new perceptions, and emotional turmoil. Into this maelstrom had leaked the awareness that Something was lurking.

Sometimes he caught a movement, just at the edge of his perception. Other times it was a momentary glimpse: an evanescent shape in the reflection of a store window, a shiny bit of metal, or a still pool of water. But no matter how hard he tried, how quickly he turned, nothing was there.

In time, he stopped trying to see it. But the sense of Something watching, waiting, never passed. And in the darkness, it grew!

In the years since, he'd developed and perfected routines to avoid the threat. In dozens of ways, large and small, he thwarted the It. Home before dark, keychain mini-flash, routes with friendly streetlights, public transportation where crowds of commuters kept the foe at bay.

Danny chuckled at the irony of the latter. For while he sought out company to surround himself with a wall of protection, his life was empty.

Friends initially found his habits odd or 'quirky.' But his obsessive adherence to those protections gradually wore away their tolerance, and friendship fell away.

Trying to explain to them wasn't an option either. Early childhood attempts to tell companions and classmates of his fear resulted in derisive looks and mocking laughter, at best. Worst were the bullies who used the knowledge against him; to taunt, or lock him in dark places.

That had been harrowing! Darkness pressed in around him, close, oppressive. Fetid rankness filled his nostrils, rasping breath his ears. His freedom by those alerted to his screams came barely in time. The look in their eyes as they pulled from the bin the soiled, gasping, shaking excuse for humanity he'd become still haunted his memories.

The subsequent session with his parents was nearly worse. He'd barely escaped psychiatric treatment by agreeing to ongoing sessions with the school counselor. Those gave him plenty of practice at 'gaming' the system, but no relief from that which stalked him.

Danny smiled wanly. Accepting loneliness was an easy choice over enduring that again. He replaced the failed bulb in the night light, turned out the room's light, and slipped hurriedly into bed, pulling the covers tight around his neck to keep the darkness at bay.

Quitting Time

Danny grinned as he hit "save" and logged out. That last bug had been wily and elusive, but he'd finally squashed it.

The silence alerted him. He frantically closed the app, staring in horror at the system clock it had hidden. "Oh, crap!"

He'd lost track of time in the bug's pursuit. Evening was well upon him, and sundown only minutes away.

Years of routes and habits scrolled through his mind as he ran for the doors. He'd missed the last direct bus home. Hurrying, he could catch the shuttle and still make it.

However, there was a long layover at a distant intersection. And that stop had no streetlight!

The glorious sunset he watched from the windows of the shuttle bus held no beauty for him. Instead, dread spawned nausea, cold and curdled, in his gut as the sky darkened above him. His fellow passengers unknowingly held his foe at bay, but he could feel its rising awareness as seconds ticked further into dusk.

Danny nearly leapt back onto the bus as it pulled away from the dark intersection. The faint twilight left wasn't nearly enough to ward it off. He could feel the darkness closing, its presence growing.

There! Sanctuary!

The glowing neon of the beach bar across the street drew him, a moth to the flame of its riotous colors. He



darted inside and stood, panting, just within the door as he looked about.

His gaze fell upon such an unlikely scene that, for the moment, all thoughts and fears of the darkness at his back vanished, overwhelmed by the incongruity of what he saw: a tall, thin German Shepherd dog sat casually on a bar stool near the end of the bar, laughing and joking with a buxom bartender handing the dog a longneck beer.

The canine saluted the bartender with the bottle, tilted it back into his long, toothy jaws, and took a deep swig. Remarkably, none of the other patrons seemed to find the presence of a big talking dog remarkable, or even unusual.

Something about the dog drew Danny like a magnet. He found himself seated at the bar beside him, trying to think of something to say to break the ice.

"Are you a ... furry?" he asked at last.

"What's a furry?" the dog asked with a friendly smile.

"You know, folks that dress up like animals to have wild, drunken parties and....," Danny ran down as he realized how rude that was going to sound.

"And sex?" The dog laughed heartily. "You watch too much CSI!"

"Sorry!" Danny apologized.

"No offense taken," the shepherd said with another chuckle. "A lot of folks got their definition from that episode. Furry is much more than that! Did you know it even predates written history?"

He went on to discuss anthropomorphism in cultures around the world: in art, literature, religion, and mythology. When the conversation turned, several beers later, to spirit animals and spirit guides, Danny was fascinated! So many cultures and countries had similar concepts.

And something about the dog's descriptions of those spirit creatures struck home. He'd almost forgotten he was holding a conversation with a giant, talking canine. The friendly, outgoing being beside him listened without judging, encouraged him, and understood – even when Danny finally admitted to his fear, and what waited in the darkness.

"Your 'lurker' does sound spiritual. Mesoamericans have a belief known as Nagualism. Basically, that everyone has a special spirit creature. Some believe it can even manifest, or the person can become the creature, but not everyone finds or accepts their spirit," the shepherd explained. "I don't know if that's what stalks you. But I do know something more important."

"What's that?" Danny asked.

"Running isn't the answer." The shepherd regarded him kindly. "You've been so busy hiding from the dark that you've fled from your life. Your world is ruled by your fear and the habits you've created to fight it. You've given up friends, family, even fun."

The dog swigged the last of his beer. "Look at you! The only one you could even talk to is a strange dog in a beachfront tavern! You're living the punch line to a bad bar joke!"

He stood and surprised Danny with a hug. "Life is meant to be more than that, Danny! Don't hide from it. Live it!"

Bed Time

The young man, on the cusp between teen and adult, reached into the darkened room, sliding his hand along the wall.

He stopped, fingers brushing the light switch.

The nightlight was out again. The room beyond was shrouded in darkness, an ebony cave in which it awaited his entry.

Danny lowered his arm and stepped within.

Darkness surrounded him, enfolded him. Something panted in deep, rasping cadence. Weight settled against his back, a muscular solidity clothed in rough, wiry fur. A carnivore's rank, moist breath pulsed across his cheek as ivory teeth clamped around his neck from behind. Leathery pads and sturdy claws scratched across his arms and shoulders as the beast pulled him to its chest, spooning him tighter and tighter against its shaggy, heated form.

I've waited so long! So long for this! The voice swirling through his brain was exultant, victorious.

The jaws bit down!

Fire poured into him from their grip, flooding into his belly, bursting into his mind. Fur flowed across his skin. The darkness fell away as the night exploded into a million sounds, a billion scents, revealing the lightless room in form and detail he had never imagined!

The wolf's wild energy rushed through him, dancing in his limbs, pulsing in his lungs, howling joyously in his head, staring out through his eyes.

Danny stood in the lightless room and knew he would never be alone in the dark again!

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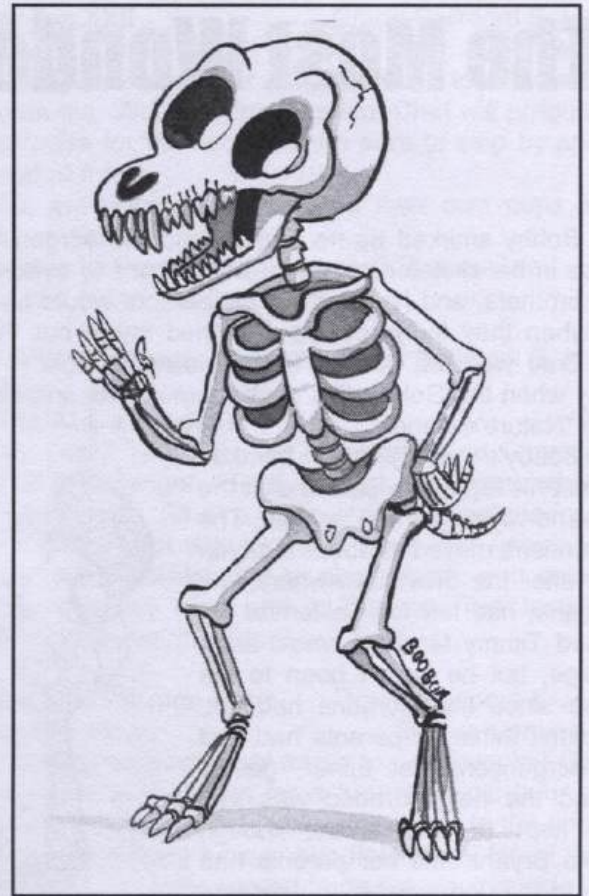
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The Most Wonderful Time of the Year

By Iago

Bobby smirked as he approached the Jorgensens' house in his skeleton costume. It was hard to evade his little brothers, and he guessed his parents would be angry when they found out he'd ditched them, but Petey and Brad were so *boring*. They actually thought it was funny when the Goldsmiths gave them raisins and called them "Nature's Candy".

Bobby's candy bag thunked against his leg as he squinted at the blue-and-white painted house. The Jorgensens moved in about a month ago, after the previous owners, the Morgans, had left for California. He missed Timmy Morgan, who'd been his age, but he hadn't been to the house since the Morgans had left. He didn't think his parents had met the Jorgensens yet either; gossip around the neighborhood was that they kept to themselves, though Joanie Bryant said her parents had gone to the Jorgensens' to welcome them to the neighborhood. According to Joanie her parents called the Jorgensens "white trash" and said their house smelled funny. Bobby didn't know what white trash meant, but wondered if he'd see heaps of garbage lying around if they let him in their house.

Stepping up to the Jorgensens' front door, he pressed the doorbell, hearing it buzz in the darkened hallway beyond the closed portal. The hallway light turned on and he heard loud footsteps approaching. There was silence briefly, then the door was thrown open and a man peered down at him.

"Yeah?" the man asked, dressed in overalls and not much else. His hair was a greasy brown tangle with patches that looked like they were balding. While he looked down at the boy, his eyes darted around. *Maybe he's in costume...* "Trick or treat!" Bobby said cheerfully as he looked up at the man.

"What?" the man replied, looking down at him as though he had spoken in Spanish or something.

"Trick or treat! It's Halloween, you know?"

Mr. Jorgensen – at least that's who he assumed it was – knelt down to look the boy in the eyes. The twelve-year-old kind of wished he hadn't. The man's watery gaze never stayed on him but kept darting around, and this close Bobby could see that the man had, well, whiskers on his face. Bobby's dad had a beard, and this kind of

looked like that, but...more furry. It was creepy. Plus Bobby could now see Mr. Jorgensen's nose twitching as well.

"Halloween, huh?" the man asked quietly.

"That's right Mr. Jorg...uh...Jorgensen," Bobby replied, tripping over the funny-sounding name. "Either you give me candy, or I get to play a trick on you."

The man brushed the back of one hand along his chin as he looked at Bobby. Then he smiled, which just looked worse. Bobby thought it was the kind of smile you gave someone when you didn't mean it. Mr. Jorgensen had bad teeth too, yellow and not lining up quite right.

"What if I want to play a trick on you instead?" Mr. Jorgensen asked as he smiled at him.

Bobby's feet made him take a step back. He hoped it was just because he was thinking about the question and not because he was scared. At least Brad and Petey weren't there to see it. "Nuh uh. I get to play a trick on you!" the boy replied defiantly.

Mr. Jorgensen got to his feet again, his narrow-set eyes scanning the darkness that lay in front of the house. "I like my idea more," he said. Before Bobby could say anything, a scrawny but strong arm was curled around him and he was yanked off

his feet. The boy yelled in surprise as Mr. Jorgensen hauled him into his house, but the man quickly shut the door behind him.

"Lemme go!" Bobby shouted as loudly as he could.

"But you haven't seen my trick yet," Mr. Jorgensen replied, carrying him into the living room before tossing him onto a worn-out couch. Bobby tensed his muscles to run, but Mr. Jorgensen towered over him.

"Now you see me, now you don't!" Mr. Jorgensen intoned. On the final word he bent forward, his face inches from Bobby's as brown fur burst from it. Large, rounded ears seemed to explode out of his head as his nose jutted forward, the tip brushing Bobby's cheek for a moment. Mr. Jorgensen fell onto all fours, his arms and legs sprouting hair as whiskers extended from his snout, flicking in the air. Finally the creature skittered out of the overalls he had been wearing, a long rat's tail squirming behind him.

Bobby screamed, but the monstrous rat that had been Mr. Jorgensen shoved a fuzzy paw over Bobby's mouth, muffling it. "Wouldn't want to ruin the surprise,"



the creature said as it curled its other paw around Bobby and lifted him from the sofa in a steel grip. Its voice was lower-pitched and guttural now, as though speech didn't come naturally to it.

The rat-creature walked on three legs while the fourth carried Bobby deeper into the house. Now Bobby smelled what Joanie's parents must have been talking about; it reminded him of sour milk mixed with straw.

Mr. Jorgensen kept talking: "My kids love this holiday. The one time of year they walk around and nobody cares how they look. Everyone thinks they've just got great costumes. They don't mind the candy either." With that the rat-creature flung open a door and dragged the flailing Bobby half-way down a flight of stairs before flinging him to the bottom, hard enough that Bobby saw stars for a moment.

The door slammed shut above him. Bobby looked around the dimly-lit basement and realized there were several other small children, all dressed in Halloween costumes as he was.

It was a couple of hours later when Bobby heard scampering on the floorboards above him and heard Mr. Jorgensen say loudly, "Now, kids, you can have as much candy as you want as long as you don't ruin your appetites. I've got a special treat for you downstairs!"

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Marco

The following is a true story...

Back in January of 2007, I was invited by a furry friend of mine to come to his home and bring my fursuit. Of course I agreed, and traveled 500+ miles to 20-degree weather. Upon my arrival, we headed back to his home where 19 other furies were brushing and checking their suits. After greeting those I knew and those I did not, I pulled my suit out and proceeded to brush and check it for damage.

When Sunday morning came, we packed up the vehicles and headed to a charity event for sexually abused children. We arrived and were shown to the locker room, which had 21 stalls with our names on them. We all changed into our fursuits--animals of all kinds. Once changed we were led to a green room with food galore, and were told to sit and eat and someone would be back for us. After about a half hour, a gentleman came in and said they were ready for us.

I did not know what was going on, and no one bothered to inform me. They had held a contest for the sexually abused children called, "What would you do with a larger-than-life animal?" They chose 21 letters, and at the event the caregivers, parents, and family of the 21 children would bid for us. The first animal went for \$2500.00 to a family of a young girl. Now you can not sit there and not be upset by some of the stories we were hearing. A young boy beaten black and blue by his single mother because he left a toy out. A young girl sexually abused by a neighbor. Just to name a few.

I went out 16th, but by this time I was furious with the stories I was hearing. I was led onto the stage and the auctioneer announced my character's name, and mentioned I had traveled the furthest for the event. The crowd cheered at the suit and the Star Trek symbols on my uniform. The auction started at \$50, and the bidding grew. As the bidding was going on, I hopped off the stage and

proceeded to play with the crowd. At about \$375 they led me back to the stage. The bidding reached \$465, and stopped dead. As the auctioneer said "\$465 going twice," a voice from the crowd called "\$550!" The auctioneer tried for more, but to no avail. "SOLD FOR \$550!" A modest amount compared to the prices my friends were getting, but that was ok. What happened following this made up for it.

They led me down off the stage and sat me in a chair where the family, press, and the young boy's doctors were watching. They brought the boy out, and he was a little frightened and taken aback by a 6-foot tall wolf sitting there. They sat him on my lap, and, when I turned him around, he threw his arms around me and buried his face in my chest and cried, causing me to begin to cry with him. Now a little side note. After he was sexually abused and raped at age 10 by two high school students, he turned within himself and he did not speak. He was silent and emotionless for 7 months. At the time I saw him he was 11 years old. After the half hour was up and his mother dried his face and my uniform, I could feel a hand on the side of my muzzle petting it as you would pet a dog, and then a kiss to my nose.

What happened next deafened the room. He spoke for the first time in 7 months. "Mr. Wolf, now that you are here I

am going to be OK and everything will be alright." I melted. His mother and the crowd gasped. His father dropped to his knees and said it was a miracle. I cried again and wrapped my arms around him and pulled him close.

Later as I was signing autographs I heard, "Mr. Wolf! Mr. Wolf!" I jumped off the platform and dropped to my knees to catch young Marco as he ran into my arms. With a hug he handed me a small stuffed husky he had won for me. I motioned to him to give my buddy next to me a hug. As he did, a hand reached down and lifted me from the floor.

His Mother said, "Shadowrunner, I will be forever



grateful for what you have done. There was something special about you, I just knew it." She hugged me and then stepped aside to compose herself.

The boy's father said, "Shadowrunner, I must repeat some of what my wife said, but first I must admit something. I was annoyed that she went over our limit we had set. I was wrong. You have done something that myself, the doctors, and no one could do. And that's to get my son to speak again. You are an angel sent by God, in the form of a wolf. Thank you." Then he hugged me. After he released the hug, I dropped to my knees again and cried at the compliment. Little did I realize this was the last time I would see the little boy.

It was an exhausting day. After the event was over, we headed back to the locker room, showered, and changed before packing up the vehicles. A gentleman came out and called us back inside. As we stood on the concourse, seven numbers on a scoreboard were changing. After the announcer finished thanking all who participated, the numbers began to stop right to left. When it was done, the total was rounded off, and \$2.8 million dollars flashed on the board. Thunderous applause rained through the arena.

This is the series of emails between me and my furry relay.

May 28, 2007

Relay to Shadowrunner:

Dear Shadow,

I hope this finds you well, this message is very important, I am so sorry for what you are about to read. Be sure you are sitting down when you read this.

Family to Relay:

Dear sir,

I am the father of one of the young children your furies helped in January. I believe the furry I am looking for is Shadowrunner. This message must reach him ASAP.

Take care and thank you sincerely....

Family to Shadow:

Dear Shadowrunner,

I am the father of young Marco, whom you helped in January. My wife and I still speak of you to our co-workers, my elder son Joey still speaks of you to his friends, and Marco spoke of you all the time and cherished the autograph. That winter Sunday afternoon you created a miracle that no one can ever match. Myself, my family, and the doctors could not make him speak after 7 months of silence.

One night in early Spring my son Marco wanted to talk about wolves, so some neighbors, Joey's girlfriend, and Marco's friends came over, and we sat in the yard one evening and listened to my son. He told us stuff about wolves that no 11-year-old should know, but, as his favorite animal, he knew everything. It was a funny thing

as he talked about their traits (loyalty, protectiveness, noble, strong, etc.). I was able to apply every one to you 'cause in my eyes you are a real a 6' bipedal wolf. This is why it is hard to tell this next part.

Saturday, May 24th, 2007: It was a clear, late-spring afternoon and I was behind the grill, my wife and Joey were setting the table, and Marco was kicking around a soccer ball, not a care in the world. I called for dinner. Joey and my wife were already seated and I joined them. Marco put the soccer ball away and came to the table and said, "Mommy, Daddy, Joey, I love you and I will be right back. Save me that ear of corn."

Well little did we know the world was about to end. Five minutes after Marco ran into the house a loud bang came from within. We ran to the house. As I checked the basement, my son Joey ran upstairs and I suddenly heard a blood curdling scream from him. As I ran upstairs, I found him sitting against the wall, crying. I opened the door to my son Marco's room and there was Marco on the floor, with the smoking gun next to him. My son had taken his life.

Do not let this deter you from your purpose in life, Shadow. You did what you were sent to us to do. And we are grateful to have had our son for 4 more months. You are amazing, and don't let anyone tell you different. Your heart is as big as you are, a 6' wolf, which once again leads me to believe you are real and not a human in a suit.

Thank you, my good friend.
Sincerely and lovingly...



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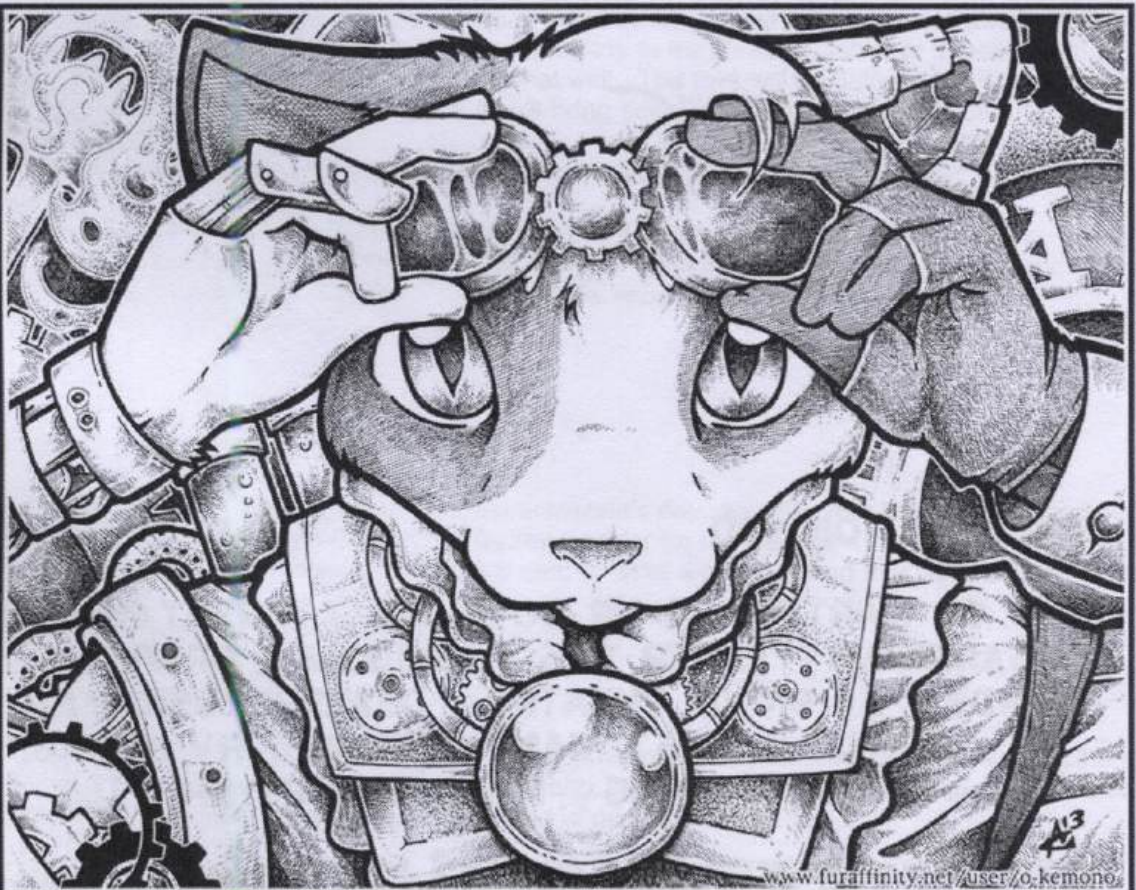


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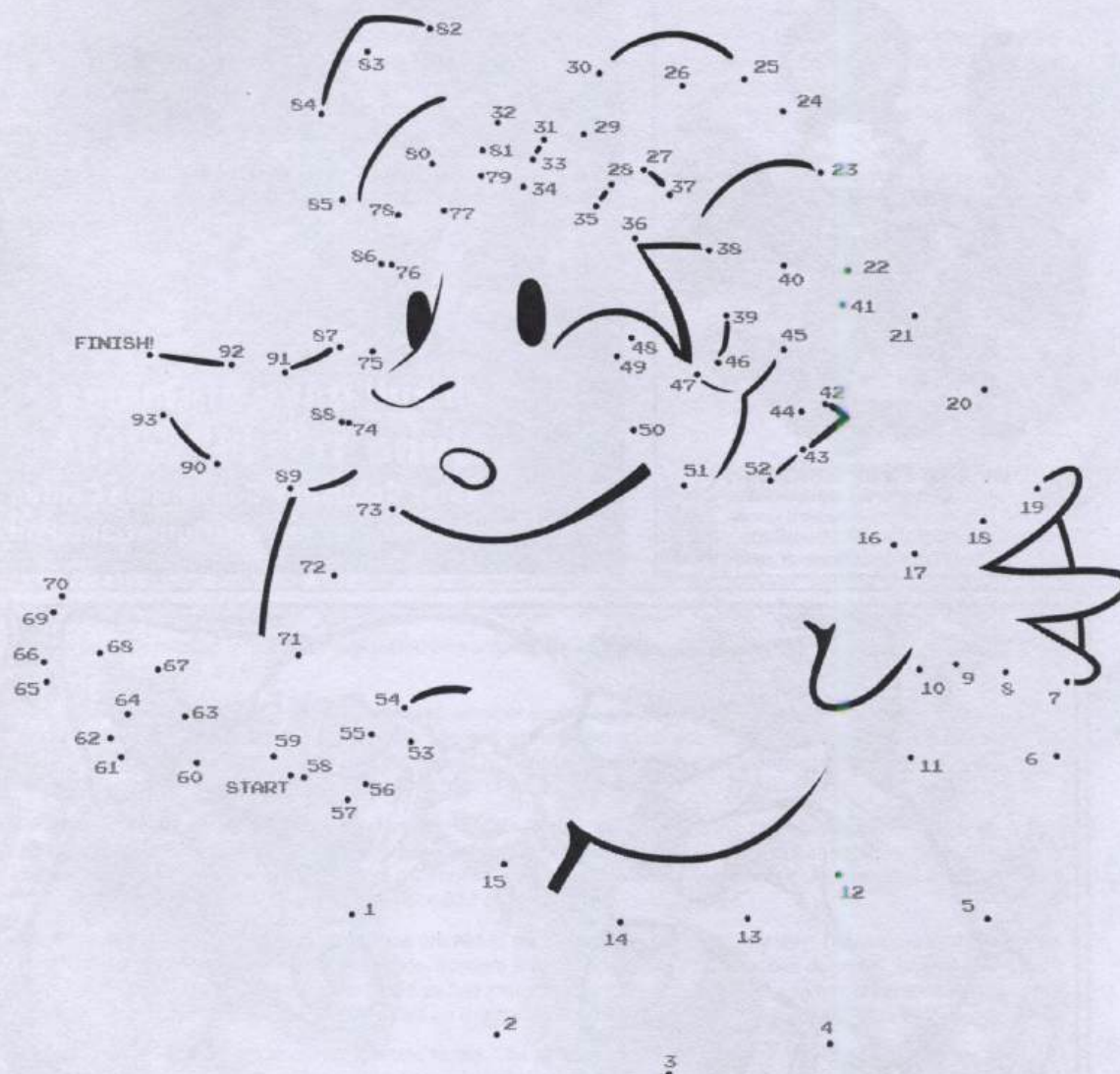


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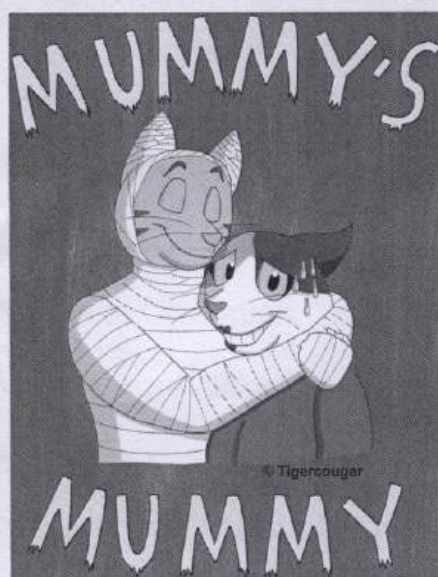
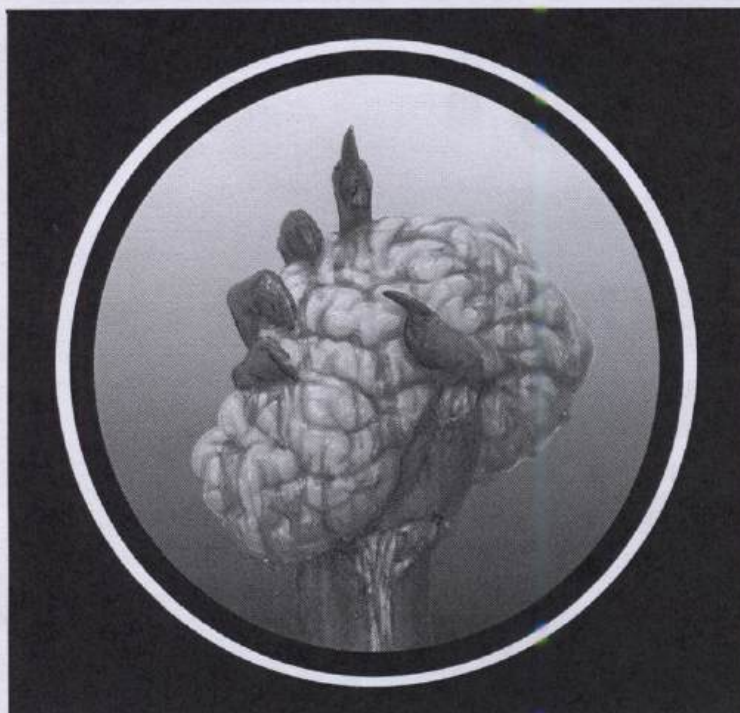
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HEY THERE! I AM INTERESTED IN HAVING A REFERENCE SHEET OF MY CHARACTER. HE IS A RABID ST. BERNARD NAMED CUJO. HE HAS BROWN AND WHITE FUR, A BITEMARK ON HIS NOSE, AND HE ENJOYS APPLE PIE, GARDENING, AND PLAYING WITH LEGOS.







Heartfelt Thanks:

Tygurstar, Wallaby, Trekwolf (Shadowrunner), Omar Sanchez, The United States War Dogs Association, The Animal Haven, The Connecticut Childrens' Medical Center, The Crowne Plaza Cromwell, Sgt. Steve D.I., Alien D.I., David Stein D.I., our Volunteer Security Team, Silvermane, Hikage, Kiffa Kitmouse, Riismo, Wolfpaws, Todd, Frunt, Wag!, K'gra Leopard, Sedge Hare, Slide Wolf, Gel, Kaniel, Soggy Otter, Brun Bera, PunkTiger, SpotWeld & Stephanie, Zero, N8, Edscott, Rukario, Fire Otterfox, The FurFright Stage Ninjas, DJ Biohazard, Silverwolf, Sprocket, Foxiecrumz, Gavin O. Daemonshyai, Lucian D. Vetramir, Kitcoon, Felinaeus, Brun Bera, Kyroraz, Jeff, Digger, Gesten, Dusky Sam, Camio, Camera Ninja, Logarth, Wolfcub, Earl V. Madness, Watcher (The Titanium Chef), TopDawg, Tanek, Balloonpup, Flare Starfire, Tama, Garoul, Firedawg, Sivar, Gray Muzzle, Foxar Wolfen, Sleepingpills, Tashabear, Nexus Folf, Max Puppy, Sasuke Hachino, Kimmerz, Arthemys, Tom The Eagle, Katalina, Andrew A. Anaya, KT Pinto, Artslave, Henrique "Nican" Polido, Ron Overdrive, ZenFuhre, JD Puppy, Sadie Wolf, Mizuhiro Neko, Joe Strike, Longwave, Tumma.K, Dima, Iago, BudgieBin, Tohri Aarons, Foxlord, Foxiecrumz, Atsu Fawx, Flinch, Strobes, Trenton Reinhardt, Mountain Blue Fox Joe, Xiris, Sheppymomma, Alflor Aalto, Legion Pendragon, Kanthara, Louvelex, DJ Comet & Storm Husky, BooBun, Caribou, Christophorac, Clawed, Cyan Glaciertoath, Dendrite, Fat Cat Productions, Kyma Amyk, Kyota Wuskers, Matuska, Rampack, Sarawrcat, Stormslegacy, TabbieWolf, Tigercougar, Zerohenry, Vargr, Hal Sterling, Rigby Dingo, What The Fur, Rocky Mountain Fur Con, Atlas Games, MIB Gaming, Biggest Little Fur Con, ConnectiCon, Furnal Equinox, Jones School Supply Company, Halfway Hotel comic, Tigerdile.com, Crimson Productions, DriveThruRPG, Furthermore, IndyFurCon, Origins, Trifocal Productions, Vancoufur, Ace Audio, Sabre, Mom, Dad, all our Volunteers, and all our Attendees.

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A monstrous thank you to the following attendees for going above and beyond the call in supporting FurFright!

AA Hyena, Ardennais, BarkerJr, Berg Polarbear, Blitz, BradHound, Cajun, Dyxxander, Frostbite Wolf, Glow Stick, Kazee, Kimmerz, Kodyax, Kody Vega, Ldmagis, Loveless Posiden, Matoskah, MRL, Pagan (Dacorin), Sammy Seadog, SOGGY, The awesome fox.

Dedication

This FurFright is Lovingly Dedicated to:

All the victims of Hurricane Sandy.

The families and community of Sandy Hook in Newtown, Connecticut.

The city of Boston, Massachusetts.

And all the rescue personnel and relief efforts that gave their time, sweat, tears, and love to those with broken hearts and lives.

FurFright



October 31 - November 2, 2014

