

## *Just what IS Anthrocon?*

Anthrocon began as "Albany Anthrocon" in 1997, and has since grown into the largest Furry convention in the world, appearing in the 2008 Guinness Book of World Records (we hope to break our own record every year).

Having outgrown its previous venues in Albany, NY and Philadelphia, PA, Anthrocon has made the David L. Lawrence Convention Center its new home, where it has prospered since 2006. In 2008, the convention contributed more than \$3 million to the local economy.

Anthrocon has raised more than \$96,000 for animal-related charities since 1997. A new charity is selected every year and is featured throughout the convention.

Anthrocon is a Pennsylvania-incorporated 501(c)7 not-for-profit organization. As a not-



**Anthrocon Dealers' Room.** Anthrocon is the largest convention of its type in the world. Attendees of all ages come to Anthrocon to attend workshops and seminars, buy and sell artwork, exhibit costumes, and socialize.

for-profit group, Anthrocon is dedicated to keeping its cost of attendance to a minimum. Only those funds necessary to support the operation of the convention, and to make preparations for the following year's convention, are retained.

Anthrocon is overseen by a board of directors chaired by Dr. Samuel Conway, a scientist, author, and entertainer known in Furry fandom as "Uncle Kage." The remainder of the board are:

- Robert "Chiaroscuro" Armstrong – Registration
- John "K.P." Cole – Programming
- Brian Harris – Charity Auction
- Karl "Xydexx" Jorgensen – Publications
- Peter Kappesser – Art Show
- Phaedra "Wyldekyttin" Meyer – Dealers' Room
- Douglas Muth (Giza) – Operations & Website
- Tigerwolf (Maj. George Nemeyer, USAF (Ret.)) – Internet Room

The sole purpose of the organization is to operate a yearly convention in order to bring together devotees of anthropomorphic animals from near and far, in a relaxed atmosphere where fans of all ages may feel welcome.

## *Okay, so what's this FURRY thing you keep talking about?*

The word "anthropomorphic" (literally "human-shaped") refers to animals or objects given human characteristics. Anthropomorphic animals include everything from the gods of ancient Egypt with their dog, cat, and crocodile heads, to the tool-using characters of the Sonic the Hedgehog video games, to the talking sea creatures of the SpongeBob Squarepants television series.



**Illustrations by J.J. Grandville.** Anthropomorphic animals have been used to tell stories for centuries.

Only within the last two decades has an enthusiasm for anthropomorphic animals, or more commonly "Furry" fandom, coalesced into its own distinct entity. Fans are found in all corners of the world, and come from all races, ages, and creeds. We are bound together across the most daunting barriers by our mutual admiration for these creatures of myth and legend who, by simple reflection, grant us a better window into understanding our own natures.

A large number of Furry fans are employed in the scientific or technical fields. A significant percentage have college diplomas and many hold additional or advanced degrees. This perhaps is what leads many casual observers to raise an eyebrow. "Why would someone like this be interested in cartoon animals? Isn't that unusual?" If we look at the world around us, we will see that anthropomorphized animals are an integral part of our culture. We use them to represent our political parties, our insurance companies, and even our sports teams.

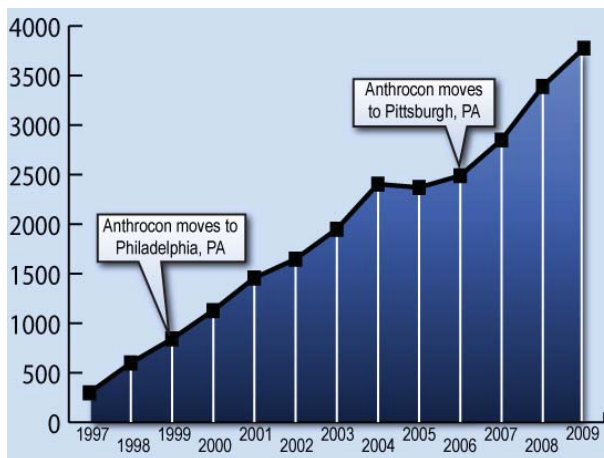
We talk to our dogs (and sometimes even imagine that they talk back [in their own way of course]). We put a "tiger" in our tank. We cheer for mascots at our favorite sporting events. A casual observer may simply be unaware that it is only in the last forty years that cartoons and cartoon animals have been relegated to the world of children. Bugs Bunny, Daffy Duck, and their ilk were once primarily targeted to an adult audience, their productions filled with innuendo and biting political satire. Furry fans today simply have not forgotten those roots. The average Furry fan is cast from the same mold as the science-fiction or sword-and-sorcery fan; all of us imagine strange and thrilling worlds and try to picture ourselves living in those worlds.

Today, Furry fandom is a distinct artistic and literary genre that is enjoyed by tens of thousands worldwide. We count among our ranks professional sports mascots, animators, cartoonists, puppeteers, artists, illustrators, and writers, as well as those who think that it would be a wonderful thing if animals could walk or talk like we do. If you as an adult still occasionally like to watch old cartoons, or have stuffed animals sitting on the dashboard of your car, or buy cereal because it has Tony the Tiger on the box, you should consider seeing what our convention has to offer.



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**Anthrocon 2009 Conbook Artwork.** Furry fandom is an artistic and literary genre enjoyed by tens of thousands worldwide.



**Anthrocon Attendance.** Since 1997, Anthrocon has endeavored to provide a professional convention for fans of anthropomorphic animals. Attendance has reflected our goal and we thank all of our attendees for making this possible.

## ANTHROCON 2010 "MODERN STONE-AGE FURRIES"



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**Anthrocon, Inc.**

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