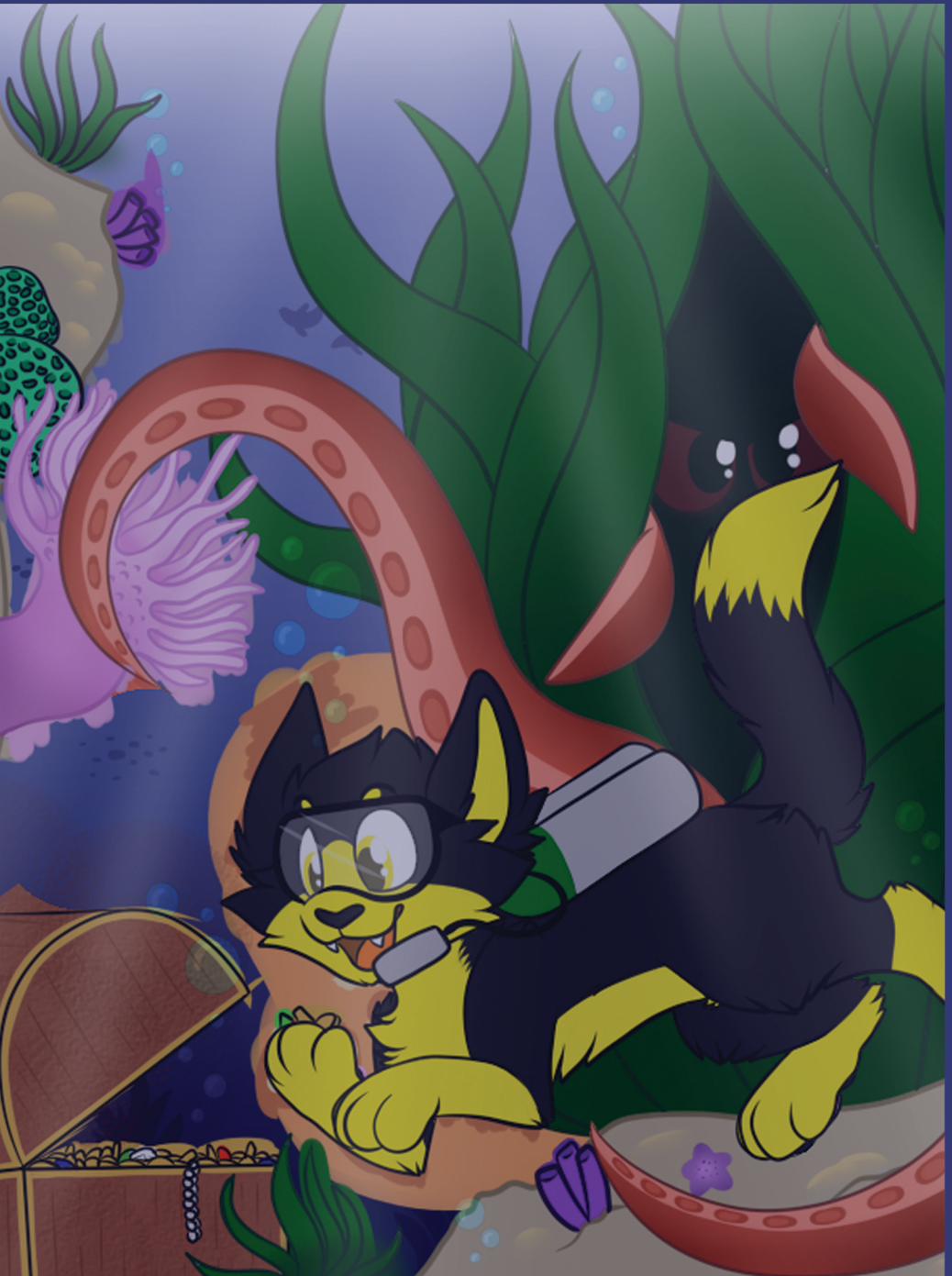


# Anthrocon 2025

convention booklet



# YOUR LATEST RPG ADVENTURES AWAIT...



Visit **CHRONICLE (Booth A1)** in the Dealer's Den for Dice, RPGs, Minis, Plushes, Collectibles & more!

Come join us in the Westin Pennsylvania Room from 6PM on Friday & Saturday for **FREE** miniature painting events too!

Also introducing:

## AMBERLIGHT

An all-new boardgame + standalone DND setting & sourcebook, with more than 300 pages of content:

- 6 Campaigns and multiple one shot adventures
- 5 New Anthro Races/Species
- Discover, repair, and upgrade unique Automata companions
- 5 New Subclasses
- 150+ Items, Spells, Feats, Backgrounds, Deities, NPCs & more!

View More Here:





This year Anthrocon is proud to be teaming up with Nose2Tail cat rescue to help a BUNCH of Oranges, Voids, Tortie-Tudes, Greys, Ghosts, Callies, and more!

Nose2Tail is a 100% donation and volunteer run no-kill cat rescue located in McDonald, PA, where they are constantly caring for 20-40 homeless cats and kittens! They also work to decrease the overpopulation and euthanasia rates of cats and kittens through education and adoption.

For more information on how you can help, please visit their website at [nose2tailcatrescue.com](http://nose2tailcatrescue.com)



Special thanks to our staff artists, without whom we'd be decidedly less fabulous!

Moth Monarch

ARTIST OF THE FRIENDS OF ANTHROCON

TABLE H01

MOTHMONAR.CH



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GRAPHIC DESIGNER  
AND FURRY ARTIST





Emerson Wovstah



Rose & Thorn Suits  
Opening for Commissions This July (2025)  
Scan For Channel With Prices & Details!



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FURSONA  
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**TABLE 023 - P24**

**@LIMEYTHECHEETAH**



**POP FAN**



**BELL COLLAR**



**PUFFY PAWS**



**CLAW MACHINE  
BACKPACK**



**PLUSHIES**



**SCAN FOR  
MORE INFO**



The logo for JMF (Japan Music Festival) is located in the top left corner of the first poster. It consists of the letters 'JMF' in a stylized, bold font with a small graphic element below it.

2026

A large, stylized illustration of a blue-furred character with white fur on its head and chest. The character is wearing a dark blue outfit with a chain around its neck and a small red and white tag hanging from it. The character is holding a red laser pointer that emits a red line across the poster.

# OCEAN'S FURTEEN

JANUARY 9TH (FRI) TO 11TH (SUN), 2026

LOISIR HOTEL TOYOHASHI, TOYOHASHI CITY, AICHI PREFECTURE

The logo for Eufuria 2025 is located in the top left corner of the second poster. It features the word 'Eufuria' in a stylized font with a small graphic element below it, and the year '2025' below that.

**Eufuria**  
2025

A colorful illustration of a solarpunk scene. In the foreground, a purple-furred character is walking on a rocky path. In the background, there is a blue sky with a large orange sun, a blue ocean, and a building with a red roof. A character wearing a red hard hat is visible on the right side of the scene.

# SOLARPUNK

July 17-19, 2025

Albany Capital Center  
Albany, NY

[Eufuria.org](http://Eufuria.org)



A row of social media icons for Twitter, YouTube, Facebook, and Instagram, followed by the handle '@EufuriaCon'.

@EufuriaCon



Kaddiss Ventorum



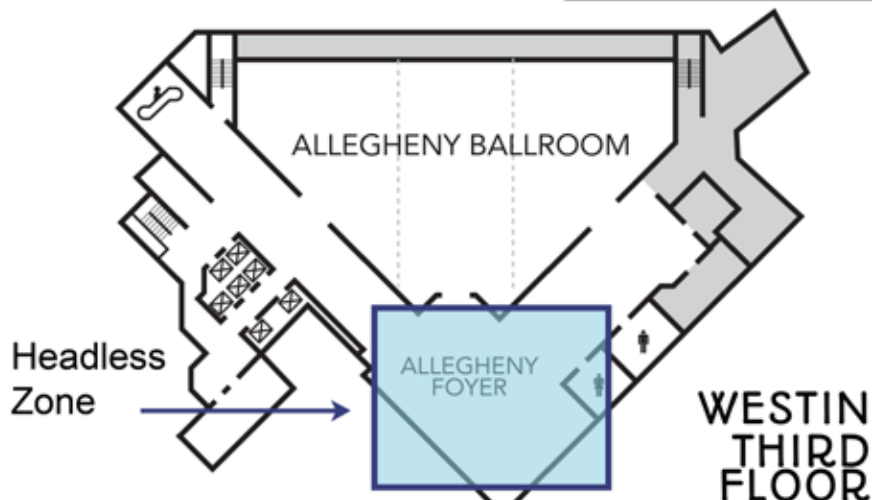
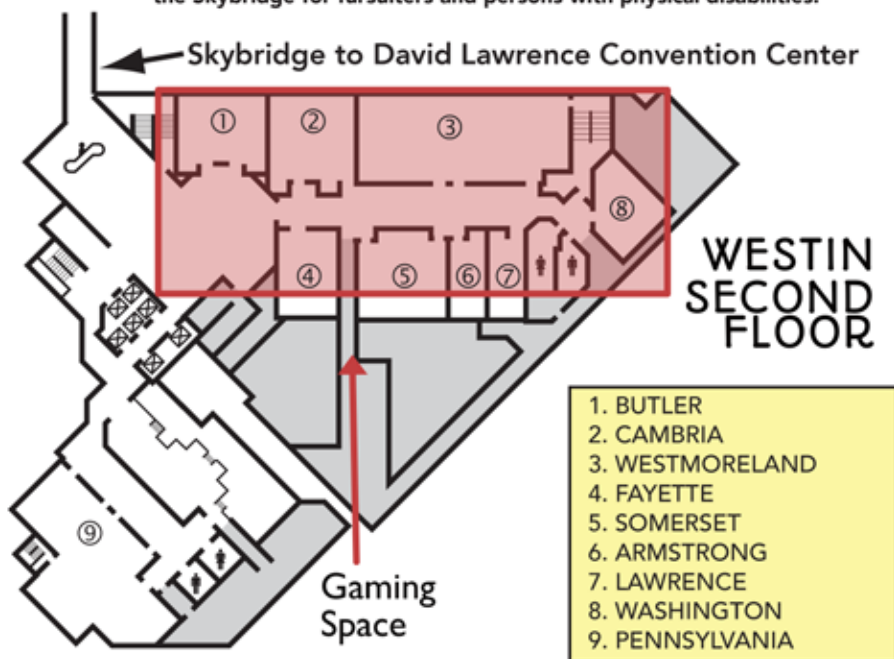
@spacc571

Marcial Gavino

# Westin

## Please Note

The skybridge stairs lead to the Ballroom only. For easier access to the Dealers' Room, Art Show, or Artists' Alley, please use the ground-level entrance to the Convention Center. **Please reserve the elevators in the Skybridge for fursuiters and persons with physical disabilities.**

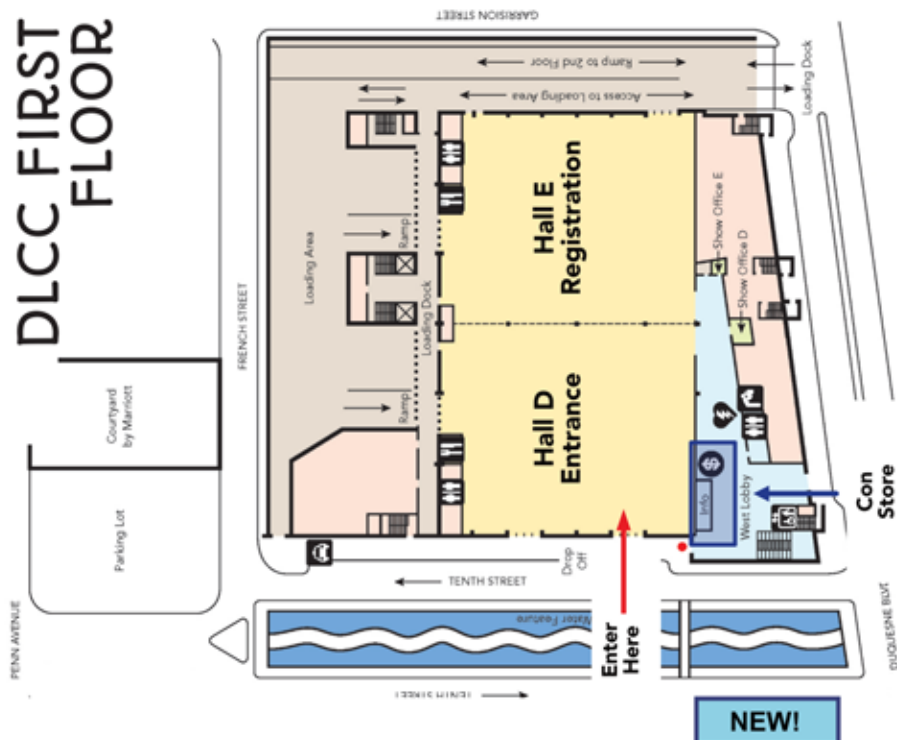


**Video &  
Tabletop  
Gaming**  
Westin 2nd Floor

*Open Gaming*  
Thur: 12p - 2a  
Fri: 9a - 2a  
Sat: 9a - 2a  
Sun: 9a - 6p

# Convention Center - 1st floor

## DLCC FIRST FLOOR



### Registration: Hall D/Hall E

Thursday: Pre-Reg Only: 12p-8p

Friday: 9a-9p

Saturday: 10a-2p / 3p-6p

Sunday: 10a-4p

### Con Store

Friday: 12p - 6p

Saturday: 10a - 6p

Sunday: 10a - 4p

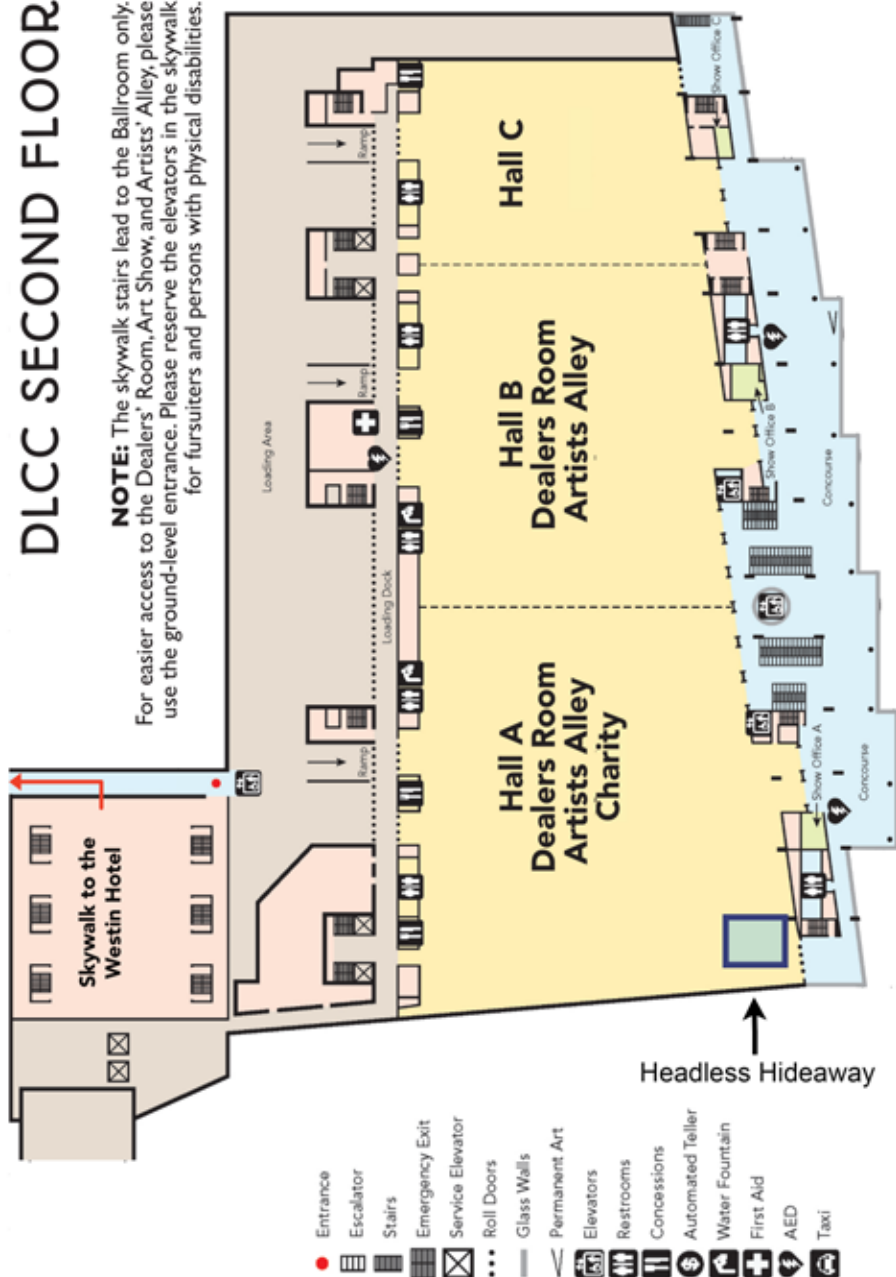
**NEW! East Lobby Headless Zone!**



# Convention Center - 2nd floor

## DLCC SECOND FLOOR

**NOTE:** The skywalk stairs lead to the Ballroom only. For easier access to the Dealers' Room, Art Show, and Artists' Alley, please use the ground-level entrance. Please reserve the elevators in the skywalk for fursuiters and persons with physical disabilities.



### Dealers' Room

Thursday: Load-In Only  
 Friday: 12p - 6p  
 Saturday: 10a - 6p  
 Sunday: 10a - 4p

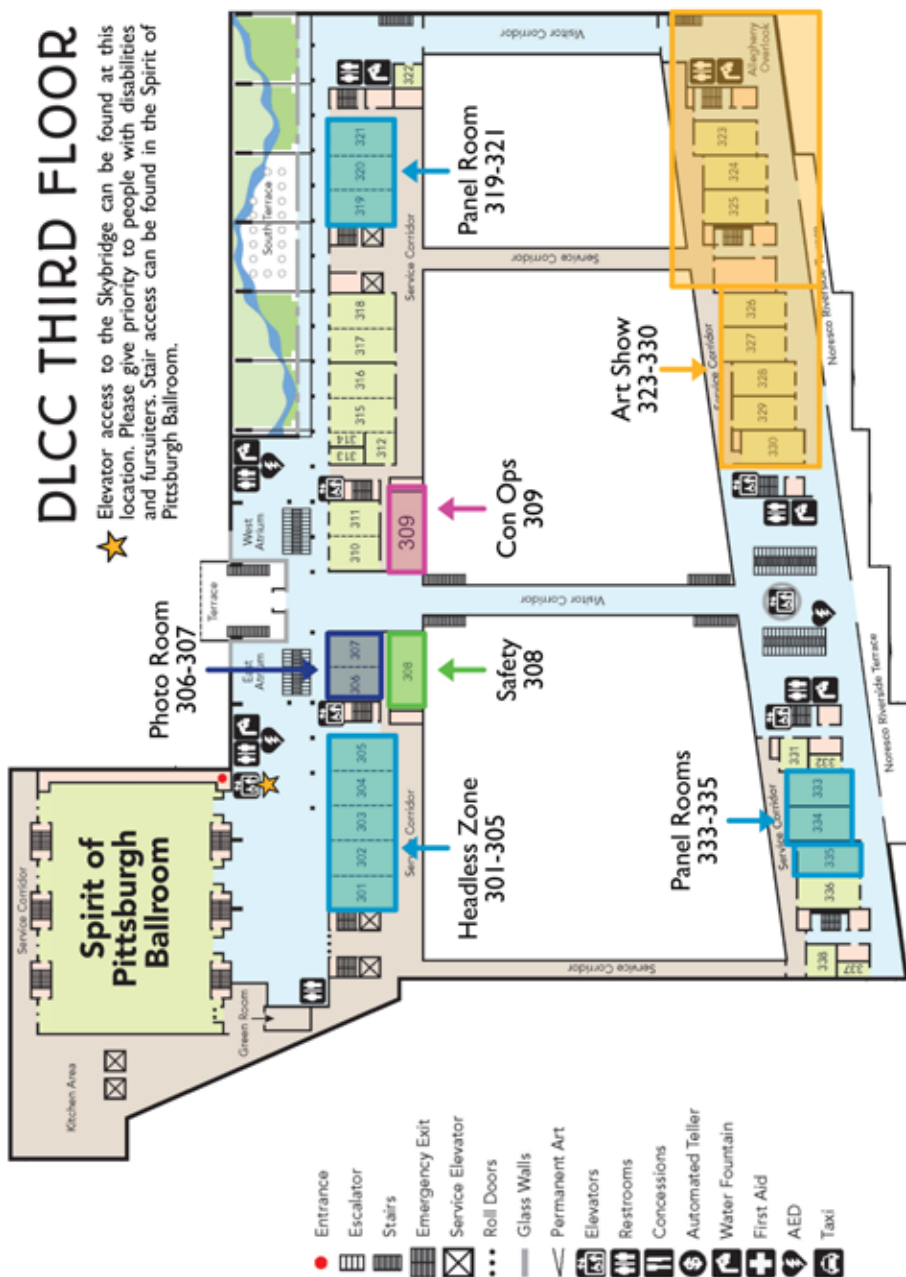
### Artists Alley

Friday: 12p - 6p  
 Saturday: 10a - 6p  
 Sunday: 10a - 4p

# Convention Center - 3rd floor

## DLCC THIRD FLOOR

★ Elevator access to the Skybridge can be found at this location. Please give priority to people with disabilities and fursuiters. Stair access can be found in the Spirit of Pittsburgh Ballroom.



**Con Ops**  
DLCC 309  
Thu: 12p - 12a  
Fri: 9a - 12a  
Sat: 9a - 12a  
Sun: 9a - 6p

**Safety**  
DLCC 308  
Thu: 12p - 2.30a  
Fri: 9a - 2.30a  
Sat: 9a - 2.30a  
Sun: 9a - 6.30p

**Headless Zone**  
DLCC 301-305  
Thu: 12p - 2a  
Fri: 9a - 2a  
Sat: 9a - 2a  
Sun: 9a - 6p

**Art Show**  
DLCC 323-330  
Thu: Setup Only  
Fri: 2p - 6p  
Sat: 10a - 6p  
Sun: 10a - 12p



# FURTHER CONFUSION

"THE BEACH EPISODE"



**JANUARY 15-19, 2026**  
**SAN JOSE CONVENTION CENTER, CALIFORNIA**

ANTHROCON 2025:

# Deep Sea Adventures



Furries  
at  
Berkeley

BEETLELEGS2003



[furries.at/berkeley](https://furries.at/berkeley)

Twitter @BerkeleyFurries

Instagram @berkeleyfurries



“Ever Get The Feeling?” - Longtooth



Feeling Underwater  
with Taxes?  
Get A Lifevest!

Nico The Tanuki CPA  
@NicoTheTanuki; Telegram

# TANK WEASEL

 Gulo  
Workshops





# AFC

MODERN  
STONE AGE  
**FURRY**  
CONVENTION!

Sept 19-21, 2025



[anotherfurrycon.com](https://anotherfurrycon.com)  
**ONTARIO, CALIFORNIA**

*2025*



Kaddiss Ventorum



**Dadandpookies.com**  
*Crafting Dreams, One Game at a Time*



**KorrFur.com**



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Engineered Fur Furrries  
[www.toughhideleather.com](http://www.toughhideleather.com)



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(+1B Section)  
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INTRODUCING OUR NEWEST PATTERN:  
**BUBBLES**

**GET A FREE LEATHER PIN WITH ANY PURCHASE!\***  
\*(WHILE SUPPLIES LAST. LIMIT 1 PER PERSON.)



“Deep Sea Fox” -Alexander

# Mature Dealer Section



Hall B

Secondary Entrance during public hours

Doors will be open during public operating hours

Artists Alley

The Boogie (East)

The Boogie (West)

Charity

Main Entrance/Exit

Newspaper

Vending Machine

Restrooms

B04	B01
B07	B02
B08	B03
B09	B04
B10	B05

A01	A02	A03	A04	A05	A06	A07
A08	A09	A10	A01	A02	A03	A04
A05	A06	A07	A08	A09	A10	A01

<b>Dealer Name.....</b>	<b>Location</b>
14 Werewolves LLC.....	Y12-Y13
A Thousand Rasp.....	C14
A True Blue Artist.....	Q09
Aardwolf Arts.....	U03-U04
ABearFromSpace.....	OB19
Adzy and Jane Comics.....	OB17
Aetus Art.....	G20
Aisu Art.....	D14
alekivz.....	S21-T21
Alien Gryphon Studios.....	S03
Alison Johnstun Illustration.....	V16-V17
Alnix Art.....	JB12
Alstro Arts.....	Q17
Angola Hone Stories.....	OB09
Anthro Aesthetic.....	D02-D03
AntleredVulture.....	OB01
Apricity Hats & Cosplay Wear	
.....	G25-H25
AR.GI.BI. Creative Studio.....	I08
Arcadian Atelier.....	E10-E11
art by creeps.....	D08
Art of Dani Grillo.....	JB17
Art of Kyote.....	Q14
Art of Lovewin.....	JB19
Art of Marci.....	T12
Art of Michele Light.....	T13
Art of RyRy Beans.....	JB15
Artkour.....	C08
ArtSea Animal.....	C10-C11
Arven - Panthera Comics.....	V13
AstroGummi.....	OB27
Badger Paw Puppetry.....	P17
Bazteki.....	S10-T10
Beachw00f.....	Tattoo-1
BeastSoul.....	H10
Bed Bound & Beyond.....	Y06-Y07
Berry Meat.....	U09
Bewilderium.....	U08
Bill Holbrook / Jenner.....	R03
Bisonwares.....	B04
Black Cat Atelier.....	G01-G02
BlindCoyote.....	G13-H13
Blue Canary Gallery.....	Q00-R00
Blue Harbor Creations.....	R12
BoldKobold LLC.....	V06-V07

<b>Dealer Name.....</b>	<b>Location</b>
Brian Reynolds.....	R01
Brushfeather Creations.....	U05
Bubbly Sheep Creations.....	JB24
BunFan Games LLC.....	X01-X02
Bunnies and Cream.....	E00-F00
Byte Size Treasure.....	E03
Cafe Beret.....	JB38
CAMP HOWL.....	B07
Camp Mustelid.....	D07
candy critters.....	P09
Catboyriot.....	JB10
Cats Paws Chair Massage	
.....	Near Entrance
Catsudon.....	OB28
centikit.....	OB24
Chakat Windshear's Wares	
.....	F17-F18-F19-F21
Charles Brubaker.....	R02
Cheeky Needlework.....	H23
Cheer Creativity.....	JB02
CherryBox.....	X-Island
Chimera Daydreams.....	JB30
Chimeracon Art.....	JB36
Chronicle RPGs.....	A01
Ciderhoots.....	OB10
CloverPuff.....	F08-F09-F10-F11
Coe and Shy.....	I06-I07
Coffeeclaws.....	OB23
CorgiBeans.....	A03
Corgilegs Crafts.....	D18
Corgilope.....	F22
Corrupted Plush.....	OB07
Corviforms.....	Q15-Q16
CosmellCosplay.....	G16
Cowmeow.....	OB22
Coyotic Trouble.....	D05
Coywolf Collections.....	S19
Crazdude Art & Design.....	C12-D12
Creature Cottage.....	U10-V10
Critter Kickback Festival.....	U00-V00
Crowned Feline Captures.....	JB23
CrowParade.....	C07
Curiosities by Caribou.....	S12
Curlworks.....	D06
Cyberknife Studios.....	JB06

<b>Dealer Name.....</b>	<b>Location</b>
D.Bruin's Art and Prints.....	I11
Dad & Pookies.....	P04-P05
Dark Natasha.....	S13
Darling Ear Shop.....	OB35
Dead Bomb Art.....	G21-G22
Deer Hudson Crafts.....	C13
Delectatio Morosa.....	Y08
Diana Stein.....	T17
DiZZiNESS.....	D17
Don't Feed the Wuff.....	Q19
Dr. Wildlife.....	I05
Draconic Decorum.....	OB26
Dragonmelde.....	D11
DrakenByte.....	JB16
DREAMVISION CREATIONS, INC .....	S00-T00
Emma Alamo.....	H12
Evaatheria.....	Q08
Faux Paws Socks.....	C01-C02
Feather Critter.....	E09
FEELS LIKE INSTINCT.....	OB30
FenneCrafts, LLC.....	OB05
Fenris Publishing, LLC .....	Q03-Q04-Q05-Q06
FeretStudios.....	S04
Flair Fighter.....	U02
FloofUnlimited.....	JB13
Floral Frolic.....	Q12-Q13
Florid Corvid.....	JB01
Fluff & Stuff.....	X03-X04-X05
Foxclover.....	JB03
FurPlanet Productions .....	O02-O01-O00-P00-P01-P02
Furry Mystery Box .....	I22-I23-I24-J24-J23-J22
Furscience.....	Special
Fursona Pins.....	A04
FursuitGlasses.com.....	E14-E15
FursuitSupplies.com.....	A09
FuzzButt Fursuits.....	R04-R05-R06
Garden State Tait.....	E21
Gay Breakfast.....	D13
GentleMoonBell.....	OB38
Gideon's Corral.....	R15
Glitz Fox Studios.....	E13-F13

<b>Dealer Name.....</b>	<b>Location</b>
Glopossum.....	Y01
Gneech: The Last Coffeebender.....	P03
Goataroo.....	V15
Gold Ribbon Studio.....	G14-G15
Golden Druid.....	I02
Green Basilisk Studio.....	OB18
Griming Wolf Studio.....	G23
HackPGH.....	U01
Heads & Tails Studio.....	F01-F02
Heartleaf Games.....	I01-I00J-J01
Heather Bruton Illustration.....	T16
Hey, it's Zray!.....	P16
Hibiscus Stitch.....	V18
Hokum & Snark LLC.....	E17
Honeck Sculpture.....	T01-T02-T03
hoodiedogs.....	JB29
Hopeful Monster Studios.....	S10
Houndsaint.....	C18
houndsTEETH + murkbone.....	D04
HOWL OUT.....	A10
HYENA AGENDA.....	A08
Icecolo.....	OB25
Icy Paw Productions.....	U13-U14
Inkmaven Art.....	F23
INKtiger.....	T14
Interlinked Jewelry and Skyogear .....	
Leather Werx.....	Q10-R10
Iris Jay / Distressed Egg.....	H04
Ishaway.....	F06
Jacato.....	I19
Jackalope Junkie Studios.....	U19
Jarlidium Press.....	H15-H16
JAYSTOR.....	Tattoo-2
JenKiwi.....	S09
Joanna Barnum Watercolor.....	T08-T09
Jonathan Vair Illustration.....	P07-P08
Joshiahs Written Works.....	P20
Kacey Miyagami.....	S15
Kaiju Kafe.....	JB33
Kangaroomis.....	U06
Kat Used Charm.....	JB18
KayCat.....	OB21
Kelsey Wailes Co.....	I09-I10
Kelvin Challenger.....	D22
Kemono Cafe.....	D23-D24

<b>Dealer Name.....Location</b>	<b>Dealer Name.....Location</b>
Kestrel Clay.....P14-P15	NightEyes DaySpring.....I03
KeyLime Creations.....R20	NightlineZ Art.....C09
kirilldraws.....JB28	Niis.....R07
Klovesbunnies Art.....Q07	Noctbytes.....JB27
Knittin' Kitten Fashion.....G08	Oakley's Creations.....E16
Kory Bing.....H05	Oddgrowl Art.....OB33
Kristine Rose Synowka.....OB31	Onnanoko.....S06
kurenji's workshop.....OB37	Otter & Odder.....T04-T05
Lairbrew.....B03	OxEyed Press.....T18
LakeMutt.....U21-V21	PaintedDog.....G03
Lemonbrat Studio.....G18-G19	Painting Dragon Feathers.....E08
Lepus Studios.....JB22	Papaya Badger.....G12
LimeyTheCheetah.....O23-O24-P24-P23	Part Time Dragons.....V12
Lindsey "Rhos" Burcar Art.....O11-R11	Part-Time Cryptid.....JB08
LittleArrowDog.....E20	Party Artie Costumes.....JB31
LittleSofts.....P21-P22	Paw To Press.....U15-U16-U17-U18
Lizard Lamination and Embroidery.....I15	Pawberry.....JB34
Lizbie Cafe.....D00	Pawgyle.....I20
LVAdams Wildlife and Fantasy Art. OB12	Peri Pendrake.....P13
Lytlethelemur.....JB14	Pinku's Crafty Cottage.....P10-P11-P12
Made by Maly.....G04-G05	Pixel Visions.....S07
MadshyArts.....D10	PlagueRat's Baubles.....OB04
MajikCraft.....V08-V09	Plant Panda Studios.....D15
Manfish Inc.....E07	Po The Platypus.....JB09
Mango Island.....E25-F25	Poofsuits.....U12
Mango Wolf Works.....G09-G10	Poofy Pins.....X06
Mapaku Village.....V04	Pookatdino crafts.....G24
Mary Mouse's Certified Furry Tags . C00	Potachi.....G00
MatchaPeaches Art.....E04	Primordial Pals.....E01-E02
Mcpippypants.....JB20	Puzzled Jay Productions.....G11
Meangreenmutt.....OB20	Quack Quack Honk Designs.....P19
Melissa Mendelson Art.....R18-R19	Quailtea Goods.....C03
Milollustrates.....JB04	RAIZAP by Chu.....H20-H21
Mini Miao.....JB32	Rat Wednesday.....P18
Moko's Makery.....Q01-Q02	Rayrats.....OB15
Morelitea.....H00	Red Falcon.....A06
Moss.....I14	Regally Wild.....Y-Island
Moth Monarch.....H01	Rhonda Libbey.....B09
MR. KITTYs.....B08	Rocky's Roastery.....B06
My Arm Can Fly.....C15	Rosebudrat.....D09
NeonSlushie.....F24	roundbirbart.....Q18
Nero Villagallos O'Reilly.....H07	RoxxieKitsune.....OB16
Neurotic Shynx.....C24	RudeRoo Design by Flinters.....H14
Night Owl Misfits.....V05	Rukis Art.....F14-F15-F16
Nightingale Needles LLC.....JB07	Rysingson Accessories.....I04

Dealer Name.....	Location
Sandy Paws.....	JB05
Sandy Schreiber.....	T15
Sanguine Games.....	H22
SanityxRationelle.....	I21
Sarahcat Fursuits.....	U11
Sasha R. Jones Illustration.....	P06
Scaly Shop.....	E05-E06
Scrolling Fantasy.....	V19-V20
Sheaths Bark.....	X07
ShinigamiGirl.....	S14
SimpleNicks.....	F03-F04
SixthLeafClover Studios.....	G06-G07
Skulldog Studio.....	F05
Sleeping Fox Art.....	C24
somberpaw.....	OB02
Something Squishy Toys.....	Y03-Y04
Sorbet Jungle.....	B05
Sour Citrus Suits.....	I16-I17
Space Cat Creations.....	R08-R09
Sparkle Kreations.....	A07
Spicy King.....	G17
Spiltgrapesoda.....	Q21-R21
STABLERCAKE ART + MERCH	
.....	C19-C20
Starcane Arts.....	H08-H09
Starlace Arts.....	JB21
Static Claws.....	C05-C06
STATIIK ART LLC.....	X09-X10
Stray Songdog.....	OB11
Studio Cute.....	R16-R17
Sugar Bunny Shop.....	D19-D20-D21
Sundae's Sundries.....	OB29
Sushi Tomodachi.....	H02-H03
Sweet Steam.....	B02
Talenshi Studios.....	S05
Tally Mark Creations.....	OB34
Taurson's Cafe.....	OB08
Teabear House.....	JB26
Tech621.....	Q20
The Bark Side.....	X11-X12-X13
The Crystal Caw.....	E22-E23
The Gryphon Generation.....	I12-I13
The Pirate Artisans.....	C16-C17
The Plushie Zoo.....	H17-H18-H19
The Wandering Bard, LLC.....	Y09-Y10

Dealer Name.....	Location
The Yogurt Kingdom.....	OB36
ThermApparel.....	C25-D25
Third Eye Creations.....	E18-E19
Tickouts Art.....	OB06
TinnatuPaws.....	E24
TOMBOY WOLF.....	OB32
TomoCreations.....	S16-S17-S18
Toon Raccoon!.....	R14
Toragami.....	JB11
Tough Hide Leatherwork.....	Y05
Trashmutt.....	R13
Triclops Rabbit.....	S20
Twokinds.....	V11
Unconventional Outfitters.....	F07
Urvogel Arts.....	H06
uukipi.....	OB03
Vexed Vixen Ink.....	Tattoo-3
Waffle Wishes.....	E12-F12
Wah Wash.....	D16
Warhorse Workshop - Soap Pony	
.....	S01-S02
Wayward Leather Design.....	C21-C22
Waywardmutt.....	S11-T11
Weasel Gear.....	B10
Weighted Wildlife.....	B01
Wildflower Soda Pop.....	OB13
Wisparia.....	JB35
WolfDesigner.....	C04
World of Trash by Daria Aksenova	
.....	V01-V02-V03
Wyrnwood Pyrography.....	JB37
Y2Kute.....	OB14
YARD SARD Furs.....	A02
Yellow K9 Creations.....	H11
Yipp Yapp.....	T06-T07
YKSOBA.....	H24
ZENOPHRENIC.....	U07

This is dealer information as of May 2025 and is subject to change. Letters represent rows. Numbers represent tables on that row.

For further questions, see the information table in the dealers' hall.



“Joe Chan” - Cho Kiu



Natalia Golash



2023  
**Confuror**  
*Once Upon A Time*

OCTOBER 23 TO 25

GUESTS OF HONOR

**CHEETAH PAWS + ARASHI TAKEMOTO**

GUADALAJARA + MEXICO + EXPO GUADALAJARA

Confuror.org   @Confuror


# Furries? At My University?






 Triton Tails (UCSD; x SDF)




 Davis Furs




 Furry Club at Oregon State University




 Furries at Stanford




 Spartan Furs (SISU)




 University Furs Meetup



 Furries at Wayne State



 SF Pride Parade

# It's More Likely Than You Think!

Brought to you by the  
Anthropomorphic Animal  
Appreciation Association

Want to start a furry club  
at your university? Scan  
to get our starter pack!



QR Code Art: @Df\_Lemans  
Design: @Carbon\_the\_Wolf  
Event Photos: @BerkleyFurries



# WORLD OF TRASH

GLAMOUR. GARBAGE. GAMING. GET YOURS.

 DEALERS DEN V01-V02-V03

[WWW.DARLAAKSENOVA.COM](http://WWW.DARLAAKSENOVA.COM)  [WWW.WORLDOFTRASH.COM](http://WWW.WORLDOFTRASH.COM)

*-DESIGNED-*  
*by*  
**DARIA**  
**AKSENOVA**  
VISUAL NARRATIVE ARTIST

### Game in Style

Mousepads	\$25 ea.
Playmats	\$50 ea.
Desk mats	\$70 ea.
Collector Gift Set	\$250 ea.

### Express Yourself

Single Stickers	\$7 ea.
Sticker Sheets	\$10 ea.
Enamel Pins	\$15 ea.
Postcards	\$20 set.
Set of five	
Tote Bags	\$40 ea.

### Adorn Your Home

Decorative Pillowcases	\$40 ea.
Posters	\$20 ea.
Queen-Sized Blanket	\$250 ea.
Woven Cotton Tapestry	



## Atlantian Honeymoon

by Nathan Pfaunmiller.



"Ready?"

Robert fidgeted nervously as he gave a wary glance at the silvery surface of the pool in front of him. Margaret stood beside him, smiling sympathetically at her husband's uncertain behavior.

She was dressed in a one-piece swimsuit, a floral sarong wrapped around her hips and dangling around her legs. Robert himself was also dressed in a set of casual swimwear, though he would be the first to admit that it wasn't nearly as flattering on him as Margaret's was on her. He offered her a smile in return and squeezed her hand.

"Y- yeah! I think so."

Margaret leaned in and kissed his cheek. "Trust me; you'll love it!"

Robert blushed at her affection. He was still in disbelief that she had accepted his proposal, and the wedding had been a full week ago! Their honeymoon thus far had been the best few days of his life, but this next stop was Margaret's idea. He had heard of this tourism company, of course: a resort that promised a real Atlantis experience was enough of a curiosity to raise eyebrows,

and the fact that their claims were backed by enthusiastic word of mouth had only grown their popularity. Now Robert and Margaret stood together in a small, round room dozens of feet underwater, a placid moonpool dominating the center of the space. Their light diving gear had already been collected and stowed, and they only awaited the instructions of their guide before proceeding to the next step.

That would have all been quite normal, of course, except for the fact that their tour guide was an otter woman! That is, though her figure was humanoid in many respects, she bore the fur, face, tail, and even some of the proportions of the adorable marine carnivore! She wore a fetching swimsuit of her own—decorated with the resort's branding—and the whiskers around her face bobbed as her muzzle produced a grin. The expression was readable to the couple even with no prior experience reading such a curious visage. A small sand dollar pendant hung around their guide's neck, reflecting the blue hue of the artificial lights around them.

"You'll love it," she assured, her voice quite normal despite her form. Someone spoke to her over her earpiece for a moment, and

after a quiet exchange she nodded to her guests. "They're ready for us." She sat on the edge of the moonpool and extended one hand towards them—her short digits joined by thin webbing that made her a master swimmer. "Let's go!"

Margaret turned enough to offer Robert another reassuring smile, then she stepped to the edge of the pool and sat down alongside their tour guide. A nervous shiver ran down Robert's spine, but he steeled himself and followed his wife's lead, sitting down beside the otter and allowing his legs to dangle down into the calm seawater.

"Okay," he started, throat feeling quite dry. "Remind me of the instructions?"

The otter woman nodded. "Of course! When I direct you, place your pendants around your necks. Then, simply take a deep breath and follow me down into the water, and our tour will begin directly!"

Robert glanced at the pendant he had been given, still held in its small plastic bag. It had the silhouette of a distinctive triangular fin, foreshadowing its intent. He looked over at Margaret, but she hid her own pendant in her hand, shaking her head with a mischievous smile spreading across her features.

"Oh, no!" she scolded. "I want it to be a surprise!"

The otter lady laughed from beside them. A quiet voice came from her earpiece again, and she nodded to the couple. "All right! Let's get your pendants on!"

Robert opened his and placed it around his neck. Margaret did the same, and while she did her best to hide its shape, her husband also did his best not to peek. At last, with both of them prepared, the otter led them down into the water.

They found themselves surrounded by the vast ocean, deep enough that the sunlight from above was dimmed and filtered blue by the water around them. The surface was visible, but seemed like no more than a rippling sheet of silver above them. They held their breath, waiting for the enchantments on their pendants to activate.

They did not have to wait long, as the baubles began to glow with their own internal light. Robert shivered as the magic permeated his form, and a reflexive gasp revealed that he no longer needed to hold his breath. Instead, a subtle set of gills now lined either side of his neck, fluttering gently in the currents of the ocean.

A sandy, itching sensation ran across his body, and he

reflexively ran his hand along his arm. A foreign, rough feeling caused him to glance down and notice the progress of grey, sandpapery skin that was replacing his normal pale complexion. His fingers were also gaining webbing not dissimilar to that of the otter tour guide, though with a much different texture.

The rough skin ran up his neck and along his throat, and as it pressed upwards towards his head he felt a noticeable shift in his features. His face's shape shifted, pushing out into a blunt, streamlined shape that would easily part the water as he swam through. He felt his teeth becoming sharper, enough so that he understood that even checking the progress of the changes with his tongue would be unpleasant. His hair withdrew, but the tough skin that was sweeping over his head was marked with a pattern of dark stripes that served as decoration in its place.

A moment of discomfort drew his attention to his back, and though he could not turn far enough to see it, he was able to reach back and feel the distinctive shape of a triangular dorsal fin! It was covered in the same monochromatic skin that had spread to cover the rest of his body, and with its emergence

there was really only one thing left to add.

The energy of the transformative magic seemed to delay for a moment, allowing Robert's anticipation to build until the enchantment suddenly surged into physical form behind him! A tapering shape pressed out above his waistline, growing out long and elegant, covered along its dorsal side with dark skin and fading nearly all the way to white on its front. Several dark stripes followed the curve of his new tail from back to front, the very end sweeping into a set of vertical fins that would help direct his movements in the water. By the time it had grown to its full length, it was almost as long as his whole body!

With everything finished, the nervousness that had nearly overwhelmed him melted away, and Robert laughed with a surge of relief. He was a tiger shark man much as their guide was an otter, and the entire ocean suddenly seemed open to him!

"See! I told you that you would love it."

Robert turned to see his wife, and Margaret's changed form made him stare in awe. Her body was curved in gentle, streamlined arcs, her skin shining in even the very dim light of their surroundings. Her face now

extended into the elegant shape of a dolphin's beak, though somehow Robert could still recognize her. While his hair had vanished during the change, hers still swept out behind her, perhaps some part of the magic helping to prevent it from tangling about her face. Her swimsuit still complimented her form, her sarong now resting on the base of a long, elegant tail with a pair of broad horizontal fins at its end.

"Wow!" Robert exclaimed, his voice, like hers, conveyed underwater by the magic of his pendant. "You make a lovely dolphin."

Margaret snickered. "You'd find a way to flatter me even if I were a blobfish," she declared.

The two embraced and shared a kiss, or as much of one as they could manage given their altered features. Margaret gave a cheeky smile as she pulled back.

"You know, dolphins don't have to come up for air nearly as often as humans," she quipped.

"All right, you two!" Their tour guide finally interjected, swimming up beside them with her arms crossed—though she was unable to hide the smile that tugged at the corners of her own muzzle. "You have a dinner reservation at the Reef in an hour, and a tour to start after.

You'll have plenty of time for mischief at the resort tonight."

They held their embrace for a moment longer, but the couple finally separated as they were advised. After a quick trip to the surface so that the two mammals could take a quick breath, the three of them set off towards their destination.

Robert's apprehensions had completely evaporated. Now he couldn't wait for their underwater adventure! He swam confidently, following the elegant arcs of his wife's flukes, pondering what mysteries awaited them. He could not imagine a better honeymoon.





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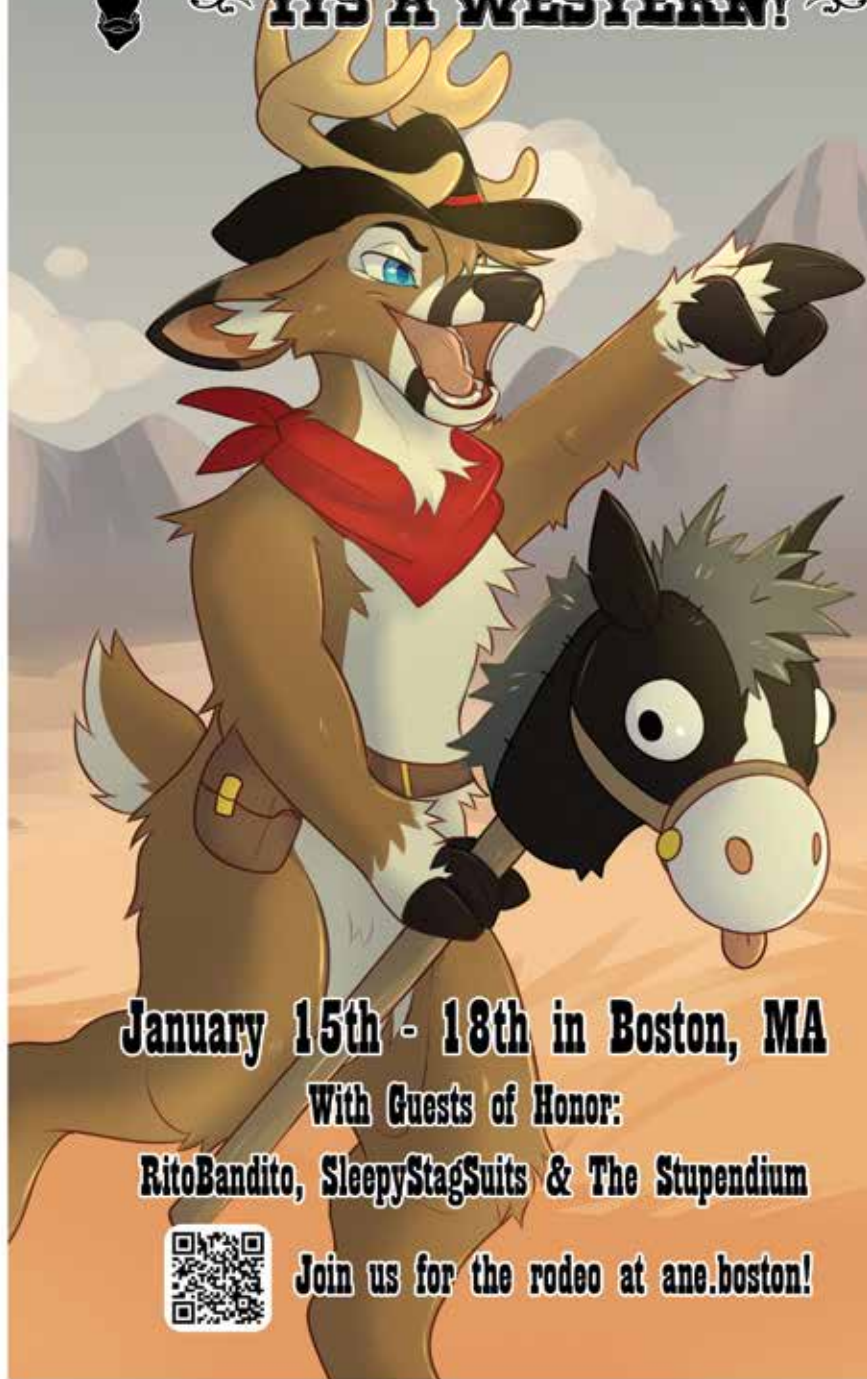




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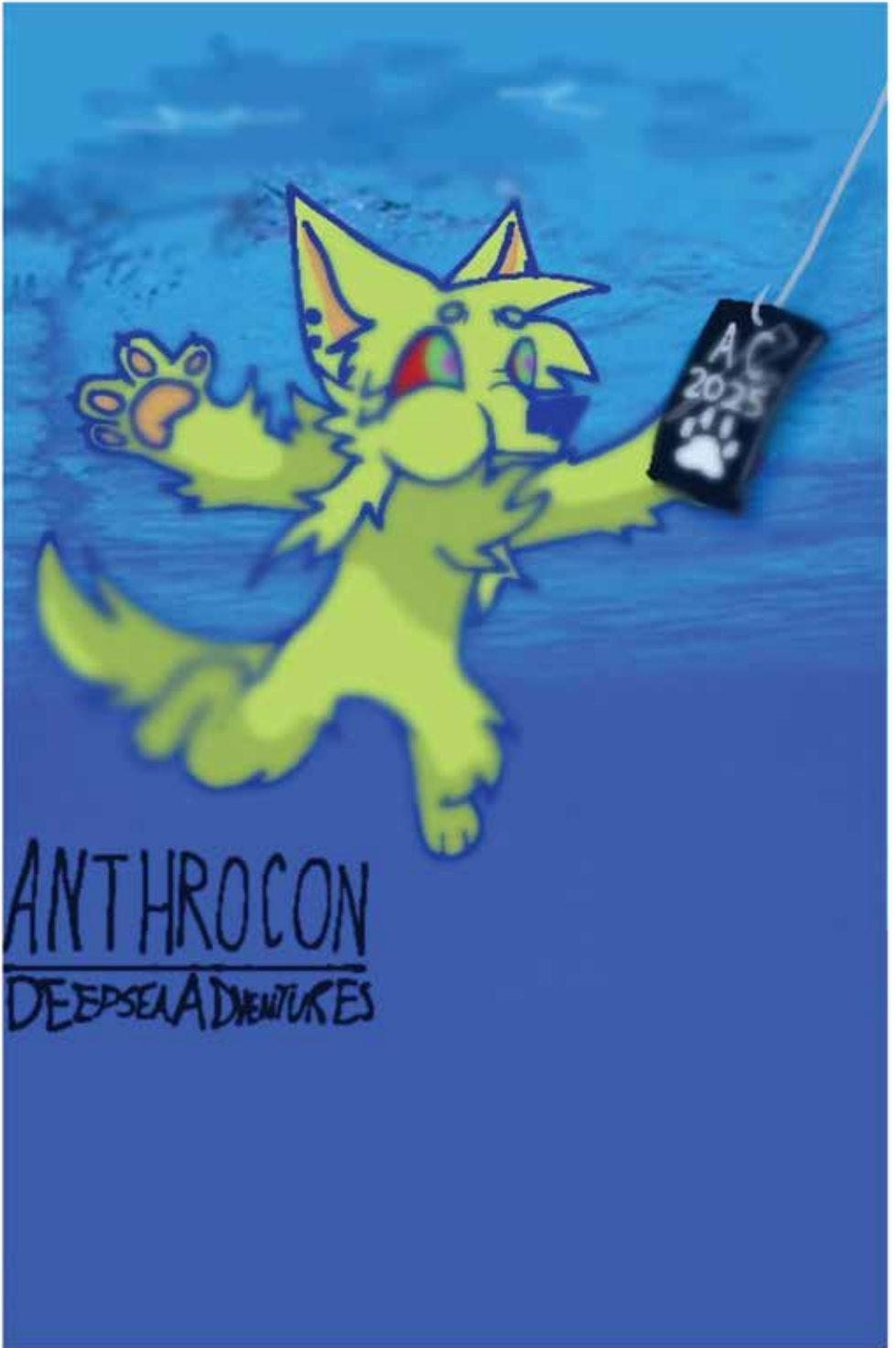
FENRIS THE WOLF vs.  
THE OUTLAW

TONY THE BEAR vs.  
THE SHERIFF

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SEPTEMBER 26TH-28TH 2025

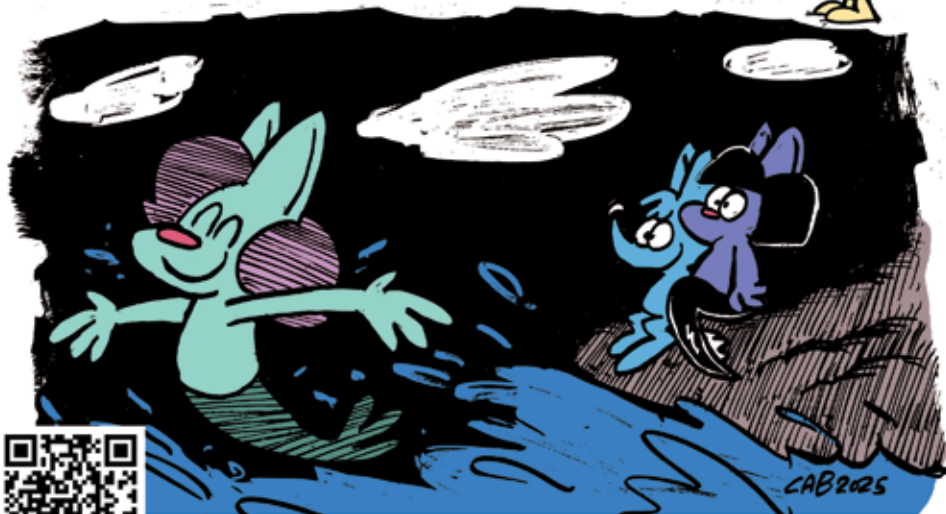
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# LAUREN IPSUM

BY CHARLES  
BRUBAKER

NOT TO TOOT OUR HORN, BUT YOU CAN FIND US IN  
THE DEALERS ROOM AT TABLE R02!



Read the comic! [lauren.smallbugstudio.com](http://lauren.smallbugstudio.com)

# Standards of Conduct

*This is the Standards of Conduct for Anthrocon, Inc. and all events sponsored by Anthrocon, Inc.; these entities are referred to as 'Anthrocon' henceforth.*

*The primary purpose of Anthrocon is for our attendees to have fun. To ensure that the greatest number of people do so, we have established these Standards of Conduct. These rules are to ensure that the behavior of any one small group does not disturb the membership as a whole, and does not detract from the comfortable atmosphere of the convention. Anthrocon welcomes all parties with an interest in anthropomorphic animals; however, the convention's management reserves the right to deny or revoke the membership of any individual at any time for any reason.*

*Anthrocon also reserves the right to amend these rules at any time without prior or posted notice and reserves the sole right of interpretation. These rules must be followed by attendees. In any dispute, the general rule above will apply. If you have any questions, please contact our staff for assistance.*

*Anyone who accepts a membership agrees to indemnify and hold harmless Anthrocon from any claim for personal injuries or other damages or equity arising out of any individual's activities at Anthrocon, even if such injury or damage is caused by negligence by or on the part of Anthrocon.*

*As a condition of membership, all Anthrocon attendees are required to abide by these standards of conduct for the entire duration of their stay, even prior to Opening Ceremonies or after Closing Ceremonies.*

## **The Golden Rule**

The following rule supersedes all others listed below and may be invoked at any time:

*Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Anthrocon's relationship with its guests, its venues, or the public is strictly forbidden and may result in permanent suspension of membership.*

## **General Rating of the Convention**

All convention space is considered to be "PG" at all times, with the exception of events or exhibits that are specifically noted to be inappropriate for minors and with access only for adults.

Public displays of affection should be kept to those appropriate for polite company. Please express your devotion to your significant other either in appropriate ways, or in private.

## **Clothing Guidelines**

Any Personal Protective Equipment (PPE), such as masks, required by venues or other Anthrocon policies must be worn.

Shirts, pants/shorts/skirts, and footwear must be worn when in areas of hotels or the convention center that are accessible to non-attendees, such as lobbies, restaurants, and concourses, except for hotel swimming pools. Full-body fursuits qualify as shirts, pants, and footwear provided that the costume is not unacceptably suggestive. Fursuiters must respect the policies of hotels and other venues regarding areas where costumes are not allowed, which may include restaurants and hotel swimming pools.

When in public areas, attendees may not wear clothing or accessories which are overly revealing, inappropriate to the atmosphere of the convention, or likely

to draw reasonable complaint or offense. This includes clothing or accessories that are fetish-related or restrict mobility, such as a leash attached to an otherwise acceptable collar.

*Other than fursuits for which the inclusion of a uniform as a costume accessory is obvious, police uniforms, tactical gear or other outfits which may be easily mistaken for such are only to be worn by law enforcement on active duty.*

In certain circumstances, clothing or accessories that might otherwise be considered inappropriate may be included as part of a costume if specific approval is granted by Anthrocon's Safety Team.

### **Public Decorum**

No items of any kind may be thrown, flown, or dropped from hotel or Convention Center balconies or patios.

No water pistols, silly string, or any thrown, flown, or projectile item may be used in any area of hotels or the Convention Center.

Lighter-than-air balloons may not be brought into the Convention Center.

For safety, only handheld glowsticks are permitted in the dances. Glowsticks on strings or on polearms must be cleared with Safety staff before being used. The decision of the Safety staff on any particular item will be final.

Please do not sleep in convention space or hotel lobbies; return to your hotel room or home.

In order to minimize the spread of contagion (commonly known as "con crud"), anyone showing any sign of illness, regardless of cause, must wear a CDC-approved mask or will otherwise be asked to leave convention space. Anthrocon cannot provide masks for this purpose.

*Anthrocon attendees must abide by instructions given by Anthrocon Safety staff. Failure to do so will result in loss of membership privileges. Any disputes or concerns may be addressed onsite at*

Convention Operations.

Anthrocon convention space is open only to members, and all attendees should wear their membership badges at all times. *A badge is valid only for the person to whom it was issued; badges may not be shared under any circumstances.*

*Knowingly transporting, hosting, or otherwise enabling an individual that is unwelcome at Anthrocon to attend or enter convention space will result in permanent revocation of Anthrocon membership privileges.*

### **Harassment**

Harassment of any kind will not be tolerated at the convention. If you have been the target of harassment, we urge you to report the incident immediately to a member of Safety or to Convention Operations. The sooner an issue is reported to us, the more appropriately we can address it.

Harassment includes, but is not limited to:

*(a) Physical assault, battery, stalking, or unwelcome physical attentions.*

*(b) Conduct, dress, or speech that targets, threatens, intimidates, or is otherwise intended to cause distress to other attendees, or members of protected classes (such as those based on race, age, religion, national origin, disability, gender, or sexual identity).*

If people tell you "no" or ask you to leave them alone, your business with them is done. If you continue to attempt contact with them, you may be removed from the premises and have membership privileges permanently revoked. Remember: *"A costume does not imply consent."*

*Anyone who has been convicted of a crime of violence against another person for which they are required to register with any state or local law enforcement agency may be denied membership to the convention at the sole discretion of Anthrocon, Inc.*

## **Attendance by Minors**

Anyone who is under the age of 18 years at any time during the convention must present a signed and notarized parental permission form (or consent assignment form) unless accompanied by a parent or able to produce evidence of legal emancipation. There are no exceptions.

Minors are not permitted under any circumstances to enter areas designated for mature audiences.

Anyone providing false documentation of identity or age will be denied membership and reported to the police.

## **Service Animal Policy**

Pets are not permitted in convention space. Service dogs (*as defined by the Americans with Disabilities Act or ADA, Title II*) are permitted in convention space provided that they are under appropriate control. Emotional Support Animals and Therapy Animals are NOT considered service dogs by the ADA, and are not permitted in convention space.

## **Hotel Party Policy**

Gatherings in hotel rooms must not make noise that can be heard in neighboring rooms during nighttime hours. Hotel doors must be kept shut during such gatherings and guests are not permitted to congregate in the hotel corridors.

Loud parties will be given a single warning to remain quiet. No second warnings will be given before action is taken by the hotel to remove the offending individuals.

Hotel guests who host any gathering are responsible for cleaning up afterward. *Please plan to bag excessive amounts of trash so that housekeeping is not overburdened.*

## **Other Hotel Matters**

*Any act of vandalism, deliberate or excessive damage to hotel property, or interference with any hotel or Convention Center workers in the performance of their duties will result in permanent revocation of Anthrocon membership, criminal prosecution, fines, or any combination thereof.*

*Please do not affix any stickers, posters, or other objects to the walls or doors in any hotel or Convention Center, to the elevators, to Anthrocon signage, or to hotel room doors. Any person found in violation of this rule will have their membership permanently revoked and will be barred from the premises.*

The person in whose name a room is rented is solely responsible for the conduct of all individuals in the room as well as for the condition of the room. *Excessive trash, soiling or other damage to hotel property, or any circumstance that may present a hazard to hotel housekeeping staff may result in permanent loss of Anthrocon membership privileges.*

Hotel Housekeeping staff are required by corporate policy to inspect every room once per day, even if the room is not to be serviced. In some of our partner hotels, Housekeepers will delay their rounds for our benefit, and will initially bypass rooms with “do not disturb” signs on the doors. At the end of their rounds they must return to those rooms and will knock on the door. Attendees must allow housekeeping staff access to the room to inspect it at that time, even if the “do not disturb” sign is displayed.

Overly large requests for room amenities such as towels and pillows will not be honored. Kindly bring such extra items from home if you anticipate the need.

## **Sales of Goods and Services**

The offering for sale of any goods or services at the convention may only occur in appropriate and authorized areas of convention space, only at authorized times, and only by registered, authorized vendors of the area in question. In all cases sales will be governed by the applicable rules of each area, such as the Dealer Rules & Information Packet for the Dealers Room. *Unauthorized sales of any goods or services may result in revocation of membership.*

## **Smoking, Alcohol, & Substance Abuse**

Smoking is not permitted in any area inside the Westin or the Convention Center. This includes electronic cigarettes, at the request of venue management. Smokers are asked to use designated smoking areas, to properly dispose of cigarette butts, and to comply with any other venue rules.

Anthrocon asks that any bottled alcoholic beverages be brought promptly to hotel rooms for storage or responsible consumption. No alcoholic beverages may be brought into nor consumed in convention space unless said beverage has been approved by Convention Center management as part of a programming event.

Anyone knowingly or unknowingly providing alcohol to anyone under the age of 21 may be removed from the convention and be reported to the authorities. It is the sole responsibility of persons serving alcohol in room parties to ensure that every person in attendance is over the age of 21, even if that person is not drinking alcohol. The Pennsylvania Liquor Control Board is extremely serious about this law and we ask our members to respect it.

The sale, distribution, or use of any illegal or controlled substances is not welcome at Anthrocon. Any individual found to be distributing such substances will be removed and reported directly to the authorities. For safety, any obviously intoxicated or impaired attendees will be asked to return to their room or seek medical attention until the effects have passed.

## **Weapons Policy**

No actual weapons or any item that can be easily mistaken for one may be carried either openly or concealed at any time in convention space, regardless of any government permits which you may possess. Exceptions may be made only for duly appointed law enforcement officers by prior arrangement with the Safety Department. Personal pocket knives with

single-edged blades less than 4 inches long are permitted.

*Realistic weapon replicas are permitted as part of a costume only during costume events such as the Pursuit Parade and must be appropriately peace-bonded; ask the Safety Department for instruction on how to do so. They must be cased or otherwise secured when being carried outside of costume.*

## **Media Relations and Use of Anthrocon Images or Footage**

All journalists, media photographers, and any other members of the press are required to display an official Anthrocon Press Badge or be accompanied by a senior Anthrocon staff member at all times while in convention space. Members of the press who have not been issued a Press Badge may not conduct interviews or take photographs, audio or video footage without an escort.

If members of the media are present, attendees must act responsibly. Media representatives who do not have Press Badges and are not escorted by an Anthrocon staff member should be reported to Anthrocon Safety staff or to Convention Operations immediately. *Do not speak to any unbadged and unescorted members of the press!*

Anthrocon members should be aware that audio and/or video recordings are frequently made in convention space and that their likenesses may appear in those recordings. Certain areas of convention space, as well as certain convention personnel, may be fitted with audio and/or video recording devices for the purpose of enhancing the safety and security of our attendees. Individual members agree to assign without compensation the use of their likeness(es) at Anthrocon for the use of promotional material such as highlight videos.

The name “Anthrocon” and the Anthrocon logo are registered service marks of Anthrocon, and must not be used in any fashion that disparages or dilutes that mark. Members agree to remove from circulation or publication any image or recording that in the sole opinion of Anthrocon, Inc. misrepresents or defames its service mark.

Anthrocon receives requests each year for Press/Media Passes from personal bloggers as well as journalistic media. Please note that Anthrocon does not require a press pass for individual bloggers or podcasters so long as they are not attempting to:

*A. Conduct recorded interviews of any type with any Anthrocon attendee or member in Anthrocon space.*

*B. Film documentary footage of Anthrocon spaces, events, or attendees.*

*C. Exhibiting or recording behavior that is in violation of the Anthrocon Standards of Conduct.*

***Anthrocon considers recorded interviews of any type performed in Anthrocon spaces to be a form of media representation and requires an approved Anthrocon Press Pass.***

Please note that if determined necessary, an Anthrocon Press Pass may require an escort and can be revoked at any time. An Anthrocon Press Pass is not a substitute for a membership. *Determination as to whether or not a Press Pass is required rests solely with Anthrocon.*

## **Payments and Money Matters**

Anthrocon accepts most major credit and debit cards. *Chargebacks (denying a charge) that are made for the purpose of avoiding payment to Anthrocon or of avoiding hotel cancellation fees, that are made without sufficient cause, or that are made without first attempting to resolve the dispute with Anthrocon may result in permanent revocation of membership privileges and possible legal action.*

Checks that are presented against insufficient funds will be charged a fee of \$30 per check.

Members who have an outstanding balance due to Anthrocon must settle that balance before being permitted to attend the convention.

Please note that Anthrocon is a 501(c)7 nonprofit organization. As such, donations to the organization are not deductible from individual U.S. Federal income taxes.

Anthrocon cannot involve itself in financial disputes between individual members, and cannot divulge information about an individual member to any party other than to banking officials or legal authorities.

## **Technology Policy**

The usage of any technology or device in a way that is malicious in nature will not be tolerated, regardless of the reason - there are no exceptions. Examples of usage defined as “malicious” include, but are not limited to:

*Disrupting or interrupting any digital signal or frequency*

*Stealing, duplicating, or reading/sniffing other signals or frequencies*

*“Hacking” any digital device, service, or system that belongs to an Anthrocon attendee, the convention, or the venue(s).*

*Any other action or behavior by a device that causes harmful or disruptive impact to the integrity, availability, or confidentiality of any system.*

Any instance of the above, regardless whether or not deemed criminal in nature, will be reported to the appropriate authorities in addition to any consequences determined by Anthrocon, Inc.

## Miscellaneous Notes

The standards of conduct for Anthrocon will be enforced by Anthrocon Safety Staff. Please remember that your membership badge is the property of Anthrocon, and must be presented and/or surrendered to any Staff member requesting it. If you have any problem with any action taken by a Staff member you may take the matter up with the Safety Head or with Anthrocon's Chairman.

Please be reminded that these rules involve "worst-case" scenarios and are put into place to ensure the safety and comfort of our members. They are also not all-inclusive; in all cases, the singular rule that supersedes all others is:

*"Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Anthrocon's relationship with its guests, its venue, or the public is strictly forbidden and may result in revocation of membership privileges."*

We anticipate no difficulties, as our members as a whole are rational and responsible people. Anthrocon is prepared to handle difficulties as efficiently as possible should they occur. We thank our members for their past cooperation and for their continued assistance in making this a safe and enjoyable experience for everyone. Please remember to be courteous of those around you, and have fun!



# Art Show

## **ANTHROCON ART SHOW BIDDING RULES**

The Anthrocon Art Show is an exhibit of original artworks of a science fiction, fantasy and/or “fannish” nature, especially relating to anthropomorphic animals. Here you will find for sale both flat (e.g. sketches and paintings) and 3-dimensional (e.g. sculpture and costumes) artwork created by professional and amateur artists.

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

1. *Be a registered member of Anthrocon, as evidenced by your convention badge;*
2. *Obtain a bidder number at the Art Show table by filling out and signing a bidder information sheet, acknowledging that you agree to abide by these bidding rules.*

If you wish to place “proxy” bids on behalf of someone not in attendance, please ask a crew member at the Art Show front table to see the Art Show Director.

Significant changes from previous versions of these rules are indicated in **bold type**.

### **Areas of the Art Show**

There are two distinct areas of the Art Show:

1. **In the General Gallery**, you will see original artwork depicting subjects suitable for all ages to view. This will be open for silent (written) bidding during the day and early evening Friday and Saturday, and Sunday morning. If a piece receives

enough written bids by noon Sunday, it will be sent to the general voice auction Sunday afternoon.

2. **The Mature Gallery** is set aside for the display of original artwork depicting mature subject matter, to be viewed only by Anthrocon attendees aged 18 and older. This will be open during the same hours as the rest of the Art Show Friday and Saturday, and monitored to keep minors out. Pieces in this area which receive enough written bids by Saturday evening will be sent to a separate voice auction later Saturday evening.

### **Bidding**

Each piece of 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).

The Bid Sheet contains several lines where you may write down your name, bidder number, and 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 on the next numbered bid line. If all the bid lines are filled, the piece will go to voice auction; please inform an Art Show crew member so that we may get it ready. *Do not cross out any previously written bids, including your own even if you make a mistake —*

instead, please inform an Art Show crew member so we may fix the bid sheet so there are the correct number of empty bid lines.

You may not interfere with or intimidate someone who wants to outbid you. Allow them to place their bid, and then outbid them on the next bid line. If someone tries to keep you from placing a bid, seek assistance from an Art Show crew member. Anyone caught interfering with bidding will be asked to leave the Art Show, and their bidding privileges revoked.

Artists (or their associates) may not place bids on their own artwork with the intent of bidding up the price unfairly, or to keep other bidders from purchasing a piece in order to retain it to sell elsewhere under more favorable circumstances. However, they are allowed to place "proxy" bids on behalf of a customer not in attendance after obtaining authorization by the Art Show Director to do so.

Written bidding for General Gallery artwork closes at noon Sunday. The Art Show will be cleared of all bidders at that time, as detailed below. Pieces with enough written bids (as shown on the bid sheet) will be placed in the voice auction, which begins Sunday at 2 pm; all other art will be sold to the person with the highest written bid, if any. 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 still want to buy. If there are no voice bids, the art will be sold to the person with the highest written bid. Although there are "runners" showing off the auction pieces, this is for *identification*, not admiration. Please take the time to examine the artwork closely while

the show is open for written bidding!

For pieces in the Mature Gallery, the procedure is similar, although the times are different. Written bidding ends Saturday at 6 pm. Artwork with enough written bids will be placed in a separate voice auction for mature artwork which begins at 11 pm Saturday, and runs similarly to the General Gallery voice auction, as noted above.

All artwork sold by written bid or in either voice auction will be available for pickup Sunday during sales hours, 2 to 5 pm. Artists have the option of setting a "Price After Closing." If a piece has received no written bids by closing time, it may be available at the indicated price Sunday afternoon if the artist still wishes to sell it. If this is the case, the blank bid line #1 will be circled in red. Fill in your name, bidder number, and the "Price After Closing" when collecting your artwork.

**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. (*Keep in mind that we must collect 7% sales tax on purchases, so allow for this in your figuring.*) We provide handy Bidding Record forms so you can keep track of what you've bid on and where it's located to make it easy for you to find again.

Also, return to the Art Show before closing (6 pm Saturday for mature artwork; noon Sunday for everything else) 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. After closing, because the crew is busy getting ready for the auction, we cannot accommodate anyone who wants to check their bids at that time.

**Be serious.** Do not make a bid unless you mean it. A bid is a binding obligation to buy that art at that price.

If you are the winning bidder, you purchase only the physical possession of the artwork; the artist retains the copyright. If you wish to make copies of a piece you purchase, or utilize the art for a commercial purpose, you must negotiate for the right to do so with the artist, whose name and contact information are on the back of each piece or can be obtained from the Art Show Director. (*Please Note: Artists are provided with the names of those who have purchased their artwork. When signing up to bid, buyers may choose to allow us to share their contact info with artists on the sales report artists receive.*)

## **Defending Your Bids**

When the written bidding closes, crew members will form a “closeout line” at a designated point farthest from the Art Show entrance and moving forward, with the leader closing out the bidding on each artist’s work in turn. The closeout path is shown on the Art Show map handout and poster. (If a given artist has work in separate areas, or on both walls and tables, each area may be closed out separately if they’re not immediately adjacent.)

We move quickly, so when the closeout line gets to an artist you want to bid on, do your bidding before the closeout leader declares the artist “closed.” We will not close an artist while bidding is going on, but if there is no bidding, it will close quickly, so don’t be timid—if you

want to bid, *bid!* We can’t wait for someone to make up their mind at the last second. We want you to get your chance to bid, but do it *quickly!*

You will be allowed to defend your bids, but you may not block anyone else from bidding on any piece—the closeout leader and Art Show crew will see that it doesn’t happen. If you are not actively guarding your bids, we ask that you clear the aisles at least 10 minutes before the show closes. There are a lot of people in the area, and we need to move them out as quickly as possible when closeout begins. If you are just having a conversation with someone, please take it outside the Art Show.

All this allows you to defend bids in more than one section. The Art Show crew follows just behind the closeout line marking final bids to ensure that if you’re the last bid, you are the last bid. Once the closeout line passes a point, no one except Art Show crew are allowed beyond it.

## **Sales**

Art Show Sales will take place Sunday from 2 to 5 pm. (If you have an afternoon ride, flight, train or bus to catch, please ask *in advance* about early sales pickup.) At this time you must personally pick up and pay for all items of art you have won by written bid or voice auction. You must show your con badge for identification, and additional identification may be requested.

Collect your art from the walls and tables. Keep the bid sheets attached to the artwork! If you have purchased more pieces than you can carry easily, or need access to a locked display case, ask for help from an Art Show crew member. If you are buying items from the Mature Gallery, please carefully stack them face-to-face or

bag them so the artwork is not visible when you exit the Mature Gallery area to go to a cashier. Bags will be available on tables outside the Mature Gallery rooms.

If you won an item at the voice auction, after the auction it will be returned to the wall space or table on which it was originally displayed; if you can't find it, it may still be in transit—please ask an Art Show crew member for assistance.

Go to a cashier, who will verify that you are the winning bidder, ring up your items, and take your payment. We accept credit and debit cards (all major networks) and mobile payments. ID may be requested at time of payment.

You must pick up and pay for your own purchases, and show the receipt to the entrance guard when you leave the Art Show (so keep it handy). All sales are final and all items are sold as-is; refunds will not be issued for items purchased in the Art Show for any reason.

Occasionally there are errors in tallying sales. We always pay the artist based on the final bid sheet price; if it turns out we under- or overcharged you, in the weeks following the con we will bill you or refund the difference.

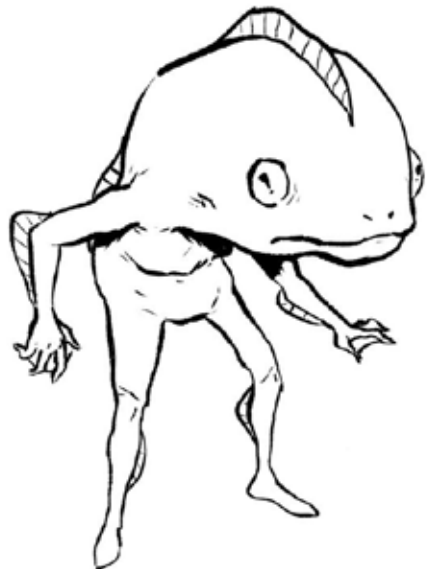
**Remember: You bid, you buy.** Your bid is a binding obligation with Anthrocon and the artist for the purchase of the artwork if yours is the highest bid.

If you do not pick up your artwork and/or do not pay for it in full, we will contact you in the weeks after the convention and bill you for the price of the art plus packing and shipping costs (typically \$30–\$50 for those in the USA, potentially over \$100 to ship elsewhere in the world). You will be unable to receive

a membership badge to attend future Anthrocon conventions until you honor your payment obligation. Once you've paid, we will ship you the artwork if available. (After two years, unclaimed artwork may be donated to the Charity Raffle/Auction, or otherwise bestowed, but this does not discharge your obligation; we have already paid the artist, so you must reimburse us.) Until you pay, your real name and badge name may be posted publicly so that others may be wary of doing business with you.

If you do not pick up and pay for your artwork at the con more than once without good reason, you will not be allowed to participate in future Anthrocon Art Shows.

Checks which do not clear the bank will be assessed a service charge of at least \$30. Persons who present fraudulent checks, unauthorized credit cards or counterfeit money will be reported to the authorities.



# **Sketches, Stickers,**

# **... and Signatures**

## Acknowledgements

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Levi Simpson

***So long, and thanks  
for all the squid!***



FIELD NOTES

CLICK

MAP

pinkspinx