

Chelmsford, MA March 12-14, 2010

# Intercon J

# Jungle

Go Wild



**Register Now!**

**[www.intercon-j.org](http://www.intercon-j.org)**

**Game bids are now  
being accepted!**

**Join the Con Committee!**



## Join Us for Some *Wild* LARPing!

Intercon J will bring the wildest LARPs from jungles all over to Chelmsford in 2010! Sign up now for a great weekend filled with LARPs, our great Con Suite, the Saturday night dance party and the Sunday raffle mixed with plugs and information about other great LARP campaigns, conventions and events and more. And the best time to sign up is now!

**Want to help out? Have an idea? Just have questions?  
Contact our Con Chair, Tim Lasko at [conchair@intercon-j.org](mailto:conchair@intercon-j.org)**

### Tell your stories from the jungle!

Do you have a LARP from an exotic, dangerous, or urban jungle that needs to be told? Or a wild LARP that's just right for some of the greatest LARPer's around? We'd love you to bring your LARP to Intercon J to help make it a great convention! Tell us about your game by filling out the bid form at [www.intercon-j.org](http://www.intercon-j.org)!

### *Wild* savings if you sign up early!

\$25 until 7/14/09 • \$30 until 10/13/09 • \$35 until 1/19/10  
\$40 until 3/5/10 • \$45 at the door, if space is available

### Register online or by mail!

**Register online at [www.intercon-j.org](http://www.intercon-j.org)**

It's fast and easy and you can pay online! Or, fill out this form and mail it with your check or money order, payable to "New England Interactive Literature," to: Intercon J, c/o Tim Lasko, 88 Perry Street Unit 281, Putnam, CT 06260.

Name: \_\_\_\_\_

Alias (Badge Name): \_\_\_\_\_

Age: \_\_\_\_\_ Male [ ] Female [ ]

Address: \_\_\_\_\_

\_\_\_\_\_

E-mail: \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_ Day [ ] Evening [ ]

### Learn more at [www.intercon-j.org](http://www.intercon-j.org)!

Intercon J: Jungle, the thirteenth annual New England Intercon, is brought to you by New England Interactive Literature (NEIL) and the Live Action Roleplayers Association (LARPA). Contact [info@interactiveliterature.org](mailto:info@interactiveliterature.org) for more information or go to <http://www.interactiveliterature.org> (NEIL) or <http://www.larpaweb.org> (LARPA).

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## Blackout

**Alex Bradley & Dave Kapell**

Your ship is damaged. Your life support is running out. You don't know who to trust. Your survival is balanced on the edge of a knife. And it's pitch black.

Expect to be in the dark, in tight quarters, under high tension.

## Diamond Geezers

**Graham Arnold, Clare Gardener,  
Sue Lee & Tym Norris**

Borrowing heavily from the universe of Lock Stock and Two Smoking Barrels, Layercake and Snatch, this short and potentially rather silly game gives you the chance to release your inner East London Gangster.

## GM Space

**Sharone Horowitz-Hendler & Jared Hite**

GMing group Nameless Dreamings is running the newest game in a popular trilogy based on H.P. Lovecraft's Cthulhu mythos. Of course, it's never as easy as it sounds... GM Space is a comedic partial horde game with no shame or decency.

## Life at the Securemarket

**Colin Sandel**

Guns! Magic! Customer Service! Life at the Securemarket™ is a lot of things, but it's never boring. Join the Lon Fon Station afternoon shift as they navigate the obstacles and pitfalls of an ordinary job in an extraordinary world.

## Melenica Launch – Make Room for Py!

**Jamie Picon**

You have volunteered to train for The 82nd Bypass™ project designed to fix a time rift. The simulation was going as planned when suddenly there is a glitch! The simulation is still going, the door is locked, the fail safes are off, the creatures are real, your simulation instructor, Py, has vanished and there's nearly four hours left of the simulation!

## Ode to Bobby Joe

**Cynthia Wakefield**

It's Karaoke Night at Pete's Bar. Right now you need someone to talk to... bad... and sometimes what you really need is the comfort of a stranger. Maybe you'll stop in and sing the song that's been running through your mind before you come to a decision.

**WARNING:** *Serious dramatic themes. 18+ only.*

## Ops

**Dave Kapell**

The Intercon J Operations Crew takes care of ensuring the cogs of the con keep on turning. Whether it's handing out registration packets, setting up for the raffle, helping players find games, or any of the dozens of other things that come up, Ops needs volunteers like you to make it happen.

## Pulp Adventures: Hunt for the Lost McGuffin.

**Stephen Tihor, Lisa Padol,  
Joshua Kronengold, et al**

Two fisted adventurers seek to recover the Lost MacGuffin opposed by the wise and willy natives. Troops on parade!

## Secret Society of Villains Emergency Meeting

**Cynthia Wakefield & Caroline Cooper**

The master plan of the Secret Society of Villains has been foiled by INTERGALPOL. Worse still, those meddling detectives warned your greatest foes, and the majority of the Secret Society is now behind bars. How will you get your revenge? What will be the Society's next dastardly scheme? And most importantly of all, who's in charge around here?

## The Green Fairy

**Adrienne Gammons &  
Gordon Olmstead-Dean**

It is the fin de siècle in the demi-monde of Gay Paree. It is a time of art, dance, casinos, can-can, and the Green Fairy rules the night. It is a world of sensual pleasure, passion, and indulgence.

## Where the Wild things Will be

**Anandi Gandolfi**

Eventually every child grows up and leaves childish things behind. But just once more for his 18th birthday, Max is having a party, a masquerade party, a wild Rumpus if you will. However, many years and many days across the ocean, the Wild Things have waited and watched and now they want him back. Perhaps they will go to a party.