

LARP

CHELMSFORD, MA
MARCH 12-14 2004

DÉJÀ VU

INTERCON

YOU'VE HAD
THIS MUCH
FUN BEFORE!!!



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Thanks for coming to Intercon D! Have you had this much fun LARPing before? If so, we've done our job. This year, **D** stands for **Déjà Vu**. Our previous conventions have had so many great LARPs that so many people wanted to play that by far the biggest comment we get is "When will X run LARP Y again?" I've asked that question myself more than once. So, this year, we asked GMs who've run fantastic LARPs at past conventions to consider bringing them back again for an encore at Intercon D.

But there are also plenty of new LARPs debuting here at Intercon D! And we're sure that they will be received with the same enthusiasm. Intercon is not only about playing LARPs but also meeting other LARPerS. This convention draws players and LARPs from around the country and even Europe. There are representatives and information from several different LARP groups, ongoing LARP campaigns and other conventions that you'll want to check out. We're having both a Friday night and Saturday night social event this year to give you the chance to catch up with your fellow LARPerS or meet them for the first time. If this is your first Intercon, or even your first time LARPing, I hope you have so much fun that you'll want to tell your friends and bring them next year.

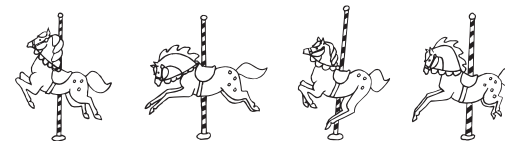
I want to thank all of the people who've done so much for Intercon D: the GMs who created the many fine LARPs running here, the Convention Committee (ConCom) who have given their time and effort since the last convention, the Con Suite team for their work in the last few weeks and the on-site staff and volunteers who are keeping things running smoothly and running other events. Thanks to your efforts, this is going to be a great weekend of fun. (And if you have a some time to help out, drop by the Operations desk to see if any volunteers are needed.)

Intercon D is the latest of a long line of all-LARP conventions descended from the original SILicon conventions, run by the Society for Interactive Literature (SIL), and the early Intercon conventions, run by the Interactive Literature Foundation (ILF). This is the fourth convention organized by New England Interactive Literature (NEIL), with help from the Live Action Roleplayers Association (LARPA), and one which we hope will be the best Intercon yet. NEIL also exists to help promote LARP in this area and we are always interested in what more we can do.

Next year, Intercon E comes to Chelmsford. Dave Clarkson, our next Con Chair, is already planning for the next convention and we always need more volunteers to work during the year leading up to the convention and ideas to make Intercon even better. Come talk to Dave, another staff member or myself to find out about how you can help.

Thanks for coming to LARP with us this weekend! I hope you'll have a great time.

Tim "Teem" Lasko
 Con Chair for Intercon D
 New England Interactive Literature



GAME SCHEDULE

FRIDAY 3/12/04

Time Slot	I	II	III	IV	V	VI	VII	
18:00 19:00	The King's Unplanned Vacation Part One Hawthorne	Opening Ceremonies Salon B & C						
19:00 20:00	House on the Hill Heritage A & B, Middlesex	Snaf University Salon C	Barad-Wath Merrimack	Heimdall's Children Concord	Road to Impunity Hawthorne	Wretched Hive of Scum and Villainy Salon B, Drawing Room	GET INTO COSTUME	
20:00 21:00							Grand Guignol Chelmsford	
21:00 22:00								
22:00 23:00								
23:00 00:00	Asylum Salon B & C	The S.H.A.D.E. Drawing Room	Friday Night Coffeehouse Merrimack				Note: Rooms may be subject to change at the last minute, check at Ops for details	
00:00 01:00								
01:00 02:00		DREAM OF LARP						
02:00 03:00	SHORE							

OPS NEEDS YOU

Running this convention requires a lot of effort throughout the weekend. If you find yourself with free time, or if you can help set up before your next game begins, please stop by the Ops Desk, at the top of the main stairs, next to Registration. Many hands make light work!

ENJOYING THE CON? SIGN UP FOR INTERCON E NOW!

Intercon E will be held March 4-6, 2005 in the lovely Chelmsford Radisson (the very same hotel you're at now) with all the atmosphere, food and fun you're experiencing this weekend here at Intercon D and then some. Why not save yourself a headache and sign up now at the Registration desk? Intercon E memberships are currently only \$20! If you forget to sign up this weekend, register online at www.interactiveliterature.org/E/, and keep checking back for games and announcements.

SATURDAY 3/13/04

Time Slot	I	II	III	IV	V	VI	VII					
09:00 10:00	Apollo '79 Salon A and Carlisle (one hour lunch break)	Grimm Tales Heritage A & B	A Murder Mystery Hawthorne	Three Nations Merrimack	Multiplied Loyalties: the Vor Game Salon B	Lost in the Stacks Chelmsford, Executive Boardroom, Drawing Room	Return to Watership Down Salon C					
10:00 11:00												
11:00 12:00						Humans vs. Monsters: Cow Day! Executive Boardroom						
12:00 13:00												
13:00 14:00						HAVE LUNCH IN THE CONSUITE!!!						
14:00 15:00						Elfwhere Merrimack		Csh'taa Middlesex	METEOR! Heritage A & B	Byrne's Bane Revisited - The Captain's Revenge Hawthorne	The Reality Tango Chelmsford, Executive Boardroom, Drawing Room	
15:00 16:00												
16:00 17:00												
17:00 18:00												
18:00 19:00												
19:00 20:00												
20:00 21:00	EAT DINNER AT THE CONSUITE!!!											
21:00 22:00	V for Victory Merrimack	Long, Cold, Night Heritage A & B	The School for Young Women Specializing in the Arts of Grace and Maidenly Submission Salon B & C (one hour dinner break)	Evermore: Faerie Tales from the Dark Side Hawthorne	Elfwhere Merrimack	GET READY FOR THE DANCE!	Divus Ex: Greece Middlesex					
22:00 23:00												
23:00 00:00												
00:00 01:00												
01:00 02:00	The Eclectic Dance Mix Party Merrimack				Generation Gap Heritage A & B	The S.H.A.D.E. Salon C	Note: Rooms may be subject to change at the last minute, check at Ops for details					
02:00 04:00												

SUNDAY 3/14/04

Time Slot	I	II	III	IV	V	VI	VII
09:00 10:00	HAVE BREAKFAST!!!					Intercon Sunday Breakfast Independence Bar	Note: Rooms may be subject to change at the last minute, check at Ops for details
10:00 11:00	Revenge at the Broken Nose Bar Merrimack	City Council of Hound's Teeth Middlesex	The League of Extraordinary Breakfast Cereals Merrimack	It's Just a Game Heritage A & B	CHECK OUT OF YOUR ROOM		
11:00 12:00	Revenge at the Broken Nose Bar Merrimack						
12:00 13:00	The King's Unplanned Vacation Part Two Drawing Room, Executive Boardroom						
13:00 14:00	Closing Ceremonies and Shameless Plugs Salon A, B & C						
14:00 15:00	GO TO THE DEAD DOG!!!						

CONSUITE

FOOD!! THE EATING

You will be playing the part of a Con Attendee, and as is natural for any attendee, you'll be getting hungry at certain points in time. Whether or not you wish to play this part as an omnivore is entirely up to you. Your plot mostly centers around delicious meals that are prepared for you by other attendees of the con, which you should partake in at appointed times, according to your attached blue sheets, and at any other times, as you see fit. You should "be yourself" while eating, unless an additional character sheet says otherwise. The main action in this game should be confined to the upper mezzanine dining area, so as not to "dribble on the mundanes." There is no combat in this game.

TABLETOP GAMING

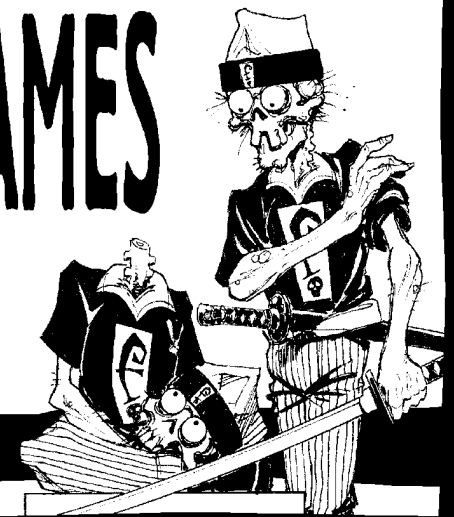
For a relaxing time with friends when you are taking a break between LARPs, Intercon D will have tabletop gaming available all weekend in the Con Suite outside of the Hawthorne Foyer. There will be a large collection of card and board games that can be signed out. Please feel free to play a game and relax with your friends during down time. Please treat the games well as they are lent to us by members of our ConCom for your use.



CHEAPASS GAMES

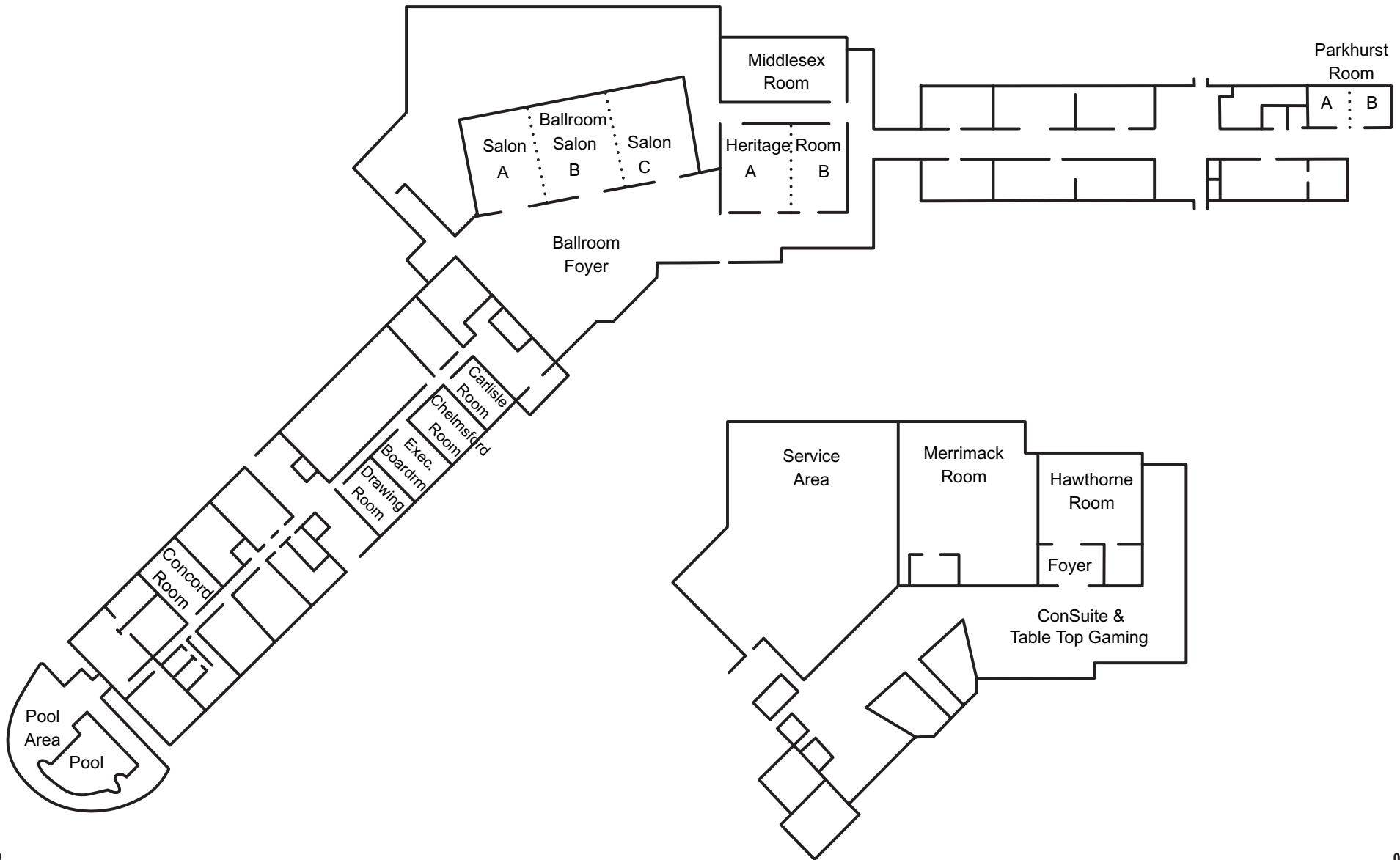
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HOTEL LAYOUT



VENDORS

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Cathy Preble

Selling games of all types, gaming accessories, LARP accessories including phys reps, dice, pouches and other items, and taking reservations for our LARP, Wayfarer's Rest.

By J

<http://www.woollycat.net/>

Jeanine Swick

jeanine@woollycat.net
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Atlas Adventures

<http://www.larp.com/atlas>

atlas@actionball.com

Atlas Adventures

c/o The Adventurer's Outlet

167 Forbush Mill Road

Bolton, MA 01740

Atlas Adventures is a live action role-playing game of high adventure, exploration, and mystery set in 1911 Morocco, in a familiar yet fictional version of our world.

GAME DESCRIPTIONS

A Murder Mystery

Mark Dobson

"A Murder Mystery" is a game for 10-20 players who take the roles of clichéd murder mystery characters involved in a clichéd murder mystery. The game is tongue-in-cheek, and rules-lite, emphasizing fun role-playing and wits over conflict, while everyone tries to solve the murder mystery before the police can arrive and dig too deeply into secrets they'd rather weren't revealed.

Apollo '79

by Don Ross, Mike Romatelli, Lee Rosenberg

On July 11, 1979, the SKYLAB space station fell to earth, after spending over five years in orbit as an abandoned derelict, just another piece of flotsam in space.

It didn't have to.

Barad-Wath

by Simon Deveau

The fortress of Barad-Wath in Mordor is nearing completion when construction runs into a few snags: theft, murder, sabotage, and labor disputes. The humans, orcs and trolls that form the construction team must work hard to resolve the problems before their Nazgul master returns or bad things will happen.

Asylum

Margaret Landreth, Anandi Gandalfi

The descent into madness is a story that the inmates on Ward C of the Remsford Mental Health facility can tell, but be forewarned that the language of the insane is often hard to sort through. Delusions, hallucinations, compulsions, multiple personalities and memory loss have a way of shrouding reality. But don't worry. As the inmates of Ward C will tell you, reality is an arguable concept, and fact and fiction are more interwoven than you might think.

Byrne's Bane Revisited -

The Captain's Revenge

NERO Mass/Ravenholt Staff

This adventure takes place on the world of Tyrra, of the NERO™ International Game System, a high fantasy boffer LARP. Create a character (fighter, scholar, templar, rogue) and join us in solving the mystery of the (un)dead Cap'n Razzor, killed but one year ago on the island of Byrne's Bane.



City Council of Hound's Teeth

Susan Weiner

The Hound's Teeth City Council is meeting tonight, and the whole town is there. Between zombies in the fields, adventurers who want their law-breaking party-member returned, a loose mage's apprentice playing pranks, everyone has a complaint. A horde LARP based on every tabletop fantasy city council meeting.

Csh'taa

Suzanne Wayner, Jeannie Whited

A star as bright as any among the heavens, the exploration ship embodied the dreams of the twin planets' peoples. Then it all began. First, lost communication. Then the mutiny. The ship, damaged. Now, pausing for breath, the little ship waits for the planets and stars to be right before making the last jump home.

Csh'taa is a game of alien politics, intrigue, and mystery inspired by CJ Cherryh's works, but is not based in them.

Divus Ex: Greece

Trey Reilly, Paul Manjourides

You gaze down upon Greece from your home on Mt. Olympus. You alter the destinies of men, control the elements, crush empires on a whim. Mortals build altars and temples in your name, lie prostrate before you, and obey your every word. You are a god. Think it's all nectar and ambrosia up here? Think again.

Elfwhere

by Andy Kirschbaum

The perfection of Faerie Land is shattered when High King Oberon disappears without any warning or explanation. The Land cannot be without a ruler, so all the Princes and Lords of the Sidhe have come to the High King's Palace to choose a new ruler. Come join us For Ever And A Day (or at least for four hours) in that most magical, wondrous, treacherous and intrigue-filled land of Faerie. When all your Dreams come true, can your Nightmares be far behind?

Friday Night Coffeehouse

Stephanie Olmstead-Dean

Come to the Intercon coffee shop and hang out with your fellow LARPerS, listen to cool music, wear a beret and pretend you're a beatnik and even have some coffee.

Evermore:

Faerie Tales From the Dark Side

Chad Brinkley, Marc Blumberg

In the cracks of the world, through which the forgotten dreams and forsaken places fall, the lunatics and outcasts have founded the last magical kingdom in the world – Evermore. It was once a place of limitless potential, but now the magic seeps away and the monsters prey openly on the unwary. Despite this decay, her majesty – the Queen of Rags – insists on holding the traditional Beltane festival. And so it is that the denizens of Evermore gather for a night of intrigue, romance, and murder in the realm's 13th hour. A LARP inspired by the works of Neil Gaiman.

Generation Gap

Will Wagner, Andy Kirschbaum

Convinced by some of the recently embraced Kindred that they are missing out with their lack of understanding and distrust of technology, a few of the leaders in the Camarilla have convinced the others to endorse this project. And so this radical experiment has been proposed: A small group of young and inexperienced vampires have been given control of a small town in the midwestern United States. They will be responsible for controlling the mortals in their herd. They will protect the Masquerade. They will keep the Traditions. And if they fail, they will die and the town will be wiped from the face of the earth.

Grand Guignol

Paul Dwyer

Grand Guignol is an extreme recreation of the early 20th century Parisian theater of shock and horror; players must be responsible for their own mental and emotional well-being to participate.

Grimm Tales

Will Wagner

Fairy Tales characters are secretly living in Victorian London. With all the recent murders occurring in the area, could one of them be the killer? Can the Fables solve the crimes before the "normals" discover their existence? It's a time to draw together, and yet some see this as a way to bid for power and overthrow the obviously ineffective regime of King Henry, the Frog King.

Heimdall's Children

Eric Smith, Scott Mohnkern

with additions by Brett Bakke

Heimdall's Children is a game of early Iceland in the World of Darkness. Come join Norsemen, Norsewomen and the Blood Chosen of Odin as they try to survive the winter, hunger, bloodfeuds and other things. NOTE: Most characters are NOT vampires.

House on the Hill

Brian Williams, AJ Smith

Stranded in a hotel for the evening! How hard can that be? Well that depends on who the other guests are, doesn't it? Play in the 1924 or 2004 version of the game. The events of the past can influence the future, but can the future influence the past?

Humans vs. Monsters: Cow Day!

by Mike Young

The kingdom of Peternia has developed a unique way of dealing with criminals: dress them up like cows and send them to run through a forest full of hungry trolls and goblins. If they can get through the forest without being eaten, they have earned their freedom. This game recreates that fateful day.

This will be a live combat game. Some players must dress as cows.

Intercon Sunday Breakfast

David Clarkson, the Hotel Staff

Come enjoy a buffet breakfast with all your Intercon friends. It's free with the complementary breakfast vouchers that come with your room. Costuming is optional; clothing is not. There will be no combat and no mechanics. The buffet line will be simulated by a buffet line.

It's Just a Game

Christopher Buck

In every [Millennium] game since each representative has come with a shopping list: trade agreements, mutual protection pacts, cultural exchanges, technology transfers, colonization arrangements, etc. At every Game, the fate of the player's world for the next millennium is driven by the arrangements made at the Games.

-Robert Civil Dowager from the Introduction to The Coming of the Dragons, the First Game, and the End of the Grand Diaspora

Long, Cold, Night

Alex Newman, Beth Kelly

A weekend at a Utah ski lodge turns into a nightmare when a blackout, an unexpected blizzard, and a man-eating monster come together to trap the guests and staff inside. But is what's outside worse than the horrors inside the lodge?

Lost in the Stacks

by Mike Young

Lost in the Stacks is a game of Occult Adventure set in the Dark Summonings Universe. Three students are attempting to finish a last minute research project, when suddenly some of them are elsewhere. And there is ...something... in the library that shouldn't be. Can the intrepid students put things to right in time to stop a full scale invasion of our universe?

METEOR! **Craig Perko**

New York, 1987. Perhaps not as you remember it, but as it truly was: a place of meteors, ninja, mafia, uncontrolled hackers, cops on the edge, and cyborgs. A place where what you don't know can most definitely hurt you, or at least mock you with nasty, villainous laughter! METEOR! is intended for about 20 players, all playing classic movie characters such as Indiana Jones, John Bigboote, Ash, Robocop and many other unforgettable and historically accurate roles. Being a child of the eighties is not required: anyone willing to over-act and take chaos in stride will feel at home with METEOR!

Multiplied Loyalties: the Vor Game. **Anna Bradley, Alex Bradley, David Kapell** with consultations of Mark Waks

Politics, power games and personal vendettas are the order of the day when visiting dignitaries arrive on Barrayar to celebrate the birth of the royal heir. With the dignitaries arrive the usual (and some not so usual) intrigues and dangers. Whose side are you on? Will you side with Imperial security? Will you follow the Vorkosigan family's lead? Or will you make your own stand and do what YOU think is right? As usual not everything is as it seems and not everyone is who they say, but if you stay alert you just may come out on top.

Ops Track **Chad Bergeron**

Like Intercon? Got a few hours to spare? Sign up for the Ops Track at Intercon D, and help make this the best Con possible. We need volunteers to help with the Registration Table, ConSuite, GM support and whatever exciting and interesting jobs come up.

Return to Watership Down **Matthew Ender, Bess Libby**

Immerse yourself in the world of Watership Down as the rabbits face their greatest challenges since the founding of the warren, without their beloved Hazel-rah to rely on.

Revenge at the Broken Nose Bar **Sharon MacFarlan,** **Catherine Preble, Brian Preble**

Deery Rosebud tries to make amends for all the trouble she caused last year at the Broken Nose Bar. But will her solution create more problems for the owners and patrons?

Road to Impunity **Ken Clary, Peter Litwack, William Lowenthal**

The Boss of Springfield is dead. His final request was to be buried in his birthplace of Impunity, Illinois, now a ghost town. All persons of import from Springfield have made their way to Impunity for the Boss's wake and funeral, and now many of them have headed back.

A few remain to attend to some important business.

Snaf University **Josh Marcus, Nat Budin, Josh Rachlin,** **Jon Sagotsky, Sam Hariton**

1996 - just southeast of Inverness, Scotland. The highly-regarded technical college Snaf University is hosting a prospective students' summer open house. But a few key people are mysteriously gone. And what's with all those pigs running around... ?

The Eclectic Dance Mix Party **Terilee Edwards-Hewitt**

Come dance to the music of the 40s and beyond! Let the music move you, or pass along a request for your favorite tune. Come to the dance party that's rocked Boston LARPers at every northern Intercon. There's a reason that there are people still dancing at 4 AM on Sunday at Intercon!

The Reality Tango **Janet Brennan, Don Walsh**

Blood would run if we didn't hammer out some kind of 'treaty,' the bosses called it...

Only we can undo the damage that's being done here...

We're staring each other down in this lonely little flophouse, wondering who will speak first, or just pull out a heater and blow someone away...

What is that quote I read once? "Magic and mystery are so closely interwoven that it is hard to tell where one leaves off, and the other begins."

The deadline for accord steals ominously closer, while the power brokers deal in more than mere criminal enterprise. What could they be up to and what will it mean to the future of organized crime, and the world at large?

Goodfellas meets The Shadow and... I could tell you the rest, but then I'd have to kill you.

The S.H.A.D.E. **by Cathy Raymond**

The S.H.A.D.E. (Society for Hardened Adventurers: Daring Expeditions) is a "dare" organization: see how much you can get away with before the administration of St. Augustine's Preparatory School catches you. All semester you've fulfilled their "missions," but you absolutely must survive the last one of the semester: being locked in the "haunted" attic with the other six remaining members. The last one to leave after two hours is the true "survivor" and gets all bragging rights.

The King's Unplanned Vacation **Sharon MacFarlane**

Leprechauns and Fairies hold each other's treasures hostage. Choose a side and let the fun begin.

The League of **Extraordinary Breakfast Cereals** **John Kammer**

Join Captain Crunch as he leads Quisp, Count Chocula, Tony the Tiger and a host of others from the League of Extraordinary Breakfast Cereals in search of the missing Brigadier General Mills and ultimately seeks to apprehend a cereal killer.

The School for Young Women **Specializing in the Arts of Grace and** **Maidenly Submission** **Kreg Segall, Eric Wirtannen, Don Ross**

It is the night before the finishing school girls are due to be wed to a bunch of awful, awful, blotchy old rich guys, as is mandatory for all graduates of the "School for Young Women Specializing in the Arts of Grace and Maidenly Submission." Perhaps the swashbucklers and pirates from the two rival fencing schools (The Scarlet Pimpernel's School of Fencing and Fair Play, and the Dead Pirate Roberts' School of Yar!) can rescue these girls from a fate worse than death.

V for Victory **by Ben Llewellyn**

In times of war, we all do things we'll regret later.
Welcome to later.

Three Nations

Shaughn Bryant, Mike Galvin, Craig Perko,
Mike Wixon, Conor Walsh, Noah Abrahams

War. War is Hell. Diplomacy is worse. When the threat of Mutually Assured Destruction becomes dangerously probable, Three Nations meet to discuss terms for peace. From the same people that brought you Care Bears: Call of Cthulhu and FUNKANOMICON comes an elaborate parody of the time honored Peace Summit LARP.

Wretched Hive of Scum and Villainy

Charles Leiserson Jr, Ariel Segall,
Brian Sniffen

It is the end of an age. The Galactic Republic is falling, and no one knows what will replace it. On Tatooine, haven for smugglers and crime lords, the uncertain times have brought refugees, spies, and secrets to the Mos Eisley spaceport to join the rest of the scum.

Wretched Hive is an old-style Star Wars game set 20 years before Episode IV.



ATLAS ADVENTURES

LIVE ACTION ROLE PLAYING IN THE YEAR 1911

JOIN THE EXPLORATION OF THE MYSTERIOUS ISLAND OF PUERTO DE MAIO JUST OFF THE COAST OF AFRICA. RICHES AND REWARDS FOR THE BRAVE AT HEART.

OOG: ATLAS IS A BOFFER STYLE LIVE ACTION ROLE PLAYING GAME THAT RUNS 4 WEEKENDS A YEAR IN SHARON, MA. MINIMUM PLAYER AGE IS 18. FOR MORE INFORMATION, STOP BY OUR TABLE AT INTERCON OR VISIT OUR WEBSITE: WWW.LARP.COM/ATLAS.

AT INTERCON, MAKE SURE YOU STOP BY AND TEST YOUR SKILL AT OUR FREE SHOOTING GALLERY AND SEE OUR WIDE SELECTION OF LARP GUNS, BOFFER WEAPONS AND EQUIPMENT.



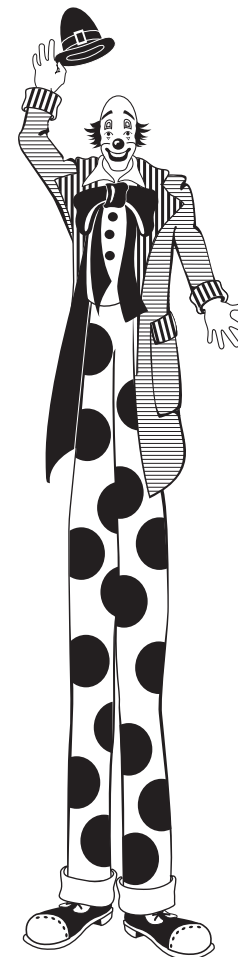
GM AND STAFF BIOS



Noah "Drakmar" Abrahams Three Nations, Head of ConSuite

Noah was born as Zephyr Yardhammer to a family of oversized Caymans, living in Rhode Island. It wasn't until the tragic "living chair" incident that he became known as Drakmar, and started gaming. That was about 15 years ago, and he's still going strong. You may remember some of his work from "The Red Sun Trilogy," "How to Drown a Man with Chili" at Intercon B, and the feature film "Rabies: Fun but Deadly."

For this particular Con, Noah will be Chair of the Con Suite (not the Chili Suite) and a contributing writer to "The Three Nations." If he gets off his butt in time, there may be a surprise or two, for YOU.



Alex Bradley Multiplied Loyalties: the Vor Game, Game Bid Committee, Outreach Team

Alex Bradley dislikes writing this sort of miniature biography that gets included by tradition but doesn't really tell you anything. Perhaps if he had run more than five games he would wax lyrical about his glorious history. Probably not.

He might feel obligated to tell you all about his work on the Bid Committee, Outreach Coordination, Miscellaneous ConCom work... no, really, I don't. If you're actually fascinated by all that, sod off, it's deathly boring stuff and I'd rather get back to gaming.

Christopher Amherst
Vendor Liaison

Anna "TPau" Bradley
Multiplied Loyalties: the Vor Game,
Game Bid Committee, Outreach Team

Saif Ansari
The S.H.A.D.E.

Adrienne Amerman
Apollo '79

Adrienne Amerman started gaming in 1992 with the beginning of what was to become XPI Productions. After marrying Shane Amerman and moving to Baltimore area she became involved with the LARPA (then the ILF) crowd and was wooed back to the gaming fold when she played in the Full Length Theatre Style game, "Drink Deep" and Gordon Olmstead-Dean's "Mersienne Medieval Fantasy Campaign." Her first campaign effort was "Gold Bug" for Mike Young's "Dark Summonings Campaign."

Her projects include writing and production of "Callahan's Continuum," with Shane Amerman and "1920s Cocktail Party" with Gordon Olmstead-Dean for Intercon. In 2002, she ran "Drink Deeper," a sequel to "Drink Deep," with Kate Bunting, Scott Mohnkem and Eric Smith. She was a Co-Chair of Intercon XVII, and has acted as Con-Suite Manager for several Intercons.

From 2000 to 2003 Adrienne worked with Gordon Olmstead-Dean as the Primary Writer and GM of the highly successful "1936: Horror Campaign." She is currently playing and working as a Supporting Writer for the successor "1948: Signals Campaign."

Marc "Jokeboy" Blumberg
Evermore: Faerie Tales
From the Dark Side, Asylum

Marc is thrilled to be back at Intercon representing the Chicago Crew with not one, but two brand new games. Between "Evermore: Faerie Tales from the Dark Side" (written and run with Chad Brinkley) and "Asylum" (run with Margaret Landreth), Marc expects very little down-time this weekend. He is never going to see the Ben & Jerry's factory this way...

Chad "Laurion" Bergeron
Head of Operations, Game Bid Committee,
NEIL Board Member, Ops Track, Master of Cups

This bio is a Mad Lib. Fun for you and your friends. If you are unfamiliar with Mad Libs, please find Chad and he will beat you over the head with a/an (adj)_____ (noun)_____.

Chad has been LARPing for (number)_____ years. It all started way back when he was a (noun)_____ in college. Some friends of his invited him to sign up for a (noun)_____ called All The (title of a leader)_____ 's Men. Since then he has (past tense verb)_____ in or (noun made into a paste tense verb)_____ way too many games.

With the advent of (prefix)_____ con B, he started taking a/an (adj)_____ (noun)_____ in the LARP (noun)_____. This is due to his tendency to (verb)_____ too much. This year (name)_____ can be found running Ops.

If you have any questions, please talk to (nickname)_____ @ (organization)_____ (punctuation mark)_____ (TLD)_____. He can be most frequently found at (geographic location)_____.

Chad Brinkley
Evermore: Faerie Tales From the Dark Side

Chad is a full time student in the school of life with a graduation date no where in sight. On his days off, he devotes his time to railing against humanity, waltzing in graveyards, and furthering the causes of small, dejected animals (like Goths). Chad hopes to one day put an end to subculture rivalry, cure all mental illness, dull one half of love's razor edge, and have time for a tea break each and every afternoon at 3 PM. In the meantime, he has settled for writing modern gothic fantasy novels in interactive form.

Janet Brennan
The Reality Tango

Janet was raised by French Nuns in a small backwater town on the Bend In The River. Much to their dismay, even the strongest admonitions of doom and destruction could not stop her from entering the Gaming World in her sophomore year, when unwittingly she chose for her very first beau... a gamer geek. When she came of age and the Nuns could do no more to save or damn her soul she ventured forth to the Great Urban Sprawl at the center of the State, where for nigh on to a handful of years she brought a sinister and tragically passionate element to the LARP community through her "Boston By Night" chronicle... and continued to court gamer geeks. In time she was elevated by that community to the highest honor they could bestow, assuming the mantle of Presidency of the Science Fiction Society and suffering the moniker Princess Muffin to be forever forged to her fate. But these years were brief, and like all sweet things drew to an end. When the ugly Real World came baying at the gates she fled the Great Urban Sprawl to seek her fortunes as a rising Alchemist in the Big City, returning often to the hallowed halls of years long past where she lent and lends her experienced hand to the running of LARPs; "Babylon 5: Turning Tides," "Dark Ages: Bulgaria," "Etherlines: The Morning After," "All The King's Men," "Young Wizards In Love," "Nap Time," "Chicago By Night..." and, to this very day, bears a certain fond sentiment for gamer geeks.

Christopher Buck
It's Just a Game

I was born seven weeks early, and, truth be told, I was born naked. Immaturity might have been the sole reason that I was kept back in first grade: I was nearly two months younger than I was, and could not handle it. That, and while the teacher was all for social passing, the principal was not.

Extrapolate, if you will, the rest of my life from the theme of these early experiences: nudity, temporal anomalies and ambiguous social expectations.

David "PrinceODC" Clarkson
President of LARPA, NEIL Board Member,
Game Bid Committee, Hotel Liaison, Intercon-E
Con Chair, Intercon Sunday Breakfast

David began LARPing in the "good ole days" before the advanced index card technology of today. He started with the Society for Interactive Literature at their ReKon-1d game in New Jersey, and he blames them to this day for misguiding him in his youthful years.

He went on to serve as the stock villain in many other versions of the ReKon phenomenon until its final conclusion in the misty years of the early '90s. After that David continued participating in LARPing among his close group of friends in the Insmouth-haunted North Shore area until the demons at Intercon-A reclaimed the mortgage on his soul. When he is not LARPing David enjoys most forms of tabletop RPGs including products like Vampire, Mage, most products by Steve Jackson Games, AD&D (versions 1-3), Seventh Sea along with many others.

As a participant in many LARPing groups and LARPing styles, David seeks to "spread the word" and bring the differing organizations together under the hobby that they all enjoy. As a self-styled Minister of LARP, you'll hear him say, "Boffer or Theater-Style, Minds Eye Theater or Home-Brew, Fantasy or Sci-Fi; we are all playing the same sort of game, so let's learn from each other's strengths." You can find David at his place among the check-in desk Ops crew when he is not participating in one of the many great games at Intercon-D, stop by and give him your thoughts!

John Brewer
METEOR!

Craig's Red Shirt GM #545, otherwise known as pal, buddy, hey you, Max, John, Bronzite, that guy, Mr. Evil, commander, the Admiral, the arrogant one, and several other names not fit to print.

Shaughn Bryant
Three Nations

Shaughn is best known for his masterwork tabletop game "Care Bears: Call of Cthulhu." An avid gamer for many years, "Three Nations" is his first LARP for Intercon. Nobody will like it, and he'll be drummed out of town, but he'll have the last laugh. Oh yes, he will laugh last.

Nat Budin
Snaf University

Described by the "New York Post" as "an enigma of questionable character" and by the "Chicago Sun-Times" as "a unique individual, in the worst possible sense", Nat Budin has been missing since last November. Some speculate that he joined a kibbutz in Scranton, Pennsylvania, whereas others hotly contend that he is living with Elvis Presley in a condominium outside Manchester, UK. Before his disappearance, Budin could often be found skulking around the backs of seedy dives, hawkling Ultima Online and Everquest items.

Jeremiah Chaplin
METEOR!

Craig's Red Shirt GM #546, otherwise known as thug, soldier, man in suit, Russian bad guy, or simply random mook.

Ken Clary
Road to Impunity

Fact: Ken is a mammal.

Ken also has written and run many games of various sizes under the auspices of the MIT Assassins' Guild over the past 6+ years. At Intercon, he ran "Airplane 2" (3 years ago) and helped run "The Hitchhiker's Guide to the Galaxy: B-Ark" (5 years ago).

John Corrado
Grand Guignol

Rebecca Corrado
Grand Guignol

Kenny Cox
Divus Ex: Greece

Kenny has been gaming for about 4 years. He earned his nickname of Kenny by starting in a RPG campaign, and in the second session of the game, the character died. Well, everyone thought he would get discouraged and give up, but sure enough next week he had a new character... which died after another 2 sessions. The next character Kenny made... for the same game... made it 4 games till the end of the story. Since there was a new story starting up... Kenny had to make another character... this character died after 4 sessions. At this point it was obvious... if you killed him, he would just be back for the next episode... and thus Kenny was born. Since then he has been involved in numerousLARPs and works with Wild Gazebo in running some of the best cons on the east coast.

John D'Agosta
City Council of Hound's Teeth

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Stephanie Olmstead-Dean
Friday Night Coffeeshouse, Dance Party DJ

Simon "Slippy" Deveau
Barad-Wath, A Murder Mystery

Glub...glub...

James Edward-Hewitt
Dance Roadie

Me write games, "RMS Titanic," "Anno Domini," "Arrival," "Queen of the Hudson," more. Me play long time; me remember age of dinosaurs. Here me roadie for big dance. Is good.

Jeff "The Vortex of Chaos" Diewald
Game Bid Committee Chair, Con Scheduler,
NEIL Board Member, Webminion

in-sti-ga'tor n. [Lat. instigare] 1. One who urges on, goads. 2. One who incites. [Example: Jeff Diewald is one of the instigators behind the scenes of NEIL and Intercon.]

Jeff started LARPing in 1986, when he was told he couldn't get into a series of weekend murder mysteries. Having seen one character sheet, he made the mistake of saying "How hard could it be to write one of these?" Six weeks later, "Sex, Drugs, and Rock & Roll" was ready to run - and it did, successfully. Several more murder mysteries followed. "The Treaty of Berlin" ran twice at Intercon 12.5, several times in Chicago and many other times in various places. "The Idol Hands of Death" has also been on the road on several occasions.

In 1996, cosmic forces conspired to get Jeff to Intercon XI. He hasn't missed an Intercon since. At Intercon 11.5, Jeff was named the con-chair for Intercon the Thirteenth, the first of the modern Boston Intercons. He's been part of the staff for every Boston Intercon since then. He's been on the New England Interactive Literature board as well.

He's written more LARPs since then, on his own, in several BYOG efforts, and with TNT Productions. You may have played in one of the five runs of "Collision Imminent!" or "You'll Be Safe Here," or the latest, a "Dark Summonings" episode called "The Stigmata of Thomas Enfield." There are more coming, but he doesn't say much about them before they're done. It may take a bit longer for the next production; he's been distracted by a wonderful and beautiful woman of late...

Matthew Ender
Return to Watership Down

Matt was first exposed to LARPing by "Coronation" in the early days of Arisia, and has been hooked ever since. Why "Watership Down?" Because everyone loves bunnies!

Mark Dobson
A Murder Mystery, Barad-Wath

I'm originally from Northeastern Massachusetts, and have lived most of my life in this area, except for four years overseas in the Air Force. I'm currently 37 years old, and have played in and GM'd LARPs for over 20 years. Most of my LARPs have been for a large group of players in the Northern Massachusetts, Southern New Hampshire region. I've GM'd LARPs in virtually every genre, including horror, science fiction (Next Generation Star Trek), western, murder mystery, fantasy medieval, and even superhero. For the group in our region I helped pioneer LARPing concepts such as decorating the playing space to suit the game, and games that are more about role-playing and less about goal accomplishment. I emphasize games that create an immersive environment and a memorable experience. In my last game, a contemporary horror set in a large Victorian manor atop a hill, I had a Nazi Laboratory in a secret room, a Family Mausoleum in a Graveyard behind the house, a giant spider in a web-filled attic, as well as a fog-filled basement from which the monster issued forth. A Murder Mystery will be my first con game for a group of unfamiliar players, but it was chosen because based on it's original run, I've determined it would be best suited for a con environment with minimal alteration to the play space.

Paul Dwyer
Grand Guignol

Paul considers himself a surviving Pliocene mammal rather than a gaming dinosaur. He has labored at play since the 1980s with vanguard actions such as "BABUL," "Some Disassembly Required," "Small Town 1-3," "Grand Guignol," "Dead Man's Party," "Flog-A-Thon," "Shakespeare's Lost Play" (1997 Timonium, MD, and 1999 Buckinghamshire, England), "GBF," "Arden" and "Symposium."

Brian Ellis
METEOR!

Terilee Edward-Hewitt

The Eclectic Dance Mix Party, Dance Party DJ

Terilee's DJ experience began at a time when there were LPs, not CDs, at a radio station in New Paltz, N.Y. Her DJ habit continues to keep her in audio geek gear. Over the years, she has DJ'd events ranging from company Xmas parties to LARPs to science-fiction conventions. Terilee has written and produced over 20 LARPs, many with historical themes. Her first LARP experience was the "Live Ring" game in the mid-1970s and she has played many games since then! When she is not LARPing, role playing, or being a DJ, Terilee is an archaeologist, researcher-writer and professor in the Washington, D.C. area.

Michael Galvin

Three Nations

Mike is, in fact, a robot specifically constructed by the nefarious Doctor Bryant to help run LARPs. Currently, he is on loan to Iron Chef Noah for various "lifting" and "smashing" based tasks.

Joseph Gee

Three Nations

Who needs preparation. Not me. I agreed to do this with less than two months notice. I figure I haven't been to a Con of any kind in the last ten years. No better way to break back in than helping to run a game.

Not to worry, I am generally considered out of my mind. In fact, I was institutionalized for 7 years. =)

David Kapell

Multiplied Loyalties: the Vor Game

David is a longstanding tabletop GM, with a fair amount of experience in playing LARPs, both theatre-style and boff. He appreciates the emotional content and story-telling that is possible in the LARP form, and loves watching his ideas play out. "Multiplied Loyalties" is his first real LARP authoring project.

Susan "nikin" Giusto

The Muse: Inspiration, sanity and stealth artistic fool for Intercon D T-Shirt & Artwork Design, Webminion

I'm small furry and different and NOT from this planet. Some know me as nikin... I have been acting as the Muse for Intercon-D which affords me the chance to give inspiration or counsel to the con-chair when too many members of the agents of chaos surround him. But, I have a real life too...

I write secret and bizarre LARPs with the TNT gang as well as on my own. I dance, costume and help execute special effects extraordinaire. Many of you have played in games that I have tinkered and blown the mysterious aire of curiosity towards.

Scary thing is that I have been writing all my life, having been published at the tender age of twelve. The poem still haunts me to this day; especially these lines:

"I am the alpha to everyone's omega,
I am the key to all the mysteries.
Enter into the darkness forever,
Before me, hold the light to be free."

Eve Jones

Grand Guignol

Darius Kazemi

METEOR!

An avid designer of both paper and computer games, this will be Darius' very first time as a GM (albeit assistant) for a LARP. He suspects that his experience using plastic peanuts to trick squirrels into doing backflips will come in handy. If you see something orange, you may very well have found him.

Arnis Kletnieks

V for Victory

We've replaced one of the "V for Victory" GMs with Folger's Crystals. Let's see if anyone notices.

John "skykam" Kammer

The League of Extraordinary Breakfast Cereals

John Kammer, self-heralded author of the LARPs: "A Good Day to Die" and "Michael Clambino's Fundraiser" returns to Intercon with "The League of Extraordinary Breakfast Cereals." Kammer has been writing LARPs for well over a year and a half and has run them successfully at the KWest, Intercon, Origins, and GenCon game conventions. Additionally he has joined the writing team for "ARC" (Alternate Realities Campaign).

Believing that no idea is too silly for a LARP, Kammer is threatening to write two sequels to "A Good Day to Die" including "A Better Day to Die" and "The Best Day to Die." Look for those in 2005 and 2007 respectively.

When not actually working, writing games, coaching girls' basketball, serving as commissioner of a basketball league, serving as a meet starter for the community swim team, doing yard work, sleeping, eating, etc. Kammer also likes playing in such games as the "1948: Signals" campaign and the upcoming "Brassy's Men."

Andrew Kirschbaum

Elfwhere, Grimm Tales, Generation Gap

Andy runs a game store in Chelmsford, MA called 3 Trolls Games & Puzzles. He has spoken on a number of panels at various conventions, and some people actually listened. He has written and run a dozen or so LARPs beginning in 1998. Does anyone read these things?

Cheryl "Munky" Knoepler

NEIL Board Member

If I tell you, then I'll have to kill you.

Bess Libby

Return to Watership Down

Elizabeth Kelly

Long, Cold, Night

Beth Kelly has been LARPing since 1995 when her boyfriend's friends needed a "shiny happy redhead" for a Vampire the Masquerade game (Beth + bottle of hair dye = shiny happy redhead). She found LARPing a wonderful compromise between gaming and theater, where she could make up her own character, instead of submitting to a director's casting whims. Since then she's PC'd, NPC'd, GM'd, done prop design, costume design, and even calmed down a few alarmed campus security guards.

Several years past her VtM college days, Beth's new favorite LARP outlet is Intercon. She loves the creativity of settings and rules systems, and thanks Alex Newman for saying "So I do this LARP thing... you wanna GM with me?" She and Alex have put together such hits as "Battle Beyond Infinity," "Long Cold Night," and "Her Majesty's Parlor Adventurers."

Margaret "Mags" Landreth

Asylum

Margaret Landreth, part of the "Chicago Crowd" (though technically from Madison, WI) has brought with her free samples of cheese! This is her fifth year at Intercon, and late Friday night, she will be running her game "Asylum." This is Margaret's second time running her games at Intercon (last year she ran "Geraldine's Birthday Party.") This year, in addition to her own, she is also looking forward to helping run Marc Blumberg's and Chad Brinkley's game, "Evermore."

William Lowenthal

Road to Impunity

William has written a number of games for the MIT Assassin's Guild and has been head and assistant GM to a number of serial games in Florida. This is his first Intercon.

Tim "Teem" Lasko
Intercon-D Con Chair, NEIL Board Member,
Ocelot, Friday Night Coffeehouse

Teem has been having fun playing, running and writing more LARPs during the last year than ever before, meeting lots of great people along the way and thanking them for flying Imagineerium. He finds it hard to believe he has been LARPing for over fifteen years. He is using his superpowers for good, as promised, by chairing this convention. He has also read everyone's bio. Assuming his brain doesn't explode with the effort of chairing Intercon-D, he plans on continuing to write more LARPs with TNT Productions and playing in even more LARPs in the coming year.

Sue "Just Sue" Lee
House on the Hill

Frock and Tiara Queen of UK Freeforms. I like nothing more than telling other people what to do. Should have been a professional meddler.

I don't have a beard, but I do have glasses, unless of course I decide to wear my contact lenses.

This is my second trip after Brian said would I like to GM "House" last year. I had so much fun I made two more people come with me.

Peter Litwack
Road to Impunity

Peter Litwack has run several games under the MIT Assassins' Guild. This is his first Intercon. He feels like he should say something here about his unique approach to game writing through attempting to reconcile the standard tricotomy of gaming, simulation and dramatism except that he realizes that this would be horribly pretentious and probably untrue. So, instead, he will just leave you with these words of wisdom, "Play my game; you can wear a cool hat."

Ben Llewellyn
V for Victory

Ben Llewellyn seems to recall running this game up here, before. He's sure of it. He's run a lot of games at Boston area Intercons, like "Appalachian Wedding," "Zombies on Ice," and "Faction Island." Games planned for the foreseeable future include a run of (May 2004, England, specifics TBD) and "Humans & Offices: The Forbidden Game" (probably in Feb. of 2005, in the Baltimore-Washington area). He does not have any clear memories of drinking human blood.

Josh Marcus
Snaf University

Josh Marcus was first entranced by LARPing when he played in a run of "The Morning After" during which he met the love of his life. He's also been in a few LARPs since then, but "Snaf University" is the first he has written. He is quite eager to share this creation with the rest of the LARPing community and rarely bites strangers, except when cornered.

Michael McAfee
Treasurer

Michael McAfee has been active in LARPing, both as player and GM, since 1989. He chaired Intercon-C, and is currently the Treasurer for NEIL.

Rachel Morris
Byrne's Bane Revisited -
The Captain's Revenge

Rachel Morris owns NERO® Massachusetts/Ravenholt, (<http://www.neromass.com>) the founding chapter of NERO® International (<http://www.nerolarp.com>). She began LARPing in 1995 as an NPC. Soon hooked, she purchased the game from its founders in 2000, and is now on Ravenholt's plot team. She earns money to lose to her NERO addiction as an effectiveness consultant.

Scott Mohnkern
Apollo '79,
The League of Extraordinary Breakfast Cereals

Shelly "Evil Twin" Mohnkern
The League of Extraordinary Breakfast Cereals

Shelly has been involved in LARP since 1980, which, at the time, mostly involved bashing people with padded plumbing supplies, while wearing faux-Celtic clothing.

Since her return to the MD/VA/DC area, Shelly has branched out into LARP playing, writing and GMing. While she still bashes people with plumbing supplies in Xanodria and Dagorhir, she can most often be found playing campaign LARPs like "1948: Signals" and "Brassy's Men," and casting and writing for "ARC" (Alternate Realities Campaign).

Shelly's LARP writing credits include: "1936: Lithuania" (with Stephanie Olmstead-Dean), "1936: Cuba" (with Scott Mohnkern), "1936: Ireland" (with Hugh Eckert and Sean Butler) and a stand-alone LARP "The End of Sacred Months" co-authored with her husband, Scott.

Aaron Moshiashwili
Divus Ex: Greece

Once the darling of the indy stunt golfing scene, Aaron has spent the years since his well-publicized 'trouble period' painting and working out a quick-and-dirty translation system for Linear B. He wishes to thank the staff at St. Vitus' Home for allowing him to once again take his place in the Greek pantheon.

Ariel Segall
Wretched Hive of Scum and Villainy

Alex Newman
Long, Cold, Night

A tabletop gamer since the dawn of tabletop gaming (a school friend's older brother went to college with Gygax. We played D&D off of photocopies of handwritten rules that would ultimately become the Wite set), Alex Newman's first LARP was "It Was Better in Real Life" at Arisia in 1995 (96?), and he's been hooked since.

He is author of the jiggle-movie inspired "Cheesecake and Battle Beyond Infinity!!!!" - which he ran with Beth Kelly. With his writing partner Beth Kelly, he is author of "Long, Cold Night" and "Her Majesty's Parlour Adventurers Present an Evening of Indian Intrigue" which ran to great acclaim at Intercon-C.

Catherine Preble
Revenge at the Broken Nose Bar,
The King's Unplanned Vacation

As her first animal training trick, young Cathy at age 2 decided to catch a Boston Pigeon by falling head first out of her stroller. She has been chasing animals ever since, and now happily lives with a Norwegian Elkhound, an Australian Shepherd, 6 cats, 4 ferrets, 2 rabbits, 2 goats and a husband who has way too many fish. An avid gamer since the early 1970s, she set the World High Score record in the late 1990s for Sega Shooting Master, an obscure arcade machine. She is a musician and actress, and can be seen performing at events throughout New England.

Jen Raymond
Return to Watership Down

Hello! My very first LARPing experience was at Intercon, and since then I've LARPed at, well, Intercon. Well, I've played two games that weren't at Intercon. And guess what? My very first GMing experience will be at Intercon! Please be nice...

Gordon Olmstead-Dean
Apollo '79

Gordon Olmstead-Dean began writing and producing Live Action Roleplaying Games with the administration of a "Killer" Dart Pistol Live Game in spring of 1984. His first written effort was the minigame now known as "A Birthday Surprise," in June of 1986. In January of 1988, he produced his first full-length work, "Convention I," with Ken Brown. Currently Gordon has produced over a hundred and ten live action events, and acted as lead writer on more than seventy five live roleplaying events including games in three ongoing campaigns.

In 2003, Gordon completed the three season "1936: Horror" campaign of esoteric adventure, with co-writer Adrienne Amerman. He is one of several principals for the successor Campaign, "1948: Signals."

Gordon is a past President and current CSO of LARPA (formerly the ILF) and, and has served on the Board of Directors and in various other capacities supporting Live Roleplay since 1990.

His current principal goal in LARP is recording and consolidating information to make it easier for new GMs to learn how to run LARP events successfully. He compiles his own notes and data, along with the very valuable insights of other group experiences and suggestions from various partners at his LARPwriting.org website.

When not writing games Gordon relaxes with his wife Stephanie at their decaying Edwardian manse in Hagerstown, Maryland, and pursues a sybaritic lifestyle.

Craig Perko
METEOR!, Three Nations

Craig is addicted to the eighties. He is not as old as this makes him sound. Craig thinks of himself as intelligent. He is exactly as humble as this makes him sound. Craig knows several interesting people, and is occasionally an interesting person himself.

Josh "blee" Rachlin
Snaf University, Multiplied Loyalties: the Vor Game, GM Liaison, Game Bid Committee

We regret to inform you that the text of this biographical summary was lost when the aero-plane carrying it disappeared somewhere over the Himalayas. We have a search party working day and night to find and rescue the data this plane was carrying. If and when the contents of this plane are discovered, we assure you that the missing text will be personally hand-delivered to you. We are sorry for any inconvenience this may cause.

Catherine Raymond
The S.H.A.D.E.

Founder of the Red Headed League, a consortium of Live Action Role Playing games, Cathy has been active in various LARP communities since the early '90s. Having run several different genres and systems, she is most well known for the quirky, conspiratorial and strange. For the last three years, she's been the lead GM for "Rage Across Westchester," a MET LARP set in the World of Darkness. "The S.H.A.D.E." is her first attempt at an Intercon game, so of course this year is themed "Dějã vu." What she's hoping is that the game goes so well, you'll never hear the end of it.

When she's not LARPing or GMing... she thinks about LARPing or GMing. Sometimes she can also be found prancing around in fishnets shouting at movie theater screens (usually during "The Omen") or creating little frogs. She just relocated to the DC Metro area, and is happily looking forward to polluting them with her insanity as well. NY is crazy enough.

Charley Sumner
ConCom

Mark Waks
Game Bid Committee

Trey Reilly
Divus Ex: Greece

Trey Reilly found a D&D boxed set sitting in her mother's closet when she was 12. It was all downhill from there. While at a convention in New Jersey, she committed the ultimate sin: volunteerism. She accepted a staff position on DexCon '94, and thus was lost to the normal world forever. In 2000, she co-founded Wild Gazebo Productions, and co-wrote WGP's Svaha LARP, and thus was lost to even the abnormal world forever.

Trey can usually be found playing or running Call of Cthulhu, Mage, Changeling, or Nobilis. She's been known to write LARPs or GM on no notice at all if you bring her coffee.

Mike Romatelli
Apollo '79

Mike began his live gaming career with the very first run of the since acclaimed weekend long game "The Morning After" back in 1990. The primary author, Don Ross, subsequently drafted Mike to rewrite and rerun the game two years later. Thus began a long career of being drafted by Don to write and run many and various live games, during which time he became known as "Don's Associate #1."

Having followed Don from the deep past of alternate timelines to cold desolation at the bottom of the Bay of Alaska, Mike is now returning to space via the resurrected "Apollo program circa 1979."

When he can sneak away from Don, Mike also enjoys tabletop and boffer-style live games, but only on weekends that Don doesn't make him work.

Suzanne "Zandor" Wayner
Gsh'taa

Suzanne has run LARPs at too many Intercons to remember, starting with Intercon 9.5. Games she's helped write include "City of Light," "Future's Hope" and "Little Petshop of Horrors." Writing LARPs is a truly crazy hobby, and it takes up far more time than any non-crazy person would spend. It is also pretty fun, so she is back running "Gsh'taa" at Intercon D.

"Uncle Don" Ross
Apollo '79

Uncle Don Ross has been writing and running theatre-style Live Action Roleplaying Games since before you were born. Heck, to talk to him, he's been doing it since before he was born. He is most well known for his weekend-long game "The Morning After" as well as too many other games to count. The personal favorites of his harried, underpaid assistant who is writing this bio (Don? Can we talk about that raise now?) are "FOCUS," "All The King's Men" and "Nap Time." But that's just her.

You should play in Don's game, or corner him and make him play Go with you. Otherwise he might get curmudgeonly.

Matthew "Reverend" Sachs
City Council of Hound's Teeth

Matthew Sachs entered the LARP world when he made his bold escape from the circus, grasping a passing radio traffic helicopter at the height of his cannon-launched trajectory, and plummeting into what would have been his inevitable doom, had his fall not been broken by an unfortunate NPC.

He has an extensive theatre background; most notably, he played Monsignor Arp in the original Broadway cast of "The Story of Ping," coming straight from his triumphant run as Burgemeester Fnord in "A Very Illuminati Christmas." He is currently writing an autobiographical puppet show detailing his run-ins with America Online's lawyers, being stalked by his users, Rich Graves, the Brandeis University Department of Public Safety (it was a grease fire!) and almost getting arrested for indecent exposure at an IHOP.

Michael Wixon
Three Nations

Jon "valadil" Sagotsky
Snaf University

"Jon, if that is his real name, is a Brandeis junior from parts unknown. All we know so far is that he is a licensed archery instructor and either a high powered mutant bent on world domination or a megalomaniacal robot from the future bent on world domination. We've joined forces with said mutant/robot out of the hope that when world domination ensues we will be spared and given a trivial portion of the world to govern, such as Delaware or Newfoundland." - The Other "Snaf" GMs

Rebecca Schoenberg
V for Victory

Rebecca Schoenberg is a very, very boring person. She is utterly undeserving of the space for this bio, and nothing interesting ever happens around her. Despite what you may have heard, she has never made a horse explode, performed CPR on a trained goat, been voted "InQuest Magazine's" Roleplaymate of the Month, or had the cast of Babylon 5 try to hire her as a dominatrix. She has no idea what this crazy little thing called LARP is all about, and wonders occasionally how she wound up here. She is also no fun to talk to, and not at all cute. And she absolutely never ever dances.

Don't say we didn't warn you.

David Simkins
Asylum

David managed to finagle his way into a Dungeons and Dragons game at a New Year's Eve party when he was five years old (being the child of the host didn't hurt), and he has been playing, running, writing and designing games ever since. When not playing games, he drives around the state of Wisconsin looking for county child welfare agencies in need of assistance. He is masochistically looking forward to returning to graduate school this fall after eight years in the work world.

Kreg Segall

The School for Young Women Specializing in the Arts of Grace and Maidenly Submission

Kreg is back, and he's better than before. With a new job in New York, Kreg has managed to return from his self-imposed exile in South Texas. And what better way to celebrate his triumphant move than with a LARP about pirates, swashbucklers, and the maidens who love them?

Kreg Segall has written or had a hand in a dozen or so LARPs since he began playing in 1994, including "House Meeting," "Shut up and Play Your Guitar," "Hell to Pay," "The Morning After," "Some Time Later that Day," and of course, "The School for Young Women Specializing in Grace and Maidenly Submission."

Andrew "AJ" Smith
House on the Hill

This is AJ's 6th Boston-based Intercon (he thought that it was his 7th, then realised which integer follows "5"). He's here as part of the Brit-"ish" [4 Brits + 1 American] contingent that's running "The House on the Hill" on Friday night. He lives in dread of the day when someone says that s/he's "running AJ's game" in a GM bio.

Eric Smith
Heimdall's Children

Eric Smith's first LARP was "Shakespeare's Lost Play" at a Balticon sometime in the late 1980s. He tried a few more and then proposed to his wife, the lovely Christine, at the "LARP Murder Mystery Weekend." After more years of LARP, Eric rashly decided to try his hand at writing and running games. His first was "Fete d'Auvergne," part of the now defunct Mersienne Medieval Fantasy campaign. This was followed by "It Sucks To Be You," "Heimdall's Children" (Viking World of Darkness) and "Drink Deeper," a full weekend write your own character LARP. His latest work is the "1948: Signals" campaign game running in the DC metropolitan area.

Mike "Mikey" Snowden
House on the Hill

This is Mike's first trip to an Intercon, and he's looking forward to meeting a whole pile of new players.

While Mike was proofing & packing last year, he offered to GM this year. It seemed like a rational choice at the time.

For recognition purposes, neither Anita nor Sue had glasses AND a beard last time he checked.

Anita Szostak
House on the Hill, T-Shirt & Artwork Design, Program Book Design

Anita may be the only American GM for "House on the Hill," but the Brits do need someone local since shipping props across the pond would be silly. Why one American with so many Brits? All I can say is that it's all Marshall Marc and Combat Cow's fault.

In addition to helping run "House," Anita also created the art for this con with Susan Guisto. As well, Anita is designing the program booklet, that is if all the GMs submit their bios.

Barry Tannenbaum
Intercon-D WebMaster

Barry started gaming many years ago with a weekend LARP. That was such fun, he helped write the next one where he got to play a Columbian drug kingpin and watch someone kill off a college professor he'd particularly disliked. NEVER piss off the GM.

Having worked out those issues, he took off a few years, until he was convinced to attend Intercon B. It was all downhill from there. Now he's once again writing LARPs with TNT Productions and is enjoying his longest running role in Intercon Webmaster: The LARP. It's not just a job. It's an Error 404: Page Not Found.

Will Wagner

Grimm Tales, Elfwhere, Generation Gap

Will was born a child to slaves of the cruel king...

Well, actually, he wasn't, but it sounds much better than the usual story.

So, you really don't care about most of his life. Will started by playing in "Tabula Rasa 2." After playing in that game, he decided that he too would write the wonderful stories that make players go "OOH!". He's still trying. In the meantime, he paired up with Andy Kirschbaum to write and run several games. "Garwyn's Tavern" was the first game that he wrote and he has continued in that vein, writing "Grimm Tales" and "Generation Gap" and assisting with the re-run of "Elfwhere" and the original runs of "Elfwhere 2: Heart's Desire" and "Those Who Serve."

Don Walsh
The Reality Tango

It's been too long since I've gone out and run a LARP of my own creation, nearly three years now. Since I've entered the world of LARPS, I've thrilled to playing and running. I started in NERO, and soon after, was involved in their Plot Committee for several years. I've run several of their events and stories, and this led to my own games, inspired by ideas that my friends would bring me. Since that time, I've run three full campaigns (each at least a couple of years long), and helped my partner in crime Janet with hers on several occasions. Now, I'm itching to get back to it, and the idea of giving Intercon something new, combined with testing myself running for a group of people unknown to me is a challenge I can pass up. So I hope you don't pass up this one. After all, who knows where it may lead...

Susan "Empress" Weiner City Council of Hound's Teeth

Susan is one of those people who puts off writing her bio until the last minute in the hopes that she will think of something to say that doesn't involve purple elephants (oh, crap). Well, having failed that, she will attempt to say something that will distinguish her from the rest of the generic geeks. Except that that's what all the rest of them are trying to do too. Maybe instead she'll just babble like a chicken.

Conor Walsh

Three Nations, ConSuite Cook

Conor is notable for three things - his penchant for tie-dye clothing, his small-but-strange collection of hats and his inexorable sense of humor which tends to take over any game he writes. He is a journeyman gamer but doing everything he can to fix that, and will some day write a serious game. Really.

Jeannie "On Crack Woman" Whited Csh'taa

Jeannie has run and written enough games that she has started to forget them. Or maybe it's because she's on crack. Or something. Her credits include "City of Light," "Mariner," "Future's Hope," and "Hairball," not to mention being a player assistant for the "ARC" (Alternate Realities Campaign). Someday, she will wake up from the years-long daze she's been in, and wonder (along with everyone else) what is so great about those parrot slippers anyway? In the meantime, she has been spiraling into the deepest pits of insanity by the enormously vast selection of white paint samples at Home Depot. And if she doesn't remember your name, don't worry - she probably doesn't remember her own. She also apologizes for Suzanne's penchant for writing her bios in French.

Brian Williams House on the Hill

Brian is part of the team running "House on the Hill." As lead author, he wants to know how come he's ended up last on the list of GMs on the website! In order to counter this possibility in the future, he is considering changing his surname to Aardvark.

Brian has been attending the New England Intercon for more years than he cares to remember, usually in the company of his partner-in-crime, AJ Smith. This year, even more Brits are being brought over (Sue Lee and Mike Snowden) in an attempt to confuse the natives, plus one native (Anita Szostak) in an attempt to confuse the Brits.

For recognition purposes, Brian (as opposed to AJ) is the one with the glasses and the beard, only AJ sometimes wears glasses and Brian doesn't have a beard any more. Neither is to be confused with Mike, who has glasses and a beard...

Eric Wirtanen

The School for Young Women Specializing in the Arts of Grace and Maidenly Submission

Eric urges all who are reading this to change their names to Eric(k) or Erika, in anticipation of the day when all those with the name Eric(k)/Erika shall rise up and take over the world. Don't be left out. Join now before it's too late. (While supplies last.)

In other information, Eric is responsible for such games as "Timelines," "Hitchhiker's Guide to the Galaxy: B-Ark," and this one. Someone else is responsible for misspelling Wirtanen on the web page.

Mike Young Lost in the Stacks, Humans vs. Monsters: Cow Day!



CONVENTION RULES



The Most Important Rule of All: Have a good time! Have a great time! Have a grand time! Just have fun!

Do Unto Others: Treat other convention attendees and Radisson guests in a generally civilized fashion. Abusive, insulting, intimidating, bothersome, or outwardly illegal behavior will not be tolerated.

Do Not Freak the Mundanes: Remember there are non convention-going guests staying at the Radisson. All major game activity should take place in the conference area, not the hotel area, although quiet game activity may occur inside player rooms (not in the halls) during the day. The hotel area should be specifically considered quiet space after 10pm, and no game activity should take place there after that time.

Smoking in Hotel and Convention Area: Per the Board of Health, smoking is not allowed in any public area of the hotel. If you wish to smoke, please go to a designated public smoking area (outside). The hotel has a limited number of designated smoking overnight rooms. Check with the hotel registration clerk when you arrive to inquire if a smoking room is available.

Weapons Policy: The staff of Intercon D recognizes that you may need a weapon as part of a game or costume. However, weapons are not to be used outside of the game space. This includes toy weapons, "boffers," or anything that is liable to trip others. Please use common sense when choosing a weapon for your game. Per hotel policy, any knife of any kind is not allowed.

Please note that the following weapons are considered illegal in Massachusetts and should not be used or displayed at the convention: blackjacks, billy clubs, any sort of double-edged knives (symmetrical cross-section, even if one side is dull), nunchucks, and shuriken (throwing stars). If a guest is observed with any type of weapon, the hotel may notify the police.

Staying at the Radisson Inn: Each hotel room should have no more than four occupants. Sleeping in public areas of the hotel or in the convention areas is forbidden by the hotel management.

Be Nice to the Site: You may only tape something to the walls if you use light masking tape or architect's tape, which will leave no residue and will not damage the paint. The convention has a limited amount of tape available which it can loan to games as needed.

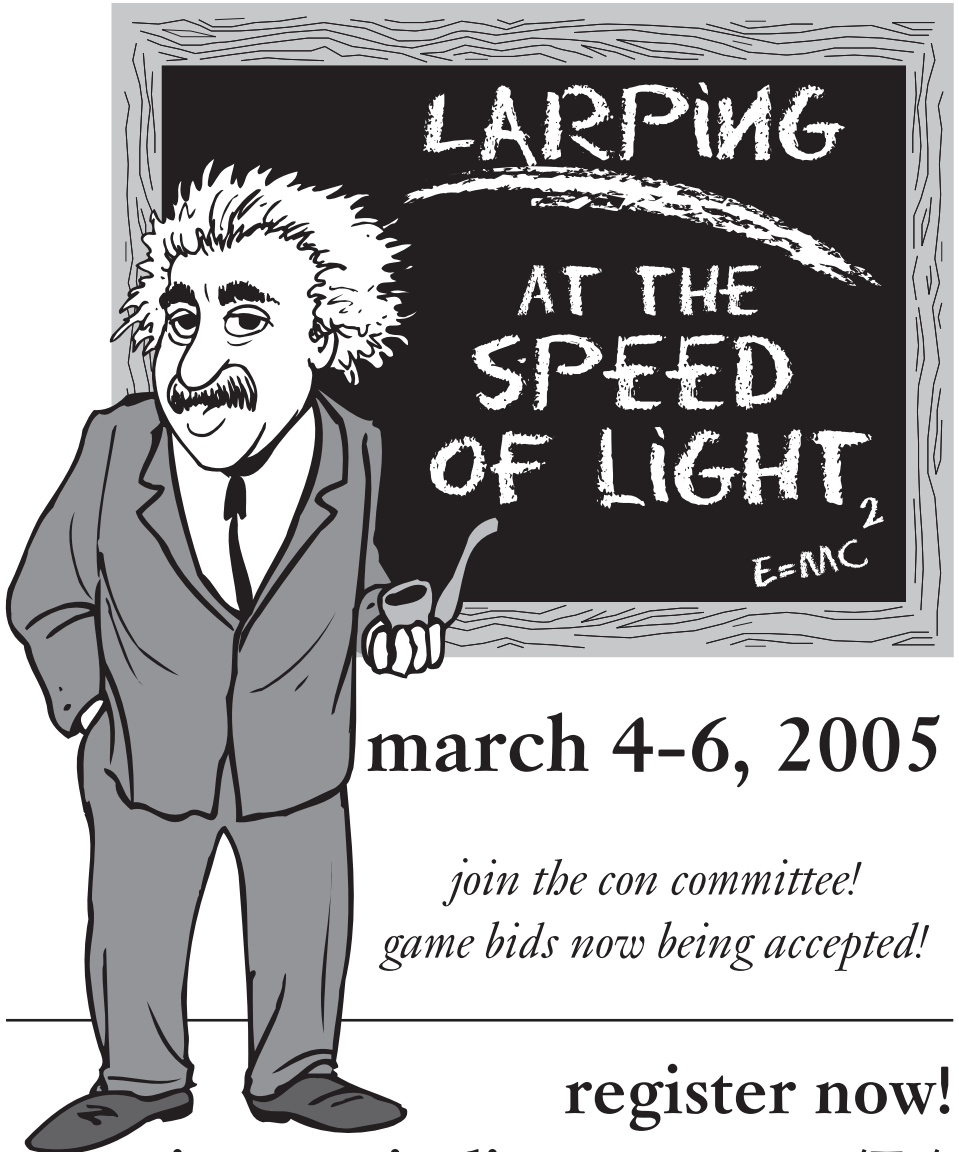
Alcohol Policy: By hotel rules, no alcohol is permitted in the function space.

Intercon D Operations Staff: Please report to Ops Staff or the Con Chair any incident in which a member of the convention ignores the rules of the convention stated above. Intercon D reserves the right to revoke, without refund, the membership of anyone for any just cause. An Ops Staff member can always be found at the Ops desk during regular Operations hours. If the hotel observes a guest violating any of the above rules, the hotel reserves the right to have that guest removed from the property without refund.

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