


FURRY MIGRATION PRESENTS

QUEST FOR SHINY

 MINNEAPOLIS, MN

SEPTEMBER 9-11, 2016

WELCOME TO FURRY MIGRATION 2016

Welcome, friends, back to the Furry Migration, now in its third year (wow). At this point I've found that there really is no "right" way to write a final opening letter. So what I want is to say thanks.

Thanks, firstly, to all the attendees for joining our quest, and making Furry Migration a fantastic social convention. It is you, the con-goer, that makes this con live.

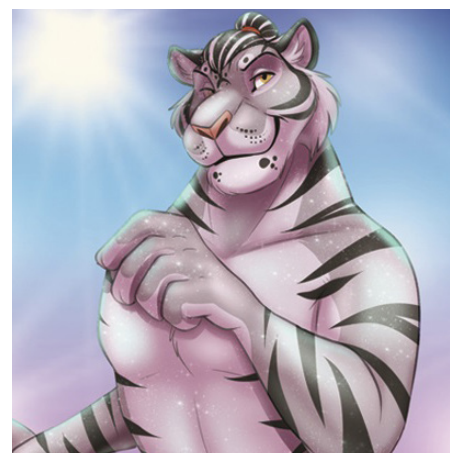
Speaking of quests, 2016 is about venturing forth for the one thing we all want. That one desire, that one shiny thing that we hope to find, to covet, and to revel in. Shiny is a personal thing, and as we spend this weekend in search let's stop to note all the things around us that we consider special, consider shiny.

Things like our super shiny Guests of Honor this year: the super-talented Ursula Vernon; Ifus Moraine, an artist

that makes you wonder how she does what she does and makes it look so easy; and last but certainly not least we have the delightful doggo from down under, Sunny Dingo!

Continuing on our winding trail I'd like to take a moment to speak to the unsung heroes of any organization such as ours: the volunteers. That person who drops everything during the con to do badging or gives up a few hours to assist in Consuite, Gaming or any other department. You folks are the blood and oil of any volunteer-based organization and for what you do I thank you.

Finally, the staff who has worked tirelessly on making this con what it has become. Later in this book you'll find a staff list. I recommend thumbing through the pages to see who has given to this convention. They do this because this is for the community. You are our shiny.



It has been my honor, and privilege to work alongside them as we have grown and evolved. And evolution requires change. So I will take a bow, and exit stage right after this year. See you guys on the migration trail. And, because I can't possibly say it as much as I mean it,

THANK YOU.



Jonathan "Kellic" Normand
Chairman

NEED A BREAK?

Are you weary from a eventful convention and need a little food and drink? Find your way to the Dragon's Lair. Off the beaten path, deep in room 4115, a group of dragons have set up a trap- er... a *refuge* for tired adventurers.

Find rice, water, soda, veggies, munchies, or just a place to sit down. We've been informed that they'll be closed during the fursuit parade, as they wish to view all the *hors d'oeuvres*, which they insist is draconian for fursuiter.

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Conbook Cover & T-Shirt: **Ifus Moraine**

Badges: **Ursula Vernon**

HOURS OF OPERATION

REGISTRATION

Thursday:	8pm - 10pm (pre-reg only)
Friday:	10am - 9pm
Saturday:	10am - 9pm
Sunday:	10am - 4pm

CONSUIE

Friday:	6pm - 1am
Saturday:	9am - 1am (except fursuit parade)
Sunday:	9am - 4:30pm

FURSUIT LOUNGE

Friday:	9am - 2am
Saturday:	9am - 2am
Sunday:	9am - 10pm

FURRY PHOTO STUDIO

Friday:	2pm - 8:30pm (except opening ceremonies)
Saturday:	1:30pm - 8:30pm
Sunday:	11am - 4pm

VOLUNTEER AT FM!

Furry Migration is always looking for a few more helping paws.

Visit the Volunteer Table just outside Registration to see how you can help the convention run a little more smoothly!

Friday:	9am - 11pm
Saturday:	9am - 11pm
Sunday:	10am - 6pm

DEALERS DEN & ARTIST ALLEY

Friday:	1:30pm - 2pm (sponsor access) 2pm - 6pm
Saturday:	10am - 5pm
Sunday:	10am - 2pm

ART SHOW & GPS CHARITY AUCTION

Friday:	2pm - 6pm
Saturday:	10am - 5pm
Sunday:	10am - 2pm (pickup / quick sale)

TABLETOP GAMING

Friday:	1:30pm - 12:30am
Saturday:	9am - 12:30am
Sunday:	9am - 2:30pm

VIDEO GAMING

Friday:	11am - 9pm (except opening ceremonies)
Saturday:	10:45am - 10:30pm
Sunday:	10:45am - 3pm

NERF WAR

Friday:	11am - 5pm • non-suit (except opening ceremonies) 5pm - 7pm • open season
Saturday:	11am - 5pm • non-suit 5pm - 7pm • open season

FURRY MOVIES & TV

Friday:	Midnight - 9am
Saturday:	Midnight - 9am

Furry Migration is proudly presented by Minnesota Furs, a 501c3 nonprofit organization.



@furrymigration



FurryMigration



Furry Migration

#MNFM2016

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GUESTS OF HONOR

URSULA VERNON

Author & Illustrator

Ursula Vernon is the award-winning author and illustrator of “Nurk,” “Digger,” and a number of other projects.

She grew up in Oregon and Arizona, went to college at Macalester College in Minnesota, and stayed there for ten years, until she finally learned to drive in deep snow and was finally able to leave the state.

In addition to writing and making art, Ms. Vernon gardens, feeds the birds, and has an unhealthy obsession with mulch.

Her current project is the “Hamster Princess” series of books for kids. She writes for adults under the pen name T. Kingfisher.



IFUS MORAINÉ

Artist

Ifus/Stephanie Johnson has been a member of the furry fandom since 2004 and actively going to conventions since 2007. Her artistic background started when she was young and always had an interest in Disney style artwork, mainly inspired by the Lion King.

While she focuses on commercial artwork for her business, she likes story-driven, heartfelt and surreal artwork genres for personal works.

She currently lives in central Illinois with her husband Xander (Alex) and her bearded dragon, Pancake.

She spends her free time gaming, traveling, hanging out with friends, and focusing on personal projects and pieces. Her other interests include K-Pop, anime, Disney, piercings, tattoos, anything to do with the ocean or wildlife (the things that drew her to the fandom in the first place!), horror, Halloween, and spicy foods.



SUNNY DINGO

Dingo

Sunny Dingo is a brightly-coloured doggo with a contagious smile, jaunty eyebrow and a warm demeanor. He woke up somewhere in the United States in early 2015, a brand new dingo full of questions. What sort of dingo was he? What should he do with his life?

Thus began his walkabout, meeting new friends across the States from Melbourne (Florida) to Brisbane (California), on a quest to find his purpose.

His goal is to embody the voice of positivity we all have within, as he continues to discover his true nature, sharing adventures, wisdom and good vibes in person and online.

So, who is Sunny? He is a friend, encouraging us all to celebrate the magic of imagination with him, to embrace our dreams and believe in ourselves. Or as Sunny might say, “Stay positive and keep on the Sunny side of life!”



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www.animefusion.net**



**March 24-26
2017**

Dallas, Texas

www.FurryFiesta.org

**Twitter
[@FurryFiesta](https://twitter.com/FurryFiesta)**

TEXAS FURRY FIESTA 2017



Anime

TWIN CITIES



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ANIMETWINCITIES.ORG

ANIME TWIN CITIES, INC IS THE PARENT ORGANIZATION OF ANIME DETOUR, AN ANNUAL CONVENTION FOR FANS OF JAPANESE ANIMATION AND CULTURE.

ALONGSIDE ANIME DETOUR, ANIME TWIN CITIES, INC WORKS TO PROMOTE THE CULTURE THROUGH VARIOUS EVENTS AND ACTIVITIES THROUGHOUT THE YEAR, SUCH AS ANIME SHOWINGS AND FAN MEETUPS.

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ABOUT OUR CHARITY



Ever wonder what happens to those pets in overcrowded shelters, cats that their owners can't keep, and many of the strays running about? The lucky ones end up at rescue groups like **Whisker Rescue** to begin the search for their forever home.

Whisker Rescue is a family run rescue operated by Missy and her mom, Barb, and is based in Spring Lake Park, MN. For the last eight years, they have had all their rescues fixed, vaccinated, tested for feline leukemia & FIV, dewormed, and micro-chipped with their own money or donations.

All their cats are in foster homes or on display at local Petco Stores located in Coon Rapids, Maple Grove and Highland Park.

For more information visit **WhiskerRescue.org**

ROOM PARTIES

While "official" room parties are not a common thing amongst furry conventions, it's growing in popularity in Minnesota thanks to other local conventions in the area. It is an idea that started by fans for fans - an opportunity to celebrate the fandom or organization of your choice, right in your hotel room. And don't forget to check out our consuite!

FM CONSUITE

Room 4115

Friday: 6pm - 1am
Saturday: 9am - 1am
Sunday: 9am - 4:30pm

GPS CLUBHOUSE

Room 4116

Friday: 8pm - Midnight
Saturday: 8pm - Midnight

THE ANIME LOUNGE

Room 4117

Friday: 6pm - 1am
Saturday: 6pm - 1am

BATTLE OF THE BITS

Room 4118

Friday: 6pm - 2am
Saturday: 4pm - 2am

TECH, HAM, & AVIATION

Room 4119

Friday: 7pm - 9pm
Saturday: 6pm - 8pm

FURMENTED

Room 4120

Friday: 9pm - Midnight
Saturday: 9pm - Midnight

GAYLAXICON

Room 4121

Saturday: 8pm - Midnight

THE BREAKFAST CLUB: AN 80S RETRO PARTY

Room 4122

Friday: 9pm - Midnight
Saturday: 9pm - Midnight



@furrymigration



FurryMigration



Furry Migration

#MNF2016



***"We are a society celebrating imagination, inspiring creativity,
and building our community all through service and education."***

MN Furs' partner the Geek Partnership Society (GPS) is a volunteer-run non-profit, and is dedicated to supporting the incredible diversity and energy of the Twin Cities geek community. We don't run conventions, we run the rest of the year! We host fun and inspiring events, do public outreach with our partners through Twin Cities Pride (Geeks@Pride) and Art-A-Whirl, as well as help a bunch of the local conventions put on the best show possible by providing expertise, equipment, movie licenses, volunteers, and meeting and storage space.

Through our work for the geek community, we provide resources for like-minded geeks of many interests with clubs, events, and programs.

Programs

We encourage creativity and interest in science with **Project Lighthouse**, the open-to-all-ages annual speculative fiction **Writing Contest**, our **Space Camp Scholarship**, a year round **Classroom Series**, and the **GPS Arts Initiative** with .

Want to talk to us at Migration? Stop by the GPS Clubhouse, next door to the Con Suite, to find out more and catch up on all the news going around in the geekiest metro in America.

Visit our website at www.geekpartnership.org, or email us at info@geekpartnership.org.

Find us online

Join us on



geekpartnership.org

Like us on



EVENT HORIZON

Geek Community Center



Did you know that the geeks have a clubhouse? Event Horizon is the center we run as a resource to provide a year-round physical presence for all of these other programs to happen and to support the local geek community. MNFurs hosts the Furry Migration planning meetings and their board meetings there, as well as store some of their stuff for year round access. It's a pioneering facility with storage, office, and meeting space for everything from gaming days to convention planning meetings to Klingon martial arts — and free Wi-Fi in all the rooms.

1121 Jackson St NE, Minneapolis, MN 55413

HOW TO FIND US

Event Horizon is in the Waterbury Building at the intersection of Central and Broadway in NE Minneapolis. Parking lot is on the east side of the building. Enter door 1121C. Bussing it? The closest routes are 10, 17, and 30.

This popular facility is available for rental. With bookings on the increase, we anticipate that the day is coming when we'll need to add more space! Anyone interested in booking space should contact us at sitescheduling@geekpartnership.org.

Fundraising

How do we pay for all of this? We have supporting partnerships (like MN Furs) and our own fundraising efforts. At Furry Migration check out the **Charity Auction** in Great Lakes A2 (we're sharing with the Art Show this year). We also have a Supporting Membership program where you can become a card carrying geek, a **Pirate Cruise**, the annual **Great Geek Garage Sale**, and generous donations from individuals throughout our community.

What else do we do?

Check out one of our **clubs**; they're all free (or inexpensive), fun, and informal — you'll be glad you did: Crafty Geek/Make It Sew, Read the Book/See the Movie, United Geeks of Gaming, Black Hat Collective (graphic artists), Tsuinshi Anime Club, GPS Photography Club, Geeks Read, MinnSpec Writers Group, Geek Physique, and in 2016 we've welcomed the Twin Cities Steampunk club DIODES Dioscurian Imperial Order of Dreamers, Engineers, and Scientists to our fold.

We have **events** throughout the year that you are welcome to attend. **Team Trivia Challenge** and the **Scavenger Hunt**, the **GPS Annual Picnic** and **Ice Cream Social**. The **GPS Movie Night** is back with monthly themed showings that can be partnered with clubs or other organizations.

Upcoming 2016 events include:

- ❑ September 10 | GPS Movie Night
- ❑ September 24-25 | Great Geek Garage Sale
- ❑ October 1 | Scavenger Hunt (psst... put a team together, it's fun!)
- ❑ October 8 | GPS Movie Night
- ❑ November 5 | GPS Arts Initiative Gallery Opening - Patty Scmitt Photography
- ❑ November 19 | ReCon Miniatures Gaming

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!

Event details may be subject to change, so be sure to check out con signage or the Furry Migration website for the most recent info.

1:30 PM	
LAKE CALHOUN	LAKE MINNETONKA
INGRESS FM ANOMALY <i>Skystrider</i> Welcome to Ingress, where geocaching meets capture the flag in real life. New players welcome. Join us for this year's anomaly.	GAME DEVELOPER SOCIAL <i>Velli Wolf</i> Join fellow game developers, new and seasoned, to share creative ideas and concepts about different genres of gaming.
3:00 PM	
LAKE CALHOUN	LAKE MINNETONKA
NANOWRIMO FOR FURRIES <i>Sylvan Scott</i> Ever thought about writing a novel... in a month? That's what people around the world have been doing during National Novel Writing Month!	SHINY AND ZACK'S CONTRACTUALLY OBLIGATED MUSIC HOUR <i>ZomgShiny & Zack Grey</i> They don't read the bottom line (THE FOOLS!)... But, they DO perform for you for free!
4:30 PM	
MAINSTAGE	
OPENING CEREMONIES Welcome to Furry Migration! Join us in kicking off 2016 to find out what to look forward to this weekend, meet our Guests of Honor, and set off on your Quest for Shiny!	



Visit furrymigration.org/schedule for full programming information!

6:00 PM		
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
FURSUIT GAMES: ROUND I <i>Ringer</i> Test your agility in an assortment of fursuit-friendly activities that will almost certainly begin and/or end in chaos.	WRITE NOW! <i>Kyell Gold</i> Bring something to write with! After a discussion of what makes for a compelling short story, you'll have time to start your own story--and no excuses!	HOW YOU GOT INTO FURRY <i>Further, Prince the Fox, Flux, Flint</i> Chat with others about how you got into the furry fandom and found your character!
7:30 PM		
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
FURRY FEUD <i>bcbreakaway & Huscoon</i> It's everyone's favorite game of "survey says"! Join in as a contestant or just come and watch the fun, live on stage!	BUSINESS OF ART <i>Ursula Vernon</i> How to make money (or even a living!) selling artwork.	MEMOIRS OF A YELLOW DOGGO <i>Sunny Dingo</i> Sunny shares stories of his journey to find himself and reveals where his positivity comes from.
9:00 PM		
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
FRIDAY DANCE 9pm THE DANCE COMMANDER 10pm Fenris 11pm Darkcon Midnight AudioDile	BRING ME TO LIFE: BE A BETTER CHARACTER <i>Yippee & Croc</i> Featuring an introduction to fursuiting, followed by a participatory workshop. Come in suit, or bring head and paws.	SCARY GAME NIGHT <i>Ifus Moraine</i> Hang out with Ifus and friends as they play some horror games in the dark! Pajama-like attire such as kigus, character hoodies, and pajama pants are encouraged!
	10:30 PM LAKE CALHOUN THAT'S A PADDLIN': THINGS BAD ARTISTS DO <i>Farellemoon & Kiradin</i> Not intentionally, but some artists don't do a very good job at taking commissions. Discuss how and learn how not to!	



PANELS: SATURDAY

10:30 AM		9:00 AM
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
FURSUIT DANCE EXPO AUDITIONS Anyone interested in performing in the Fursuit Dance Expo on Saturday evening MUST attend; bring your suit and your music!	SUITING ON A DEEPER LEVEL <i>Croc & Yippee</i> What does our desire to be comic animals say about us as human beings, and what can we learn from our characters?	HAM RADIO EXAM <i>Rechner, Tane, Vulcan, Kelevra</i> Score your amateur radio license from the comfort of the con! All license classes available. See website for full requirements.
NOON		
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 Mainstage at noon Spectators & Photographers: the parade begins at 12:30 and will meander through the con space and down the escalators to the lobby for group photos. The route is included on page 22.		
1:30 PM		
LAKE CALHOUN	LAKE MINNETONKA	
HISTORY OF FURRY <i>Dronon</i> Hear how the furry fandom developed and how each new generation of fans changed and shaped things into the fandom as we know it today!	FINDING YOUR ARTISTIC STYLE <i>Ursula Vernon</i> Learn how to discover the voice behind your artwork and establish a style uniquely suited to you.	
3:00 PM		
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
CUTTHROAT ARTIST <i>bcbreakaway</i> Direct from Fur-Eh!, "Cutthroat Artist" gives four artists \$25 each and the opportunity to sabotage their competitors during timed art challenges!	HOW TO WRITE A NOVEL <i>Kyell Gold & Sofawolf</i> Author Kyell Gold and Sofawolf Editor-in-Chief Jeff Eddy talk about planning your novel, writing it, and polishing it.	FOX HUNT <i>Rechner & Tane</i> Learn about the radio techniques used to track wildlife and apply those skills to find the "fox" transmitter roaming the convention!



Visit furrymigration.org/schedule for full programming information!

4:30 PM		
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
WHOSE LION IS IT ANYWAY? <i>Dronon</i> Improvisational comedy! Everything made up on the spot. Simple and challenging games alike, using ideas taken from the warped minds of our audience. Come to watch, or to participate, or both!	KYELL GOLD READING, Q&A <i>Kyell Gold</i> Kyell will read from an unpublished work and talk about his books, life, and whether Nick and Judy should be romantically involved in future Zootopia stories.	FURRY TWITTER <i>@mmmmatches & @pathhyena</i> Twitter is weird. Furry Twitter is weirder, but also kind of less weird? We'll talk about how we like to use what has become an invaluable tool in the community.
6:00 PM		
	LAKE CALHOUN	LAKE MINNETONKA
	WORKING AS A COMMISSION ARTIST 101 <i>Ifus Moraine</i> This panel is about the do's and don'ts of doing commission work for a living in the fandom to help you be more successful.	SO YOU WANT TO PUBLISH A BOOK... <i>Ursula Vernon</i> Our panel busts myths and talks about experiences in the wild world of publishing.
7:30 PM		
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
FURSUIT DANCE EXPO You don't want to miss this! Fursuiters from all over bring their favorite songs and their best moves to SHOW YOU WHAT THEY GOT.	BACKGROUND PAINTING & COLOR MODULATION <i>Ifus Moraine</i> Bring your notebooks and sketchbooks; this is going to be a one session class on how to paint convincing backgrounds!	WORDS & PICTURES: GETTING STARTED IN FURRY COMICS <i>Ursula Vernon</i> Talk to our panelists about the process of writing, scripting, and drawing sequential art.
9:00 PM		
MAINSTAGE	LAKE CALHOUN	LAKE MINNETONKA
SATURDAY DANCE 9pm Aurora 10pm DJ JET 11pm DIESEL DOBE Midnight Future Hero	FEMALE FURS PANEL <i>Rina Nightshade & GotherineFoxy</i> A panel where the topic is female furs and what we like to talk about!	FURRIES IN SECOND LIFE: THAT'S STILL RUNNING?! ADULT <i>Shadowquine</i> Maybe you've heard of it. What is Second Life? People are still playing it?! Come find out what it is about and how the furry community is still staying active on the grid.



PANELS: SUNDAY

10:30 AM

LAKE CALHOUN

LAKE MINNETONKA

PHOTO/VIDEOGRAPHER MEET & GREET

Yarrick

Here's your chance to meet other photographers and to share some of your favorite shots or video clips.

SOCIAL MEDIA: HOW TO POPUFUR (AND YOU CAN TOO!)

Sunny Dingo & Ravertooth

Case studies in creating and posting content, and earning followers on social media.

NOON

MAINSTAGE

LAKE CALHOUN

LAKE MINNETONKA

FURSUIT GAMES: ROUND II

Huscoon

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.

POKÉMON GO & INGRESS MEET / POST-ANOMALY

Skystrider

Meet and greet with other agents and celebrate a kickoff to the first ever anomaly at Furry Migration.

10 FURRY WEBCOMICS YOU SHOULD READ RIGHT NOW

Jillyfoo

Hear Jillyfoo gush over some of her favorite furry webcomic recommendations. Share and discuss your favorites!

1:30 PM

MAINSTAGE

LAKE CALHOUN

LAKE MINNETONKA

TALES FROM THE ROAD

Ursula Vernon, Kyell Gold, Sofawolf

AKA Kyell, Sofawolf, Kevin & Ursula: What do they know? Do they know things? Let's find out!

BARDIC CIRCLE

Vanbael

Got a musical talent that you want to share? Got an instrument that you can bring to the con with you? Come to the bardic circle!

MAKING FUZZIES LOOK SHARP: FURSUIT PHOTO EDITING

OMG Fursuits!

Learn how to make fursuits look fantastic using Adobe Lightroom and Photoshop.

3:00 PM

LAKE CALHOUN

LAKE MINNETONKA

WRITER APPRECIATION

Ursula Vernon, Kyell Gold, Sylvan Scott

Come and share the love for stories written by fellow furs and an often overlooked corner of our creative community.



Visit furrymigration.org/schedule for full programming information!

4:30 PM

MAINSTAGE

CLOSING CEREMONIES

Who will receive the **Grand Shiny**? Join us as we reflect on this year's convention, and find out what's in store for next year!

TIME TBA

LAKE SUPERIOR • 5TH FLOOR

DEAD DOG

WEEKEND EVENTS

FURSUIT CHARADES

Thursday

Lake Calhoun

No badge required! Join us **Thursday** night for some good, wholesome fun! Then stick around and watch things get terrible.

Charades! 7:30pm - 9pm

Char(AD)des: 9pm - 10:30pm **ADULT**

NERF WARS!

Friday & Saturday

Lake Superior • 5th Floor

A battle of epic proportions is happening and needs a few good furies. Recruit a team of three and join the fight!

Non-Suit Battle: 11am - 5pm
(except opening ceremonies)

Open Season: 5pm - 7pm

FURRY PHOTOGRAPHY

Cedar Lake

Capture some memories from Furry Migration 2016.

Friday: 2pm - 8:30pm
(except opening ceremonies)

Saturday: 1:30pm - 8:30pm

Sunday: 11am - 4pm

FURRY MOVIES & TV

Friday & Saturday

Lake Calhoun & Lake Minnetonka

Up all night? Visit the programming rooms from for furry-themed movies and TV. Full schedules will be posted at the rooms themselves.

Friday: Midnight - 9am

Saturday: 10pm - 9am

THE QUEST FOR SHINY: AN INTERACTIVE ADVENTURE

Our party of adventurers needs your help to find all of their necessary equipment in a special scavenger hunt! Get your game card and rules from the Freebie table outside of Registration, and record locations and items for the **Grand Shiny** to be awarded at closing ceremonies.

TABLETOP GAMING

FRIDAY

MOLDVAY D&D

Dungeons and Dragons (TSR)

3pm - 6pm
Great Lakes A3

3-7 players

Referee: Stairway

No experience necessary

REAL DIVINE

Prototype

3pm - 4pm & 4:30 - 5:30pm
Great Lakes A3

3-6 players

Referee: Austrimo

No experience necessary

FURRIES AGAINST HUMANITY

Cards Against Humanity **ADULT**

9pm - 11pm
Lake Nokomis

4-12 players

Referee: Sylvan

No experience necessary

SATURDAY

REAL DIVINE

Prototype

1:30pm - 2:30pm & 3pm - 4pm
Great Lakes A3

3-6 players

Referee: Austrimo

No experience necessary

3 DRAGON ANTE TOURNEY

Three Dragon Ante

6pm - Midnight
Great Lakes A3

6-12 players

Referee: Raijen

Some experience helpful

SUPER-FIGHT

Super-Fight

7pm - 10pm
Great Lakes A3

2-8 players

Referee: Foeclan

No experience necessary

SUNDAY

REAL DIVINE

Prototype

Noon - 2pm
Great Lakes A3

3-6 players

Referee: Austrimo

No experience necessary

OPEN PLAY

There's plenty of room for you to come on in and run your favorite game at any of our open tables!

Friday: 1:30pm - 12:30am

Saturday: 9am - 12:30am

Sunday: 9am - 2:30pm

VIDEO GAMING

Video gaming is taking over the Board Room once again. There are whisperings of this year's shiny gaming experience – the elusive beast that is VR.

Join us for Pinball, a wide mix of consoles, virtual reality, and the returning big screen TV.

VR TITLES

14+ only, max 15 min per person, limited slots.

- Space Pirate Trainer
- VR Funhouse
- Audioshield
- Keep Talking (And Nobody Explodes)

Friday: 11am - 9pm
(except opening ceremonies)

Saturday: 10:45am - 10:30pm

Sunday: 10:45am - 3pm

FEATURED PLAY TITLES:

- Super Smash Bros (Wii U)
- Mario Maker Challenge Runs
- Rocket League (PS4)
- Jackbox Party Pack (Xbox One)
- Mario Kart 8



ROCKY MOUNTAIN FUR CON PRESENTS

CARNIVAL NOCTURNAL

*DENVER, CO
AUGUST 11-13, 2017
DENVER MARRIOTT TECH CENTER*

WWW.ROCKYMOUNTAINFURCON.ORG

*TERRISE
'16*

FINAL MIGRATION • SYLVAN SCOTT

Tremors echoed through the panicked corridors of The Silver Hunt. The angry sun flared: tendrils of plasma reaching to threaten everyone's future. They looked to Cynosure. Despite designing the space arks, how to escape the coming storm evaded her. On the bridge, the wolf tried to take it in stride.

"That was a bad one," Prosper panted.

Damage reports were heavy.

Five months from Terra and they still hadn't passed the Martian orbit. If they were going to escape the sun's fury, they would have to go faster.

"You have a knack for the obvious," she told the marten.

"That's what poets do," Prosper replied. "But it takes time to shroud the obvious in flowery language and force people to dig for meaning. I didn't have time to be suitably vague."

He sounded glib. Briefly, the grey lupine woman wished she hadn't voted to bring the marten on the Great Migration. But his scent was tinged in fear: his humor was a mask. The lupines and the martens were the last intelligent species from Terra. Ten of the eighty arks had fallen behind and three: destroyed. Many remained to be saved.

If they could be saved.

Over one-hundred-thirty-five million years, Terra had generated several intelligent species. But unlike the others, the lupines and martens weren't leaving at their leisure.

"You know, Cyno, it shows maturity that lupines brought us. Other post-humans conquering the evolutionary ladder may not have been so kind."

"Kindness has nothing to do with it. Humans knew others would rise. The First Cache says as much; both the orcas and kodiak added their words to it, in the wake of their ascension."

"But wolves didn't have to bring martens," he reminded her. "For centuries, your people hunted mine."

"The hunts are ancient history. We learned from the caches that any intelligence is to be cherished."

"And yet there was still a vote."

And in the end, she thought, it might resolve nothing. Humans had left caches around Terra: sealed, black stones which helped the descendant races understand their advancement. Their paths hadn't always been the same but all Terran intelligence moved in the same direction. The problem was that humans had been about a millennium beyond the lupines when they had departed Terra.

The solar impact of a white dwarf fragment had changed the timetable. A billion years of stellar evolution had accelerated into centuries. The sun was burning fuel at a mad pace, hastening its extinction.

So the lupines figured out how to make ships.

They built arks to take them into the void a millennium early.

But what few knew, what Cynosure understood, was that they couldn't make it.

Their hope was that a cache was somewhere amongst the planets and asteroids to aide their escape. If not, they would die: too slow to survive migration.

Claxons sounded.

"Another solar eddy: incoming," she said.

It lasted for days. Another ark was destroyed and three more fell behind. Cynosure scanned space for any sign left by the humans, orca, or kodiak. She felt despair; felt her age.

Weeks passed into months. More flares erupted and their numbers dwindled.

Only Prosper, with his poetry, seemed undaunted.

"It's no use," she said at last. They had passed the asteroids towards Jupiter. "Space is too vast and our sensors too primitive."

"You think like a marten," Prosper said. "For years, if one of us grew too infirm, self-destruction was the tradition." He paused. "But, here, there is only life and death. Is it really a disadvantage to keep trying?"

Cynosure was silent.

An alert blinked. Ears forward, she peered at the screen.

And there it was: a cache.

Thirty-meters wide, a black dodecahedron floated in space. Unlike other caches, though, it bore no writing.

"What's that?" Prosper asked. He indicated a scroll of text on a comm screen. Initially, Cynosure had ignored it, thinking it to be from the other ships. But this message came from the void.

Trembling, she engaged audio translation.

"Welcome." The voice was human ... alien. "Our sensors indicate you do not seem to have discovered superluminal travel. Rest assured that once you have, you will be able to use this cache to reach our location. Our coordinates are inscribed on its interior but you will only be able to understand them and properly navigate the contained wormhole once you understand superluminal physics. We look forward to meeting you. When you are ready: come to us."

On the screens, the cache unfolded, opening like a black flower with a bright light shimmering at its center.

"What does that mean?" Prosper asked.

It meant they were dead. They weren't ready. The sun would catch them.

The writings on the cache's interior were arcane. At the center of it all, sustained by technologies no one understood, flickered the unnavigable entry to the wormhole: a random passage in space.

Cynosure conferred with the fleet. The sun turned red and continued expanding. Mercury was gone and Venus' atmosphere burned away. Inside a year: nothing would remain.

Despairing, Cynosure watched a single flare amongst millions traverse the sun's surface.

It winked, beckoning to the fleet. Her eyes widened; she saw it ... the answer.

Turning, she looked at the flickering wormhole. It was unnavigable, true, but it was still open.

"Contact the rest of the fleet," she said. "We're going through."

"What?"

Unanswering, she gave the computer coordinates. Engaging thrust, she maneuvered the ark towards the cache.

"But we won't be able to join the humans," Prosper said, "We can't navigate this phenomenon."

"Exactly," she said. "But that's the point: to show we can find our own way. Otherwise, why have the cache open? This is the way out ... our way out. We may never meet humans; instead we'll meet ... ourselves."

She punched the acceleration.

The others followed, passing the boundaries of space and time, and voyaged into the unknown.

Behind, the sun flared and expanded, consuming Terra.

Ahead, lay their future.

THE END

IRON ARTIST 2015 WINNERS



WOM-BAT



Iron Pen & Iron Artist are Furry Migration's annual test of authorial or artistic mettle! We give you a few guidelines and then pit you against the clock to create an original piece of fiction or art.

Even if you don't fancy yourself an artist or author, we invite you to view and vote for the winning submissions!

Iron Pen submissions should be no longer than 1,000 words in the form of a story or poetry, while art pieces should be on a letter-sized page.

Both should include the concept of "Migration" or a native Minnesota species, as well as the "secret ingredient" for 2016, which is:

MY SECRET ORIGIN



Visit furrymigration.org/events/ip-ia or find us in Lake Nokomis for more details



@furrymigration



FurryMigration



Furry Migration

#MNFM2016

DEALERS DEN

SELLERS INCLUDE...

BAR-1	Cat Tail	DraconicKnight
DreamHaven	Foxloft	Furasota
FurPlanet	Ifus	Inked Fur
Jillyfoo Studio	Laura Garabedian	
LemonBrat	Mythical Creations	
Rabbit Valley	Sakura's Blossoms/Pop Heart	
Sofawolf Press	Squirrel Creek	
Tsaiwolf	Vantid	Warhorse

HOURS

Friday:	1:30pm - 2pm (sponsor access) 2pm - 6pm
Saturday:	10am - 5pm
Sunday:	10am - 2pm

ART SHOW

Art of all kinds can be displayed at the Furry Migration Art Show, whether it be drawings, paintings, jewelry, sculpture or anything in between! The general theme of the show will focus around anthropomorphic animals but anything in the realms of science fiction and fantasy is welcome.

Many of the original pieces featured in the Art Show will be available for purchase by silent auction and some may be available for quick sale. Attendees can use the registration number on their convention badges to place bids. If you have any questions while at the convention please visit the Art Show staff table.

HOURS

Thursday:	6pm - 9pm (artist check-in)
Friday:	10am - 2pm (artist check-in) 2pm - 6pm
Saturday:	10am - 5pm
Sunday:	10am - 2pm (pickup / quick sale)

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.

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.

ARTIST ALLEY

Artists interested in participating should visit during open hours to sign up, or register online. Submissions are selected one hour before opening on the same day. All artist selection is completely random.

Please note: artists must be present at the time of opening or their space will be forfeited to the next artist on the waiting list.

Friday:	1:30pm - 2pm (sponsor access) 2pm - 6pm Friday artists selected at 1pm
Saturday:	10am - 5pm Saturday artists selected at 9am
Sunday:	10am - 2pm Sunday artists selected at 9am

ACKNOWLEDGMENTS

CONVENTION STAFF

THREE YEARS

Aerak	Cyndear	Kurst	Sylvan
Alkora	Cyrus Tarber	Legonnare	Wulfsige
Andy Murphy	Firbaelvan	Mouring	Yarrick
Ben	Flip/Procyon	Ridayah	Zest
Birk	Kellic	Ringer	
Chakat Deirdre	Kitsunekla	Samantha	
Charles Bear	Krios	Snap	

TWO YEARS

Arashiin	Fenris	Lady Amethyst	Trejaan
Ark	FlyingFire	Lailadie Meyan	Twisted
Becca Fasenschrom	Griffin Dragonheart	Mandakatt	Utaku
Buckeye	Grumble	Ochindiki	Velli Wolf
Char	Jac	Poetry Ninja	Vulan
Cypher	Jay	Royal Saber	Wyngaed
David Fasenschrom	JoeySparkz	Shadow Runner	Zaos Serrano
Drake	Kelevra	Ski Sharp	Zap
Euro	Kiguel	Takyoji	

ONE YEAR

Alfred	Hikyuuri	Markos	Steve
Augie Doodle	Kehmet	Norm	Tsudo
Auron	Kizith	Path Hyena	Unico
Chrono Zaishi	Lanny	Rico	Vanbael
Eight Spades	Lara	Rina Nightshade	ZePaw
Fes Works	Makalu	Robin	

2016 PROMO VIDEO

Aerak	Fenris	Marrok	Robin
Augie Doodle	Further	Moose	Shiroi Ashi
Birk	Kehmet	Norm	Snow
Buckeye	Kiguel	Piroshki	Sonicgott
Crescent	Kurst	Poetry Ninja	Streaks
Crygus	Leetwing	Raevos	Tracer
Danger	Lego	Renton	Vanbael
Drake	Lonewolf	Rico	Vulan
Euro	Makalu	Ringer	Yarrick

Kellic would also like to thank the following people and groups: Hyatt Regency, CONvergence, Anime Twin Cities, Geek Partnership Society, Rabbit Valley, Sofawolf, Louisa Crudden, Heather Bufkin, Phyllis N, and the community at large.

Sincerely, thank you! The convention can not happen without your donations of skills, time, materials, and attendance!

Furry Migration is proudly presented by Minnesota Furs, a 501c3 nonprofit organization.



@furrymigration



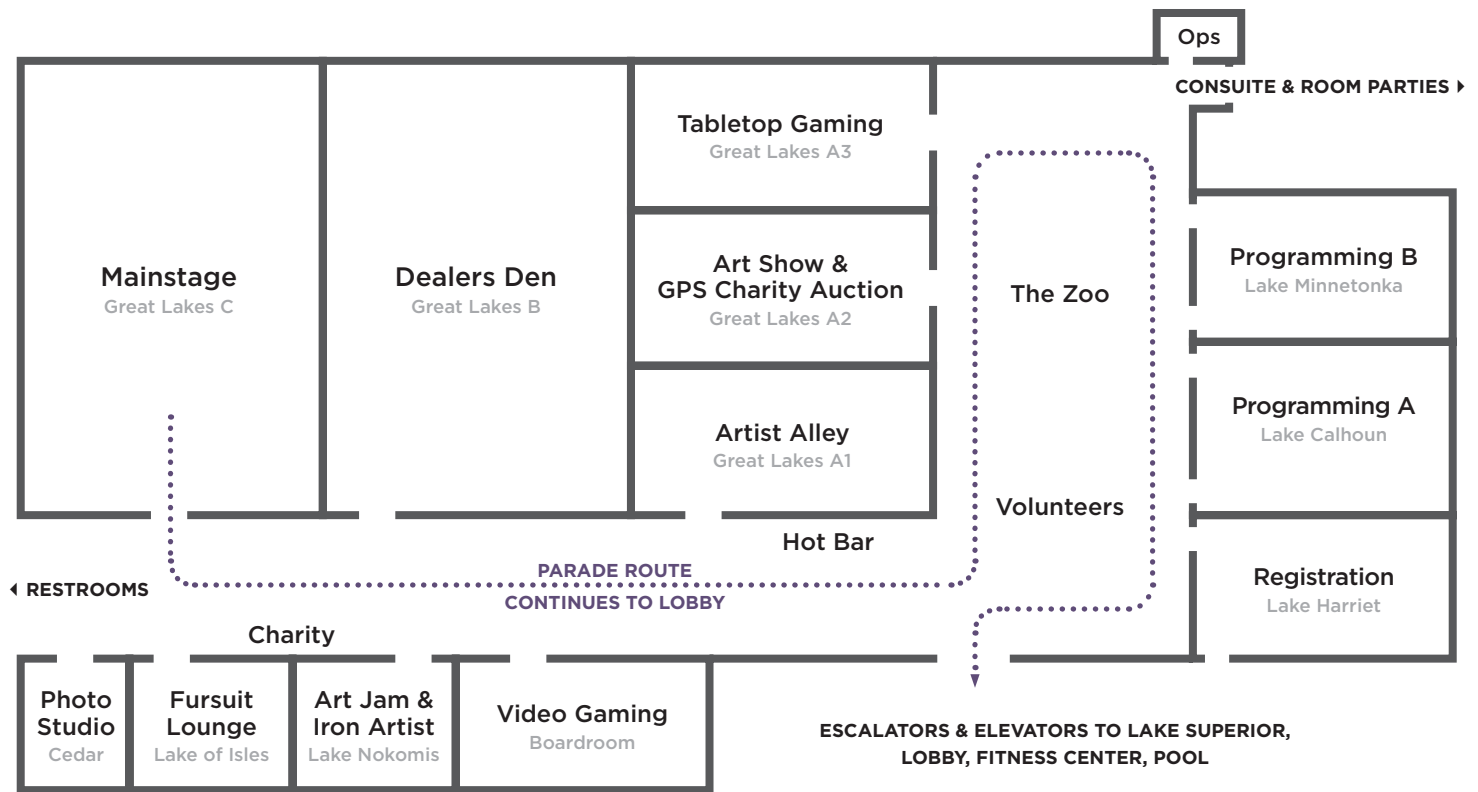
FurryMigration



Furry Migration

#MNF2016

HYATT REGENCY • LEVEL 4



Minnesota Furs is dedicated to building a safe community and providing educational opportunities for furs everywhere, but focused centrally in Minnesota.

This includes providing regular meetings for members and supporting parties to gather together, educational experiences covering a variety of topics, volunteer chances to help support interests that are in line with the interests of many furs, and a chance to help show the positive and unique aspects of furry culture.



mnfurs.org



Join us for the MNFurs Fall Picnic! • Saturday, September 24, 2016

Clifton E. French Regional Park, Plymouth MN • picnic.mnfurs.org

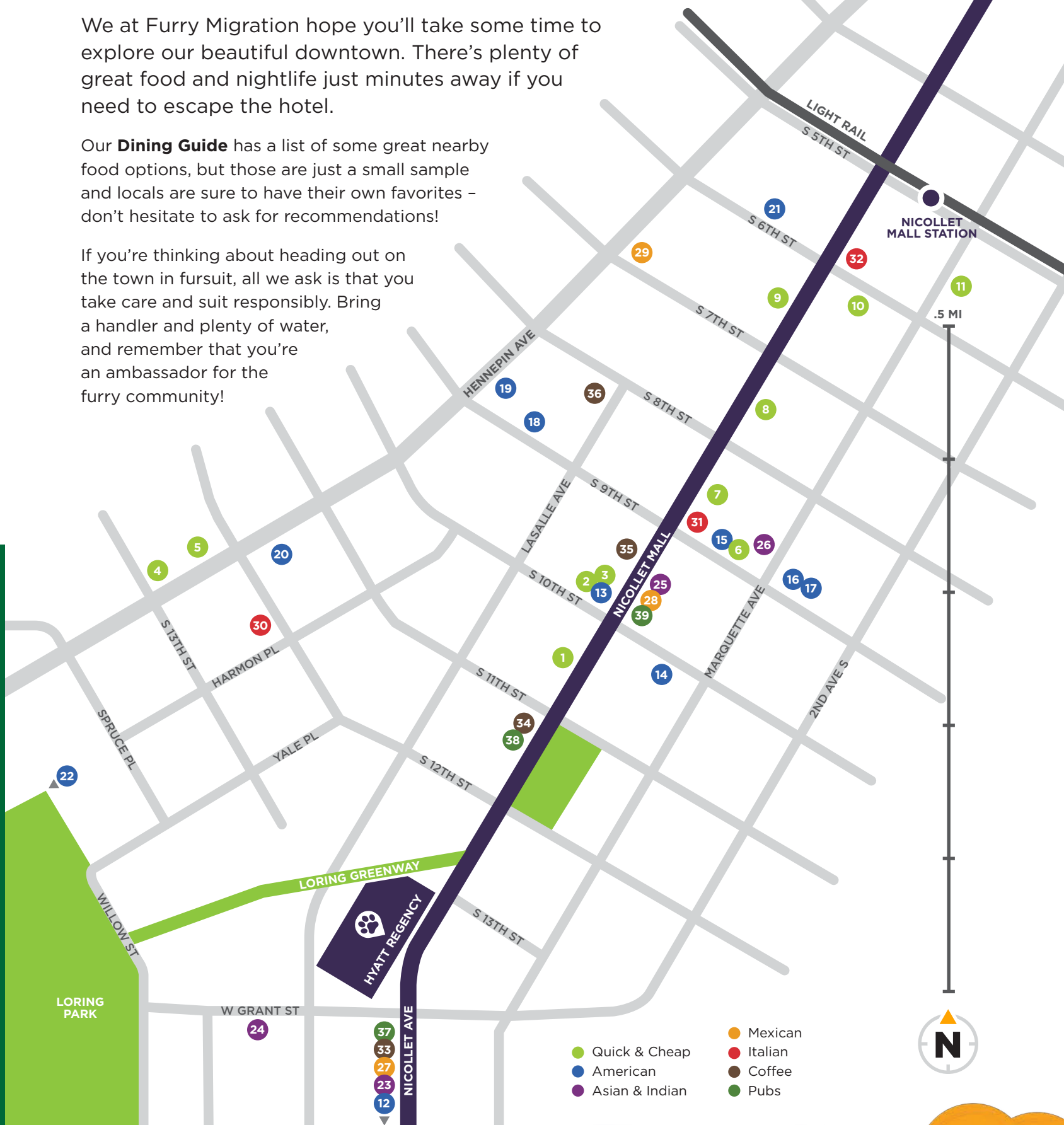
Minnesota Furs is proud to serve the community as a 501c3 nonprofit organization.

DOWNTOWN MINNEAPOLIS

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 the furry community!



Captains log: stardate VF-2017....

VANCOUFEUR

SPACE STATION ZEBRA

vancoufur.org