



# Welcome to Albany AnthroCon

Its America's 222nd birthday. Its AnthroCon's 2nd birthday. We have some catching up to do. For those of you who were with us last year, welcome back. For those of you who have just come out for your very first AnthroCon, greetings. All of the staff, volunteers, organizers and other sundry people have put a lot of effort into making this year even better than the last. We've tried to learn from our mistakes, incorporate new ideas and, in general, give the convention a whole new make-over. You'll have to judge how well we've done.

Hopefully you'll be able to see some of the changes. We have a hefty programming schedule with tracks for writers, artists and everything in between. Registrations has been revamped and relocated. We've expanded the Dealer's Area and the Art-Show. We've even convinced Cargo to fly in to host the Purple Nurple Live. If I may pat myself on the back, even the con-book has improved. All of this is only a partial listing of what we're trying to accomplish for this year. If that isn't enough, we've already started work on next year's con! I won't spill the beans, but you should be hearing about it at the convention soon...

There are a lot of good people who put in a lot of time to make this convention work. I'm not talking about the staff (who I'll get around to in a few moments), but rather, our volunteers. These dedicated individuals come to the convention and then donate their time and energy to doing all those little jobs that invariable crop up, even with the best of planning. No convention could work without them. Unfortunately, there never seems to be enough of them. Won't you stop by the Volunteer's Table and sign up for a few hours? You'll get a nifty ribbon and possibly other gifts as well. Check it out.

We currently have over forty staff members, each of which has contributed to getting the convention off the ground. My thanks to each and every one of them. Anyone that is not mentioned in the staff section should not be considered to have been any less important than anyone else. Rather, it simply means that I've made a mistake, and shall have to make proper penitence later for the omission. Furthermore, any inaccuracies, imperfections, mistakes or outright lies in this book are mine, and mine alone. No one else would want them.

Wish I could be with you, have a great time at the con this year.

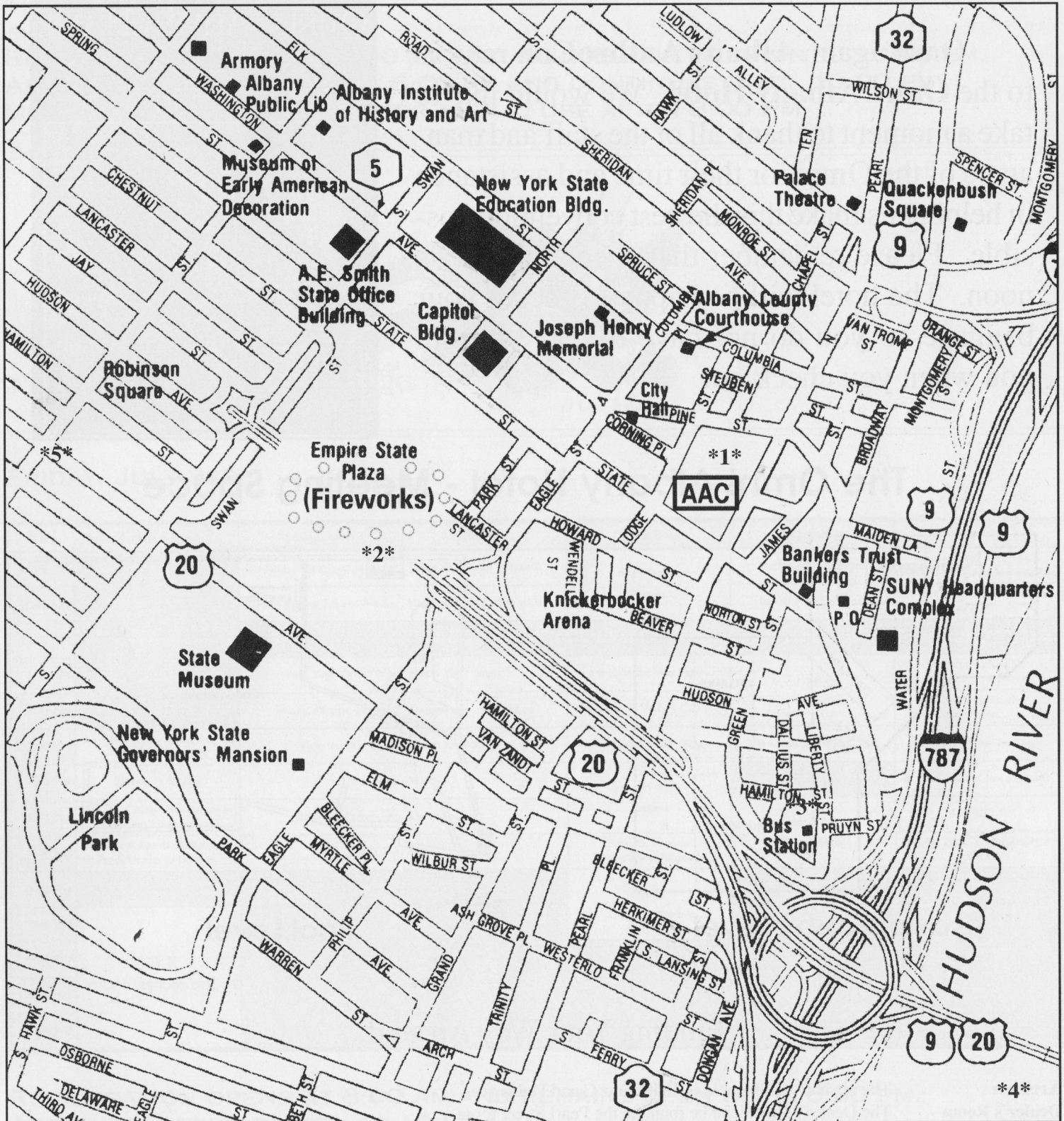
-Jonah E. Safar, Organizational Director

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# WELCOME TO ALBANY, NEW YORK

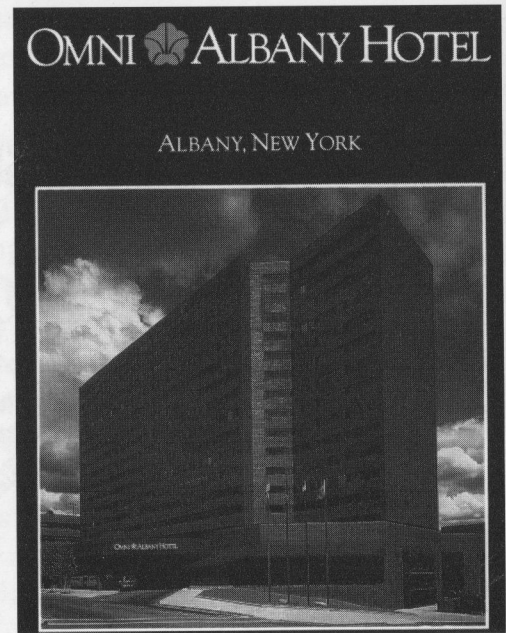


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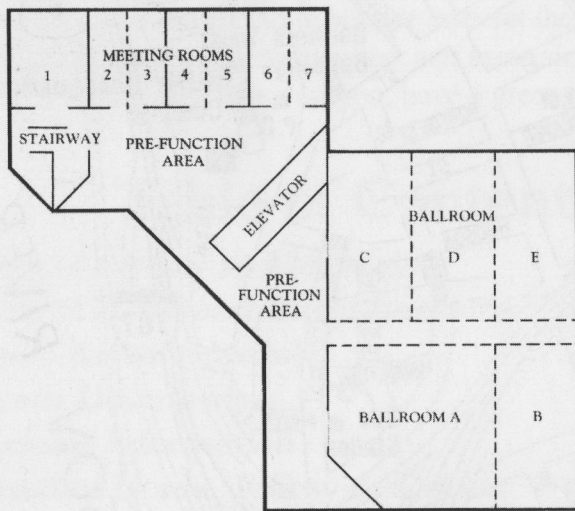
- \*1\* Omni Hotel - Albany AnthroCon 98
- \*2\* Fireworks Site - Fourth of July
- \*3\* Greyhound and Trailways Bus Stations
- \*4\* To Train Station - Across the Hudson River
- \*5\* To Norma Jean Movie Theatre - Further up Rt. 20 (Madison Ave.)

# ALBANY ANTHROCON, OMNI HOTEL

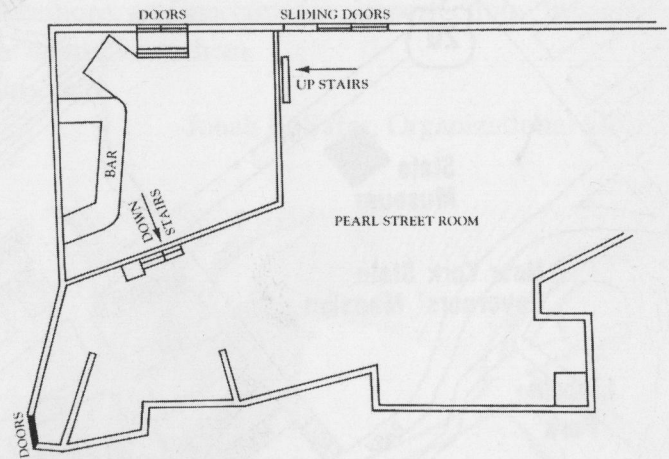
Once again, **Albany AnthroCon** returns to the **Omni Albany Hotel**. We would like to take a moment to thank all of the staff and managers of the Omni for their time and assistance in helping us make this the best convention possible. Please remember that checkout time is noon. The hotel will be happy to secure your baggage so you do not have to carry it with you when you check out.



## The Omni Albany Hotel - Meeting Space



**Lower Lobby Level**



**Pool Level**

Graphic courtesy of Omni Hotels

## Finding Your Way Around...

- Artshow**
- Dealer's Room**
- Artist's Alley**
- Registration**
- Staff Lounge**
- Green Room**
- Internet Room**
- Movie Room**
- Anime Room**

The artshow will be held in Ballrooms C and D this year.  
 The Dealer's Room can be found in the Pearl Street room.  
 Artist's Alley is just outside of the Capitol Room. Please be sure to check the area for table signups daily.  
 Registration is next to Meeting Room 1, across from the elevators on the Lower Lobby Level.  
 The Staff Lounge is for staff and convention volunteers. Look for the signs on the 13th floor.  
 The Green Room is a place for our guests and professionals to meet and relax. Look for the signs on the 13th floor.  
 The Internet Room will be in Meeting Rooms 6 and 7.  
 The Movie Room has been specially redone for this year. Come see the movies in surround sound in Ballroom E.  
 A special anime room has been provided in Meeting Rooms 4 and 5.

# ALBANY ANTHROCON, DAILY EVENTS

THURSDAY, JULY 2ND

REGISTRATION OPENS AT 6:00 PM AND WILL REMAIN OPEN UNTIL 10:00 PM.  
 ART SHOW SETUP STARTS AT 6:00 PM AND CONTINUES UNTIL 10:00 PM.  
 MEETING ROOMS AVAILABLE FOR PUBLIC USE AFTER 8:00 PM.



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FRIDAY, JULY 3RD

FRI	Meeting Room 1	Meeting Room 2	Meeting Room 3	Capitol Room	Ballroom A	Ballroom B
10:00 AM		Slinking, Slippery, and Playful: Those Wonderful Mustilids		Steve Plunkett's Puppets	The Bigger, The Better	There's a Fur? Are You a Furry? Don't Call Me a Furry...
11:00 AM		The Ongoing Saga of Mucks, Muds, and On-Line Worlds			Its Off to the Movies!	It's Not the Size That Counts... or is it?
12:00 PM		<----- --LUNCH -->				
1:00 PM		Yap, Yap! Grrrr! Yip! Bark! Yerf! Snarl!		Red on the War Path	Feral's Fun and Games I	To Do or Not To Do: Self Publishing vs. Submitting
2:00 PM		Inking, Pencils, Markers, Crayons and... Computers?		Reading by Jeffery Carver		Bards, Heralds, and Storytellers...
3:00 PM	Joe Camel, Mickey Mouse, Tony the Tiger, The Trix Rabbit...	How to Build a Plot In Ten Easy Steps		Breaking Into the Genre	The Language of the Heart	To Buy or Not To Buy
4:00 PM	Illusion of Reality	Uncle Kage Meets...		Steve Plunkett's Puppets		Is it a Clique or Just a Phase?
5:00 PM	Can We Change Our Future by Cleaning Up Our Past?	Archiving, Preserving, and Protecting...			Puppets, Puppets! I Just Love Puppets!	Meet the Guests/Pros
6:00 PM	The New Age of Computers: From Design to Delivery	On The Fly		Feral's Campfire Stories		
7:00 PM	<----- DINNER ----->					
8:00 PM	FILK					
9:00 PM						
10:00 PM						
11:00 PM						

REGISTRATION OPENS AT 8:00 AM AND REMAINS OPEN UNTIL 6:00 PM.  
 ART SHOW SETUP STARTS AT 10:00 AM.  
 ART SHOW OPENS TO THE PUBLIC AT 2:00 PM AND CLOSSES AT 8:00 PM.  
 GREEN ROOM AVAILABLE FOR GUESTS AND PANELISTS IN ROOM 1315.  
 PAWPRINTS FANZINE LOUNGE OPENS AT 9:00 PM AND CLOSSES AT 1:00 AM.  
 FILKING CONTINUES UNTIL MIDNIGHT.  
 UNUSED MEETING ROOMS AFTER DINNER ARE AVAILABLE FOR GROUP USE.

# DAILY EVENTS, CONTINUED

## SATURDAY, JULY 4TH

SAT	Meeting Room 1	Meeting Room 2	Meeting Room 3	Capitol Room	Ballroom A	Ballroom B
10:00 AM	Instant Story Creation	How Much Trouble is Fur? The Ongoing Upkeep!		Plushie Swap And Adoption	Feral's Fun and Games II	Dealing With Our Differences
11:00 AM	I Remember When...	Our Ever Changing View				Doing It on a Shoe String Budget
12:00 PM	<----- --LUNCH -- ----->					
1:00 PM	The New Age of Computers: From Design to Delivery	Anime, Cartoons, and Furry Comics		Materials, Matting, and Finishing Your Pieces....	Baby Blue Comes to Play	Rings, Rings, and More Rings!
2:00 PM	'Furry' Spirituality	Itsy.... Bitsy....		Steve Pluckett's Puppets	Thou Shall Not...	When is There Too Much Spooqe?
3:00 PM	Editors, Editing, and Manuscript Submission	Babes and Beefcakes				Its Off to the Movies
4:00 PM	That Very Fine Line....	Inking, Pencils, Markers, Crayons and... Computers?		Puppets, Puppets! I Just Love Puppets!	Charity Auction	Is It All in the Way You Present It?
5:00 PM	Maintenance and Upkeep, Costumes	Those Dang Claws, Teeth, Ears, Horns and Long Tails		Meet the Guest/Pros		Materials, Matting, and Finishing Your Pieces....
6:00 PM	Feral Q&A	Who's Behind That Mask? Raccoons Unite!				Scenery? Who Needs Scenery? We Don't Need...
7:00 PM	<----- DINNER ----->			Uncle Kage's Story Hour	<----- DIN NER ----->	
8:00 PM	Filk	Happy July Fourth!				Costume Masquerade
9:00 PM	Fireworks!					Costume Masquerade
10:00 PM	Costume Masquerade					
11:00 PM	Filk	The Purple Nurple Live				

REGISTRATION OPENS AT 10:00 AM AND REMAINS OPEN UNTIL 4:00 PM.  
 ART SHOW OPENS TO THE PUBLIC AT 10:00 AM AND CLOSSES AT 8:00 PM.  
 GREEN ROOM AVAILABLE FOR GUESTS AND PANELISTS IN ROOM 1315.  
 SPONSOR LUNCHEON AT NOON IN THE STAFF LOUNGE.  
 PAWPRINTS FANZINE LOUNGE OPENS AT 9:00 PM AND CLOSSES AT 1:00 AM.  
 THE PURPLE NURPLE LIVE STARTS AFTER 11:00 PM AND CLOSSES AT 6:00 AM.  
 FILKING CONTINUES UNTIL MIDNIGHT.  
 UNUSED MEETING ROOMS AFTER DINNER ARE AVAILABLE FOR GROUP USE.

## SUNDAY, JULY 5TH

SUN	Meeting Room 1	Meeting Room 2	Meeting Room 3	Capitol Room	Ballroom A	Ballroom B
10:00 AM	Handle With Care	Here There Be Dragons		Steve Plunkett's Puppets		Final Presentation of: Red on the War Path
11:00 AM	Everlasting Stories	Meow?				The Net
12:00 PM	It's All in Who You Know	Howl at The Moon		Plushie Swap and Adoption		Acronyms and Codes
1:00 PM	Are You Going To...	Joe Camel, Mickey Mouse, Tony the Tiger, The Trix Rabbit...		Plush Heaven	Art Auction	Public Convention Meeting
2:00 PM	Mystical, Magical, and... Technology?	What Does It Really Take?		Maintenance and Upkeep, Plushies		
3:00 PM						
4:00 PM	CONVENTION	ENDS!	SEE	YOU	NEXT	YEAR!

PREREGISTRATION OPENS AT 10:00 AM AND REMAINS OPEN UNTIL 4:00 PM.  
 ART SHOW OPENS TO THE PUBLIC AT 10:00 AM AND CLOSSES AT 12:00 PM.  
 GREEN ROOM AVAILABLE FOR GUESTS AND PANELISTS IN ROOM 1315.  
 ART SALES OPENS AT 1:30 PM AND CLOSSES AT 4:00 PM.  
 CONVENTION ENDS AT 6:00 PM, THANK YOU FOR ATTENDING.

# EVENT LISTINGS

## Acronyms and Codes

**Ballroom B - Sunday, 12:00 PM**

Learn how to speak the language of acronyms, and codes of the furry Fandom. Find out how to describe yourself in the different Furry codes. Learn the codes for Cats, Wolves and Foxes.

Hosted By: Shaddock DeLaForge

## Anime, Cartoons, and Furry Comics

**Meeting Room 2 & 3 - Saturday, 1:00 PM**

Humor, that's what its all about. From Pinky and the Brain to Totoro, lovable cartoon characters help bring Furrydom to the main stream. Kevin and Kell, the first exclusively on-line comic, brings Furrydom to everyday folk.

Hosted By: Jim Groat, Po Shan Cheah, Jose Caludron, Malcolm Earle

## Archiving, Preserving, and Protecting What You've Created

**Meeting Room 2 & 3 - Friday, 5:00 PM**

Copyrights, pirating, and plagiarism; how to protect your valuable contributions and still show off your creative works. Explore the issues concerning publishing in print and electronic archives.

Hosted By: Po Shan Cheah, Jean Stine, Darrell Benvenuto

## Are You Going To...

**Meeting Room 1 - Sunday, 1:00 PM**

Attending Con staff from other conventions present their convention themes and ideas.

Hosted By: Further Confusion, Feral, ConFurence, ConiFur, DuckCon

## Babes and Beefcakes

**Meeting Room 2 & 3 - Saturday, 3:00 PM**

A study of the body. How to create pinups and beauties without sacrificing taste.

Hosted By: Daphne Lage, Melissa Drake, Sara Palmer

## Baby Blue Comes to Play

**Ballroom A - Saturday, 1:00 PM**

A special treat for the kids and kids at heart! Come meet your favorite characters, shake hands, get hugs, and just enjoy the warmth and wonder of our walking, talking, furry friends!

Hosted By: Robert King, Robert Skegg, and Group

## Bards, Heralds, and Storytellers - Will They Survive?

**Ballroom B - Friday, 2:00 PM**

With computers, video and audio recording, will paper printed books or the art of oration be around in the next century?

Hosted By: Karl F. Meyers, Dr. Samuel Conway, Brent Edwards

## The Bigger the Better

**Ballroom A - Friday, 10:00 AM**

There are more and more Furry conventions around the globe every year. Who's offering what? Can anyone find a con to fit their tastes? Will the newer cons detract from the older, more established cons? Is it possible to incorporate Adult material without offending?

Hosted By: Brian L. Miller, Dan Markey, Karl Maurer, Brent Edwards, Dwayne Stuart

## Breaking Into the Genre

**Capitol Room - Friday, 3:00 PM**

Are you a new artist struggling to get your first piece on line? Are you a fan who writes short stories that people might like? Where to go and what to do; listen to other new furry artists and writers share their experiences.

Hosted By: Daniel Harris, Po Shan Cheah, Richard Wiley

## Can We Change Our Future By Cleaning Up Our Past

**Meeting Room 1 - Friday, 5:00 PM**

The furry fandom has collected its share of bad press. Will this hurt the chances for the expansion of furry fandom? Will Disney and Warner stop using anthropomorphic types in their films and shows?

Hosted By: Brian L. Miller, Melissa Drake, Eric Blumrich, Susan Rankin

## Charity Auction

**Ballroom A - Saturday, 4:00 PM**

Last year we raised thousands of dollars for Therapy Dogs with your help. This year, we'll be supporting Whiskers and we want to see if we can beat last year's record.

Hosted By: Brian Harris, Dr. Samuel Conway

## Dealing With Our Differences

**Ballroom B - Saturday, 10:00 AM**

Just because we're in the fandom does not mean we're all the same: some are straight, some are gay, some are bi, some like horses, some like foxes, some like birds, some like leather, some won't eat meat, some prefer Disney, some prefer more graphic material. Come share with this diverse group of 'furry' hosts.

Hosted By: Lisa Lai, Daphne Lage, Melissa Drake, Erin Hurst, Dan Markey, Jean Stine, Gary Burke, Monique Pauling

## Doing It on a Shoe String Budget

**Ballroom B - Saturday, 11:00 AM**

How to make your costume without spending a fortune. A hands-on demo of materials and ideas one can use to make furry costumes.

Hosted By: Robert Skegg, Robert King

## Editors, Editing, and Manuscript Submission

**Meeting Room 1 - Saturday, 3:00 PM**

Learn about the trials and tribulations of working with and understanding Editors. Hear valuable tips on editing and submitting manuscripts.

Hosted By: Jose Cauldron, Jeffrey Carver, Jean Stine

## Everlasting Stories

**Meeting Room 1 - Sunday, 11:00 AM**

Beauty and the Beast, Call of the Wild, The Cat in the Hat, The Wizard of Oz, Peter Cotton Tail, Aesop's Fables, The Lion, The Witch and The Wardrobe: how did these and other timeless stories inspire and influence the 'animal' inside of us?

Hosted By: Jeffrey Carver

# EVENT LISTINGS, CONTINUED

## Feral Q/A

**Meeting Room 1 - Saturday, 6:00 PM**

It's a furry summer camp and a set of 'furry' workshops! Hear all about the outdoor convention where you can make a costume tail, draw your own furry comic, go wind surfing, and howl with the wolves all in the same day.

Hosted By: Terry Wessner, Dan Markey, Lisa Maxham-Lee, Ken Suzuki

## Feral's Campfire Stories

**Capitol Room - Friday, 7:00 PM**

Thrill to real-life tales of furry fan adventures. All shocking! All True! Relive the harrowing and often hilarious escapades of fur fans both young and old.

Hosted By: Terry Wessner, Dan Markey, Lisa Maxham-Lee, Ken Suzuki

## Feral's Fun & Games I

**Ballroom A - Friday, 1:00 PM**

Stretch your legs and get revved up for the weekend with relay racing, jello eating contests, egg rolling, and more. Join in or cheer your favorite furry on to victory!

Hosted By: Terry Wessner, Dan Markey, Lisa Maxham-Lee, Ken Suzuki

## Feral's Fun & Games II

**Ballroom A - Saturday, 10:00 AM**

Stretch your mind and put on your thinking cap as Feral hosts The Question Game, Just A Minute, Pictionary, and more. Join in or cheer your favorite furry on to victory!

Hosted By: Terry Wessner, Dan Markey, Lisa Maxham-Lee, Ken Suzuki

## Fireworks!

**Saturday, 9:00 PM**

Happy Fourth of July! Take a break and wander outside to look at the fireworks, complements of Albany and the State of New York.

## Furry Spirituality

**Meeting Room 1 - Saturday, 2:00 PM**

What do animal totems mean? How does one go about selecting one? A detailed talk on religion and spirituality.

Hosted By: Tom Brady

## Handle with Care

**Meeting Room 1 - Sunday, 10:00 AM**

How to preserve your art treasures: proper matting and care in hanging. How about books? How to prepare comics to last but still be readable. Everything you needed to know.

Hosted By: Lisa Jennings

## Here There Be Dragons

**Meeting Room 2 & 3 - Sunday, 10:00 AM**

Scaly, Large, Small, with or without wings, fire breathing, maiden eating, or just draconic at heart. If you want to talk about dragons, this is the place to be.

Hosted By: TBA

## Howl at the Moon

**Meeting Room 2 & 3 - Sunday, 12:00 PM**

Get in touch with the Wolf side of yourself. Werewolves, wild wolves and The Call of The Wild.

Hosted By: TBA

## How Much Trouble is Fur? The Ongoing Upkeep!

**Meeting Room 2 & 3 - Saturday, 10:00 AM**

The dirt, the brushing, the constant cleaning... What to do to make your pelt, fur, or hide sparkle and shine.

Hosted By: Robert Skegg, Robert Hudson

## How to Build a Plot in Ten Easy Steps

**Meeting Room 2 & 3 - Friday, 3:00 PM**

You've heard about it on TV. You've seen the ads in magazines. You've even heard all your friends swear by it. Can it really be so simple?

Hosted By: Linda Woeltjen, Karl F. Meyers

## I Remember When...

**Meeting Room 1 - Saturday, 11:00 AM**

Have a favorite Furry fandom story? Come share with the rest of the Furs what you recall of Furry History.

Hosted By: Eric Blumrich, Dr. Samuel Conway, Erin Hurst, Karl Maurer, Daniel Harris

## Illusion of Reality

**Meeting Room 1 - Friday, 4:00 PM**

Love, Hate, Anger, Rage, Jealousy, Joy, Sorry, Happiness - all parts of the growing community we call Virtuals. Can these relationships be made to work? Can two people, hundreds, even thousands, of miles apart make a virtual relationship survive the tests of time?

Hosted By: Lisa Lai

## Inking, Pencils, Markers, Crayons and....Computers?

**Meeting Room 2 & 3 - Friday, 2:00 PM**

**Meeting Room 2 & 3 - Saturday, 4:00 PM**

It doesn't matter what your medium is: paper and paints, computers or whatever your favorite vice happens to be. Whether it be drawing, animation, or full color computerized critters, art is art. Come listen and learn about the different methods of creating Furry art for the layperson.

Hosted By: Lisa Jennings, Sara Palmer, Daphne Lage, Shawntea Howard

## Instant Story Creation

**Meeting Room 1 - Saturday, 10:00 AM**

Pick a theme, a setting, and a time. Next, add a dash of intrigue, romance, or terror. Not enough? Throw in some silliness for good measure. Voilà! Hear about different methods to quickly put together your story without a lot of work. Can it be made to work?

Hosted By: Karl F. Meyers, Jeffrey Carver, Brent Edwards, Jean Stine

## Is it All in the Way You Present It?

**Ballroom B - Saturday, 4:00 PM**

# EVENT LISTINGS, CONTINUED

'Zines, Virtual Sites, Self Published, pay per piece, and traditional methods of submission. Find out the do's and the don'ts in presenting your materials. Both conventional and non-conventional methods are discussed.

Hosted By: Karl Maurer, Dwayne Ferguson, Jose Cauldron

## Is it a Clique or Just a Phase?

**Ballroom B - Friday, 4:00 PM**

Has furry fandom developed past the clique stage? Are we working together to provide a lasting, positive mark upon society? Can we provide an environment that allows folks to express the animal within in a positive light, or will we be remembered as those *weirdoes* in costumes?

Hosted By: Susan Rankin

## It's All In Who You Know

**Meeting Room 1 - Sunday, 12:00 PM**

Have a story written, or piece of art to display, but no place to go? Find out where to go and who to send things to. Something here for every artist, writer, and costumer.

Hosted By: Darrell Benvenuto, Scotty Arsenault

## It's Not the Size that Counts... or is it?

**Ballroom B - Friday, 11:00 AM**

The Macro world of Furies, or, where a five-hundred pound cat sits. Hosted By: Dr. Samuel Conway, Jeremy 'Kidd' Wolfe, Ken Sample, Lisa Jennings

## It's Off to the Movies!

**Ballroom A - Friday, 11:00 AM**

Ever wonder what it takes to write, direct, and produce Anime, cartoons, or furry videos? Come listen to the pros discuss their full length features and the work behind them.

Hosted By: Dwayne Ferguson, Darrell Benvenuto

## Itsy... Bitsy...

**Meeting Room 2 & 3 - Saturday, 2:00 PM**

The Micro world of Furies, or, Its a Small World After All.

Hosted By: Dr. Samuel Conway, Jeremy 'Kidd' Wolfe, Ken Sample

## Joe Camel, Mickey Mouse, Tony the Tiger, The Trix Rabbit, The Energizer Bunny...

**Meeting Room 2 & 3 - Sunday, 1:00 PM**

We've all seen them and many grew up with them. They're making big dollars in mainstream 'Furry' advertising: Why do big name marketing organizations go for furry themed advertising? What will be the next 'Furry' to make it in the big?

Hosted By: Susan Rankin

## Language of the Heart

**Ballroom A - Friday, 3:00 PM**

Romantic writing in a Furry Forum.

Hosted By: TBA

## Maintenance and Upkeep, Costumes

**Meeting Room 1 - Saturday, 5:00 PM**

How to take care of fake fur, rubber, and head pieces. How to mend,

repair, and clean your costume of makeup, dirt, and grime.

Hosted By: Robert King, Robert Skegg, and Group

## Maintenance and Upkeep, Plushies

**Capitol Room - Sunday, 2:00 PM**

How to take care of your fluffy friends. How to mend, repair, and clean your plushie.

Hosted By: Jeff Jonas, Robert Hudson

## Materials, Matting and Finishing Your Pieces for Display

**Capitol Room - Saturday, 1:00 PM**

**Ballroom B - Saturday, 5:00 PM**

Now that you've created an art piece worthy of display, what next? Tips, information, and valuable tools are all discussed as you learn how to do proper matting, finishing and hanging of your art.

Hosted By: Shawntea Howard, Susan Rankin

## Meet the Guests/Pros

**Ballroom A - Friday, 5:00 PM**

**Capitol Room - Saturday, 5:00 PM**

Come meet AAC's Guests and Professionals. Don't forget to bring your art and books to be signed.

## Meow?

**Meeting Room 2 & 3 - Sunday, 11:00 AM**

For that purrrfect discussion, drop in and chat about your favorite cats, wild or domestic.

Hosted By: TBA

## Mystical, Magical and... Technology?

**Meeting Room 1 - Sunday, 2:00 PM**

Carver discusses tales of dragons in space, space travel, and the finer points of his stories.

Hosted By: Jeffrey Carver

## The Net

**Ballroom B - Sunday, 11:00 AM**

From BBSs, to IRC, to the Web: where can 'Furry' be found? What will the new horizons bring us as computers continue to improve? How has the Net changed the Fandom?

Hosted By: Eric Blumrich, Scott Arsenault

## The New Age of Computers: From Design to Delivery

**Meeting Room 1 - Friday, 6:00 PM**

**Meeting Room 1 - Saturday, 1:00 PM**

What will the next generation of computers and tools bring for the artist? How will these mechanisms enhance the electronic age of art?

Hosted By: Dwayne Ferguson., Darrell Benvenuto

## Oh My Gosh, You're Really a She?

**Ballroom B - Friday, 6:00 PM**

Are people surprised to find a 'real' female behind the on-line character or hidden in a fur-suit? Do you find that being female and furry causes problems at times? Is there a difference between female furry fans and male furry fans? As artists,

# EVENT LISTINGS, CONTINUED

writers, and fans, are the women in furry fandom even understood?  
Hosted By: Lisa Jennings, Lisa Lai, Erin Hurst, Sara Palmer, Daphne Lage, Carole Curtis

## **The Ongoing Saga of Mucks, Muds, and On-Line Worlds**

**Meeting Room 2 & 3 - Friday, 11:00 AM**

What is your favorite hang out? What do you like to play? Meet the creators, the dreamers, the actors and actresses. Meet the insane ones who continue to provide outlets, plots, and characters in the Virtual space.

Hosted By: Linda Woeltjen, Lisa Lai

## **On the Fly**

**Meeting Room 2 & 3 - Friday, 6:00 PM**

On a cold and stormy night... Watch how an everyday event can be turned into an oral masterpiece before your very eyes (and ears).

Hosted By: Dr. Samuel Conway, Karl F. Meyers, Brent Edwards

## **Our Ever Changing View**

**Meeting Room 2 & 3 - Saturday, 11:00 AM**

Will today's beauties be tomorrow's beasts? As we develop as a culture, how will our standards of beauty change?

Hosted By: Susan Rankin, Melissa Drake

## **PawPrints Fanzine Lounge**

**Room 1315 - Friday, 9:00 PM**

**Room 1315 - Saturday, 9:00 PM**

This is a small party open to all those who read fanzines and all those who contribute to fanzines. Come and meet various authors, artists and browse the latest in what's out there.

Hosted By: Conrad Wong

## **Plush Heaven**

**Capitol Room - Sunday, 1:00 PM**

Bring your imagination, your plushie, and come share with others what your fluffy stuffed friends mean to you.

Hosted By: Jeff Jonas and Crowd

## **Plushie Swap and Adoption**

**Capitol Room - Saturday, 10:00 AM**

**Capitol Room - Sunday, 12:00 PM**

Sad to say, not all plushies stay loved and cherished. Here's a place for you to swap, trade, give away or sell those plushies for whom the time has come to find another heart and home.

Hosted By: Jeff Jonas and Crowd

## **Public Convention Meeting**

**Ballroom B - Sunday, 2:00 PM**

Open Microphone. Come tell us who you would like to see, and what you would like to see at the next AnthroCon. This is also your chance to let us know what we did right (and what we did wrong) this year.

Hosted By: M. Mitchell Marmel, Roger Wilber, Staff as available

## **Puppets, Puppets! I Just Love Puppets!**

**Capitol Room - Friday, 6:00 PM**

**Capitol Room - Saturday, 4:00 PM**

Almost everyone has one and everyone loves them. Come see the pros show different types of puppets and how each works. Bring your own puppets to learn how to make them sing and dance.

Hosted By: Steve Plunkett, Mike Russell

## **Purple Nurple Live**

**Ballroom A & B - Saturday, 11:00 PM**

Rock the night away to the newest music and some grand oldies. While the DJ spins tunes, the largest area in the hotel is opened up for you to spin, hop, jump and rock in.

Hosted By: Cargo

## **Reading by Jeffrey Carver**

**Capitol Room - Friday, 2:00 PM**

Author Jeffrey Carver will do a dramatic reading selected from one of his more recent and popular books.

Hosted By: Jeffrey Carver

## **Red on the War Path**

**(Part 1) Capitol Room - Friday, 1:00 PM**

**(Part 2) Ballroom B - Sunday, 10:00 AM**

Come join Jim Groat, the creator of Red Shetland, Darrell from Vision Entertainment, Kagemushi (as himself), and Jeffrey Carver as our Guests take on and create the AAC version of Red takes on the Dragons! A two part session where audience participation helps direct where the story will go. The finished result? An eight panel comic page to be auctioned off for charity.

Hosted By: Jim Groat, Jeffrey Carver, Darrell Benvenuto, Dr. Samuel Conway

## **Rings, Rings and More Rings**

**Ballroom B - Saturday, 1:00 PM**

Ah, the ever growing number of Web Rings. Has their uniqueness become just another method of who's in and who's not? Multiple rings, overlapping rings - what are rings good for?

Hosted By: Melissa Drake, Scotty Arsenaault

## **Scenery, Who Needs Scenery? We Don't Need No Scenery!**

**Ballroom B - Saturday, 6:00 PM**

Notice anything missing across a wide range of furry art? Where are the backgrounds? Find out about simple and easy additions to add depth and backgrounds to your pieces.

Hosted By: Jim Groat, Susan Rankin, Daphne Lage

## **Slinking, Slippery, and Playful: Those Wonderful Mustilids**

**Meeting Room 2 & 3 - Friday, 10:00AM**

Minks, otters, skunks, badgers, ermines, ferrets, martens, and wolverines. Come play and banter about.

Hosted By: Oliver the Otter

# EVENT LISTINGS, CONTINUED

## Steve Plunkett's Puppets

Capitol Room - Friday, 10:00 AM

Capitol Room - Friday, 4:00 PM

Capitol Room - Saturday, 2:00 PM

Capitol Room - Sunday, 10:00 AM

Always a hit, Steve's puppets are a wonderful expression of anthropomorphics that's fun for all ages. There will be a special appearance by Vicki Fox (courtesy of Mike Russell). Come join in on the singing and laughter Steve's puppets always bring.

Hosted By: Steve Plunkett, Mike Russell

## That Very Fine Line...

Meeting Room 1 - Saturday, 4:00 PM

Is there a difference between 'Real Life' and 'Virtual Life?' Do you keep them separate or is 'Virtual' just an extension of your day to day life? What do you do with those who can't separate the fantasy and fiction from reality?

Hosted By: Eric Blumrich, Erin Hurst, Linda Woeltjen

## There's a Fur? Are you a Furry? Don't call me a Furry...

Ballroom B - Friday, 10:00 AM

We had Trekkies and now we have the B5ers. Every type of fandom seems to have some sort of label. Do we really need to label ourselves? Not everyone wants to be labeled a 'Furry.' Is it wrong to just be a fan?

Hosted By: Eric Blumrich, Erin Hurst

## Those Dang Claws, Teeth, Ears, Horns and Long Tails

Meeting Room 2 & 3 - Saturday, 5:00 PM

You keep shredding your pillows. Your tail keeps getting stuck in the door and your ears make large Q-tips seem inadequate. How would 'being furry' change the way our society advertises, develops and creates new products for every day usage?

Hosted By: Po Shan Cheah, Richard Wiley

## Thou Shall Not...

Ballroom A - Saturday, 2:00 PM

You just bought and photocopied some really great art. You pass a copy to your friend. Did you just run afoul of copyright laws? How to collect and trade without breaking the rules.

Hosted By: Darrell Benvenuto, Malcolm Earle

## To Buy or Not to Buy

Ballroom B - Friday, 3:00 PM

Introduction to Furry Costuming. If you're going to buy a ready-made furry costume, here's some of the do's and don'ts to keep in mind.

Hosted By: Robert King, Robert Skegg, and Group

## To Do or Not To Do, Self Publishing Vs. Submitting

Ballroom B - Friday, 1:00 PM

Self Publishing and traditional methods of submission, which works better for what type of artist or writer? How does one produce personal material and the pitfalls to selling, pricing,

and displaying self-published goods.

Hosted By: Mike Curtis, Karl Maurer, Jose Cauldron

## Uncle Kage Meets...

Meeting Room 2 & 3 - Friday, 4:00 PM

How did he get started? Has he always been this funny? Learn how one fine gentleman changed the course of Furry History by becoming the Historian. Come and pester the doctor with questions while he's available.

Hosted By: Dr. Samuel Conway

## Uncle Kage's Story Hour

Capitol Room - Saturday, 7:00 PM

Fantastic, unbelievable, entertaining... and guaranteed to ve the truth. So Dr. Samuel Conway, aka 'Kagemushi' has always insisted. Come and see the energetic story teller talk about his life, his parents, his escapades, his work and his everyday life during those days when truth really is stranger than fiction.

Hosted By: Dr. Samuel Conway

## What Does It Really Take?

Meeting Room 2 & 3, Sunday, 2:00 PM

Do you have what it takes to become the next big name? Find out from those who have paid their dues and run the gauntlet. Hear about the headaches, heartaches, and sorrows come with breaking into the genre.

Hosted By: Jeremy 'Kidd' Wolfe, Daphne Lage, Sara Palmer, Jean Stine

## When is There Too Much Spooze?

Ballroom B - Saturday, 2:00 PM

When does erotica become too much? Can we tone down without resorting to drastic censorship? Is it possible to police ourselves and are we really a 'Spoozy fanboy fandom?'

Hosted By: Eric Blumrich, Daphne Lage, Brian Miller

## Who is behind that Mask? Raccoons Unite!

Meeting Room 2 & 3 - Saturday, 6:00 PM

Raccoons and other urban denizens of the night. A special forum to meet and chat about the latest in garbage-lid securing technology and other important raccoon trivia.

Hosted By: Bob Nelson

## Yap, Yap! Grrrrr! Yip! Bark! Yerf! Snarl!

Meeting Room 2 & 3 - Friday, 1:00 PM

On-line foxes seem to have created their own language over the years. Now its time to delve into the meanings of the various sounds, and how they've changed.

Hosted By: TBA

## YERF!

Ballroom B - Friday, 5:00 PM

What is YERF? Come hear from the YERF staff what YERF is all about.

Hosted By: Scott Arsenault and the YERF Artists

# PANELIST BIOS

## Scotty Arsenaull - <Panelist>

I come from Salem, NH, and I've been drawing furry cartoons for about 5 years now. I've created the furry series 'Heebas' which runs in *Furrllough* by Radio Comix, and I'm the artist for the new Tales of the Fehnnik mini-series which is starting in June. (also by Radio Comix)

I currently live on Long Island, New York.

## Darrel Benvenuto - <Panelist>

The Publisher of Vision Comics, Darrell Benvenuto got into the comic market in 1992, with his first color comic, *JACK*. He soon followed it with the popular *American Journal of Anthropomorphics*, and a host of other titles, almost all of them Furry. Some of these titles include *Shanda the Panda*, *Katmandu*, *Beatrix*, *The Hollow Earth*, *Savage Funnies*, *Tank Vixens*, *Hard Core*, *Sweet Treats* and the newest pair, *EXTINCTIONERS* and *TALL TAILS*. There are even plans of bringing back Dan Flahive's *SPACE WOLF*!

Darrell was born and raised in New York City. He went to school at New York University and Queens College. His interests include Animation, Motorcycles, Computers and Fine Art of all kinds. In 1996, Mr. Benvenuto opened Vision Productions, the animation division of the Vision Entertainment Group, breaking bounds, ignoring blacklists and hiring talent wherever it might be. One of the strongest pillars of the International Furry Publishing Community, he's also one of the least personally known. He's just turned 30, folks... stop by one of his panels or the Dealer's Room and wish him a happy birthday!

## Eric Blumrich - <Panelist>

On May 5, 1970, Eric Blumrich was thrown into a flaming pit of scum, forgotten by God. Since then, he has wasted the lion's share of his life drawing "funny animal" cartoons, in addition to his studies of the art of verbal invective. His work has appeared in a variety of publications (*High Times*, *Yarf!*, and Seattle's *Fishwrapper*) and media (watercolor, silk screening, digital and traditional animation.) He has been involved in fandom for around 13 years, and spends a good deal of time wondering if he should chuck it all and learn to service motor vehicles...

## J.D. Calderon - <Panelist>

J.D. Calderon has been in comic books for as long as he can remember, starting Golden Realm Unlimited, his own comic book company, while still in high school. J.D. not only published and edited the many books that Golden Realm produced, he was also responsible for creating and writing all of the titles. Some of his works through Golden Realm include *TALL TAILS* (with Daphne Lage), *REEVER*, and *DREAM WEAVERS*. J.D. recently completed work on *LA BLUE GIRL* and is now doing the *DEMON BEAST INVASION* mini series for CPM Comics/Bare Bear Press. He has also worked on *PHANTOM QUEST CORP.*, and *TENCHI MUYO!* for Pioneer Comics. *TALL TAILS*, now being published by Vision Comics, marks J.D. Calderon's return to the series since the original Golden Realm series ceased publication in 1995.

## Po Shan Cheah - <Panelist>

I'm an amateur cartoonist and toon furry artist, and the creator of "Limpidity", the web comic. I began cartooning on a regular basis in August of 1996 so I'm a relative newcomer to the field. I currently reside in northern New Jersey where I work as a computer programmer.

## Carole Curtis - <Panelist>

Creator and author of *Katmandu*, 14 issues and counting. Also editor and co-publisher of Shanda Fantasy Arts, publishers of *New Horizons*, **Giant Shanda Animal**, *SFA Spotlights* and *SFA International* (DEBUTING AT ALBANY). Upcoming projects include *FANTASTIC FURRY STORIES*, the first ever Furry Pulp Magazine.

## Mike Curtis - <Panelist>

Creator and author of *Shanda the Panda*, 21 issues and counting. Also editor and co-publisher of Shanda Fantasy Arts. Upcoming projects include publishing Fred Patten's book on the history of Anthropomorphics, *ANIMAL MASKS*.

## Melissa Drake - <Panelist>

Canadian Melissa Drake's first drawing was of Tom and Jerry, when she was 2, and since then she's been drawing funny animals ever since. First introduced to the fandom in 1995 on the Trapline BBS in Canada

(now defunct), she quickly found that some people really did appreciate drawings of sexy vixens! Currently 19 and working on a comic (aren't we all?) she spends most of her time not doing schoolwork, obsessing over ferrets and on 4 mucks, FurryMuck and Tapestries as MelSkunk, Sinai as Quicksilver and The Lion King Muck as Apuoyo. She hopes to be taken seriously one day, but if not, will continue to live off of fanboys at cons ;)

## Malcom Earle - <Panelist>

Born in Newfoundland, Canada, Malcolm unknowingly started drawing Furrys over ten years ago. Through a role-playing game, using the characters he created, he drew them, not knowing if anyone else did the same until moving to Ottawa, Ontario. There he met Naill MacConnaill, who introduced him to the amateur press association, FNC. That was 1995, that was where he found the Furry Fandom.

From then on he's used his teachings from Animation class, watching Japanese anime and Chinese Kung-fu movies and the self-teachings from the several hundred comics he's collected to draw his own brand of furriness. One full of action, just like his short stories from way back. He's also used his talent to help Shawntae Howard, by inking his title, *Extinctioners* from Vision Comics and Matt Henry, with *Milikardo Knights* from Mad Badger Studios. And so, between his job, comics and several commissions, he draws, planning to someday release his own story upon the fandom, still using those same characters from ten years ago.

## Brent Edwards - <Panelist>

## Dwayne Ferguson - <Panelist>



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# PANELIST BIOS, CONTINUED



© Heather Riesen

artist at Franklin Pierce College.

## **Lisa Jennings - <Panelist/Art Show Assistant Director>**

### **Shawntae Lamont Howard - <Panelist>**

Ever since he was able to draw a pencil Shawntae has been drawing. His stick figures of the *Super Friends* would evolve to box pictures of *Transformers*, which in turn changed into pictures of *X-Men* and *Spiderman*. It was in 1989 when he discovered the world of what would later "to him" be called furry art with the discovery of the comic book *Hamster Vice* and the tv cartoon show *Teenage Mutant Ninja Turtles*. Inspired by the art and characters he created his own band of ninja characters which consisted of a group of fighting kangaroos and would eventually evolve into his new group of characters the *Extinctioners*.

Currently, Shawntae is a college senior studying in the fields of Art Education and Art Therapy. What he plans to do upon graduating he has no idea, but so long as it's fun. He is also the current regular artist on the comic *Katmandu* created by Carole Curtis and is the creator, writer, and artist of the new action comic *Extinctioners*. His work has also appeared in the *American Journal of Anthropomorphics* #4, *New Horizons* numbers 1,2,3,&4, and the *S.O.S. fanzine special* #2. He is also a rabid Chicago Bulls fan and loves reading mail (so long as it's not a bill.)

### **Robert Hudson (Whiffert) - <Panelist>**

Whiffert (Robert Hudson) (a/k/a RoBear to the online teddy bear folks) designs and creates his own plush, as well as enjoying well made ones from the stores! An artist who's technically capable in many ways - you never know what will emerge next from his workshop!

Whiffert's a neat artist for the Dallas Brawl, good writer, good Mucker, and overall wonderful, cuddly person. Together we're working for a kinder, more snuggly world! See more at <http://www.dreamscape.com/rhudson/>

### **Erin Hurst (Devi) - <Panelist>**

Going on her 6th year on FurryMuck, Devi is a virtual sociopath. She collects small pieces of broken glass and keeps them in a jar by her bed. She has frog tattoos and can't really stand on her head, but does really say "Baroo" and laughs a lot. She thinks her toes are funny looking.

### **Jeff Jonas (mejeep)- <Panelist>**

mejeep deMeep ferret (Jeff Jonas) loves the way affection for anthropomorphics manifests itself in so many ways. Teddy bears, plush animals, hand puppets, costumes & fursuits assume any personality we imagine for them. "Plush" is the tradename for the soft furry animals, and furies enjoy their plush in infinite ways: As mascots, for gentle hugs or in ways similar to Calvin & Hobbes. I do what I can to facilitate folks knowing about

### **Daniel Harris (dANIEL sLYDER) - <Panelist>**

I was born in Frankfurt, Germany, where I lived most of my childhood. I moved to Gardner when I was seven years old. I stayed there until 1990 when I moved to California for a few years. In 1993 I returned to Gardner and have been living there ever since. I discovered furry fandom early in 1997, though I have always been fascinated with anthropomorphic cartoons and subject matter. I am currently studying to be a graphic designer/

plush, and being at ease as how to integrate plush with their imaginations.

I discovered "furry fandom" in the 80s as the New York furies met in the back room of the C/FO (anime club). There's still a lot of crossover among anime & furry fen and for me it was the bridge that linked my interest in animals, animal spirits & anthropomorphics. I met Johnny Blanco at a 1994 New Year's party who helped me overcome my inhibitions about participating on FurryMuck and I discovered my inner ferret! Life's been a LOT more joyous ever since! Meep-hugs to all!

### **Robert King - <Panelist>**

### **Lisa Lai - <Panelist>**

### **Daphne Lage - <Panelist>**

Born in Valencia, Spain, Daphne Lage has been drawing comics seriously since entering the Manhattan based High School of Art and Design. During her college years at the School of Visual Arts (also in Manhattan), she entered under the tutelage of comic book legend, Will Eisner. During this time she began her publishing career with a short, illustrated story in *WILL EISNER'S GALLERY*, a college publication in which she was also the editor. Her first comic book series was the fantasy adventure *TALL TAILS*, originally published through Golden Realm Unlimited. After having some short stories published in several comic anthologies, Daphne inked and lettered *LA BLUE GIRL*, the comic book adaptation of the adult anime OAV series published by CPM Comics/Bare Bear Press. She has also lettered the *TENCHI MUYO!* comic book adaptation published for Pioneer Comics. Daphne is currently lettering the *DEMON BEAST INVASION* mini series for CPM as well as producing the new *TALL TAILS* series along with writer Jose Calderon for Vision Comics.

### **Dan Markey - <Panelist>**

### **M. Mitchel Marmel - <Panelist/Dealer's Room>**

### **Lisa Maxham-Lee - <Panelist>**

### **Karl F. Meyers - <Panelist>**

Karl F. Meyers has been in "furry fandom" since 1992, and has been writing and telling stories for longer than that. A former Genie Beastie Boarder and long-time member of the Dallas Brawl Update, Karl has also had stories published in PawPrints and FurVisions, and is working on new short stories for those publications and others. He also runs the on-line StoryTeller's Circle on Forgotten Paths MUCK ([fp.castlefur.com](http://fp.castlefur.com) 8888) every Tuesday night at 10pm ET, and maintains an archive of previous stories on the StoryTeller's Circle web page (<http://www.geocities.com/Area51/3325/>). He helped with the first live STC's at ConFurence East '95 and '96, and last year ran a very successful Circle at AAC '97.

### **Bob Nelson - <Panelist>**

### **Oliver Otter - <Panelist>**

### **Sara Palmer - <Panelist>**

I've been drawing since I could remember, but stopped largely to focus on the sciences in school. After a fling with Organic Chemistry, I decided art was more suited to me and pursued a degree in sculpture from



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# PANELIST BIOS, CONTINUED

California State University Long Beach. Again, I was thwarted in my endeavor by a raise in tuition I could not bear, and decided to pay the bills by getting my license in Veterinary Technology in 1994. When illness made that impossible to do, I once again switched back to art, now drawing full-time. I have been drawing heavily, on a daily basis since 10/1996, and strive to do a bit better and improve the quality of my work with every piece I do.

**Steve Plunkett - <Panelist>**

**Andrija Popvic - <Art Show Staff>**

Andrija Popovic returns to Albany AnthroCon's art show staff after a disillusioning stint as an actor, playing the title role in the film *Event Horizon*. While comfortable portraying a damned, gothic-style spacecraft, he was angered to find most of his character moments cut from the theatrical release and has since disowned the project.

Extended in-jokes aside, Andrija is a dreamer and would-be writer from the Washington DC area. Having previously worked as staff on the Otakon art show, he joined the AAC show's staff in its inaugural year. Best known for his FurryMUCK author character, Andrian, he can also be seen the man behind the grassy knoll on in the AAC video. For those interested, he first appears at Time Code reference 02:09:05. Five frames later, he shoots Kennedy.

**Susan Rankin - <Panelist>**

Susan Rankin is a relatively new name to the furry fandom. In fact, AAC'97 was her first real con experience. She's earned a BFA in Illustration from Moore College of Art and her work has appeared in *Tracks* (a newsletter serving her local SCA community, Buckland Cross) and *Furst*, from SilverFox Publications.

"I've drawn furies since early grade school, I just never really knew that there was a whole fandom out there holding cons where they would share artwork and ideas. Up until 1992, I knew nothing about it. That's when I met Al Mackey and started hearing bits and pieces about it. He showed me a place called YiffNet some time later, but it wasn't until March of last year that I logged on myself. The very next month, I found

myself being talked into going all the way up to Albany for a convention with people that I had only ever met online. It was....quite an adventure! I've been hooked ever since! Thanks, Kes!"

**Mike Russell - <Panelist>**

**Teddy Ruxpin (Robert Skegg) - <Panelist>**

Silicon Valley electronic hardware engineer who makes and collects teddy bears, hence the nickname TeddyRuxpin. Learned sewing from mother who was a professional seamstress. Made odd plush for fun, then got into teddy bears with a collectors/artists club in Dallas, Tx. To promote their charity operations he made Berry Bear, a teddy bear costume, in 1991. On moving to California in 1995 he made an animatronic Teddy Ruxpin costume, appearing in it for TR's 10th anniversary. Latest costume is Twinkle, a Fozzie, also animatronic.

**Ken Sample - <Panelist>**

**Jean Stine - <Panelist>**

**Ken Suzuki - <Panelist>**

**Terry Wessner - <Panelist>**

**Richard Wiley - <Panelist>**

**L.D. Woeltjen (Koalinda) - <Panelist>**

Koalinda, aka L.D. Woeltjen, has had several short stories published, most of them in Marion Zimmer Bradley's anthologies. She's also had her work published in roleplay gaming magazines. Before discovering furry mucks, she was a Sysop on CompuServe where she continues to GM a message board roleplay game.

**Jeremy 'Kidd' Wolfe - <Panelist>**

Born in the 60's in Eastern Canada (similar to the Eastern Bloc), I graduated from Champlain Regional College with a degree in Fine Arts the first time around. Worked in Montreal and the Eastern Townships of Quebec as everything from farm-hand to bookstore manager, with stints as a security guard, shipping handler, and other equally glamorous forms of employment. In the midst of the Recession in the late '80's (Montreal with its unemployment rate of somewhere between 13 and 25%), I was made an offer I'd have been a fool for refusing, and returned to school, this time in California at DeAnza, just outside San Francisco. I returned to the northeast to marry my wife, Anastasia, in late 1997. Since then I've been frittering away my time on various thrilling pastimes, including repairing our house, working on my 1969 Land Rover, and of course drawing like mad.



© Christopher Goodwin

# GUEST OF HONOR, JEFFREY A. CARVER



Jeffrey A. Carver is the author of numerous science fiction novels, including *The Infinite Sea* (Tor 1996), *Strange Attractors* (Tor 1995), and *Neptune Crossing* (Tor 1994), the first three volumes of The Chaos Chronicles, a hard science fiction series inspired by the emerging science of chaos theory. Publishers Weekly said of *Neptune Crossing*: “Carver masterfully captures the joy of exploration...[and displays] his gift for the fine rendering of difficult scientific concepts,” while Science Fiction Chronicle named it one of the best science fiction novels of 1994. Kirkus Reviews called *Strange Attractors*: “dazzling, thrilling, innovative...probably Carver’s best effort to date,” and in their starred review of *The Infinite Sea*, called it “another splendid adventure, with...an impressive array of alien characters, motives, and methods.”

Prior to this, Carver wrote the paired novels *Dragon Rigger* (Tor 1993) and *Dragons in the Stars* (Tor 1992), blending elements of science fiction and fantasy—as well as the hard SF novel *From a Changling Star* (Bantam Spectra 1989) and its sequel, *Down the Stream of Stars* (Bantam Spectra 1990), combining nanotechnology, supernovas and cosmic strings, and a great deal in between. His favorite themes include star travel, alien contact, artificial intelligence, and transcendent realities—and the moral, ethical, and spiritual implications of these possibilities—with a strong emphasis on humanistic concerns.

Other important novels include *The Rapture Effect* (Tor 1987) and the epic novel *The Infinity Link* (Bluejay 1984), which was praised by SF and Fantasy Review as “a rich novel of immense scope, with the most detailed and brilliant descriptive passages of empathic and telepathic communication,” and by Analog as “a satisfying and rewarding visionary experience.”

In 1995, Carver developed and hosted the educational TV series, *Science Fiction and Fantasy Writing* — a live, interactive broadcast into junior high school classrooms, produced by the Massachusetts Corporation for Educational Telecommunications.

Reaching into schools across the U.S., the show challenged student writers to stretch their imaginations and learn the basic skills of storytelling and writing.

A native of Huron, Ohio, Carver has lived in New England since graduating from Brown University in 1971 with a degree in English. In 1974 he earned a Master of Marine Affairs degree from the University of Rhode Island. He has been a high school wrestler, a scuba diving instructor, a quahog diver, a UPS sorter, a word-processing consultant, a private pilot, and a stay-at-home dad. He lives with his family in Arlington, MA, where he is a full-time writer and a member of the Science Fiction and Fantasy Writers of America, and The Authors Guild. His interests include science, religion, nature, underwater exploration, and flying.

## BIBLIOGRAPHY

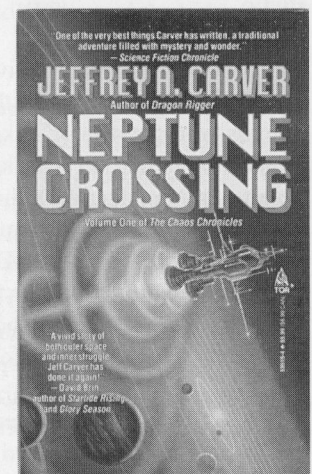
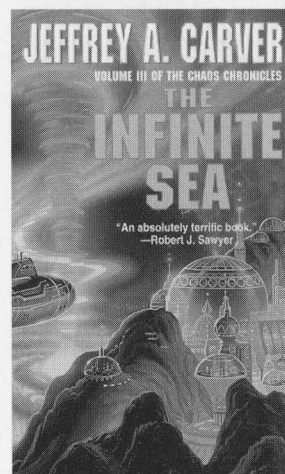
### Published Works by Jeffrey A. Carver (in order of publication)

#### Novels:

- Seas of Ernathe*, 1976, Laser Books
- Star Rigger's Way*, 1978, Dell Books, SF Book Club; revised edition, 1994, Tor Books
- Panglor*, 1980, Dell Books; revised edition 1996, Tor Books
- The Infinity Link*, 1984, Bluejay Books (hc), Tor (pb), SF Book Club
- The Rapture Effect*, 1987, Tor Books (hc&pb), SF Book Club
- Roger Zelazny's Alien Speedway: Clypsis* (collaborative novel), 1987, Bantam Spectra
- From a Changling Star*, 1989, Bantam Spectra, SF Book Club
- Down the Stream of Stars*, 1990, Bantam Spectra
- Dragons in the Stars*, 1992, Tor Books, SF Book Club
- Dragon Rigger*, 1993, Tor Books (hc), 1994 (pb)
- Neptune Crossing*, The Chaos Chronicles: Book One, 1994, Tor Books (hc); Tor pb 1995
- Strange Attractors*, The Chaos Chronicles: Book Two, Tor 1995 (hc); Tor pb 1996
- The Infinite Sea*, The Chaos Chronicles: Book Three, Tor 1996 (hc); Tor pb 1997

#### —in progress—

*The Flying Dutchman* (working title), a new novel of the Star Rigger Universe



# GOH JEFFREY A. CARVER, CONTINUED

## Short fiction:

- "...Of No Return" — Fiction, 1974  
"Alien Persuasion" — *Galaxy*, 1975 [formed the basis for the novel, *Star Rigger's Way*]  
"Seastate Zero" — Fantasy and Science Fiction, 1977  
"Love Rogo" — *Future Love: A Science Fiction Triad* (Bobbs-Merrill, 1977)  
"What Gods Are These?" — *Galileo*, 1978  
"Though All the Mountains Lie Between" — *Science Fiction Times*, 1980 and *Dragons of Darkness* (Ace, 1981) [formed the basis for the novel, *Dragons in the Stars*]  
"Life-Tides" — *Habitats* (Daw, 1984)  
"Reality School: In the Entropy Zone" — *Science Fiction Age*, March 1995  
"Shapeshifter Finals" — *Warriors of Blood and Dream*, edited by Roger Zelazny (Avonova, 1995)

His work has been translated into German, Russian, Italian, Greek, Hungarian, and Japanese.

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## Science Fiction and Fantasy Writing

an educational television series  
with Jeffrey Carver

In fall of 1996, Jeffrey A. Carver developed and hosted for a second season a six-part educational TV series called *Science Fiction and Fantasy Writing*. The series was produced by the Massachusetts Corporation for Educational Telecommunications (MCET), a distance-learning network based in Cambridge, Massachusetts. The series premiered in the winter of 1995, with five shows, to an enthusiastic response. The shows, featuring excellent production values, were broadcast live via satellite directly into about 70 schools around the U.S., and were aimed primarily at junior high school English classes (grades 6-8). States represented included Massachusetts, Maine, Connecticut, New York, California, Montana, and Florida. Many schools participated interactively, with phonelink connections directly into the studio.

Guest authors enlivened each program, giving students a chance to ask questions firsthand—whether it was about the writing process or about what it's like to be a writer. Authors in the first two seasons included the well-known writer of children's books, Jane Yolen, author and public radio personality Ellen Kushner, award-winning SF novelist Joe Haldeman, fantasy author Craig Shaw Gardner, author and Tor Books editor Delia Sherman, and SF illustrator Cortney Skinner, who brought aliens to life as the students devised them from their classrooms. Other authors joining him were Melissa Scott, Thomas Easton, Alexander Jablok, and James Patrick Kelly.

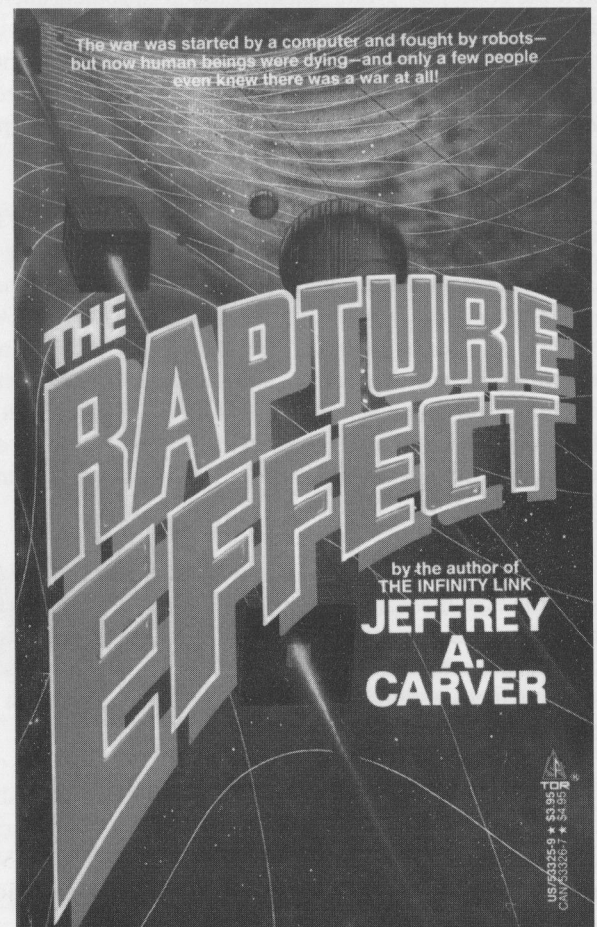
Each show focused on a particular aspect of writing and storytelling. Topics included world building, creating human charac-

ters, creating aliens, understanding conflict and plot, rewriting, and finishing what you start. Students heard readings, listened to teaching on the subjects at hand, and participated in live interactive exercises. They were encouraged to submit their own work for review on the air, and to complete their own short stories in time for the last show of the series.

One teacher wrote: "Your series has been inspiring an interest in just about everything! Our seventh graders are beginning to see connections between science, social studies, art, and language arts. It's fabulous."

Videotapes of the show have been shown at a number of SF conventions, including the Science Fiction Research Association Conference, and Intersection (the 1995 World Science Fiction Convention).

You can find Jeffrey Carver on the World Wide Web at:  
<http://www.starrigger.net>



# GUEST OF HONOR, JIM GROAT

When you mention the name Jim Groat in a gathering of furies, nicknames immediately pop out. "Barney Basher", "Smurf Slayer", "Mr. Spontaneity", "That damned, gun-toting, meat-eating, mother-#!\*%&@%##!!" and probably the newest incarnation..." TellieTubby Tormentor." Face it, when it comes to cute, overindulged, over-hyped or just plain awful to look at, it's a safe bet Jim is plotting its demise.

Born in the Twin Cities at the end of the Eisenhower Administration, Jim grew up in a somewhat normal childhood. There he worked on doing drawings in school, some to garner the attention of the principal.

In 1973, his family moved to the far less humid climate of Tucson, Arizona. Here he thrived. Land of cactus, lizards and Air Force proving grounds, being an aviation and lizard enthusiast, he was in heaven.

Prior to his graduation, Jim worked on a comic strip in his High School paper, the first in his school's history. Suggested he try the strip in College, Jim was shocked to find out not just his college, but several colleges wanted his strip, plus a few major newspapers. In 1979, the strip 'Muddflatt' was launched. At that time, it was the only anthropomorphic strip in any college paper. Muddflatt ran until late '81 when, for personal reasons, Jim canceled the strip (the syndicate never did pay him).

In 1983, Jim met up with Richard Konkle. Together, they both hashed out a possible new strip. But after close to a year in development, both realized this would never swim in syndication. Then a friend introduced them to Steve Gallacci. With encouragement and suggestions from Gallacci, Jim and Richard ventured down a new highway ... Comic Books.

In 1985, 'Equine the Uncivilized' was published under the GraphXpress label. Equine, being a parody of Marvel's "Conan" was intended to be a somewhat true parody, but then it took a life of its own. Soon the Red Sonja became Red Shetland and history was made. In 1989, Red Shetland made her first appearance under her own title (and is still continuing), overtaking Equine as the flagship title for GraphXpress. Artists involved in the Shetland series have included Terrie Smith, Scott Ruggels, Monika Livingston, Mark Wallace,

Kjartan Arnosson and Laura Pierson.

Jim has been involved in comics and furry fandom from the beginning and is considered part of "The Old Guard". He also has done work for Marvel, D.C., Kitchen Sink, Fantagraphics, Mirage Studios, Antarctic Press, Shanda Publications and MU Press. He was also part of the "opening round" in the notorious "Barr Warz", which launched a thousand artistic insults. Other zines include

Rowrbrazzle, Yarf, Gallery, Huzzah, Centaurs Gatherum, and several others. He was the main artists on Steve Jackson Games' "Bunnies & Burrows" (the new one, not the old one ... shudder!) and Toon Tales pt. 2. His con reports are also legendary.

On July 1st, 1997, with help from Phil "Bennie" Pollard, Jim started up the electronic comic strip "West Corner of the Park" (or WCOTP for short) on his website ([www.graphxpres.com](http://www.graphxpres.com)). This strip is based on events that occur on FurryMuck, "A never-ending source for humor and stupidity." If you are a mucker, there's a very good chance you may be a target in the strip (Jim is Rabbi\_Tom...an Aardvark BTW ... so watch what you say!).

In 1994, Jim married Rebeckah Rogge at Confurence Five and moved from his warm, sunny, lizard-infested haven to the green, humid, mosquito-infested town of Madison, Wisconsin. Exactly one day shy of their first wedding anniversary, Rebekah gave birth to their son John, while Jim was at CF6 (She lied!!! She said the kid wouldn't be out till the following week!).

When not doing art or mucking, Jim's hobbies/interests include photography, raiding used book stores, diecast cars (Hot Wheels are his specialty, got any you no longer want, he'll gladly take them off your hands), Volkswagens, Aviation and Military history, gun collecting and his 1943 Ford Jeep. Several times a year he'll dress up for WW2 re-enactments as part of the WW2 Historical Re-enactment Society as a member of the 1st Division or British 22nd Paratroopers. He is working on his uniform and gear for German 10th Panzer Corps. Both he and Rebekah are heavily into reptiles, which include iguanas, Savannah monitors, Solomon Island Skinks, Day and Tokay geckos, Bearded Dragons and a variety of others. (His iguanas were always with him at San Diego Comic Con.)



# FANDOM GOH, DR. SAMUEL CONWAY

I have always had a fascination with science, as long as I can remember. Glued to the TV screen on Saturday afternoons as a boy, I would watch endless parades of demented geniuses with their mutated insects and dinosaurs and reanimated corpses, which they would send forth from their secret labs to conquer an unsuspecting world.

And I would say to myself, "That's so cool!"

As I grew older, that same fascination with the wonders of science remained, though thankfully the idea of conquering the world did not. I was curious to know how things worked and why things were. Science was the key to answering all those questions, if you just knew how to use it the right way.

Chemistry caught my interest very early on. It had everything: beakers, neat colored solutions, flashy lab coats, reactions that hissed and sputtered, Bunsen burners — everything about it just screamed "SCIENCE"! I had an excellent teacher in high school who showed me the real thrill behind all the window-dressing: how molecules come together and break apart, how one substance can transform to another before your eyes, how electrons spinning like little planets around nuclei could combine to form the stuff of life. I was hooked.

I attended Ursinus College in Pennsylvania as a chemistry major. There I was blessed with a liberal education, which means they weren't going to let me out of there until I'd taken courses in ALL the subjects, even the boring ones. It gave me a very broad knowledge base which I found, years later, gave me a tremendous advantage over others who had simply concentrated on their major subjects and ignored stuff that didn't seem "relevant."

In college, I learned more chemistry than I could shake a stick at. I thought I knew everything, of course, but when I graduated I realized that I had only begun to scratch the surface. So it was on to graduate school at Dartmouth, in the wilds of New Hampshire. Despite being a student's dream come true (they actually pay you to be a graduate student in the sciences!), graduate school was a lot of work. The hours were long and the classes were intensive, but as difficult as it was at first, it taught me the most crucial skill a researcher needs: thinking! Not just how to think, but how to think critically. How to attack a problem from the right angle, and work it through all on my own.

I graduated from Dartmouth with a brand-new Ph.D., and like so many fledgeling scientists, discovered that getting a job isn't quite as easy as one might think. One still has to work hard, and there are some often difficult choices to make. I had to take what work I could find at first, mostly to gain the experience that employers treasure so much.

First I moved to Chicago for a one year postdoctoral appointment. That's just like being a graduate student, only you get paid a little more. After that, I moved to Arkansas, where I worked as a contractor (or, as I prefer, a rent-a-chemist) for the Food and Drug

Administration. I was down there for two years before landed a job as a medicinal chemist at Avid Therapeutics, a little pharmaceutical research company in Pennsylvania. After moving hundreds of miles north, then east, and then south, I wound up getting a job in my old neighborhood!

Like many small biotechnology companies, Avid did not last, and thus I find myself at yet another small biotechnology company. My current work involves the synthesis of small molecules that bind to certain regions of RNA and which hopefully inhibit the interaction of that RNA with certain target proteins. When we find one that is active, I sit down with the biologists and look carefully at the molecule to try to see what it is about its structure which makes it active. Those structural features are incorporated into a new target to be synthesized, which gets tested, then the results are used to design new targets, and so on until we have a selective RNA binder and then we patent it and all get rich and buy Porsches.

Or, at least, that's the plan.

The work is a lot of fun, and takes up a good solid eight- to nine-hour day. Scientists do not live their lives in the laboratory, though; quite frankly, if we did, we'd burn out rather quickly. Having hobbies and outside interests is as important for a professional scientist as having a degree. Among my colleagues at work, I've one who is a talented bonsai artist, one who raises orchids, and one who is a minister. All of them have loving families, with dogs and cats and children and things.

As for myself, I like to keep busy. When not in the lab, I am: — on the board of directors of a local nature center; — a volunteer for the American Red Cross Disaster Service; — a devoted science fiction fan; and — a dedicated Internet user. My main passion is still chemistry, though. The old thrill of watching one thing transform magically into another in my hands has never gone away. If anything, it's gotten deeper, since not only can I make that change happen myself, but I can answer those questions that always sprang out of my mind as a youngster: how it works, and why!



# "HERE BE DRAGONS..."



ART & FIREFLIGHT  
DRAGON  
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# VISION COMICS



## WHAT DOES THE FUTURE HOLD?

### COMICS

#### TALL TAILS -- MONTHLY

This exciting series is planned to begin in July, first premiering at Albany AnthroCon. Ask for it at your comic book store, every month!

#### EXTINCTIONERS

Full, richly detailed color, beautiful art, an incredible story, totally cool characters... what more could you want from a comic book? HIGHLY Recommended!

#### EARTH FORCE

Earth Force is the comic adaptation of Vision's new Animated Series (still in development), following the exploits of a team of genetically-engineered animal pilots as they struggle against an implacable enemy in this epic, far-flung, far-future interstellar adventure.

#### MARVEL'S ROCKET RACCOON

Vision has been considering picking up the Marvel's popular ROCKET RACCOON and continuing the adventures of the intrepid animal and his friends as they journey about the cosmos. Discussions are being held with Marvel as to the feasibility of this. More news, as it becomes available, will be made available on the NEWS section of Vision's Web Site (at <http://vision.nais.com>) and in Vision's mailings!

#### SHANDA THE PANDA

The popular series continues, approaching number 25... when Shanda hits the quarter-century mark, it will become the LONGEST-RUNNING slice-of-life furry animal comic in the World, replacing OMAHA the Cat Dancer! Issue #25 will be 40 big pages!

#### KATMANDU

Carole Curtis' stirring tale of adventure, war and passion continues as Vision's second longest-running title moves onward! Keep your eyes peeled for lots of new and cool developments!

#### SAVAGE FUNNIES

Issue #4 of this series is in the works even now, a big 40-page spectacular, featuring a big, new story with Savage Squirrel and the Mink, not to mention a revelation of some of Savage Squirrel's hitherto unseen (and unknown) backers! Definitely a must-have book for all Savage Squirrel fans!

#### THE HOLLOW EARTH

Vision is considering continuing the exciting tale of Walter Kitty's journey into the bowels of the Hollow Earth, to his final confrontation with the most deadly and powerful menace the world has ever known.



### BOOKS

#### VISION'S FIRST RELEASES

The first of Vision's releases to the Book Market will include the following four titles, including the first of the books from Vision's new Tales of the Mornmist Shared World, created by top Fantasy Authors Lynn Abbey (the creator of Thieves' World) and TSR's Ed Greenwood (creator of Forgotten Realms). One of the titles, Sweet Treats, is currently available, due to an advance print run, in both Perfect & Spiral Bound versions. They are all highly recommended!

#### A WHISPER OF WINGS

ISBN 1-887038-04-3

AN EPIC, SHATTERING STORY of power and love, of betrayal and sorrow, by well-known TSR Author, Paul Kidd. It is a story that will stay with you forever. Lavishly illustrated with 20 interior plates by top-ranked artist Terrie Smith, it is one of our most beautiful works ever — truly a pleasure for us to share with you. Internationally Distributed as a Trade Paperback through Diamond to the comic book market and Ingram Book Distribution to conventional bookstores, Vision has gone all-out on this title, and no expense was spared in bringing you this truly unique, magical experience. We cannot recommend it highly enough.

#### BLOOD MEMORIES

ISBN 1-887038-06-X

Set in trendy Seattle, this tale of Vampires, Serial Killers, the FBI and Psychics is a stunning look into the macabre world of the undead. By Barb Hendee, this new novel leads off a slow but steady string of upcoming Horror novels from Vision.

#### SWEET TREATS

ISBN 1-887038-02-7

Yes, it's Margaret Carspecken's famous new book, Dessert Recipes from the Kitchen of Marsha Redfox! This 128-page cookbook is done in full, glossy color from front to back. It features dozens and dozens of Margaret's beautiful, original watercolor illustrations, most of which have sold at conventions for hundreds of dollars. Highly recommended, this book comes in both Perfect-Bound and Spiral-Bound (chefs' lay-flat version) styles of binding. Highly Recommended. This book is currently available through Amazon.com, INGRAM, Diamond Comic Distribution and directly from the publisher.

#### THE RATS OF ACOMAR

ISBN 1-887038-05-1

Paul Kidd leads off the Mornmist Shared World with The Rats of Acomar, a dark look into the life of the Rats of the world, who needs must kill for their very survival, as they scabble viciously for sustenance in the broken ruins of the ancient city known as Acomar.

This epic tale takes the Rats from the very pits of self-destruction to the bloodiest heights of victory, where they learn that victory as they understand it can only be a Pyrrhic one. It is a moving story, not to be missed. Lavishly illustrated by top-ranked Artist Terrie Smith, with ten full-page interior plates, The Rats of Acomar will soon be followed by others in the Mornmist series, in quick succession:

Those Who Hunt, by Elaine Cunningham,  
Flying Colors, by Jeff Grubb, and  
Unicorn's Gate, by Mary Herbert.

### AJA BOOK 5?

Due to popular demand, and a large number of artists who would like to be featured in the series, the Powers-that-Be at Vision are now seriously considering coming out with another volume of the popular series of perfect-bound artist contact books. The new volume would be available through all comic stores through Diamond, Book stores through INGRAM, and globally through Amazon.com.

If you're interested in submitting some of your artwork for consideration, write to the address below for an Artist's Submission Packet.

#### Vision Entertainment

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Flushing NY 11358

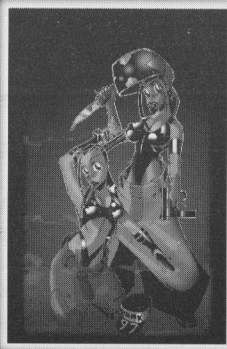
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## NEW AND EXCITING TITLES FROM VISION COMICS

**HARD CORE, By Bob Tanks & Shawn Allen**

This is a tale of two women, driven by a fire and a passion so intense, they will stop at nothing to achieve their goal -- the destruction of Jamal Cortez, the drug lord that controls the streets and the gangs in the city. Guns, knives, swords, machetes, bare fists and more come into play as mad violence erupts across the city. Savage and brutal, HARD CORE is unlike any other tale told by Vision. Digitally Toned by the very-well-known artist, Eric Blumrich!



## NEW AND EXCITING TITLES FROM VISION COMICS

**EXTINCTIONERS, Issue #1: "COUNTDOWN TO EXTINCTION"**

Katherine Fela was an ordinary, average girl until sweeping events unfolded and shattered her life forever. An attack by unknown alien forces has destroyed her country's space colony and now the mother world itself is under attack. Her life is saved only by the intervention of the Solar Foxes, a group of vulpine hybrids, sole survivors of the destroyed space colony. This title covers their struggle against a horrific enemy, bent upon conquest and slaughter. It is a truly magnificent tale, in art and concept, unlike any ever told by Vision. We urge you not to miss it. Brought to you in FULL DIGITAL COLOR by the talents of Digital Colorists Eric Blumrich and Scotty Arsenaull! 32 Pages, UV-Coated Cover, #3 Glossy, Coated Stock.



## NEW AND EXCITING TITLES FROM VISION COMICS

**KATMANDU, Issue 16: CEREMONIES (Part One)**

Thorin, Liska, and Thea all must make major changes in their lives. In this 3-issue story arc, Thorin and his men are awarded honors for their part in the breakup of the Iron Ore Consortium, Thea celebrates her rite-of-passage into womanhood, and Liska must make her final decision about the Black Drink. Story by CAROLE CURTIS, art by SHAWNTAE HOWARD, inks by ADRIAN KLEINBERGEN, cover by SHAWNTAE HOWARD and SHANE FISHER.



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## NEW AND UPCOMING TITLES FROM VISION COMICS

**TALL TAILS, Issue #1: "EARTH SHAKING"**

Meet Ravenwood, Pandora, Klea, Silvermain, Gabriel, and Raulph - six friends and warriors in search of the Great Seal of Iberion, stolen from their benefactor. In this first, exciting issue, after a raid on a thieves' den, they come across a mysterious boy who is the sole witness to the thieves of the Seal. Taking the child with them, they go on to meet Ravenwood's cousin Cromwell, General of the Royal Army of Lifdell. Yet Cromwell is on a search of his own.... the heir-apparent of Lifdell is missing and it's up to Cromwell to find him. But he soon learns that he may not have to travel far...

# ALBANY ANTHROCON 98

## A Rough Labor by J.M. Wilde

I really don't like climbing.

I like climbing even less when I don't have a real harness available.

I guess I should consider myself lucky that there was some decent rope available. I made a makeshift harness out of the rope and looked town into the smoking crack in the ground.

I turned to face my partner, "Are you sure that everything is okay?"

My partner, Heinlein, spread his wings. *::Yes, Tom. I can sense the egg. It is well for the moment!::*

Yeah, my partner is an Dragon. Well, 'Dragon' isn't accurate, really. He's a denizen of the planet Pyrial, and resembles more a oversized gecko with wings than a traditional Terran 'dragon'. However, the name for their species sounds like gas pipes clearing, and you can't even say it correctly unless you're at least a Class 2 empath, so they don't mind us poor under-equipped Terrans calling them Dragons.

Since I happen to be the first Terran in the PsiCorp who formed a Bond with a non-terrestrial, I was here on Pyrial setting up translation manuals for a academic exchange between the two worlds.

During a free day, Heinlein took me to visit the Hatching Grounds, the only part of Pyrial that was seismically active. It was very warm, around 45 degrees here, and it smelled of sulfur dioxide. As we toured the area, looking at the eggs and the expectant parents, there was a small quake, opening up a rift about two and a half meters across. Not a big deal, as it goes, but an egg slipped into the chasm before the parents were able to react and grab it

Which leaves me here, trying to tie a rope around myself in such a way so I can go into that crack that smells like, of all things, rotten eggs.

I hoped that wasn't an omen.

I double checked the knots for the third time, thankful for that survival course PsiCorp made me go through. "Hey, Heinie, this is some decent rope. Where did you get it so fast?"

*::There was an artist nearby. She dismantled her latest work to get the rope we need.::*

I wasn't about to ask what type of art needed a couple hundred yards of 10 millimeter rope, and I had a brief mental image of a Dragon playing Cats Cradle.

I walked to the chasm and looked down. The air wasn't any warmer, thankfully, so I hoped that I wasn't going into a lava pipe. "Okay, Heinie. I'm going down."

The Dragon nodded and took up the rope, reeling in the slack. I sat down, letting my legs dangle down in the crack. Checking the rope one last time, I lowered myself down and braced my legs against one wall, and my shoulders against another. This wasn't the most comfortable way to climb down a shaft, but it was reasonably safe.

The discomfort didn't last long as the crack narrowed down, and I could put my whole back against the rock wall. I turned on my little flashlight.

The egg was down about 10 meters, and wedged in pretty good. The silvery egg was cracked. "Heinlein, is the egg okay?"

Before Heinlein could answer, I saw the crack widen slightly, and a 5 centimeter claw poked out of the crack. The sight surprised me, and I lost my stance and slipped down a bit more. "Uh, Heinie? I think this thing is hatching..."

*::Hatching!::* Heinlein sounded puzzled. *::I'm no parent, so I do not know much about eggs. The impact must have cracked the shell, and started the process.::*

I had to do something, because the Dragon inside was far smaller than the egg that kept it wedged in the crack. "Give me a bit more slack, Heinie. I'm going to play catcher."

I felt the rope loosen, and I scampered down under the egg, and

worked my way back up, getting as close to the bottom of the egg as I could. I braced myself.

"Heinlein, is there anything I should know about a hatchling?"

*::/You have to send feelings of support and warmth when they first free themselves of the shell./::*

I had a horrid thought, "Gads, Heinie. Does your race imprint?"

I could almost hear a chuckle in the thought. *::No, Tomlarsen. Our kind does not attach ourselves to the first creature we see. No more than Terran babies, according to what I've read.::*

As I let out a sigh of relief, the shell gave way and I had forty kilos of damp, sticky Dragon in my lap. I was caught off-guard, and slid down another meter or so while before Heinlein took up the slack.

The hatchling must have felt my panic, as it dug claws into my shoulders and legs. I clenched my teeth, and concentrated on happy, warm thoughts through the white feelings of pain as those needle-like talons dug into me. It released a bit, thankfully, but it still was clinging to me.

I said through clenched teeth, "Heinie! Pull us up!"

I hugged the hatching and let the Dragon do all the work, as my arms were starting to go numb. I blacked out shortly after that.

When I came to, I saw Heinlein's huge face looking over me worriedly. *::Tomlarsen, are you alright? The medics are on their way from the Terran Consulate.::*

I looked down at the 4 tears in each shoulder, and matching digs in my legs. They were deep, but not horribly so. I didn't feel them much, so I must still be in a bit of shock. "I'll be fine until they get here. The hatchling...?"

*::Is fine, Tomlarsen.::* Heinlein began to bandage my wounds the best he could. *::You were unconscious when we pulled you up, but you and the hatchling had a strong grip on each other. The parents are very grateful. They are going to name her Tomlarsen, in your honor.::*

I winced, "Ugg. That's no name to saddle any lady with. Is that set in stone, Heinie, or can it be changed?"

*::Well, I'm sure the parents would respect your wishes, if you did not wish to share your name. It is an honor, Tomlarsen, and your name has no gender identification on this world.::*

I heard the hum of the ambulance hovercar, "Well, Heinlein my friend, tell them that I am deeply honored to give the child my name."

Heinlein bobbed his neck in the Dragon equivalent of a nod. *::I will, Friend Tomlarsen. Now, rest.::*

I leaned back as the human medtechs came to my side and began to scan my vital signs. The only thing that came to my mind was what does one get a goddaughter for a birthday present when dresses aren't appropriate...



© Heather Reisen

# “HERE BE DRAGONS ...”

## By Any Other Name

by Allen Kitchen

“Sir?” the shuttle pilot said. “We are coming into visual range of your new ship now, if you’d care to see.”

Saloris stopped reading his orders and looked up. He was sitting in the copilot’s chair, though he hadn’t actually put his claws on any ship’s controls in a decade or so.

Command officers rarely got that luxury, even in ground-to-orbit shuttles. But the tall-backed chair offered an excellent view.

He squinted at the bright metallic object ahead of them, and closed his inner eyelids to cut down the glare. His pilot noticed, and smiled.

“Nice adaptation that.”

The dragon nodded, still looking forward as his new ship grew and grew with the shuttle’s approach.

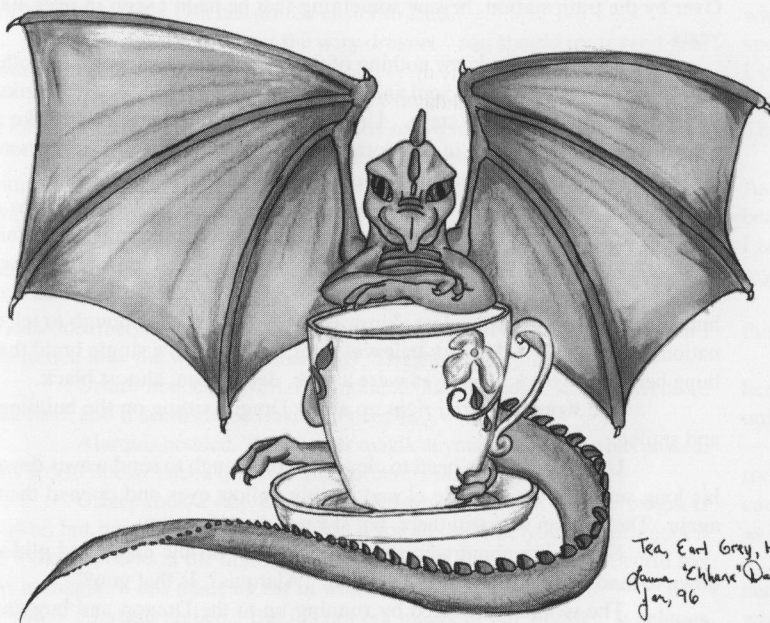
“It has its uses.”

“I can imagine. There are times I could use a set of built-in shades myself. Imagine staring at something like that several times a day, if you can.”

Saloris snorted. Yes, the ship was uncomfortably bright to stare at. Fresh out of assembly, it hadn’t even received stealth treatments yet. It was bright silver and gold against the black velvet of space. Anywhere that didn’t shine with the reflection of the sun, shone blue and white from the world below.

“I could get used to it,” he chuckled to the young human ensign. He automatically took stock of what weapons were visible as their shuttle swung about to port. They were heading to the aft end of the giant ship, and the docking ports located there. A sensible location for them Saloris thought, since that was the only spot on the ship that wasn’t armed.

At first he thought somebody had misquoted the ship’s weapons specs. One glance dispelled that thought. Such firepower! 24 different wavelengths of laser beam, each around 2 terawatts. 56 plasma cannons. 18 neutron beams over an 80 degree spread. And 16 railguns, each in a revolving cannon configuration. Not to mention the hypervelocity flechettes that covered the ship for close-in defense against boarding.



Tea, Earl Grey, HOT.  
Laura Ehlana Davis  
Jan, 96

© Laura “Ehlana” Davis

He didn’t know what that “Instant singularity” device in the tail was, but it probably didn’t sing.

“The Teivos Republic may be bankrupt.” Saloris confided to the ensign with a hint of awe in his voice. “But we still make one hell of a battlecruiser, don’t we?”

The human chuckled as he maneuvered the shuttle, preparing to dock.

“Yes. Pity about the ship’s name though.”

Saloris’s head snapped about. He glared disapprovingly at the junior officer.

“What did you say?” he demanded.

The human’s smile vanished and his skin paled.

“I said, ‘Pity about the ship’s name’...” he mumbled, remembering to add “Sir...” to the end.

The dragon stared at the uniformed pilot for several seconds, before finally facing forward again.

“It doesn’t matter what her name is ensign,” he pointed out, jutting a reptilian finger at the steel dreadnought only yards away from them. “What matters is which end of her guns you’re on when things get hot. Believe me, I’m glad that I’m going to be on the giving end instead of the receiving one.”

The pilot nodded, and Saloris could see the sweat beading up on the young man’s forehead. After all, it wasn’t everyday you got dressed down by an admiral. The kid was probably scared to death!

Saloris felt very much the ogre all of a sudden. He overreacted to the pilot’s remark, and he really shouldn’t have. As the docking clamps locked onto the shuttle and secured it in place, he looked down to release his seat restraints.

“But you’re right,” he added. “It IS a pity about the name.”

“Attention on deck! Command officer now boarding!” the loud-speaker in the hall announced.

Saloris stepped through the bulkhead door, surprised at the low level of light in the hall. He saw the faint outline of someone walking toward him.

“Your eyes will adjust in a few minutes.” The wolverine’s voice told him.

“Why is it so dark in here?” Saloris complained.

“We need to conserve as much energy as possible for the weapons systems Admiral. They don’t just wind up, you understand.”

The dragon nodded, and his eyes did begin to adjust to the low light.

“I imagine not,” he agreed. “And you must be my XO, Ravidson.”

“Yes Admiral. And let me be the first to welcome you aboard the battleship...”

“Don’t say that name!” Saloris interrupted.

The wolverine looked puzzled as he finished his speech.

“Battleship ‘FUZZY KITTEN’?”

The dragon winced at his starship’s name yet again.

“By the green scales of the ancient ones!” he cursed. “How in the nine hells did a ship like this ever get such a name?”

“The ship’s designer named it,” the XO explained, passing Saloris a computerpad. “He was a relative of the emperor, and earned the honor for building such a warship. Rumor is, he went mad putting all these weapons in. So when it came time to christen her, he wasn’t quite firing on all thrusters, if you take my meaning.”

The dragon snorted, a small jet of steam escaping his nostrils, and he took the proffered pad

“Whatever,” he grumbled. “My first executive order of the FUZZY KITTEN is going to be to give this ship a more suitable name.”

The wolverine shook his head.

“Sorry admiral. No can do. Like I said, this ship was named by a relative of the emperor himself. The name sticks, good or bad.”

“How am I supposed to get any respect in the officer’s lounges

# ALBANY ANTHROCON 98

when I tell people I'm in command of the FUZZY KITTEN?" The dragon loudly complained as he walked past his executive officer. "And what about the morale of our crew?"

The wolverine fell into step behind the dragon, keeping to the right of his tail.

"Well sir, think of the effect on the enemy."

Saloris stopped, turned, and blinked.

"Are you telling me we're supposed to make the enemy stop and die laughing? If so, I think we're a bit overarmed here."

"No sir. But how would you like to report to your superiors that you were shot out of the sky by the starship FUZZY KITTEN? And what will the enemy think when they encounter ships with names like DISEMBOWELER and MANGLER, considering what this ship is like?"

Saloris nodded slowly.

"Well, there is that psychological angle I suppose," he grudgingly agreed. "But I still don't like it!"

"Nobody does," the XO agreed. "Except for maybe the emperor's nephew. It's hard to tell. He doesn't do anything but giggle anymore."

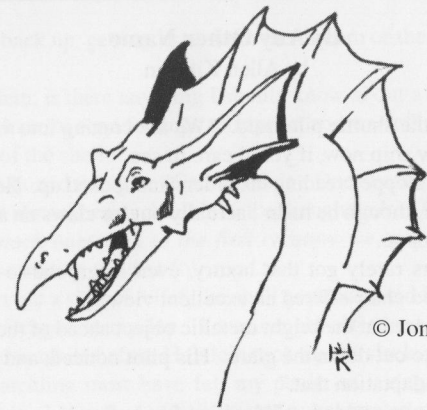
The dragon handed a set of orders to the wolverine with a scowl.

"Fine. If I can't do anything about her name, at least I can get started on her reputation. We're skipping the normal shakedown cruise, and going straight into combat mode. Here is our list of objectives. See to it all the weapons are ready within 12 hours, understand?"

The wolverine smiled viciously back at his commanding officer, and took the envelope from him.

"They'll never know what hit them sir!" he proudly announced.

"I can't be that lucky..." Saloris huffed as he stomped down the hall in search of his cabin.



© Jonathan Kaufman

## Out Of Place by Cyndi Hoffman

It was a clear, starry night in Albuquerque. The lights of the sleeping city just made the surrounding desert look like a ring of shadows, the darker shadows of Sandia Peak dominating the eastern skyline. It was about 3 in the morning, and the town was nearly asleep.

This was the best time to see the town, in Urlaro's opinion.

Urlaro liked the nights in the high deserts. He would wander around freely, spreading his amber brown wings to nearly their full length. He even took short flights, but never too high, as the nearby Kirtland Air Force Base never slept.

Albuquerque seemed to be ideal for his needs. The warm, arid climate was perfect for his reptilian body, and Albuquerque was large enough to have a reasonable pool of magik, but small enough where the city still 'slept' at night.

Urlaro was sitting on top of the Greyhound Depot, looking over the railroad tracks and the city lights. He had finished reading the two books he 'borrowed' from the UNM Library book drop, and was thinking about a quick flight down Central Avenue to return them. He never liked to make the students pay for his curiosity, so he made a point to have them returned before dawn.

He /felt/ around, using his magik like a second set of eyes, making sure it was safe to fly. However, what he saw made him forget his books. Over by the train station, he saw something that he hadn't seen in over 400 years.

Someone who knew nothing of the ancient magiks would see nothing, but to the dragon who's soul and body were such a part of those magiks, the gate was like a spotlight stage. Urlaro watch as the magiks spun like a tornado, weaving a shape in the vortex. The shape became clearer, more defined. As the magik dimmed, a woman appeared next to the building.

Urlaro shook his head as he looked upon the figure. She was a small woman, and wore a silk dress from Cathay, a rich, blue robe-like affair stitched with gold-thread dragons dancing around, making it look as the dragons were chasing each other around a pillar of the clearest sky. Her face was human, yet utterly ageless. Her skin was a rich tan, but not enough to tell a nationality instantly. Her dark hair was long, drawn up to a single braid that hung behind her back. Her eyes were a dark, deep green, almost black.

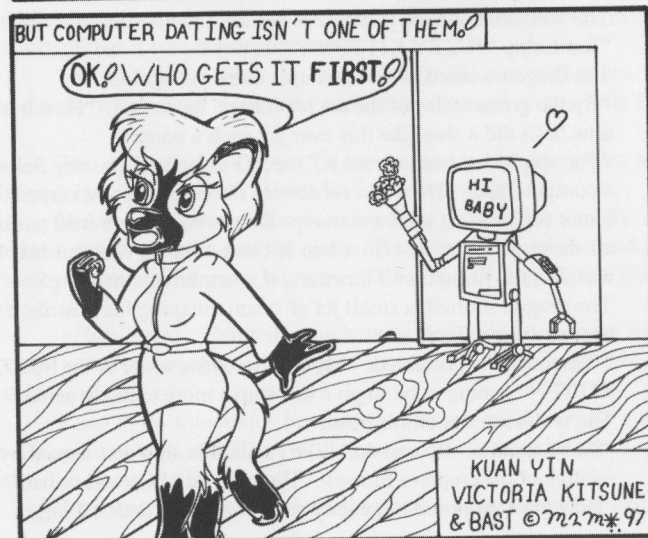
The woman looked right up at the Dragon sitting on the building, and smiled.

Urlaro shook his head to clear it, hard enough to send waves down his long serpentine neck. He closed his big yellow eyes and opened them again. The woman was still there, but she was laughing now.

Not caring about who saw him, he leapt off the depot and glided down to land right in front of the woman. "Alarquis? Is that you?"

The woman answered by running up to the Dragon and hugging him. "Oh, Urlaro. It's been far too long."

The dragon embraced the woman completely, even wrapping his tail around them both, "Oh, Alarquis, I thought you had died in the fire at



© Matthew McAndrews

# “HERE BE DRAGONS ...”

Seville. How did you survive? Where have you been? Oh, Gods, I've missed you!”

Alarquis pulled back, her face streaked with tears, “Oh, Urlaro. I tried opening a gate to escape the fire, but I found myself exhausted and in a different place. I've been trying to find all my friends, but time moves differently in that other place.”

Urlaro leaned back and looked at the western sky. “The fire took place in the Christian year 1592. It's now 1998. Over four hundred years.”

Alarquis looked up, “Oh, I'm so, so sorry, my gentle Urlaro!”

The dragon smiled, looking back down at the woman, “Oh, it wasn't so bad. I always was a bit of a loner, my dear. As you were always quick to point out.”

Alarquis smiled, “Now, there is nothing wrong with study or knowledge, but you never got out much. I had to remind you to hunt, else you would have starved to death with those scrolls and tablets of yours.”

“It's much worse now, Alarquis,” the Dragon chuckled. “They have books now, books made so cheaply, that even the poorest worker can afford them. They have libraries where anyone can read and borrow these books. I'm afraid my addiction has gotten easier to feed.”

Alarquis looked over the wiry dragon, “You should try to feed your stomach and not your head, dearest.”

The Dragon gently hugged the woman again, “Oh, Gods, it's been so long. Even your nagging voice sounds so wonderful.”

“Well, gentle Urlaro, I'm here for a reason.” She said, her eyes brimming with tears, but her voice steady and sure. “I'm here to take you away from this world.”

The Dragon blinked at the words, “Take me away? Why? You're back with me, my friend. I can show you the world. With your magik...”

The tears were streaming openly down Alarquis' golden cheeks, “Please, dearest, let me talk. This is hard enough without your tales. Haven't you notice how the world has changed? The magik is changing.”

Urlaro nodded, “Well, I've noticed that the magik has grown more localized, and it seems to be linked to people.”

Alarquis nodded, “It's not our magik anymore. Our time has passed. This world doesn't need dragons and sorcerers now.”

Urlaro took a step back and sat down on all fours, “The magik is weaker, but we can survive. I've done it for all the time you've been gone.” He looked around at the night sky, “We can stay here. What this world has lost in magik, it has made up for in wonder.”

Alarquis sighed, “But it's not our magik or our wonder. It belongs to them.” She took his foreclaw in her dainty hand, “Come back with me. You're the last one here. Come back to your brothers and sisters.”

“They are... where you were.”

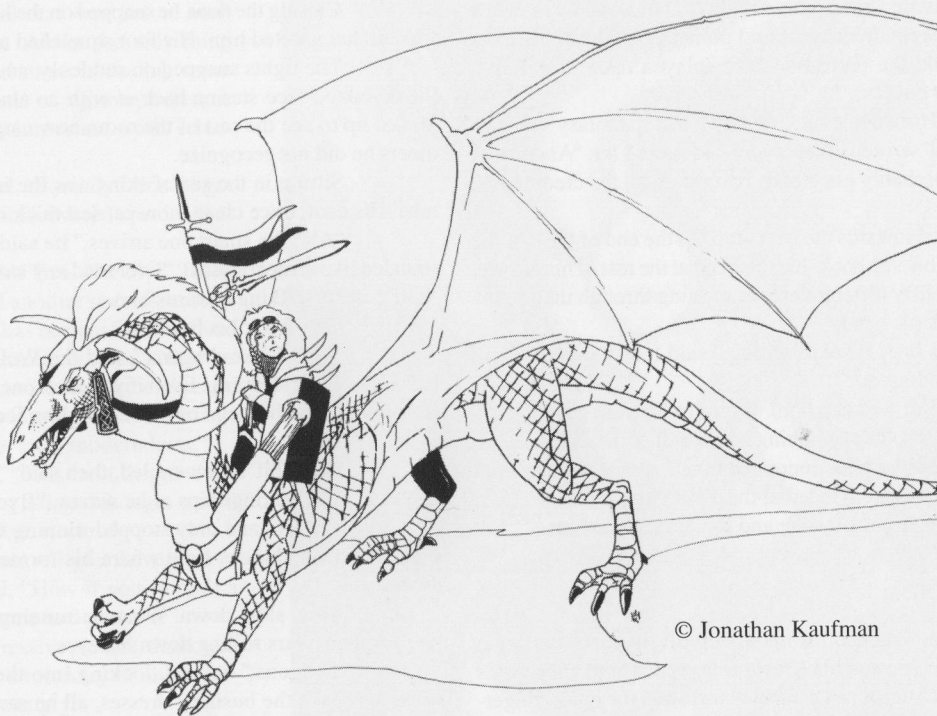
The human nodded, “I've been trying to get them to the new land I found. The magik there is just like what we used to have. It's a dream world, and a safe place to wait.”

Urlaro blinked, “Wait? Wait for what? If your new world is so perfect, why wait for anything.”

“Urlaro, you always were so logical,” Alarquis said. She looked up into his eyes and smiled, “I'm not abandoning this world. It is my home as well. But our time will come again, where dragons will fly and magik will be accepted. Until then, you can wait with us.”

Urlaro's tail began to twitch, making a rasping sound as the scales rubbed the steel of the nearby railroad tracks, while Urlaro thought.

“Alarquis, I thank you. You are my closest friend, human or dragon. You have always helped me, and looked after me. I have mourned your loss every day of these years we've been apart. Knowing that you are alive fills my heart



with joy.

“However, this is my home. I... I can't leave. The magik has changed, but so have I. “There is another reason I must stay. For those who look at the stars, and see Perseus and Cassiopeia rather than random specks of light. For those who would like to know of the world that you and I knew of in the past. For the people who's only light is the dreams. If I leave, they will know that the Urlaro, the final dragon on Earth, has gone. That the old magik is gone. I can't do that to them.”

Urlaro was weeping openly now, the oily tears that his kind shed. As the large drops pooled together on the concrete, smaller, saline tears were beading on top of them. “Oh, Urlaro. I wish you would come back with me. I have to return now, before the magik gets too weak to gate with. Goodbye, my dear friend, and I will see you again. When the Circle Wills.”

The dragon hugged the human a final time. “Go, Alarquis. I will think of you always, and send you messages in my dreams.”

The human sorcerer smiled again, the tears streaming openly down her face. The vortex of magik came again, and shortly she was gone, with only her tears mingling slowly with Urlaro's the only sign that she was here.

Urlaro sighed heavily, and flapped his wings. He went back to the roof of the depot and grabbed the two books he had been reading. The wind came up a bit, a tiny bit, and helped to congeal the last of the oily tears. It was as if Nature herself was sending the breeze as thanks.

He knew then that a perfect world wasn't the place for him. He needed to be here as much as the dreamers needed him to be here. This was where he belonged.

Smiling slightly, he leapt into the sky, and followed the streetlights of Central on his way to return the books. He could get more tomorrow.

And all the tomorrows that followed.

# ALBANY ANTHROCON 98

## Sleeping Dragons

By Andrija "Andrian" Popovic

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"Not this one, Jer. I've got a bad feeling about this one," whispered Icer to the other Canine' Struct. The five of them—Jer, Icer, Thom, Ric, and Harl—watched their target from the back of the maglev. He was a Wolf' Struct, not grown from the *Canis Familiaris* stock like their ancestors were.

This Wolf' Struct wore a nice, pressed suit of charcoal gray to match his fur, complete with light gray trenchcoat and polished shoes. In his hand flickered a fantasy vid-book, the protective case splayed open revealing a sinuous dragon on the LCD cover.

"You're kidding. Him? He's sucking down a crap fantasy vid. The guy has 'beaten up in school' written all over him," muttered Jer. "And check the salaryman outfit. He's probably got a fifty-K limit on all his credit chits. No, we take him down."

The maglev howled towards the next stop. At the end of the car, the Wolf' Struct flipped through his vid-book. Icer glanced at the rest of his Krew, all mongrel Canine' Structs, fifty different breeds running through their veins at any given time, and shook his head.

"I'm not in on this one. He feels wrong," said Icer. "You guys can take him. Next stop, I'm heading out."

"Fine," said Jer. "But we keep it all. No soup for you, got it?"

Icer shrugged and stood up, grabbing a handrail as the car hissed to a halt against the platform. As the pilot announced their arrival at Anacostia Station, he shuffled to the door and glanced at the Wolf' Struct.

The dragon in his vid-book awoke and looked back at him.

\*\*\*

Two stops later, Jer watched his mark step off the tube. Letting a few people slip between them, he and his Krew followed. Thom slipped his hand inside the outside pocket of his jacket as they followed the mark, fingering the taser he carried. The others touched their stunners and knives.

Jer carried the only gun, just in case. They needed him alive. Getting the credit chit's PIN numbers out of him would be easier than cracking the protection codes afterwards.

The mark turned down a side street. Crowded, old-style brownstones rose around him. Jer saw him walking towards a stairwell to a downstairs apartment. He nodded to the others. Thom's taser slipped out and the Canine' Struct sprinted towards the mark, firing the barbed darts into the Wolf' Struct.

Hot sparks crawled across the mark and he crumpled onto the pavement.

"The chits and the pin numbers," Jer snarled and whipped out his knife. Ric moved in with the second taser while Harl whipped out his long-bladed knife. "C'mon, don't make us gut you."

The mark just laughed and something flashed through the air. Thom stiffened as a long, thin blade spearing his throat like a piece of meat on a fondue stick. He staggered backwards into Harl as the mark whipped his arm out again. Another blade pierced Harl's leg, followed by a third in Ric's thigh.

Jer dropped his knife and reached for his gun, but another blade sang through the air, punching in between the bones of his arm before entering his chest. It pinned his arm against his ribcage. Blood filled his mouth.

The mark stood up and Jer got a good look inside his business coat. Knives, hundreds of varieties, hid within the lining.

"You guys like old songs?" asked the Wolf' Struct. "I love old ones. Found one in God's archives that the humans made thousands of years ago..."

Two long blades of chromed ceramic slipped from the Wolf' Struct's sleeves. He slashed through the tendons of their legs, laying open their clothes and flesh in one slice.

"Now, we have some fun," he said in a dry, pedantic voice, before

breaking into song.

"Hush, hush, I though I heard you callin' my name now..."

\*\*\*

Icer staggered back to the Krew's crib, a dusty old loft once used for storing plastic sheeting. He keyed open the door, eyes blurred from a mix of endorphins, alcohol and a few other substances.

Closing the door, he snapped on the light. A few flickering red flashes was all that greeted him. His foot squelched against something soft.

The lights snapped on suddenly, and Icer stared down at Jer's pelt, the de-boned face staring back at with an almost comic grin. He froze, and looked up to see the rest of the room now carpeted with his Krew and a few others he did not recognize.

Sitting in the sea of skins was the mark, the Wolf' Struct from the tube. His coat, once clean, now carried thick reddish-brown stains.

"Ah...the smart one arrives," he said. Icer gulped. The Wolf' Struct sounded like an accountant. "Ever read any stories about dragons?" asked the Wolf' Struct, walking towards him.

Icer shook his head.

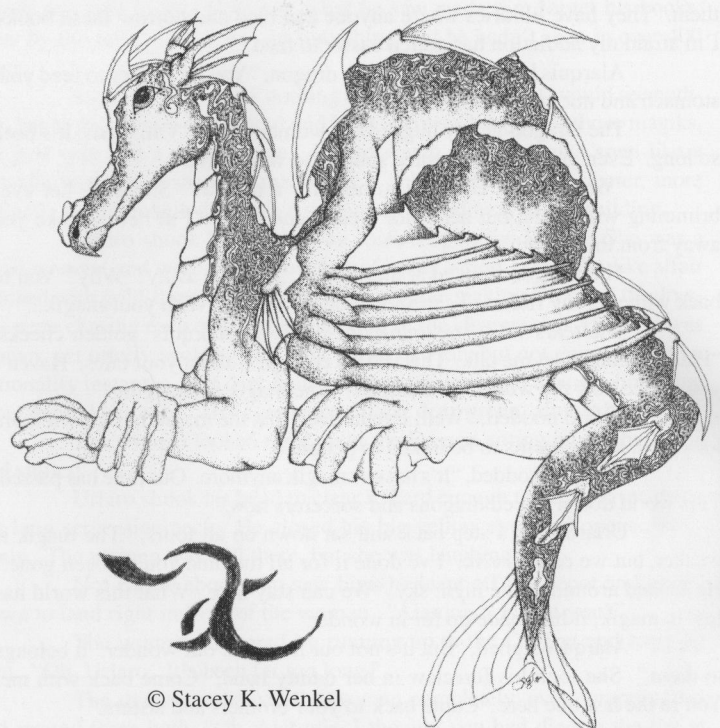
"Pity. I like dragons," said the Wolf' Struct. "They're interesting. Harmless when sleeping. Even if you kick one awake, they're slow to anger." He stood close, the scent of blood flooding Icer's nose. "But if you get them angry..."

The Wolf' Struct smiled, then said. "Get out. This is my lair now." Blood stained his fingertips as he waves. "Bye now."

Icer ran, and only stopped running when he slammed into a burly Bear' Struct five blocks from where his former Krew decorated the floor of the loft.

"Hey, slow down. Whatcha running from?" said the Bear' Struct. Icer laughed, tears rolling down his eyes.

"Dragons," he said, looking into the crowd. Beneath all the gray suits, the coats, the business dresses, all he saw were scales and glimmering eyes, lazy with sleep. "Sleeping dragons..."



© Stacey K. Wenkel

# “HERE BE DRAGONS ...”

## New Discoveries

by W. Davis Hack

Eva came into the office, “You know, Pal, I just can’t believe this. This is the opportunity of a lifetime. Why is everyone so hush-hush about this?”

Pal looked up from his paperwork. “You know the drill, Ev. This isn’t everyday science. We’ve got the only population of an animal that was, before now, only a mythological curiosity. About the only thing that could shake up this world more is finding some aliens or having a all the tenants of a graveyard come back to life. This is some very important work, scientifically and socially.”

Eva looked perplexed, “Socially? You’ve got to be kidding? It’s just an undiscovered species, not the End of the World.”

Pal stood up and faced Eva, “Really? Think about this. We have just found another species, at least as intelligent as ourselves, that has been in folklore from so many different ancient civilizations. And if they’ve stayed hidden from modern science for all these years, what else exists that we don’t know about. This isn’t what people want in their nice, safe, modern lives.”

Eva rolled her eyes, “This isn’t the good ol’ days anymore. You’d think that rational thought would prevail over superstition and folk stories.”

“Did you parents ever tell you the stories to keep you in line?” Pal smiled, “How if you weren’t a good little tyke, *they* would come and get you?”

“No, I had very progressive parents, thank you very much. They didn’t make a mockery of my intelligence.” Eva looked genuinely angry.

“Okay, okay, Ev. Don’t get excited. You were lucky, then. Most of the rest of the world have a deep-rooted fear of these ‘mere’ animals. The good news is that we just got funding for the study. As long as we keep it quiet, we can study them as long as we like. We’ve got an unlimited feed. It wasn’t easy, but I did it.” Pal looked smug as he flipped through some papers, “Everything got pushed through. We’ve even got funding to set up a habitat.”

Eva took the papers, “That’s good news. After all those years running underfunded research, it’s rather nice to get what we need. The Powers-That-Be are that serious about this, eh?”

“Really serious,” Pal agreed. “I don’t think a few months of silence will bother us. We’ll be too busy getting data. Is that so bad?”

“I guess not,” Eva sighed, relaxing a bit. “No snoops peeking over our shoulders? No strange clearances or anything.”

Pal nodded, “Well, nothing that I can find yet. I’ll be giving regular reports, but that’s my job as Chief Administrator. You just worry about the research.”

Eva flicked her tail and her wings quivered a bit, her scales turning slightly lighter with happiness. “Well, I’m not expecting too much, but if I can get half the studies on those humans that I want, it’ll be the best work I’ve ever done.”



Pal nodded, “Damn right, Ev. Not only can we prove that humans exist, but that they aren’t the bloodthirsty dragon-slayers that all the legends make them out to be. Another intelligent race, much less intelligent mammals, will give us things to study for years.” He rasped his tail across the floor in anticipation. “Oh, I am so worked up over this! How about you and me go on little flight. To celebrate.”

Eva hung her long neck down a bit, but looked Pal straight in the eye, “Now, what will everyone say?”

Pal winked one of his large green eyes, “We’ll tell ‘em the humans made us do it. Lets fly.”

The two dragons, scientist and administrator, left the office and took to the skies.



# ALBANY ANTHROCON 98



© Matthew McAndrews



© Sara Palmer



© Shannon Stuart

# "HERE BE DRAGONS ... "



© Susan Rankin



© Heather Reisen

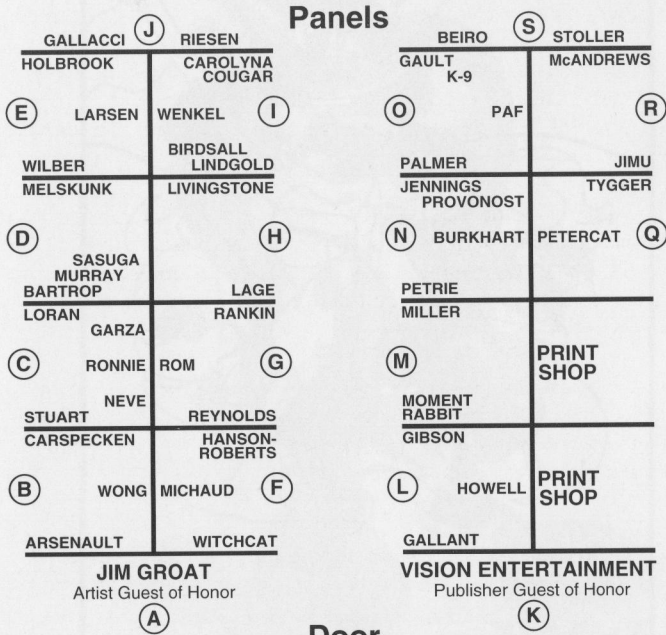


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# ALBANY ANTHROCON, ART SHOW

## Art Show Room Layout

T1	T2	T3	T4	<b>Tables</b>					T5	T6	T7	T8	T9
IKEGAWA				GAULT		FUZZYBEAR		JENSEN		PALMER			MOMENT RABBIT



Monika Livingstone .....	H8, H9
Loran .....	C1
Matthew McAndrews .....	R8, R9
MelSkunk .....	D1, D2, D3, D4, D5
Juanne Michaud .....	F5, F6
Annette Miller .....	M4, M5, M6, M1, M2, M3
Moment Rabbit .....	T8, M8, M9
Micheil T. Murray .....	D8
Michael Neve .....	C6
Paf .....	O4, O5, O6
Sara Palmer .....	O7, O8, O9, T6
PeterCat .....	Q4, Q5
Margaret J. Petrie .....	N8, N9
Kenneth Pick .....	Print Shop
Amy G. Provonost .....	N2, N3
Susan M. Rankin .....	G8, G9
Brian Reynolds .....	G1, G2
Heather Riesen .....	J1, J2, J3
Rom .....	G4, G5
Ronnie .....	C4
David J. Sammons .....	Print Shop
Sherry Sasuga .....	D7, Print Shop
Peter H. Stoller .....	S1, S2, S3
Shannon Stuart .....	C8, C9
Stacey K. Wenkel .....	I4, I5
Roger & Jill Wilber .....	E8, E9, Print Shop
WitchCat .....	F1, F2
Conrad Wong .....	B5, B6

### Albany AnthroCon Art Show 1998 Space Assignments by Artist (subject to minor alterations if needed)

Scotty Arsenault .....	B7, B8, B9
Richard Bartrop .....	D9
Mitchell R. Beiro .....	S4, S5, S6
James W. Birdsall .....	I2T
Dave Burkhardt .....	N4, N5, Print Shop
Carolyna Cougar .....	I7, I8, I9
Margaret Carspecken .....	B1, B2
Vision Entertainment .....	K1, K2, K3, K4, K5, K6
Fuzzybear .....	T7
Steve A. Gallacci .....	J4, J5, J6
Rebecca S. Gallant .....	L6, L7, L8, Print Shop
Claire Garza .....	C3
Michele Gault .....	O1, T5, Print Shop
Roz Gibson .....	L1, L2
Tygger L. Graf .....	Q8, Q9
Jim Groat .....	A1, A2, A3, A4, A5, A6
Mary Hanson-Roberts .....	F8, F9
Bill Holbrook .....	E1T, E2T
Laura A Howell .....	L4, L5
Lance Ikegawa .....	T1, T2, T3, T4
Lisa Jennings .....	N1
Jason J. Jensen .....	T9
Jimu .....	R1, R2, R3T
K-9 .....	O2, O3
Daphne Lage .....	H1, H2, H3, H4, H5
Aaron (L!) Larsen .....	E4T, E5T
Lindgold .....	I1T

### HOW TO BUY ART AT THE ALBANY ANTHROCON ART SHOW (Bidders' Rules)

The Albany AnthroCon Art Show is an exhibit of original artworks of a science fiction, fantasy and/or fannish nature, offering for display and sale both flat (e.g. sketches and paintings) and 3-dimensional (e.g. sculpture and costumes) artwork executed by both professional and amateur artists. Associated with the Art Show is a Print Shop for direct sales of photoprints (reproductions of original art), lithographs and other multiple-copy items.

To be a "bidder" (i.e. a prospective buyer of original artwork) you must:

1. Be a registered member of Albany AnthroCon, as evidenced by your AAC badge;
2. Register at the Art Show Control Table to receive your bidder stickers, which are used to identify your bids and validate your status as a registered bidder.

#### Bidding

Each piece of original artwork is tagged with a Bid Sheet which provides information about that piece, including its title, the medium, the name of the artist, and the minimum bid at which the artist is willing to sell the piece. If an artist does not wish to sell a given piece, it is listed as "NFS" (Not For Sale).

At the bottom of the Bid Sheet are several lines where you may write down the amount you wish to bid for that item. The amount of the bid must be in whole dollars, at least as much as the minimum bid specified by the artist, and larger than any preceding bid on the bid sheet. Write legibly. Do not cross out any previous written bids.

**Be serious.** Do not make a bid unless you mean it. A bid is a legal obligation to buy that art at that price. When you bid, affix one of your bidder

# ART SHOW & CHARITY AUCTION RULES

stickers to the same line on the bid sheet, which identifies you as the bidder. If you run out of bidder stickers, you may get more at the Control Table.

Written bidding closes at 12:00 noon on Sunday. The Art Show will be cleared of all art at that time. Any art with fewer than four bids is sold to the highest bidder. Four or more written bids will enter that artwork in the voice auction.

The voice auction will be Sunday afternoon from 1:00 to 3:00 pm. At the voice auction, the art is open to further bids by other people. Therefore, you should attend the voice auction to defend your bids on pieces you are still interested in buying. If there are no voice bids, the art will be sold to the highest written bid.

**Be careful.** When placing a written bid on items, assume that you will be the winning bidder on *all* of them. In this way, you will avoid having to pay for more art than you can afford to buy. If you have reached your limit for Art Show purchases, wait until you have lost an item to a higher bidder before bidding on another item. Also, return to the Art Show before closing (12:00 noon Sunday) to check the bid sheets to see what items, if any, you have won by written bid and which items will be going to the voice auction. You may keep a record of your bids on the back of this sheet.

## Sales

Art Show Sales will be Sunday afternoon, 1:30 to 4 pm, in the Art Show. At this time you must pick up and pay for all items of art you have won by written bid or voice auction. When you are ready to pay for your art, take your artwork from its table or panel to the sales area. *Do not remove the bid sheets from the artwork!* If you have purchased more pieces than you can carry, or need access to a locked display case, ask for help from an Art Show staffer.

For payment we accept cash, Visa, MasterCard, traveler's checks, and personal checks with ID. Proof of ID will be required of all buyers at time of payment. You must pick up and pay for your own purchases. Remember: You bid, you buy. We *will* track you down after the con if you fail to collect and pay for artwork on which you are the winning bidder. We *will* file criminal fraud charges if you try to pass us a bad check.

## Print Shop

The Print Shop is for direct sales of multiple copy items at a fixed price. One sample of each item is displayed either on the artist's panel in the Art Show or on the panels dedicated to Print Shop merchandise. If you wish to buy a copy of a particular print, remove one of the item slips from the envelope attached to the display copy, and take the slip to the Print Shop sales table. The clerk there will get a copy of the print for you from the sales stock. If there are no more item slips in the envelope, the display copy is the last one available; remove it from the panel and take it to the sales table for purchase.

### Art Show Hours

Friday .....	2-8pm
Saturday .....	10am-8pm
Sunday .....	10am-12noon
Sunday Auction: .....	1-3pm
Sunday Sales: .....	1:30 - 4 pm

## Charity Auction Information and Rules

This genre of anthropomorphics is a budding field that deals heavily in the appreciation of animals crossed with humans to design fantastic, intelligent creations and marvelous new imaginary species. But we should never overlook our real life counterparts of this mix and, as the human portion of the blend, assist our animal friends in any way we can to ensure a better future for all of us.

This year, the Albany Anthrocon has chosen to support a group called Whiskers. The following is a short statement from Whiskers' representative Carol Hall describing the generous work this group does to help felines in need:

Whiskers was founded in 1982 by a woman named Joan Duer, whose love and concern for animals prompted her to open the Whiskers Thrift Shop. She used all the proceeds from the shop to pay for food and veterinary care for the hundreds of stray animals she cared for and placed in good homes throughout her lifetime.

The thrift shop grew into a full-service animal shelter, known as the Whiskers Animal Benevolent League. Ms. Duer remained involved with Whiskers until her death in 1993. Her memory lives on - she surely proved that one person *can* make a difference.

Whiskers believes that all animals are deserving of our patience, love, and attention. We feel that each animal should have a chance at life and happiness. We euthanize only if there is no feasible alternative. Whiskers has in its shelter a core of about 30 unadoptable cats. These animals are unadoptable due to advanced age, chronic sickness/medical conditions, or fear of people. We are unique in our area in nurturing these animals.

Among the services we provide are:

- \* Adoption service - We carefully screen potential adoptors and match them as best we can with the right animal. All Whiskers animals are neutered/spayed if old enough and have all pertinent vaccination and health tests. We also work with a local vet to help supply low-cost neuters for animals adopted from us.
- \* Landlord-Tenant Program - Pet owners seeking to rent are matched with landlords willing to rent to people with animals.
- \* Lost and Found Service - We maintain a list of reported lost and found animals and provide tips and assistance on helping people locate lost pets.
- \* Neuter/Release Program - There are not enough homes for all the strays and feral animals. Whiskers, working with a local vet, provides a program to humanely trap these animals and get them neutered. They also receive health care. This is an extremely important project and the only one of its kind in the area.
- \* Information - Our volunteers provide information and referrals on animal behaviour, allergy control and other issues.
- \* Pet Loss Support - We provide a shoulder to cry on if you need us. Whiskers is a vocal advocate for spaying and neutering. We work endlessly in many ways to abolish animal abuse and ensure that all animals have loving homes.

We hope to grow larger in the future so that we can help more animals. Our resources are finite, and it is very distressing to be unable to help in any given situation. We hope to have a larger facility and increase our programs to help animals and the people in our community.

# CHARITY AUCTION AND CONDUCT

Whiskers representatives will be on hand during the Auction to receive the bidders' payments so that it does not pass through the hands of any AAC staff member. They will also have a table available in the Dealer's Room where you can pick up information on their organization and speak with them outside the Auction.

The Anthrocon Auction will be supporting this beneficial charity by selling to the highest bidder items donated by fandom artists, creators, and other donors who have provided us with artwork, animation cells, software, and other original creations without requesting anything in return to help raise money for this year's chosen charity.

Last year, the Anthrocon Auction raised over \$2200 for Therapy Dogs/K-9 Friends, a group that brings canines to hospitals to support the morale of patients. That total was the second largest raised from an Auction for charity of any other anthropomorphic-themed convention.

Before the Auction, items that have already been donated will be on display in the Art show. The Auction itself will begin on Saturday at 1pm in the Ballroom and will run approximately 2-3 hours. Donated items and services will be offered in a pseudo-Auction for bargain prices designed to stimulate your interest in donating to a worthy cause as well as receiving a quality product that you won't be able to find anywhere else at the Anthrocon.

Bidder Information Sheets and Auction Rules will be available for your perusal. If you feel you would like to participate by donating an item to the Auction to be sold, see the Auction Director, Brian Harris (Rigel), before the event.

Please help us support our feline friends by joining us for the 1998 Anthrocon Auction on Saturday afternoon.



Bast©  
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## 1998 Albany AnthroCon Standards of Conduct & Other Miscellany

The primary purpose for AAC '97 is to have fun. To ensure that the greatest number of people achieve this objective, we must establish the standards of conduct, that is the behaviors that will and will not be accepted at the Con. It has come to my attention the possibility of people planning to come to Albany AnthroCon '97 specifically for the purpose of pushing the envelope and/or attempting to scare us into accepting more liberal policies through inaction.

The standards of conduct for Albany AnthroCon '97 will be strictly enforced by the safety and rules officers, hereafter referred to as Justicars. Enforcement will be very simple your first offense will result in a mark on the back of your con badge and the second offense will result in the confiscation of your badge and the revocation of all con privileges without a refund. **REMEMBER:** your con badges are property of Albany AnthroCon '97, and must be presented and or surrendered to any Justicar requesting it. If you have any problem with any action taken by a Justicar you may take the matter up with the Director of Safety and Rules Enforcement, Mr. Uwe Lehmann or the Con Director Mr. Roger Wilber.

## GENERAL RATING OF THE CONVENTION

The following is the basic setup of ALL convention events unless otherwise noted:

8am-6pm Rating G-PG-13

6pm-10pm Rating PG-13-R, Parental guidance is suggested

10pm-7am Rating PG-13-NC-17, Ages 15 & under require supervision

AND to confirm- yes that means that the Moreaus and Auction will be kept to a rating not to exceed 'R'. What you do after leaving the Auction itself is up to you.

Anyone found to be breaking these rules, either by deed, by posting inappropriate artwork publicly, etc will immediately be warned and have their con badge marked on the back. A second offense will result in confiscation of the badge and denial to all further official con events.

## PUBLIC DISPLAYS OF AFFECTION (PDA'S)

We ask that you apply some common sense rules when displaying affection for you special other. Remembering that not everyone has the same feelings toward what is acceptable in public. A good general rule is "if you have to ask or think twice about whether or not you should do it in public, don't". Kissing, holding hands, etc. will be allowed, regardless of sexual orientation, in all con sponsored areas. The following are some examples of non-acceptable behavior in a public area: groping/fondling oneself or another in the genital or breast areas, pelvic thrusting etc. Please be courteous and kind, if you feel that you must do any of the above or any other "questionable" behavior, take it to a private room. **NOTE:** There will be some leeway given during specific types of dances as long it is within acceptable limits for the style of dance and the activity takes place within the designated dance area. (please remember, there will be no nude dancing in any public area.)

## PUBLIC (INDECENT) EXPOSURE

As specified under the NYS penal Section 245.01; no one may appear in public with any of their private parts visible. This includes any part of the areola of a woman's breast unless it is done in order to feed an infant. If you feel a need to expose any portion of your private parts, do so in the privacy of your own room. Please note that even if you are in your own room and you expose yourself to someone in your room in a lewd manner, you can still be charged with public lewdness by the offended person under NYS law Section 245.00.

# CONDUCT, CONTINUED

NOTE: ANYONE found exposing themselves to a minor (less than 15 years old) will be turned over to the Albany police department and expelled from the con immediately for the remainder of the con, and barred from further cons for a period of five years. The person shall be afforded a hearing, were he/she may explain their behavior to a panel of staff members appointed by Mr. Wilber.

## DISORDERLY CONDUCT

Please remember that you are a guest of the Albany Omni Hotel and that there are other guests staying at the hotel. It is only common courtesy to maintain a level of noise appropriate to the time and place. We fully expect everyone to fully cooperate with the Omni's security personnel. If you are requested to quiet down or stop a certain behavior, please do so. One good reason to do so is that the Omni Security Officers are empowered by AAC '97 to confiscate your con badge if you do not comply. If this occurs you must take up the issue with Chief Justicar Lehmann. This standard includes any and all fighting, any inappropriate horseplay, or any actions that directly or recklessly cause undue disturbance to any con function, or con public area. I know that this is somewhat of a broad definition, but as I stated at the beginning, my aim is to ensure that the greatest number of people enjoy their time at the Con. I have based this definition on NYS law Section 240.20.

The Omni hotel has asked us to conform to a few house rules and I thank everyone for following them. These rules are as follows:

No loitering in stairways(wells). This means keep moving, do not plan on chatting in the stairways.

No horseplay or goofing off on stairways.

No horseplay near, on or around any of the railings.

[I would greatly appreciate your cooperation in this. The potential for serious injury is very high in these areas. Anyone falling over a rail faces a drop of up to 40 feet in certain areas. The standard two strike rule applies to these rules as well.]

## HARASSMENT (ALL TYPES, INCLUDING SEXUAL)

NYS law Section 240.26 defines harassment as any behavior that intentionally annoys or alarms another person. This includes but is not limited to: striking, shoving, kicking, any unwanted physical contact, threatening to do any of the above, following someone around a public place without a legitimate reason. Please remember that if you approach someone and they tell you no or to leave them alone, your business with them is done, leave them alone, do not follow them or make them uneasy in any way. Any complaint in regards to harassment shall be dealt with in accordance with Con policy, two strikes and you are out.

## ASSAULT/MENACING/TRAPPING

Obviously this is a serious issue. If anyone is found to be behaving in a manner that falls under these areas, not only will they have con privileges revoked, but I will encourage the injured party to press charges with the police department. As with Indecent exposure to a minor, con privileges will be revoked, and the guilty person barred from further cons for a period of five years. The person will be given a chance to explain to a panel appointed by Mr. Wilber the reasons behind their action, and the panel will determine if the ban is warranted.

To explain what assault is (NYS law Section 120.00) any physical contact done with the intent to cause physical injury, or actions of a reckless nature (ie, rough horseplay, goofing off, etc) that cause physical injury to another person is an assault and is punishable in New York State with a jail sentence of up to one year (Class A misdemeanor). IF ANYONE COMMITS AN ASSAULT ON A JUSTICAR I WILL ENCOURAGE THE JUSTICAR TO PRESS CHARGES TO THE FULL EXTENT OF THE LAW, BOTH

CRIMINALLY AND CIVILLY. THE PERSON SHALL ALSO BE BARRED AUTOMATICALLY FROM FUTURE CONS FOR FIVE YEARS (NO EXCUSES).

Menacing is defined under NYS law Section 120.15 as when, by physical menace, he or she intentionally places or attempts to place another person in fear of death, imminent serious physical injury or physical injury. Menacing is punishable by up to 30 days in jail (class B misdemeanor). Note: it is a Class A misdemeanor to stop someone from leaving an area or confining someone against their will. This means folks, that if someone says let me out, you let them out or you may find yourself locked up yourself. This is what is referred to as trapping in the heading and is called unlawful imprisonment by NYS law.

NOTE: Anyone found guilty by a court of law of any of the above actions will be barred, irregardless of any panel findings, from future cons for a period of five years.

## WEAPONS POLICY

The following are the AAC '97 Weapons Policy. There will be no exceptions to this policy. This is to ensure the safety of all those attending the con.

The Don'ts:

- No powder guns, air (pump or CO2) guns or blow guns, whether the bearer is licensed or not.

- + [Replicas will be allowed as props in con-sponsoed shows, but cannot be carried around the Con]

- + [Toy guns, obvious toy guns, ie orange, made of plastic etc. may be carried throughout the con]

- No blades over three inches, (per N.Y.S. Law. This does include broadswords and other SCA'ish armaments),

- No laser pointers are to be used in public,

- No pepper based sprays or mace,

- No blackjacks,

- No brass knuckles,

- No billys,

- No truncheons,

- No ku batons

- No ASP [collapsible] batons.

The What If's

- Those licensed to carry any of the above mentioned items, will be asked to secure said items at a location other than at the con. If they are subsequently found to be caring any of these items at any location associated with the con, they will be immediately expelled from the con. If not licensed, the local authorities will be notified.

- Other non illegal prohibited materials: Any other prohibited materials must either:

- 1) Be taken out of the con area and secured or

- 2) the person must willingly turn over the items to security after signing a non-responsibility waiver, items will be returned at the conclusion of the con.

NOTE: The Omni Hotel has several Safety deposit boxes for use by it's guests. I strongly encourage you to make use of this service to store any firearms or other weapons.

We greatly appreciate everyone's efforts to make this a safe and fun convention for everyone. Have fun, just remember that you are not the only one trying to have fun here this weekend.

Chief Justicar  
Safety and Rule Enforcement

# ALBANY ANTHROCON STAFF

## Gary Akins - <Albany AnthroCam>

Introduced to furry fandom thanks to a fateful trip to a comic shop in Tampa, FL. (where he discovered *Albedo*, *Critters*, and "it just kind of mushroomed from there"), Gary has been attending furry conventions since ConFurence 5 and apparently has yet to learn not to volunteer for things!

At last year's AnthroCon, he took it upon himself to produce a highlights tape for us when it was realized that no one else had thought of it; this year, he is working with us in a more "official" capacity to produce a (hopefully) even better tape, so if you see him wandering the halls during the convention, mumbling incoherently about filters, backlighting, and f-stops, just point him towards the nearest source of caffeine and go about your business as usual. (Do not be alarmed. You are under surveillance for your own safety. There is no cause for concern. The Con is Mother, the Con is Father... whoops, wrong document.)

When he isn't shooting and editing videotape, he is perhaps best known within the fandom as the author of the infamous "Weekend at Kelly's" story, and as the creator of the popular extraterrestrial lapine Kerja Allegan; in the last couple of years, however, he has branched out into other genres of writing. The first of a series of furry murder mysteries featuring the hard-boiled ferret detective Allan Connell, titled "Who Killed Kathleen Gingers?", is currently being serialized in *FurryPhile*, and a sequel titled "The Widow Who Didn't Weep" is in the works.

## Randal Brule - <Security>

## Cargo (Gary Burke) - <DJ-Purple Nurple Live>

Cargo is a Southern California furry who has been DJ-ing PN Live dances for three years. The first was at CFE 2 in Ohio, and other PN Lives have been held at Confurence 8 and 9, and have had great furry participation. In RL he is a graphic designer for a web content company. He likes to eat beetles.

## Devi - <Volunteer Coordinator>

Going on her 6th year on FurryMuck, Devi is a virtual sociopath. She collects small pieces of broken glass and keeps them in a jar by her bed. She has frog tattoos and can't really stand on her head, but does really say "Baroo" and laughs a lot. She thinks her toes are funny looking.

## Lynn Davis - <Staff>

## Capricia Davis - <Art Show Staff>

Capricia Davis is a resident of Tampa, FL where she does internal tech support for the local telephone company. She got a B.A. in physics because she thought it was fun, thereby supporting the popular belief that all fens are crazy. Though her interest in Anthropomorphics goes back to the days of rushing home from school or waking up way too early on a Saturday to see cartoons, blame... I mean credit... for her introduction to furry fandom lays

squarely on the shoulders of Chip Unicorn. She plays Rriar@FurryMuck and Icewing@Furtoonnia. For fun she writes, draws, does pottery, brews, works in the garden, makes candles, and generally makes a mess.

## Jeff Eddy - <Art Show Assistant Director>

Jeff Eddy is best known for being nearly invisible in the fandom, a skill which he continues to perfect despite being occasionally spotted on writers' newsgroups. He became aware of the fandom when he finally got a computer in the twilight of 1995, and actually began to take part in it several months later when it stopped scaring him as much.

He currently claims to be a hobbyist writer, even though he hasn't released anything in well over six months. His tax forms say he's a Network Administrator, but that hasn't been confirmed. His friends know he's just a blessed lunatic, but visit him anyway because he lives on Cape Cod very close to an excellent Ice Cream shop.

His Siberian Husky "Rio" is the only lifeform that has proven able to stand him for long periods of time.

## Ronni Eloff - <Program Director>

"Someone better bring me the rope!"

Ronni Eloff, better known as Mistress Taisia, had her first taste of furry fandom long before she even realized what she was into. As a published writer she created anthropomorphic stories dealing with an alien life form who looked like an 8 foot winged panther. Years later, she would stumble into the furry community which catered to her cattish lifestyle.

She has been into the Science Fiction Fandom community for over 20 years, participating in some manner with cons such as NorwesCon, DreamCon, RustyCon, and Anglicon. She agreed to help out Albany AnthroCon as Program director, having done this task before. Boy was she surprised..... Cons have changed in how they are run in so many ways. Nice part though is EMAIL! She's agreed to return as next year's Program Director for AnthroCon.

Living in California with her husband Key, their cat Fuzzy, and their daughters Kritter and BooKitty, she's constantly into something, being a cat of course. One of her hobbies is being the Producer for the Writers Workshop called CROW.

## Dale Farmer - <Art Show Assistant Director>

Abducted by trekkies at a tender age, Dale has been pressed into unpaid labor at various nefarious "Sci-Fi" conventions for many years. Working under terrible conditions, in strange places, Dale has somehow survived his ordeal. Someday, With your assistance, Dale can be rescued from his years of drudgery. Please help, the need is great.

## Stephanie Gilgut - <A/V Director>

Stephanie 'Charity' Gilgut is the A/V director, overseeing the Movie Room, Anime Room, and Dances. She is also connected with the Internet Room, since she works with the Internet Provider hosting the room. Steph has over 10 years in the recording industry, from recording pipe organs, through multi-tracking her own compositions. Steph joined AnthroCon at its inception, providing the movie room last year, as well as supporting the Internet room with Wizvax. She attends cons under the name 'Charity', and is a touch Goth.



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# STAFF, CONTINUED

## FURTHER CONFUSION

January 14th-17th 1999  
At The Westin Santa Clara

**Further Confusion** is to be a new San Francisco Bay Area furry convention held January 14<sup>th</sup> - 17<sup>th</sup>, 1999 at The Westin Santa Clara.

This three-day event will be a well-rounded cross section of anthropomorphic interests designed to promote a sense of community within Furry Fandom. A number of diverse interests will be represented including fursuiting/costuming, art, gaming, writing and socialization. Events and workshops are planned in each of these tracks alongside traditional programming including an art show, auction, dealers room, and animation displays.

### Guests of Honor

Our guests of honor will be Ed Kline for his work in costuming, and Ken Mitchroney of animation fame. Watch our web site and mailing list for the announcement of our writers guest of honor!

### See Us Here at AAC!

Further Confusion staff will be distributing flyers with more information, taking registration and hanging out at the **YARF!** table.

Further Confusion • P.O. Box 1299 • Cupertino CA, 95015-1299  
<http://www.furtherconfusion.org/>



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### Sean Hans - <Internet Room>

### Brian Harris (Rigel) - <Charity Auction Director>

Brian Harris (Rigel), originally from Rochester, NY, has been active in the fandom community for over 6 years, having been part of the original anthropomorphic fan community of Albany, NY in the early 90s and now residing in Silver Spring, MD. He actively coordinates the DC-area furry social event mailing list (<http://www.smart.net/~xydextx/dcfurry.htm>). With the experience of numerous conventions, both as an attendee and a staff member, he is the director for the second year of the Albany AnthroCon Charity Auction at AAC98. Send help.

### Lisa Jennings - <Art Show Assistant Director>

Lisa Jennings has been floating around furrydom since 1982. Born a space-case courtesy of her engineering father working at NASA and having a natal home downwind of Cape Canaveral during the 60's, she has always kept an eye to the stars and an ear to technology. Her artistic talents were evident since age 3 and she has never stopped drawing, although she has shifted her choice of media many times.

Combining her technological and artistic skills, Lisa was one of the main animators for the furry adventure game, "Inherit The Earth" (New World Computing, 1994). While working with Dreamers Guild, she also assisted in the animation tasks for "Dinotopia" (Turner, 1995) and "I Have No Mouth But I Must Scream" (Cyberdreams, 1995). Since then, she has moved into a more technical field in her profession and has shifted more towards computer-assisted illustration as her hobby.

Currently her company, Dancing Stoat Enterprises, is in process to

publish the long-awaited second edition of the first furry-focused Science Fiction role-playing game, *Other Suns*, release date to be announced.

When she is not drawing, desktop publishing, working on her website, or mucking, Lisa has several other pursuits to keep her occupied, including costuming, making stuffed animals, Medieval Cooking, Historical Recreation, astronomy, gardening, and playing with her ferrets. Most likely to be found at a convention running around like the hyperactive ermine she is, bouncing and peeping with friends.

### Allen Kemp - <Staff>

### Marc Lacourciere - <Head of Security>

Native of the Outaouais region of Canada, near Ottawa. 37 Years old, started doing re-enactments (18th Century and SCA) when he was 18. Also started practicing various unusual sports like fencing, archery, kendo, misc. martial arts, etc at that tender age. Qualified firearms instructor in his spare time, rated Master Grade for handguns (Olympic Level), Expert Grade for rifles.

In the less dangerous pursuits, he can; massage, adjust your spine, play the celtic harp, some woodwinds and percussion instruments. Reasonably knowledgeable in electronics (remembers vacuum tube technology all too well) and computers.

Currently works at the Bank of Canada (the Canadian Fort Knox), playing with old cash in the National Currency Museum.

Got introduced to the wonderful world of furriness less than 2 years ago and got bit. Been around Tapestries Muck and the occasional foray on Yiffnet ever since.

# ALBANY ANTHROCON STAFF

Look for him at AAC either someplace in the background, at the dances, the Masquerade, or nursing a cold beer.

## M. Mitchel Marmel - <Dealer's Room>

"Mitch" Marmel was born in a wagon in a traveling show. His mother used to dance for the money they'd throw. His father would do whatever he could. After a brief fling with Ethel Rosenberg in the early 1950s, Mr. Marmel settled down in the San Fernando Valley, becoming a well-known quiz show contestant until the Van Buren scandals. Turning his attentions abroad, Mr. Marmel worked as a pilot for Air America during the 1960s. His most notable achievement there was delivering an F-4 Phantom to a client while pretending it was really a transport plane by the clever device of attaching packing crates to the bomb racks. "Smilin' Mitch" currently resides in the Philadelphia area. His hobbies including sailing, swimming, stamp collecting and pigeon shooting using a 155mm artillery cannon.

## Dan Marsh - <Anime Room Manager>

## Karl Maurer - <Dealer's Room>

A long-time fur, he started the Fanzine *FurVersions* back in the mid 80's. He's been active in fandom for many moons, and is the current publisher of *FurVisions* and *FurPlus*. Active in SF Bay Area fandom, he's helped start "Further Confusion", as well. He's also been helping at cons since way back, including CF 0.

## Annette Miller (Penguin Lady) - <Dealer's Room - Adult>

## Brian Miller (Silverfox) - <Dealer's Room - Adult>

Brian Miller, owner of SilverFox Publications, is a fairly recent comer to furrydom. An artist, writer, and publisher of such things as *FURST*, *Furrottica*, and *FurryPhile*. I am the Adult Dealer Co-ordinator, as well as anything else heaped on me.

In reality, Brian is a silvery plush fox (I prefer that to fat!!) and is hiding inside the human suit he wears. I am married to the real force behind SilverFox, the lovely Annette "Penguin Lady" Miller, and have two cute kits of our own.

## Mouse - <Webmistress>

Okay, I've been involved with Albany AnthroCon since its conception as Aloyen's conscience and have held con staff positions from Assistant Organizing Director to janitor and nearly all places in between. My favorite job with the ConStaff would probably be as webmaven and working with the Guests of Honor.

For the time I spend not working with AAC, I am involved in several writing workshops and preparing both a speculative fiction and a fantasy novel for publication (hopefully). If people want to know more about me, read my webpage at <http://www.sff.net/people/Mouse>.

## Jason Murdock (Creature)- <Art Show Staff>

Most known for Skip Tracer. Like most furs, I'm a computer nut. Currently employed (I hope) at a computer store, putting systems together. Lets see, what else... oh yeah, studied Mau Thai Kick Boxing for 6 years, Greco Roman Wrestling for 2, Shoot Wrestling for a few months, looking to get in Braka now.

## Peter Pau - <Security (Deputy Director of)>

Aspiring professional writer (accepted to work freelance for White Wolf Games), Bombardier in the Canadian Artillery (currently inactive), Computer Hardware Specialist and five-year veteran of MUCKs. Characters include FurToonia's Duke, FurryMUCK's Winterwolf and Marianne - the voluptuous 'pinup vixen' - in FurToonia, FurryMUCK, Forgotten Realms, FoxMUCK and Tapestryes.

## PeterCat (Peter Kappesser) - <Art Show Director>

PeterCat (Art Show Director) has been interested in furrries most of his life. He remembers as a child reading a SF book in which a young space explorer had a grey-furred alien friend. In spite of a dearth of furry material, he enjoyed what he could - mostly in science fiction books such as C.J. Cherryh's *Chanur* and other series, Warner Bros. cartoons, a *Flash Gordon* animated TV-movie with a lion-man character, and *Star Wars* and the late-80's CBS TV drama *Beauty and the Beast*.

*Beauty and the Beast* led him to meeting other fans of the series online via CompuServe, and eventually in person at the 1989 Worldcon in Boston. He discovered furry fandom there, attending a panel called (logically enough) "What is Furry Fandom?" After that, he bought as many issues of *Furversion* as he could find, and began hunting down zines and comics at other cons. The turning point came at Philcon a few years ago, when he encountered Ed Zolna's Mailbox Books for the first time.

While attending cons, he also began helping out at Art Shows, and became part of the Incredible East Coast Floating Art Show Crew at Philcon and Arisia. On the Internet, he created the Furry InfoPage ([www.tigerden.com/infopage](http://www.tigerden.com/infopage)) and runs the software that posts the furry FAQs to [alt.fan.furry](http://alt.fan.furry) and other newsgroups. In his FurryMUCK persona as Rhal, the cuddly werelion, he also maintains a list of furry-themed MU\*s in his copious spare time.

## Jean Pichette - <Staff>

## Andrija Popvic - <Art Show Staff>

Andrija Popovic returns to Albany AnthroCon's art show staff after a disillusioning stint as an actor, playing the title role in the film *Event Horizon*. While comfortable portraying a damned, gothic-style spacecraft, he was angered to find most of his character moments cut from the theatrical release and has since disowned the project.

Extended in-jokes aside, Andrija is a dreamer and

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# STAFF, CONTINUED

would-be writer from the Washington DC area. Having previously worked as staff on the Otakon art show, he joined the AAC show's staff in it's inaugural year. Best known for his FurryMUCK author character, Andrian, he can also be seen the man behind the grassy knoll on in the AAC video. For those interested, he first appears at Time Code reference 02:09:05. Five frames later, he shoots Kennedy.

## Shawn Reed (Leonid) - <Art Show Staff>

Shawn "Leonid" Reed was born an Army brat in 1975. After living in several states and a foreign country, he went to college at Worcester Polytechnic Institute in Worcester, Massachusetts, and discovered furrydom by way of the Internet. He's not well known because he doesn't participate in newsgroup discussions, he doesn't write furry stories, nor does he have anything published in 'zines. He does, however, dabble into amateur cartooning when time permits and contributes to the Yerf.com community.

Currently, Shawn works for Electric Boat in Connecticut. His projects involve mechanical components in the NSSF and SeaWolf class submarines.

## Jeff S. Rogers (Dr. Skorzy MacFarlaighn) - <Art Show Assistant Director>

Jeff S. Rogers is originally from the happy happy, joy joy land of Orange County, the yuppie-pot of So. California where he spent the first 23 years of his life pretending not to grow up. Most of that time he spent wondering just what kind of scientist he'd end up being and doing his best to avoid wearing a tie, designer oxford shirts, and skipping out of "power lunches". He graduated from the University of California, Irvine in '89 and finally decided to embark permanently on a white-coated lab-rat's career in the greener pastures of New York City.

After receiving his Master's degree in Microbiology from Columbia University in '91, he worked there as a Research Tech studying the molecular pathology of Alzheimer's Disease and genetic neurodegenerative disorders in the Dept of Neurology.. he.. uh.. studied.. Alzheimer's.. right...lots of rats.. uh.. ?

\*Ahem\*... Anyways, in '93 he was exiled from New York City after refusing to pay a parking ticket and imprisoned in the New England Gulag of Worcester, Massachusetts to carry out his sentence. He resumed his graduate career, as a matriculating Ph.D. candidate at UMASS Medical Center, studying very tiny molecules and eavesdropping on how they talk to one another. He currently slaves as a Biochemical Research scientist at UMASS Medical, constantly dreaming of landing that big Biotech scientist position...

When he's not working at his bench, he trades his lab coat for hiking boots, fishing pole, shotgun and binoculars and heads into the wilderness to pursue fur and feathers, or to scramble to the highest point in the area. When the fish aren't biting and the mosquitoes are, he heads back indoors and writes Anthropomorphic fiction with his writing partner, Jeff "Brer" Eddy. They've embarked since '96 on *The Biorg Universe* writing project, and the ever unfinished novel, *Static Potentials*. All which have received constant international recognition, numerous awards and the attention of many world leaders...No! Really!..uh.. Alzheimer's..remember?

Anthropomorphics have been a casual interest of his since he first picked up *Albedo #0* and realized there were others out there that thought talking animals weren't only for children. Many scifi/fantasy furry conventions later, he's found Albany AnthroCon the best of the bunch, and has returned in '98 to vol his time again in its Art Show. He's the white-coated veck in the Art Show, possibly wearing a four-footed, living and breathing "Skorzy" rat on his shoulder.

## Raymond Rooney - <Dealer's Room>

## Jennifer Rose - <Movie Room Manager>

## Jonah "Points" Safar - <Organizational Director>

"What? You mean I have to write a bio *and* do everything else? Have someone on staff write my bio ... That's delegation ..."

Peppermint grumbles and looks for a pen and paper. "You want me to worship your *what*?"

Kagemushi's medals jingle in the background as the raccoon takes down dictation:

<... *Tedious hours ensue* ...>

"All right, since the board can't come to a majority decision on what my bio should contain, and, for that matter, who should write it, it looks like I'll have to do it for myself afterall. Meeting dismissed."

Jonah is just your average engineer stuck between a rock and a deadline. Don't ask him how he got this job, because he doesn't know. As a matter of fact, if he finds out that someone other than himself is responsible, they can say hello to Hoffa. When not sticking his finger in the dike for AAC, he tries to make a living as a coder. This says something... What, we don't know.

## Will Sanborn - <Art Show Staff>


Will Sanborn works as a hardware-design engineer, and in his spare time he enjoys entertaining flights of fancy such as fantasy, science fiction and anthropomorphics. A big hobby of Will's is creative writing, so besides being a fan of these genres, he works to offer something of his own to the fandom, sharing his stories with other fans. Real life has been pretty stressful and hectic for Will so far this year, so unfortunately he hasn't been able to get much writing done lately, but thankfully things look like they'll be changing for the better in the near future.


## Rick Shetron - <Internet Room>

## Mika 'JD' Sorvari - <Charity Auction Staff>

Mika JD Sorvari, Remus of the Wolfen, no matter which flag this one flies, it is bound to be seen. A name seen on the mucks, on the Eurofurry mailing list, and sometimes even on the letters-page of *Furrrough* or *Genus*. A small-time writer with big time ambition.

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# ALBANY ANTHROCON STAFF

## Dwayne Stuart - <Dealer Room Director>

Electronics nut, picked up a bit of furry interest in the late 80's helping Karl Maurer with the fanzine *FurVersions*. Ed Zolna kept the interest alive thru the '80's and early '90's, 'till I heard about this con in LA, asked Karl about it, and went on a lark. The rest is history?

Been working furry cons since CF5, and Karl and I run Reg at CF and the new Further Confusion con, to be held in the San Francisco Bay Area. I am also the story editor for *FurVisions* and *FurPlus* published by Karl Maurer. AAC is where Major Matt snagged Karl and I for a 'bit of help' last year.. The man is a master of understatement...:-) We had fun last year, and hope to do so again!

I have a tendency to rant about Windows, (tm, etc), which is where I got the rep for last years Bio...:-)

Not having enough furry art in the world, I'll be bringing my daughter, Shannon, who's first 'official' appearance as a furry artist was AAC '97.

## Shannon Stuart - <Dealer's Room>

A new fur, 15 this year, a (practically) rabid fan of the *Sailor Moon* series, and has been drawing *Sailor Moon* stuff and furry stuff for the last two years. She has proven invaluable as an assistant at cons, and has a lot of fun as well. She even acquired her first 'fanboy' at AAC '97. (Thanks, Brian!)

After spending some time with Carole Curtis and Darrell Benvenuto (THANKS!) at AAC '97, she's been improving her art and has been published in *FurVisions*, *Women in Fur* and the CF9 program book, as well as on the Web with illos for a couple of Will Sanborn's stories. More work is pending publication. (Artist of the infamous *Sailor Shetland* and *Chibi Smurf T-shirt* ;-)) She did well at the CF9 art show, and will have some art in the AAC

'98 show as well. She's also the artist of the crowd scene illo for the Further Confusion flyer you'll see around.

## Chris Sutor (Cobalt) - <Assistant Webmaster>

Mostly Harmless.

## Stacey Wenkel - <ConBook Director>


Stacey Wenkel is a wanna-be writer and artist who was raised by a pack of wild corn-dogs. This might explain some of her quirks. She's been dabbling in both writing and art as long as she can remember, writing when she should be working on something else, doodling in the margins when she should be taking notes. She's only recently begun to take her drawing seriously. She worked with AAC last year as conbook staff, and is the ConBook Director this year as well as the one with the big stick to remind the Organizational Director that he has other things to do once in a while.

## Jill Wilber - <Registration>

Jill, better known to many as Diamond or NightDreamer, is Roger's better half and the Registration Director for this year. She enjoys mushing, especially on some Crystal Singer, Pern and White Wolf mushes. Almost as much as she loves mushes, she loves cross stitch. Look for her in the Art show this year!

## Roger Wilber - <CEO>

Roger also known as Aalen, MoonDancer, Valhal, Obelisk and others since finding his way to FurryMUCK back sometime around 1991, is the originator of Albany AnthroCon. After this year's extravaganza, Roger plans



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# ALBANY ANTHROCON STAFF

to step down as the CEO of AnthroCon in exchange for more time with his daughter, a little more free time and a lesser position. Roger enjoys writing, drawing, music and computers. Look for Roger's first foray into the artist field this year in the Art Print Shop.

## J.M. Wilde - <ConBook Tool>

J. M. Wilde, in an Work Release agreement, 'volunteered' to help with some of the data re-entry for the convention book. He kept babbling about being the rightful Heir to the Throne of France, and was sent back to the institution when he kept trying to show the staff his 'Royal Birthmark'. The Doctors say he will be better eventually, but they are upping the voltage just to play it safe.

## Wayd Wolf -<Art Show Staff>

Wayd Wolf was born in San Diego, California in December of 1969. Although he even then at less than one year of age knew it was a bad idea, his family forced him to move with them to the abusement park state of Connecticut.

After a overly long childhood spent engaged in traditional pastimes such as little league baseball and giving passing police "the bird", he went on to various unsuccessful pursuits including carpentry, machining, security, and finally the least successful of all, computer technical support where he toils even now.

On the side he has been writing science-fiction and fantasy for more

than ten years, but only became attached to furrydom in the last two and a half years, and will it seems continue as surgical removal of said furrydom is not covered by his insurance plan.

His movements are random, he has no plumage, eats small food-stuffs found in urban settings such as Twinkies and McDonald's hamburgers, and makes a howling sound when police cars pass with sirens running. He is also known to growl at unruly children in shopping malls and heckle the staff of trendy restaurants with queries as to whether the shaved fennel was shaved with a straight razor or electric.

Wayd is also soon to be mated to a cat who even now is unhappy with the time he is spending on this bio. EOL.

## Conrad Wong (Lynx) - <Fanzine Suite Host>

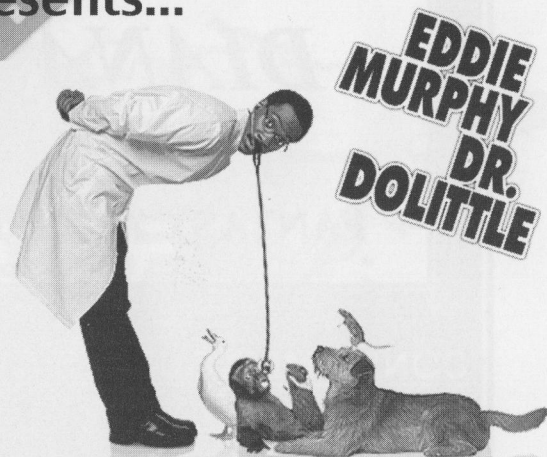
An upstart feline miscreant born in Mountain View, Catlynxfurnya, he remains in the Bay Area when he isn't making treks out to distant places like Albany, NY. He edits PawPrints Fanzine, a general-audience anthropomorphic artwork-and-stories fanzine, draws with acrylics, color markers, and color pencils (he has won a few awards at BayCon, the San Francisco regional science fiction con), and occasionally attempts to write. Look for him in the dealer's room or at the PawPrints Fanzine Lounge.

## David Zoll - < Staff >

## Jen "kat" Zoll - < Staff >

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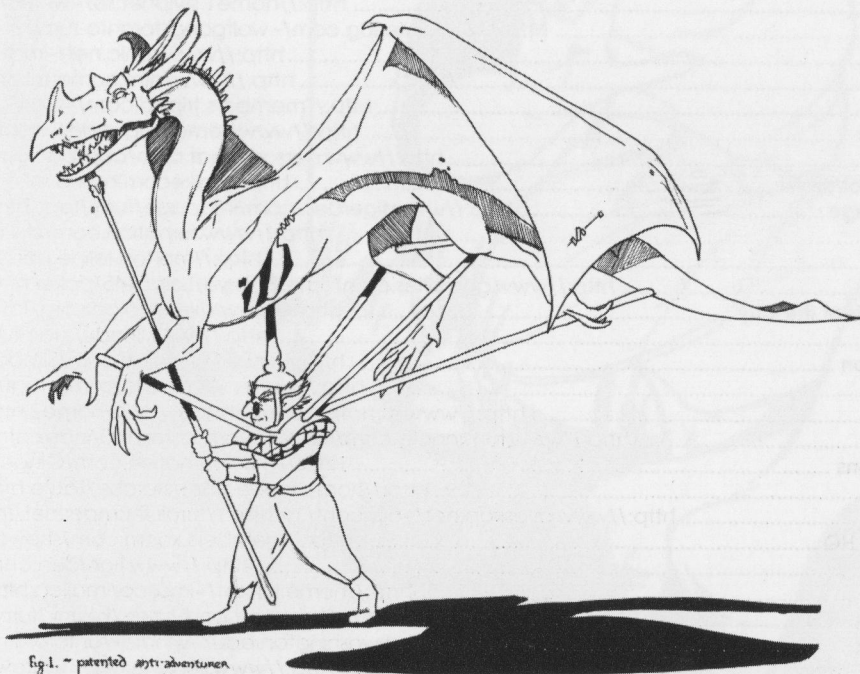


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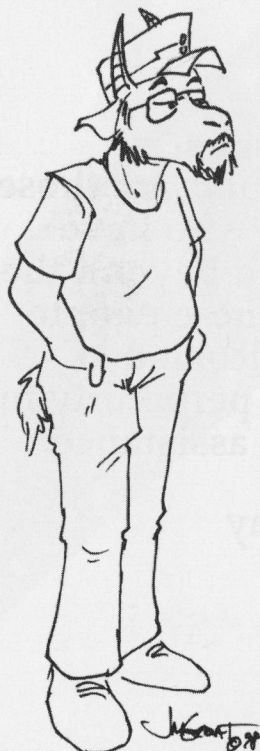
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# ALBANY ANTHROCON'S PROFESSIONAL GUESTS OF HONOR

## VISION COMICS



Vision Comics has launched several new anthropomorphic titles in the past few months, but two especially stand out. These are **EXTINCTIONERS** and **TALL TAILS**.

The former is an exciting, Science-Fiction comic in full digital color, that follows the adventures of the Solar Foxes as they battle to free their world from an enemy bent on conquest. This is a combined work, featuring the talents of Shawntae Howard, Malcolm Earle, Eric Blumrich, Scotty Arsenaault and Thomas Ziolkowski.

**TALL TAILS** is to be a monthly book, a delightful Swords 'n Sorcery Fantasy story from the creative minds of Daphne Lage and J.D. Calderon. **TALL TAILS** begins with the story of a band of adventurers, hired to recover a very powerful artifact, the Seal of Iberion, which has been stolen from their benefactor. Fantastic illustration and fast-paced action from the hand of Daphne Lage make this series a very much must-have!

Vision has produced collectable cards to help promote these two new books, which have been sent out to every comic book store in the US, Canada and England that is serviced by Diamond Comic Distribution.

Free samples of these cards have been enclosed in this program book as a way of saying **THANK YOU** to everyone in the Furry Community that has helped support Vision Comics over the years, and a salute to the great times that lay ahead!

Stop by their table in the Dealer's Room, or at one of their several panel appearances for more neat free stuff, or just to say hello to everyone! If you're an author or artist, drop by with your portfolio, or write to them below to show them your work!

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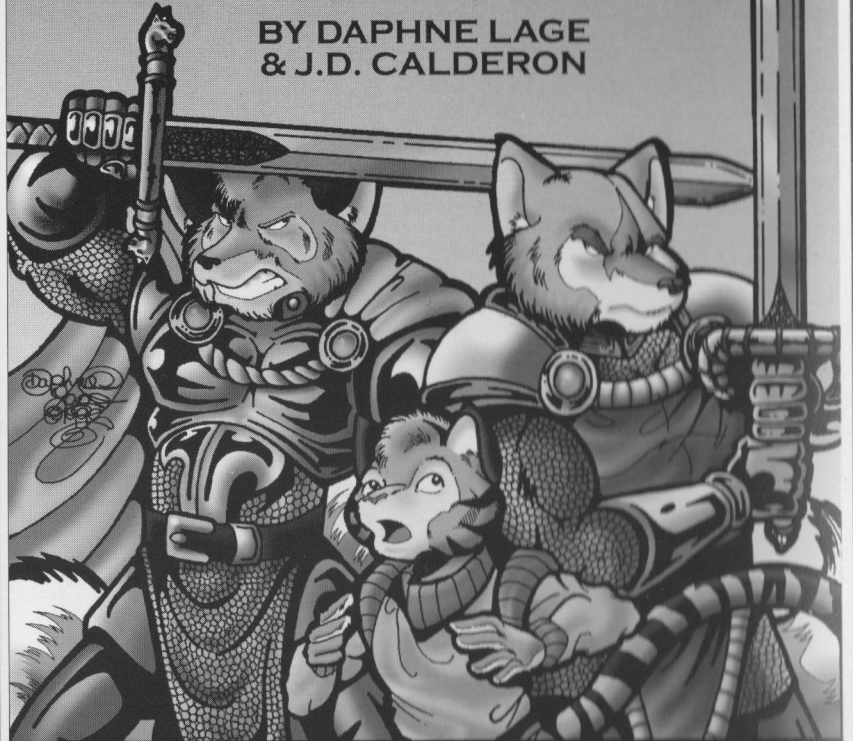
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## VISION COMICS PRESENTS

# Tall Tails

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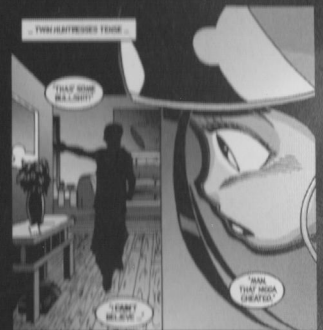
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