

WELCOME TO FURRY MIGRATION 2015

GREAT SCOTT!!

How time flies – another Furry Migration is upon us! So I want to welcome everyone to year two of Minnesota's own furry convention. Of course, with time comes change: some of you may have noticed that our convention has also migrated. We hope that you'll like the new digs as much as we do, because we think this place has a real future for us.

We have a few goals this year. First, and most obvious, is to celebrate our return (the first of many!) and those classic movies (one of which involves a trip to this year). But time travel goes both ways, and we're also celebrating our past, and the history and beginnings of the fandom. Get to know this year's Guests of Honor and you may be surprised to learn how much of our evolution took place with artists and writers right here in the Twin Cities.

But what about our future? What should our community, our arts, our fandom be doing 30 years from now? As I write this, I find myself thinking about Migration 2044. If you run into me there, ask me whether it's how I imagined it.

Before I sign off, I need to thank our con staff. They have worked on this weekend for over a year. Their talent, energy, and madness provide the power that makes this convention a reality. It is a joy and an honor to work with you folks.

I also want to thank you, our attendees and sponsors. You are the reason we're working to build this con every year. While we know better than to think we can make



everybody happy, we do believe that if we create a good con with a good vibe, the con-goers will add the magic. And often the reason people show up at a con is ... each other. So, party on, and be excellent to each other.

Jonathan "Kellic" Normand Chairman

Hours of Operation 3 Guests of Honor 4 **Events & Panels** 6 Tabletop Gaming 12 Video Gaming 13 13 Artemis Iron Pen & Artist 14 Dealers Den 17 Art Show 17 Artist Alley 17 Maps 18

VOLUNTEERS WANTED!

Furry Migration is always looking for a few more helping paws. Visit the Volunteer Table near Operations to see how you can help the convention run a little more smoothly!

JOIN THE JAM!

Back in the 80's, conventions were one of the few places artists could meet, create, share, and publish. As a piece of retro recreation, we're hosting a "Jamzine": a combination art jam and fanzine; think of it as art trade meets yearbook!

Finished copies will be available for sale on Sunday to cover printing cost, but artists who contribute get a free copy! Find us in The Zoo (Great Lakes A3) to get started!

Cover Artwork: Vantid

T-Shirt Artwork: Reed Waller

FURRY**MIGRATION**.org

Badge Artwork: **Ifus**

HOURS OF OPERATION

REGISTRATION

Thursday:	7pm - 10pm (pre-reg only)
Friday:	10am - 10pm
Saturday:	10am - 8pm
Sunday:	11am - 1:30pm

VOLUNTEERS

CONSUITE

TABLETOP GAMING

VIDEO GAMING

Friday:	9am - 10pm
Saturday:	8am - 10pm
Sunday:	8am - 3pm

FURSUIT LOUNGE

Friday:	9am - 2am	Friday:	11am - 7pm
Saturday:	9am - 2am	Saturday:	11am - 7pm
Sunday:	9am - 3pm	Sunday:	noon - 3pm

FURSUIT PHOTO STUDIO

Friday:	2:30pm - 11pm	Friday:	12:30pm - 12:30am
Saturday:	2pm - 10pm	Saturday:	9:30am - 12:30am
		Sunday:	9:30am - 2pm

DEALERS DEN

Friday:	2pm - 6pm	Friday:	1pm - 10pm
Saturday:	10am - 5pm	Saturday:	10:45am - 10pm
Sunday:	10am - 2pm	Sunday:	9:45am - 2pm

ARTIST ALLEY

Thursday:	6pm - 8pm (signup only)
Friday:	2pm - 6pm
Saturday:	10am - 5pm
Sunday:	10am - 2pm

ARTEMIS

Friday:	1pm - midnight
Saturday:	noon - 1am
Sunday:	10am - 1pm

ART SHOW & GPS CHARITY AUCTION

Thursday:	7pm - 10pm (artist check-in)
Friday:	11am - 1pm (artist check-in)
	2pm - 6pm
Saturday:	10am - 5pm
Sunday:	10am - 2pm

FURRY MOVIES & TV

Friday:	midnight - 9am
Saturday:	midnight - 9am

GUESTS OF HONOR

KEN FLETCHER

Artist, Publisher, Co-Creator of Vootie

Ken Fletcher is one of the "Baby-Boomers". As a matter of fact, the first word that he ever read was "BOOM!" from a panel in a funny animal comic book. Reading other funny animal comics followed, as did watching old 1930s Disney, Warner Bros., & Oswald Rabbit animations on TV.

As a teenager, he read books of cartoons at the library, and drew them for school publications. Ken wasn't particularly good at drawing, but he enjoyed doing them anyway. He became a Science Fiction reader and, in college, he met SF fans and the fandom.

SF fandom evolved in interesting ways. The fandom began as a social group started by teenagers in about 1930 with clubs in some cities, but also was a collection of memes. SF fans discovered zines which became the forerunner to blogging. These zines were mailed out selections of letters that readers sent. The fans later discovered holding low-cost conventions just for the purpose of socializing. They also were interested in recording their own history and culture along with making up their own legends.

Ken joined the fringe of SF fandom in the late 1960s. It was at this time that SF fans used fandom memes to jump start super-hero comic book-collecting fandom, complete with zines and conventions on a national scale. The fans of Star Trek TV Show, super-hero cartooners and underground comics soon followed suit using the same devices.

By luck, Ken knew Twin Cities SF fans who participated in some of these fandom start-ups. He, along with fellow Guest of Honor, Reed Waller, used this experience to start a different type of zine called Vootie in Minneapolis in 1976. It was a co-op zine of the type called an "APA". Members of the co-op would print up their own contribution pages, which were gathered at a meeting where they were assembled into the zine. Because they couldn't afford a large circulation run, this style allowed the members to share the costs of printing & postage.

Zine members were intended to be amateur cartooners. The theme was to do original "funny animal"



comics, and comment about them. This became an outlet for some of the Baby-Boomer cartooners, now as Adult-Boomers, to have their "funny animals" to grow up with them.

Ken and Reed knew (from seeing it work in SF fandom) that a "funny animal" fandom could form up. It would take starting up a cartooners' funny animal zine as a focus, and continued patience to keep publishing and distributing. In the end, the unique zine they created, with a little help from their friends, became the crossroads between "funny animal" and Furry.

AMBER "VANTID" HILL

Fantasy Wildlife Artist

Amber "Vantid" Hill is an accomplished artist who specializes in fantasy wildlife illustration. She is self-taught with a strong background in animal painting and anatomy. Amber's interest in the natural world began at an early age and inspired a life of drawing and observation. In addition to art, she enjoys organic gardening and permaculture, cooking, travel, animal training, staring at moss, and dreaming of chickens. She currently resides in beautiful Boulder, Colorado with her dashing coyote husband.

You can find out more about Amber at amberhillart.com



REED WALLER

Artist, Co-Creator of Vootie & "Omaha" the Cat Dancer

Reed Waller was born in 1949 and grew up in Minnesota. By the 1970's his talents as an artist, writer, musician, computer whiz and a pretty good short-order cook were steeped in the rich traditions of the Twin Cities' Science fiction, Fantasy, and comics scene. He along with Ken Fletcher created the Amateur Publishing Association (APA) *Vootie*. It was designed specifically to push funny animal comics and their literary use in bold new directions.

Inspired from these pages, the first truly Furry publications like *Rowrbrazzle* and his own award winning "*Omaha*" the Cat Dancer were formed. With writing help primarily from Kate Worley, and later from Jim Vance, Omaha became one of the longest running and most critically acclaimed Furry/funny animal comics of all time.

It is fair to say without this controversial yet brilliantly insightful comic Furry would not quite be what it is today. Omaha won tremendous praise and admiration from critics, fans, and other noteworthy contributors to games, comics, fantasy and science fiction such as "little unknown" Neil Gaiman and Phil Foglio. Omaha's greatest contribution to Furry and overall culture is possibly its inclusion in successful legal challenges on legitimate artistic and literary merits. This body of work helped to shape the standards and protections for meaningful graphic adult content on city, state and even international



governmental levels.

Reed is coming out of retirement for the attendees at Migration 2015 for one special weekend. Let's thank him for all he has done for the furry genre's existence, and get inspired for the next 30 years of Furry.

More information can be found at omahathecatdancer.com



EVENTS & PANELS: FRIDAY

The Furry Migration Programming Guide is organized by day, time, and room. Each column represents one of our three main programming spaces, so you can see what is happening, and where, at any given time. We hope that you'll find this system useful and easy to understand, but feedback and suggestions are always welcome!

Final event details may be subject to change, so please keep an eye on con signage and the website for up-to-date info.

ΝΟΟΝ		
MAINSTAGE		
OPENING CEREMONIES		
Welcome to Furry Migration! Find out what to look forward to this weekend, and stay for our mini-panels:		
Guest of Honor Meet & Greet		
What to Expect at Your First Con		
Fursuiting in Minneapolis		

1:30 PM			
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA	
FURRY LIP SYNC PREP	FURSUIT HANDLING	FURRY COMIC MUSEUM	
Anyone interested in performing	Sike, Okami, Vulan	Ken Fletcher	
in the Furry Lip Sync Battle on Friday evening should attend this quick prep session.	Learn signs that fursuiters use, what to look out for, and how to be an awesome handler!	Gain an insight and appreciation of Furry art with artifacts you're unlikely to see anywhere else.	

3:00 PM		
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
FURSUIT GAMES: PART I	ALL ABOUT MN FURS	POLAR BEAR CAFE

Ringer

Test your agility in an assortment of fursuit-friendly activities that will almost certainly begin and/or end in chaos.

Collin 'Ridayah' O'Conner & Matthew 'Aerak' Hibbard

How Minnesota Furs went from a group of friends to a non-profit with hundreds of members and its own con!

Poetry Ninja

Come have some fun with the oh so punny Polar Bear as we discuss the anime "Shirokuma Cafe".

Visit **furrymigration.org/grid** for full programming information!



MAINSTAGE

GAME SHOW: MATCH GAME

Think you are on the same wavelength as our "Furlebrities"? Then come play Match Game and win big!

4:30 PM LAKE CALHOUN

LET'S MAKE A GAME lan Price, Susan Price, Harry Thompson

This panel introduces important components of game design and takes audience input to create an outline of a game.

LAKE MINNETONKA

UNDERSTANDING EVENT PHOTOGRAPHY

Yarrick

Learn what makes a good shot a good shot and how to capture it whether using a cellphone, point-and-shoot, or DSLR.

6:00 PM

FUTURE OF FURRY

Kyell Gold & Christian Nelson

What is the Future of furry? What art forms are we likely to see? What issues will furry tackle next?

LAKE MINNETONKA

COMMISSIONING 101 AND A HALF

Mandakatt

The basics for commissioning an artist both via the internet and at a convention.

7:00 PM MAINSTAGE

FURSAKEN

A furry-themed heavy metal band, Fursaken draws inspiration from bands like Avenged Sevenfold, and Marilyn Manson.

8:00 PM MAINSTAGE

FURRY LIP SYNC BATTLE

So maybe dancing isn't your thing, but you still want to rock out? Bring your favorite song and show us what you've got.

> 9:30 PM MAINSTAGE

DANCE!

7:30 PM LAKE CALHOUN

FURSUIT CLEANING

Sike & Okami

Learn how to properly take care of, clean, travel with and store your suit so that it will last as long as possible. Bring questions!

9:00 PM

LAKE CALHOUN

The ups and downs of being a

fandom. We ask that attendees

be self-identified women (trans*

woman in a male-dominated

WOMEN IN FURRY

persons welcome)

Ann Roubik

LAKE MINNETONKA

SO YOU WANT TO BE A LET'S-PLAYER

Cypher

Learn what equipment and software to use, game selection, and basic editing of videos!

LAKE MINNETONKA

THERE AIN'T NUFF SEX IN FUNNY ANIMAL COMICS ADULT

Reed Waller & Christian Nelson

In 1977, our GOH Reed Waller penned this comic. How did it light the match that caused the future explosion of Furry?

EVENTS & PANELS: SATURDAY

MAINSTAGE

10:30 AM LAKE CALHOUN

LAKE MINNETONKA

FURSUIT DANCE EXPO PREP

Anyone performing in the Fursuit Dance Expo on Saturday evening should attend this quick prep session.

THE SUPERIOR GUARDIAN Poetry Ninja

Meet the author of this ground breaking story about a wolf and other creatures protecting the spirit of Lake Superior.

MONSTER HUNTER FOR YOU

KaneTheWanderer & Chromamancer

Discuss the Monster Hunter series of video games with fans, whether you're a G-rank pro or someone who's just curious.

MAINSTAGE & LOBBY

FURSUIT PARADE & GROUP PHOTO

Photographers, videographers, and general onlookers are welcome to watch fursuiters strut their stuff in their natural habitat: a convention hotel.

Fursuiters: please gather in the Mainstage at noon

Spectators & Photographers: the parade proper will begin at 12:30 and go through the Dealer's Den and then down the escalators to the main lobby for group photos

MAINSTAGE	1:30 PM LAKE CALHOUN	LAKE MINNETONKA
GAME SHOW: FURRY FEUD Watch the hilarity when teams try to guess the most popufur answers given here at Furry Migration! In other words It's time to play The Furry Feud!	WARRIORS BOOK SERIES DISCUSSION Skystrider The Gathering is back for 2015, Join us for a discussion about the Warriors Book Series, new readers and old are welcome.	KHORD KITTY'S KRAZY KONCERT Khord Kitty Fursuiter and music composition graduate, Khord Kitty entertains with a variety of silly songs sure to bring a big smile.
	3:00 PM LAKE CALHOUN	LAKE MINNETONKA
	FURSUITING & ACTING <i>Sike, Okami, Vulan</i> From how to act in fursuit, to how to stay safe we'll give you tips to bring your character to life and make sure everyone has a great experience.	GROWING UP VS OLD <i>Christian Nelson</i> An interactive dialogue about a responsible embracing of the rebellious, emotionally charged and youthful aspects of Furry from a greymuzzle perspective.

Visit **furrymigration.org/grid** for full programming information!

MAINSTAGE

GAME SHOW: WHOSE LION IS IT ANYWAY?

Dronon

An interactive panel of comedy improv made of games based on ideas from our audience.

4:30 PM LAKE CALHOUN

STARTING FURRY **GATHERINGS IN YOUR AREA**

Collin 'Ridayah' O'Conner & Matthew 'Aerak' Hibbard

Learn the steps and logistics for setting up local furry gettogethers on a regular basis.

LAKE MINNETONKA

WRITE NOW

Kvell Gold

Having trouble getting started on that short story idea? Get a quick overview of short story structure and technique and then get to it!

6:00 PM LAKE CALHOUN

WHAT MADE YOU A FURRY?

Brittney Peters

What made you decide to become a furry? Discover some of the many ways members of the community became furries and also share your stories.

LAKE MINNETONKA

ART & TRAVEL

Vantid & Foxfeather

We share stories, experiences, and artwork inspired by our recent trip to Botswana in this panel about how travel is important to artistic growth.

7:30 PM LAKE CALHOUN

RAINBOW PANEL

Sike, Okami, Lutefisk, Vulan

We're discussing what its like to be different orientations in the Furry Community and get an understanding about other people in the fandom.

LAKE MINNETONKA

CROWDFUNDING 101

Corbeau Khaladog

The basics of launching a crowdfunded project through Kickstarter, Indiegogo, or Offbeatr, by the author of furry crowdfunding blog furstarter.com

8:00 PM MAINSTAGE

FURSUIT DANCE EXPO

It's back by popular demand, so

get in here and watch fursuiters 9:00 PM break it down, shake it out, and LAKE CALHOUN LAKE MINNETONKA get SO TURNT. **BUILDING A BETTER** HISTORY OF FURRY ADULT COMMUNITY Dronon Ann Roubik & Kellic Focusing on 1990 onwards, 9:30 PM come hear how the fandom Furry is a community of open MAINSTAGE developed and how we evolved minded individuals. But we still have different ideas what the into the fandom as we know it. Furry community "Should" be. MIDNIGHT 10:30 PM **DANCE!** LAKE CALHOUN LOBBY **INTRO TO STUDIO PHOTO MIDNIGHT HOWL** Hands-on studio photography. Gather at 11:45 in Hyatt Lobby.

EVENTS & PANELS: SUNDAY

	10:30 AM	
MAINSTAGE		LAKE MINNETONKA
	VOLUNTEERING: WORLDWIDE!	RELAXATION THROUGH MUSIC: CHILLSTEP
	Sike	Skystrider
	I'll share stories of International and local volunteer work and tips for those interested in volunteering themselves!	Had a fun and exhausting convention? Wind down with some chillstep music and relax before you head home.
	NOON	
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
FURSUIT GAMES: PART II		
Snap E. Tiger & Dona		
Any fursuiters who somehow still have energy should get in here and fight to the death have some fun on the last day of the convention.		
	1:30PM	
	MAINSTAGE	

CLOSING CEREMONIES

Meet the contest winners and hear all the stats from Furry Migration 2015.

FURSUIT PHOTOGRAPHY

Visit our photo studio with your friends and capture some memories from Furry Migration 2015.

After the Saturday session Yarrick and others will be available to help aspiring photographers try their paws at studio photography.

FURRY MOVIES & TV

Up all night? Visit the programming rooms (Minnetonka & Calhoun) from midnight to 9am for furry-themed movies and TV. Full schedules will be posted at the rooms themselves.

NERF WARS!

A battle of epic proportions is happening on the 6th floor and needs a few good furries. Fight the good fight on Saturday afternoon:

5pm	Fursuit Battle
6:15pm	Non-suit Battle
7:30pm	Free-for-all

Visit **furrymigration.org/grid** for full programming information!



ALL SPECIES MADE... NOT JUST CATS. BYCATS4CATS.COM



ROCKIN OUT

LISTAM FURSUIT

WARLD

WIDE

TAUR

Dangerous When Bored...

We'd like to thank our partner, **MNFurs**, for providing us space for our Charity Auction at Furry Migration in the Great Lakes A1 space with Artist Alley and Art Show. We are a volunteer-run non-profit, and are dedicated to supporting the incredible diversity and energy of the Twin Cities geek community. We don't run annual conventions, but we:

• Provide a year-round physical presence and do community building for

local geeks by filling the rest of the year with fun and inspiring events and club activities. week!

There's something going on every week!

- Provide resources for like-minded organizations through our work for the geek community. We do outreach with our partners through Twin Cities Pride (Geeks@Pride) and Art-A-Whirl, as well as support local geek organizations like MNFurs by providing expertise, equipment, movie license support, and meeting and storage space.
- Provide general public outreach for encouraging creativity and interest in science with **Project Lighthouse**, the **Annual Writing Contest**, our **Space Camp Scholarship**, and the **GPS Arts Initiative**.

Upcoming events for the year that you can attend include:

- September 12-13 | Great Geek Garage Sale
- General September 12 / October 10 | GPS Movie Night
- October 3 | Scavenger Hunt (psst... put a team together, it's fun!)
- □ October 23-25 | GPS Community Haunted House (psst... we need volunteers!)

www.geekpartnership.org



like us on Facebook



join us on Meetup



TABLETOP GAMING

We have a ton of great tabletop games planned for Furry Migration. You'll find a bunch already scheduled below, but if you don't see the game you're looking for, grab an open table and some fellow gamers and run it yourself!

 Friday:
 12:30pm - 12:30am

 Saturday:
 9:30am - 12:30am

 Sunday:
 9:30am - 2pm

FRIDAY					
2:00 - 3:00pm	Clubs	Room Party: The Game	Terror in Meeple City		
3:30 - 4:30pm	Seven Dragons	Once Upon A Time			
5:00 - 6:00pm	Takaido				
6:30 - 7:30pm	Cross Hares				
8:00 - 9:00pm	Yu-Gi-Oh	Furry Pathfinder, Part 1	Zar		
9:30 - 10:30pm	Tournament		Machi Koro		
11:00 - 12:30am	Ultimate Werewolf		7 Wonders		
SATURDAY					
11:00 - noon	Snake Oil				
12:30 - 1:30pm		Lords of Waterdeep	Fluxx		
2:00 - 3:00pm	Texas Hold'em Tournament		Terror in Meeple City	Splendor	Shinobi WAT-AAH!
3:30 - 4:30pm				Boss Monster	
5:00 - 6:00pm				Catar	
6:30 - 7:30pm			The Resistance: Avalon	Catan	
8:00 - 9:00pm	Zombies!!!	bies!!! Furry Pathfinder, Part 2		Ascension	Coup
9:30 - 10:30pm					Dwarven Miner
11:00 - 12:30am	Blood Bound				Carcassonne
SUNDAY					
11:00 - noon	Antidote	Room Party: The Game			

Visit **furrymigration.org/grid** for full gaming information!



VIDEO GAMING

For year two, we are upping our game with more of everything you loved from 2014. With increased space we plan on bringing more of today's most popular games as we push even further back into yesteryear with more nostalgia. Whether you want to speed run the original Mario, throw a sticky grenade at the Covenant, or just 8-player Smash everything in sight, we have you covered. Friday: Saturday: Sunday: 1pm - 10pm 10:45am - 10pm 9:45am - 2pm

ARTEMIS

The definitive Spaceship Bridge Simulator is making its comeback. How will your captain get his crew killed this time? Will the Weapons officer ever be able to figure out how the missiles work? Why does Communications never stop sounding red alert? Only by volunteering for service aboard the E.S.S. Migration will you get these answers. Find your crew and go full speed ahead! Friday: Saturday: Sunday: 1pm - midnight noon - 1am 10am - 1pm

IRON PEN & IRON ARTIST

ON MIDNIGHT WINGS • IRON PEN 2014 WINNER

A deathwing, it was said, could fly anywhere. Over the tallest mountains, across the stormiest seas, through the bitterest cold or hottest desert ... even worlds that didn't exist proved no barrier: the ravens seemed able to do anything. Being mysterious was part of being a deathwing.

Whorls of life tore at the unkindness. Spirit energies grew thick. The Guiding into death was always marked with such waning of the warm and familiar. This close to the deathlands, it was common to see the final vestiges of the living world break into mist.

Asta and Brek flanked him with several dozen of the north forest denizens carried between. Their spirits looked at peace, sleeping in the nightweave carried by the deathwings towards their winter home. In all, thirteen guided four hundred sixty eight migrants on the stormy journey. Come spring, when the snows melted and warm winds returned, the deathwings would guide them back. Only rarely would one or two remain behind. Those were almost always the old and tired.

Isra watched wisps of reality shred and pass in eddies. He stayed in formation lest a soul be lost. It occasionally happened but no one ever blamed the faltering deathwing. All the residents of the north forest accepted it. The ursine, the lupine, the feline, the lapine: all took their place in the annual journey to the lands where food and warmth were plentiful while the domain of the living was clad in ice.

Only a few were ever missed. Come spring they were remembered in song and feasting.

No one was blamed. Only a few ravens were born with the white diamond of feathers on their forehead signifying a deathwing. Losses occurred and no one blamed them.

But Isra blamed himself. There were no second chances.

Warrow's large, furred antlers had just come in and soon he would join the great herd in Moosepoint on the Missua River. He stood tall and strong; a promising youth. His chocolate brown fur was short and his black tail swished anxiously.

"Will it hurt?"

The raven smirked, curling the corners of his cheeks about the base of his shiny, black beak.

"This will be my first Guiding," Isra said, "but I have made the journey fifteen times. It will not hurt."

"They say the deathlands are cold," the moose said, unconvinced.

"Who says that?"

He shrugged. "I don't know. People."

Isra chuckled. "Your friends are trying to scare you," he said. "But you've made this trip before."

"I don't remember."

"Few do until adulthood," Isra assured him. "You're nearly there, yourself," he observed. "Do you fear remembering?" The moose didn't nod but his silence confirmed the deathwing's guess. Isra placed a taloned hand on Warrow's shoulder. "You'll be fine. Whether or not you remember, you will be unhurt. The deathlands are warm; sheltering. There is no hunger ... no want. It simply is. There is nothing to fear."

"But some don't make it."

"You will," Isra promised.

He had been wrong.

The spirit storms had been strong that Guiding and the unkindness had been scattered, each tending to their attendant souls. In the end, only Warrow had been lost. The others never blamed Isra. Even Warrow's herd-his mother, father, family, and friends-had not blamed Isra or the unkindness.

But the failure still burned.

"On our right!" cawed Brek.

Isra, along with Asta and the rest of the deathwings, looked.

A tempest had opened, its maw like a hungry predator. The hole in reality swirled, groaning in a hungry tone. In its depths, Isra could see the fragments of dead, bygone years. It was a place of the long-gone and forgotten.

Every now and then, when seeing such a formation, he thought he could hear a young moose's plaintive bellow.

"Break away!" Asta called and the unkindness followed suit. The slumbering souls they conveyed remained blissfully unaware.

But Isra felt something. He looked over his right wing at the opening maw and thought he saw something. A chill took him. In twenty years he'd never forgotten his first Guiding or the face he now glimpsed in the tempest.

He clacked his beak and looked from Asta to Brek. "Hold them," he called, "I'll catch up!"

Before they could respond, he broke formation and wheeled towards the tempest.

Years bled away as winds drew tears from his eyes. He squinted and felt life grow in his wings. He strained to reach the tossed and tumbled youngster so far in the past. He railed against the flow; against what was natural. He flew life-ward in the autumn. He closed his eyes and focused through the small diamond of white on his brow.

"lsra!"

He could hear Warrow's plaintive call.

He reached with his talons. He strained, tightening his beak. Tumults of time and life blew against him, pushing

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back, but still he fought. Something large brushed against him and he grabbed with all his strength. He held on and wheeled.

The winds did not break.

Banking with the carried weight, Isra crashed through branches back into the lifelands.

The smell of cherry blossoms filled the air as the young raven and his charge struck the muddy banks of the Missua. He wavered on the edge of consciousness, panting.

Moments later, a large hand gripped his shoulder. Warrow's voice rumbled from above, "I ... I thought I was lost," he said.

Isra looked up at the young moose with equally young eyes. It was spring but a spring he had not seen in twenty years. It was a spring that Warrow had never seen. Weakly, Isra smiled.

"You don't remember?" he asked.

Warrow shook his head. "I guess I'm not an adult, yet."

"It will come in time," the deathwing assured him. "Don't rush it."

He didn't know what he would say to the others about the coming decades but perhaps it was alright to stay quiet. Being mysterious was a part of being a deathwing but there were second chances.

The End

Sylvan Scott is a long-time member of furry fandom going back to the early nineties. Mostly known in macro/micro fandom, he also conducted the sociological survey "Furry Fandom 101" in 1997 and 1998. He has written dozens of short stories, archived on his Fur Affinity page, and was published in volume four of "Fang" with the story, "The Long Walk".

IRON ARTIST 2014 WINNER



A.j. "Picklejuice" Pearson is an active contributor to the furry community for 20 years, writing stories and drawing comics and hosting panels. With a minor in art and a major in computer science, Picklejuice tried hosting his own website. Everyone agrees he's an artist.

www.picklejuice13.com

We continue to host an open Iron Artist and Iron Pen competition to sponsor and encourage furry art and writing. For full details on entering, please visit **furrymigration.org/programming/iron-artist-ironpen-rules**. However, part of this event is to display your fellow furs amazing spontaneous creativity. You are invited to help admire, review and vote for winner in the competition section of art show. Only one vote per badge per category please. The "special ingredients" this year are:

Iron Pen: Achievement of goal/item at the end of a quest/long journey. It captures that moment a character opens a brief case, a door, a chest, a trunk, or just turns a corner and are met the light of what they desire or seek, may that be person, place or thing. Just as in some movies, the "shiny reward" need not even be identified. **Iron Artist:** We want a character that embodies this year's theme. We have a name, general attire and look, but not gender or species. The character name is "Doc"; wears a lab coat, carries gadgets, and classic mad scientist white hair, but species, gender and finishing look is up to our competing artists. We can't wait to see what everyone comes up with!

(8⁺) Furry Migration



DEALERS DEN

SELLERS INCLUDE		HOURS	
ByCats4Cats.com	Oshova	Friday:	2pm - 6pm
Cheeky Neko Studios	Rabbit Valley Comics	Saturday:	10am - 5pm
Diamond Dust Dreams	Razor's Etch	Sunday:	10am - 2pm
Fdaki Industries	Sofawolf Press		
Furasota	Vantid		
Lemonbrat Studios	and more!		

ART SHOW

RULES

- No food or drink is allowed in the gallery area.
- Bags and cameras will be checked before entering the gallery.
- All bidding must be made by those who are 18 years or older.

Bidding on or Quick Sale-ing art is a binding contract with Furry Migration, and you are responsible for payment as the winning bid. Lack of payment can affect your registration in future years. No art can leave the art show until Sunday morning. Reproduction rights are not included with art sales, unless the artist indicates otherwise. All purchases are subject to applicable local and state sales tax, to be paid by the purchaser.

The Furry Migration Art Show Director is the **final** authority on all matters regarding the Art Show and reserves the right to define and revise rules as necessary. For more info, please contact the Art Show Director at artshow@furrymigration.org.

Please note: Art comes in many fashions and tastes ranging from cute cuddlies to that of a very mature adult nature. We allow everyone in, but some sections may have subject matter that may offend or may not be or appropriate to all viewers.

QUICK OR DIRECT SALES

Artists may choose to list a Quick Sale price. This piece may be purchased at that price if no other bids have been made on the piece. To make a Quick Sale, approach one of the Art Show staff members and tell them you would like to purchase an item. Take them to the piece and the staff member will record your badge number and name as a Quick Sale purchase. The piece will be available for pickup and payment on Sunday. Remember, as with bidding, this is a binding contract.

HOURS

Thursday:	7pm - 10pm (artist check-in)
Friday:	11am - 1pm (artist check-in) 2pm - 6pm
Saturday:	10am - 5pm
Sunday:	10am - 2pm (pickup / quick sale)

ARTIST ALLEY

Artists interested in participating should visit during
open hours to sign up. Submissions are selected two
hours before close for inclusion the following day.
Friday's artists will be selected at 8pm on Thursday.Thursday:6pm - 8
Friday a
SaturdaAll artist selection is completely random.Friday a
Saturday.10am -

Thursday:	6pm - 8pm (signup only) Friday artists selected at 8pm
Friday:	2pm - 6pm Saturday artists selected at 4pm
Saturday:	10am - 5pm Sunday artists selected at 3pm
Sunday:	10am - 2pm



FUSION

The Convention that brings the past and present together invites you to join us for our fourth year:

THE FUTURE WAS THEN!

October 16-18, 2015

Ramada Mall of America Bloomington, MN

Celebrating the past's vision on the future and the present's vision of the past. Share your ideas online at http://www.facebook.com/animefusion.com http://www.animefusion.net

DOWNTOWN MINNEAPOLIS

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Coffee

Seafood

#MNFM2015

19

Pubs

Mexican

French

Italian

6TH ST 39

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We at Furry Migration hope you'll take some time to explore our beautiful downtown. There's plenty of great food and nightlife just minutes away if you need to escape the hotel.

Our **Dining Guide** has a list of some great nearby food options, but those are just a small sample and locals are sure to have their own favorites – don't hesitate to ask for recommendations!

If you're thinking about heading out on the town in fursuit, all we ask is that you take care and suit responsibly. Bring a handler and plenty of water, and remember that **you're an ambassador for Furry Migration**: your actions reflect on all of us!

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VALE PL

HARMONPL

W GRANT ST

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SISTHST

PRUCEPL

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(y) @furrymigration

Midwest FurFest 2015

DECEMBER 4-6 CHICAGO, IL • www.furfest.org

GUESTS OF HONOR: MAHRKALE, YONOA, IFUS