

Intercon M METAMORPHOSIS

March 1-3, 2013
Chelmsford, MA



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Special Thanks

*To all Intercon M GMs,
ConCom members,
Ops volunteers, and our
vendors and advertisers*

note from the Conchairs

It seems fated that we named this year Intercon Metamorphosis, as Intercon is entering (or at least considering!) a new stage of its life-cycle. We've joked that it should have been Intercon More: more people, more games, more Pre-Con, more Con Chairs! For the first time we have included attendance to the Pre-Con Panel track in with the main registration cost, rather than as a separate fee, and we have three whole tracks of panels! We've brought back an old institution, the Iron GM competition, to bring more games into the LARP pool, and added a LARP for children, to reach out to the next generation. Then, of course, there's the attendance. There are just about 400 registered attendees at the time we're writing this. That's a 25% increase from last year. This is by far the largest Intercon ever! To all the new attendees out there, welcome! We hope you enjoy your weekend with us.

The increase in size demanded change from every part of the con. We want to thank the GMs who stepped up to run games to increase our player counts in each slot, and thank them for being flexible with their requirements as we try to eke out as much space as possible for all these games. The Bid Committee did a phenomenal job vetting the enormous number of game bids this attendance required. Our Hotel Liaison has done great things to get us so much game space from the hotel, as well as increasing our room block for all the new rooms reserved. The Pre-con panel track expanded to meet the demands of being a part of normal con registration for the first time ever. The Art team enabled us to offer more shirt options than ever before, Vendors and Raffle are working harder to represent a larger con, and behind it all the Registrar and Website team has kept our site running under unusual load. We want to thank our Operations and Hospitality crew for all the hard work they've done to ensure they can serve this crowd. An extra-special thanks also goes out to all attendees who put in volunteer hours in any area of the convention; we would not run without your help, and it is greatly appreciated!

Finally, a LARP convention would not exist without its players. Thank you all for coming from all over to New England to pretend to be other people for a few days! Both of us would love to hear feedback on how Intercon is changing and growing, for good and for ill, and how you'd like to see such changes affect the con in the future. Drop by the Ops desk (or the bar) to let us know what you think! Just look for brunettes with wands and tiaras wearing purple and looking exhausted...

Yours in LARP,
Julia and Laura
Intercon M Con Chairs

Pre-Con Schedule

Thursday — 28-Feb-2013			
	<i>Carlisle</i>	<i>Chelmsford</i>	<i>Drawing</i>
20:00	The Wyrd Con Companion Book	Basic LARP Design Tools	"Boxing" a Game
21:00	High-Immersion LARP	Writing Blurbs	Fashion Makeup for LARP
22:00	Mechanics: What, When, Why, and How to Design Them	Jam and the Craft of LARP Manufacture	LARP Culture over the Past 10 Years
23:00	Gender and LARP	GMs are Bastards	Creating a Community LARP Storage Closet

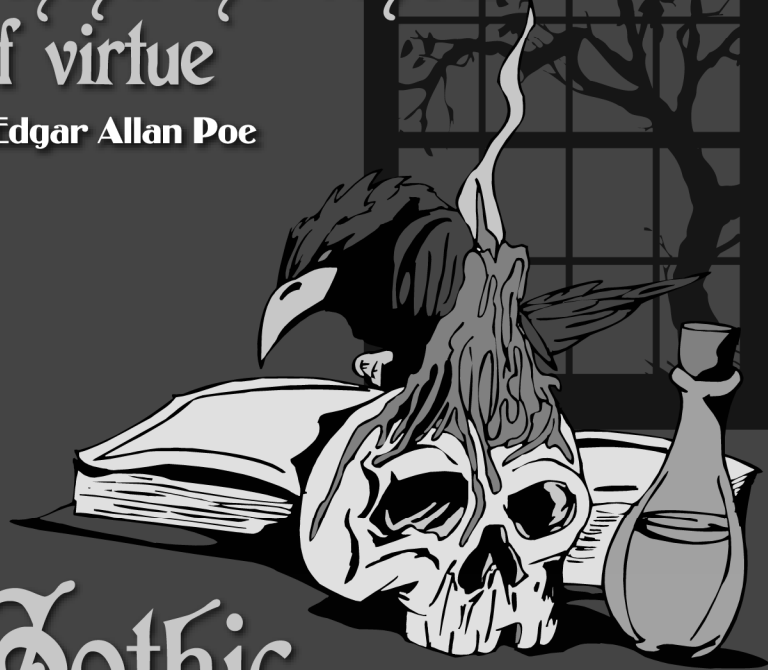
Friday — 1-Mar-2013			
	<i>Carlisle</i>	<i>Chelmsford</i>	<i>Drawing</i>
11:00	Kriegspiel: Wargames in LARP	What is BidComm Looking For?	What Boffer LARP Can Teach Intercon
12:00	PowerPoint Karaoke	Introduction to Nordic LARP	GMing with a Team and Staying Friends
13:00	Social Conflict and Bleed	Sexuality and LARP	Introductory Dance for LARP
14:00	LARP and Learning	Casting Your Game	
15:00	So You Want to Write a LARP	Information: How to Make it Flow, Control It, and Track It	Ars Amandi Workshop
16:00		How to Run a Game Briefing/Wrap	
17:00	Intercon 101	Combat/Conflict or Narrative?	

Hangout in the Boardroom, Thursday 20:00—24:00, Friday 11:00—18:00

November 21–24, 2013
Naish Holiday Village
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behind the veneer
of virtue

– Edgar Allan Poe



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PRE-CON
Events



Ars Amandi Workshop

Lizzie Stark

Ars Amandi is a Nordic mechanic for simulating romance or sex in LARP. The full mechanic permits players to touch permitted zones (arms, shoulders, sternum, upper back, and neck below the ears) using permitted bodyparts (hands, arms, neck). There will be a short discussion about the technique, followed up with a workshop for 6-30 people by *Leaving Mundania* author Lizzie Stark.

As Swedish LARPrwright and Ars Amandi creator Emma Wieslander put it, “Basically Ars Amandi is a method for doing things in a game in a way that makes the character experience them fully, enabling play and really going for the energy without the player ending up in messy situations. Much like the use of boffers enables players to rush into battle with fear and anger flaring because of the character’s fear of dying, but without the player having to worry. It’s also a try at creating the ‘missing link’ needed to widen possible playable themes. I believe that there are an infinite amount of stories out there to be told about love and a better world and that perhaps we need less about genocide and ‘all orcs/humans/martians must die.’”

Basic LARP Design Tools

Eva Schiffer, Steven Balzac,
Jeff Diewald, Lise Fracalossi*

You’re writing a LARP, and it started great — your team is great, you’ve got a great setting, and you know there are great stories to tell here! Unfortunately the complexity of your ideas is starting to exceed your ability to hold the whole game in your head. What are some tools — like plot maps, brainstorming, diagramming, and pacing timelines — which you can use to manage the design process, and how do you use them?

* indicates panel moderator

“Boxing” a Game

Tory Root, Stephen Tihor, Josh Sheena*,
Will Wagner

So you’ve written a great game, and it’s run multiple times to glowing reviews. Such glowing reviews, in fact, that more people want to play than your GM team can actually run for. How do you take a game and “put it in a box” — make it ready for other people to run without any involvement from you? Or, if you’re writing a “game in a box” — a game for other people to run — what do you need to include to make sure it runs well outside your control?

Casting Your Game

Viktoriya Fuzaylova*, Margaret Simkins,
Tory Root

You’ve written a game, you’ve bid it for a con, people have signed up... Oh no! Now you have players! How do you write a casting questionnaire which will help you match players with parts they will enjoy? How do you make those matches? And what do you do when, inevitably, someone complains?

Creating a Community LARP Storage Closet

Will Wagner*, Dave Kapell

Being a LARPer means never having to ask “When would I wear this?” but it does mean having to ask “How will I fit all these hoop skirts in my apartment?” It would be cool if there were some local storage space where costumes and props could be stored and maybe checked out, like library books, for use by larpers. What would be involved in creating something like this, how would it work, and who’s interested in helping?

Combat/Conflict or Narrative?

Stephen Balzac, Will Wagner*, Stephen Tihor

All the best (or at least most fractious) panels are built on false dichotomies, and this one’s a doozy. How do we balance our desire to create interesting conflicts with our desire to tell interesting stories? Is there even a difference? Can combat ever be narrative?

Fashion Makeup for LARP

Viktoriya Fuzaylova

Most of us have used a quick grease pencil for a tattoo or a scar on a LARP character from time to time, but theatrical makeup isn't always well-suited for LARP use. How can fashion makeup in particular be used to enhance LARP costumes, for interesting in-character looks? How does period makeup work? Vik will also answer questions, share some tips and tricks of applying the stuff, and do a quick demonstration.

Gender and LARP

Sparrow Rubin, Andrea Humez*,
Shoshana Kessock, Magstou,
Quinn D., Tory Root

We've talked about race in LARP — but what about gender? How does gender affect howLARPs are written and played? (For example, how do you deal with gender roles in historical games?) How can LARP as a format explore gender? How do we write, cast, and play games in a way which makes a safe space for players of all genders and fairly represents characters of all genders?

GMs are Bastards

Sue Lee

In the tradition of Tony Mitton's *Players are Scum* talk presented at Pre-Con last year, Sue Lee brings us the sequel, *GMs are Bastards*. Sue will consider the top three (or four) ways to really piss off players, and will discuss how you as a GM can avoid seeming a bastard.

GMing with a Team and Staying Friends

Stephen Tihor, Victoriya Fuzaylova*,
Josh Sheena

GMing can be a high-stress activity, and like all high-stress activities, friendships have been broken and marriages have ended over games. (Of course, like all high-stress activities, friendships have also been made and marriages have been formed out of GMing.) How do you work on a high-stress project like a LARP with a group of people and come out still friends at the end?

High-Immersion LARP

Quinn D. *, Alan De Smet

LARP always requires players to suspend disbelief, especially convention LARP — players must choose to believe that they are in the setting, not a hotel ballroom, and that that object really is a glowing magic box, and not an index card. LARPs can be played in environments where the physical setting much more accurately replicates the game setting, using props which are much more realistic both in appearance and function. Players can be made to feel like they are actually riding in a plane, journeying underwater in Atlantis, or defusing a bomb.

This panel will discuss how this changes the game, what complications it brings, and what goes into creating such an event. Examples from actual games will be presented.

How to Run a Game Briefing/Wrap

Andrea Humez*, Shoshana Kessock,
Dave Kapell, Marc Blumberg

We've all sat through briefings which didn't cover critical information, and wraps where one player droned on and on about their plots. What makes a briefing or wrap good? And practically-speaking how do you run one?

Information: How to Make It Flow, Control It, and Track It

Christopher Amherst, Stephen Balzac*,
Peter Litwack, Marc Blumberg

There are a few resources which necessarily matter to any LARP, and information is one of the big ones — or can be, if it's used correctly. What is an information economy? How do you create information asymmetry, track and control the flow of information, and use that to create interesting and balanced game experiences?

Kriegspiel: Wargames in LARP

Stephen Tihor, Lise Fracalossi*,
Stephen Balzac

It's the night of the Last Battle of the Great War, the armies are massed, and after four hours, one side will emerge victorious and the other will go down to ignominious defeat. What is a wargame, when might you want one, how do you design and balance one, and how do you fit it into a (potentially) four-hour game?

Introduction to Nordic Larp

Lizzie Stark, Aaron Vanek, Emily Care Boss,
Evan Torner, Sarah Lynne Bowman

We've heard a lot about Nordic Larp in recent years, but very few of us have played any such games or have any personal experience with the form. There are many popular misconceptions — that all Nordic Larp is Jeepform, to name only one.

Lizzie Stark has traveled to the arctic fastness of the Nörds and is here to share their secrets with us, and answer questions like "Why don't they capitalize larp?" and "What the heck is Jeepform, anyway?"

Intercon 101

Brad Smith, Josh Sheena, Renee Lasko*

Is this your first or second Intercon? Are you lost, confused, or overwhelmed? We'll talk about some strategies to get the most out of your Intercon experience.

Introductory Dance for LARP

Derek Herrera

Have you ever been asked to dance during a game and found yourself doing the sideways shuffle from high school? Did you ever want to learn how to lead or follow and have fun on the dance floor? This is your chance to learn how! We'll be doing a simple, two-hour workshop in which we'll cover basic lead-follow technique, body movement and connection. You'll learn enough to get out there and have fun on the dance floor. Please wear comfortable clothing and shoes that slide on carpet (no sneakers, boots or treads). No experience required!

Jam and the Craft of LARP Manufacture

Tony Mitton, Aaron Vanek

Are LARPs Art? Can LARPs be Art? Or an Art Form? (And what's the difference between Art and Art Form anyway?)

Aaron Vanek certainly thinks so, and has written a 32-page essay arguing *inter alia* just this.

Tony Mitton is far too lazy to write 32-pages of anything. Even *Players are Scum* isn't much over a thousand words. And so his standard response for years to the claim "LARPs are Art" has been: "Bollocks."

Apparently, however, this pithy (and accurate) response is no longer sufficient to bring a rapid halt to debate. So please join Tony and whoever he can inveigle to discuss the following (not very vital) questions in as light-hearted a manner as possible:

- Are LARPs art, or can they be art?
- If they're not Art, then what are they?
- Does any of this actually matter?
- Did anybody bring something to drink?

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Stranger Ways is a dark modern folk-rock band that plays a mix of traditional and original music. We've performed at Arisia and Pi-Con, and our CDs are available in the Intercon raffle. We're currently working on *Iron & Rust*, a concept album about a war between humans and faeries.



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LARP and Learning

Aaron Vanek, Stephen Balzac, Sarah Lynne Bowman, David Simkins*

We all know LARP is fun, but can it be educational too? Several people who are using LARP in very different contexts to teach very different lessons talk about why they use LARP to teach, what they're teaching, and how well it's working.

LARP Culture over the Past 10 Years

Cameron Betts, Jeff Diewald

Cameron Betts and Jeff Diewald weren't just present for the last 10 years of LARP history, they frequently made the last 10 years of LARP history — and boy, how things have changed. They talk about where we were as a form and as a community, where we've come, and just maybe where they think we're going.

Mechanics: What, When, Why, and How to Design Them

Lise Fracalossi, Alan De Smet, Stephen Balzac, Dave Kapell, Peter Litwack*

AllLARPs have mechanics — some more than others. Love `em or hate `em, they give us something to role-play over, they let us resolve conflicts between players, and they let our players do things that can't be done safely, legally, cheaply, or publically in the world outside the game. When should you mechanic a behavior? What mechanic should you use? How do you design a novel mechanic to allow and encourage that behavior in your particular game? And how do you communicate a mechanic to your players?

PowerPoint Karaoke

Brad Smith, Julia Lunetta, Vicki Bloom

Have you ever attended a deathly boring, completely nonsensical Powerpoint presentation? Now's your chance to get revenge. Part LARP, part improv exercise, all ridiculous, volunteer presenters are given the title of a presentation and a deck of slides curated for confusion, hilarity, and all-around WTF-ery. We debuted this last year, and again at Arisia, and somehow people still want more! Come present or just watch!

Sexuality and LARP

*Shoshana Kessock, Quinn D., Tory Root**

Gay, lesbian, bisexual, transgender, asexual, queer, genderqueer, questioning, intersex, pansexual, ... How do we as non-straight, non-cisgendered players experience LARP differently than straight players? How do we as straight, cis allies make a safe space for *all* players? How do we all write and play characters from within the QUILT BAG?

So You Want to Write a LARP

Jeff Diewald

"Oh man, LARPing is so awesome! You know, wouldn't it be cool to actually write a LARP? But... where do I start?" Jeff Diewald is a seasoned GM of Intercon and other games, and here he shares his years of experience — how to start writing a LARP, and how to finish.

Social Conflict and Bleed

Dr. Sarah Lynne Bowman

Based on two years of scholarly research and over thirty interviews — both nationally and internationally — this lecture will explain some of the major problems role-playing communities face in terms of social dynamics. The presentation will offer suggestions for diffusing conflict pre-game, during game, and post-game. Personality traits and behaviors that disrupt player groups will be detailed, as will behaviors that help enhance communal cohesion. Player cultures from the U.S. and the Nordic countries will be contrasted. Come learn how to keep your community vibrant and healthy!

The Wyrd Con Companion Book

*Nat Budin, Sarah Lynne Bowman, Emily Care Boss, Kirsten Hageleit, Evan Torner, Epidiah Ravachol, Aaron Vanek**

The West Coast equivalent of Intercon is Wyrd Con, which began in 2009. Taking a cue from the Nordic larp convention Knutepunkt, on December 21, 2012 WyrdCon published an e-pamphlet of journalistic and academic essays about larp, participatory culture, role-playing, and interactive storytelling. It is available for free online. Many of the diverse hands who worked on this e-publication — including the editors, graphic designer, and at least five of the authors — are attending Precon this year, so we've put them all in a room to talk about the book and the concepts therein. You don't need to have read it beforehand, nor will there be a test.

What Boffer LARP Can Teach Intercon

Brad Smith, Shoshana Kessock, Josh Sheena, Dave Kapell*

Boffer LARP and theater-style LARP — never the twain shall meet? Well, not so fast. What's cool about boffer LARP, why does it work, and what of it can we steal to use in Intercon games?

What is BidComm Looking For?

*Sue Lee, Phillip Kelley, Kim Sward**

BidComm is the committee which reviews games which want to run at Intercon and advises the Con Chair which games to accept. What is BidComm looking for in a game bid? What are common things that throw up red flags? And how can you make their life (and yours) easier?

Writing Blurbs

Phillip Kelley, Eva Schiffer, Jeff Diewald*

Has a game blurb ever left you confused and unable to determine what the game was about or whether you wanted to play? Have you spent long hour crafting a blurb for your own game only to end up with players who seem to expect something wildly different? You need a better blurb! Join a panel of veteran LARPer and LARP writers to talk about all the tools and tricks a GM can use to craft a blurb that sets player expectations and conveys the essence of a game. We'll also discuss common pitfalls and mistakes so you can avoid them!



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Vericon

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March 22-24, 2013
<http://www.vericon.org>

Wyrld Con 4

An Interactive Storytelling Convention in Orange County, CA
September 19-22, 2013
<http://wyrldcon.com>



...and the Electric Labyrinth

Joshua Kronengold, Lisa Padol, Stephen Tihor

A game of exploration, adventure, and fast-paced action in a world of twisted mad science gone horribly right.

10 Bad LARPs - The Original

Nat Budin, Susan Weiner, Greer Hauptman, and several anonymous contributors

Did you miss the chance to play in the original 10 Bad LARPs game back at Intercon E? Don't worry, we're bringing it back! (Or maybe that means you should worry).

36 Degrees of Separation

Nick Milano, Sharone Horowitz-Hendler

A nice idyllic sailing trip...or a disaster? A simple trip goes wrong when an explosion strands the ship on a deserted island. Things aren't always as they appear.

A Garden of Forking Paths

Susan Weiner, Vito D'Agosta, Nat Budin

This is a LARP told in scenes. In each scene, four characters face dilemmas and make decisions that affect the course of their lives. At the same time, other players play the same characters. Between scenes, players change groups and face the choices others have made.

A Midsummer Night and the Livin' Is Easy

John Brewer, Nyren Knapp, A. Nakama, Conor Walsh, "Eager" Mike Wixon

It's summertime in 1920's Chicago; the swing is jumping and the gin is flowing easy. In the speakeasy "The Ass's Bottom," Oberon is throwing a revel, and everything was going smooth until his and Titania's son is found dead on the floor. Private dicks have been summoned to find out whodunit before the witching hour has passed. With scheming fae around, they're in over their heads, and Ariel won't shut up about cake...

A Serpent of Ash

J. Tuomas Harviainen

A LARP about the dark side of religion: What happens when former cult members meet again? What has been left unsaid? A discourse-oriented game for 6-12 players that has been run at major conventions in Finland, Denmark, Sweden, Italy and the United Kingdom.

A Single Silver Coin

Peter Litwack

The world is a wondrous place and it is a glorious time to be alive. Or it was, until you died. *A Single Silver Coin* is a dark fantasy game about death, loss and regret. It follows the journey of several deceased souls as they travel to the afterlife, each one seeking admittance to eternal paradise.

A Turn on the Radiance Rose

Doug Freedman, Sue Lee, Kristen Pierson, Eva Schiffer

You are cordially invited to a Seance held by Rudolpho the Great and Powerful and the Famed Spiritualist Eleanor Van Klief. The Gates Between the Worlds will open in the Radiance Rose Pullman dining car of the Union Pacific train, New York to Chicago at 7pm sharp. Boarding is at Grand Central disembark at Union Station.

Accorded Neutral Ground

Bill Chapman

Come have a warm one at MacAnallys pub and mix with the supernatural community of Chicago. This dark fantasy LARP will bring the world of Jim Butcher's Harry Dresden to life.

All Hail the Pirate Queen!

Katherine "Kat" Jones

All Hail the Pirate Queen is a LARP about pirates inspired by *Poison'd* by Vincent Baker. The game will be focused on manipulation, inter-player conflict and nasty deeds rather than ship battles or sword fights. Think Long John Silver from *Treasure Island* rather than *Pirates of the Caribbean*.

An Ecumenical Matter

Nickey Barnard, Matt Bull, Philippa Dall,
Mike Grace, Steve Hatherley

An *Ecumenical Matter* is set in the diocese of Peaky-in-the-Sea, following the tragic death of Father Francis. As Father Francis was going to be promoted to the position of Bishop of the Diocese of Peaky-in-the-Sea (Rocky Island, Stony Island and Pebbly Island), this now leaves the position open.

Wimples / Dog /clerical collars provided!

At What Cost

Christopher Amherst, Tegan Hendrickson

At *What Cost* is a Jeepform style game about spies, lies, and betrayal. How far are you willing to go to ferret out a traitor? You've given so much, what's one sacrifice more? This game is for mature audiences only. 18+

Behind the Fields

Liliya Benderskaya, Sparrow Rubin

In the spring of 2002, a group of boys are playing Little League baseball. Their sisters wander into the forest behind the fields to explore, play, and tell stories, and they find something strange. This game contains tale-telling and gender issues. No characters begin game using "he/him/his" pronouns.



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Break a Leg

Phoebe Roberts

For this dysfunctional theater troupe, there's always more drama behind the scenes than on the stage.

Cady Stanton's Candyland

Julia Ellingboe, Kat Jones

The Cady Stanton feminist bookstore is pleased to present a special Sunday social and presentation by Violet Rae, feminist sexologist extraordinaire. She will bring her box of goodies from Candyland. We're not sure where that actually is, but if Violet Rae has anything to do with it, we're sure it will be a buzz of a good time!

Camelot—Intrigue at Castle York

John & Mica Corradin

The future of Britain hangs in the balance as rivals of High King Arthur threaten from all sides. Behind the pageantry of Camelot, knights errant, ladies and spies scheme and plot...can the mythic Sword of Truth sort out the lies? Costuming can be provided.

Collision Imminent!

John Corrado Jr., Anne Cross, Jeff Diewald,
Philip Goetz, David Lichtenstein,
Michael McAfee, Don Ross,
Alex Thorn, Mark Waks

COLLISION IMMINENT! Can someone turn that alarm off? **Please report to your assigned lifepod station immediately...** Have you seen *Fifi*? Why does that engineer look worried? ...**where a trained and friendly Imagineerium™ starship cruise line crewmember will help you...** Did you hear that thump? **COLLISION IMMINENT!** What do you mean I can't get another Rigellian Core Meltdown to go? What am I supposed to drink while I wait? *Is the air getting thin in here?* ...**to safely board a lifepod that will carry you to rescue in the unlikely event of an actual evacuation...** **COLLISION IMMINENT!** Will an officer please report to the *Leo Deck*? Daddy? Do you know where my Daddy is? **Please do not panic!** **COLLISION IMMINENT!**

Cracks in the Orb

Lise Fracalossi, Bernie Gabin

An Imperial court battles to quash a rebellion, while dashing young lords and ladies dance the night away nearby. Enjoy an evening of manners, romance, political intrigue, and military might in the high fantasy world of Steven Brust's *Dragaera* novels.

Crisis Aboard the Starship Hecate

Kevin Girard, Anthony Linkens

It's 2213, and your ship is bringing personnel and supplies to the edge of the solar system. But strange things have been known to happen in hyperspace... (This is a low-combat, high-immersion game of roleplaying and suspense.)

Days End

Chris Barney

It was a quiet evening on campus. Until you were attacked. Thinking back on it, it's not the attacked part that's really the problem. It's the attacked by ZOMBIES that's the real issue. Now you are trapped in a classroom with a dozen strangers and there's no way the doors and windows are going to last the night.

Desperadoes Under The Eaves

Rebecca Kletnieks, Jason Schneiderman

A tale of love, drugs, monsters, fugitives, and shifting perceptions set in an unusual California hotel. Based on the works of Warren Zevon.

Devil to Pay

Brian Richburg, Alison Joy Schaffer

*"And thy empire shall last
Till the black flag by inches
Is torn from the mast."*

The year is 1715 and the sun is setting on the West Indies. For the past 13 years, pirates have exploited the chaos of the War of Spanish Succession, sailing unchallenged while the British, Dutch, French, and Spanish forces were busy warring on one another. Once again at peace, though a delicate one, the European powers have turned their sights to ending the villainy that has stood unchecked for far too long. Now the Golden Age of Piracy is drawing to a close, and across the Caribbean black flags lie in tatters — replaced with standards of imperial blue, white and red.

With freedom fast becoming scarce, some of the seas' most infamous pirates have become faithless turncoats, hunting their former brethren in service of any crown that would offer a pardon for a lifetime of greed and murder. Hunted down to the brink of extinction, and with the news that Tortuga had been cleared of their kind, the last of the great pirate lords look for safety in the failing stronghold of New Providence. As the British fleet tightens the noose around them, some dream of escape while others turn traitor. All know the truth, however: their crimes are great and their fate is well deserved, and may well already be sealed. But perhaps they will prevail...one last brilliant flash on the horizon at dusk...

Dystopia Rising – Back to the Future

Kat Schonheyder, Darren Wardell

The zombie apocalypse was a long time ago. Now, you gather to search a lost bunker for explanations, and maybe even a cure. There will be plenty of time to fight the dead - but one should also remember, as they say, that you might need to fear the living.

Fire on High

Susan Weiner, Vito D'Agosta,
Josh Sheena, Nat Budin

Star Trek meets Gilbert and Sullivan in this spacefaring comedy adventure taking place on a starship. Romance, silliness, away missions, epic ship-to-ship battles, and (shudder) really bad food await. Can you survive? (Probably, unless you are wearing the red uniform.)

G.I. Joe: Metamorphosis

Jeannie Whited, Suzanne Wayner

This game is based on the 1980s TV cartoon in all its poorly animated and ridiculously plotted glory. Knowledge of the show will help you enjoy the game to its fullest, but is not required.

Go Run Your Own Little World

Albert Lin, Constantine Haghghi, Dave Chapin

"Crime and politics, little girl, the situation is always... fluid." -Badger

Go Run Your Own Little World is a Firefly LARP post-broadcast in Beaumonde where players might be politicians to companions, admirals to operatives, Firefly engineers to double-crossing syndicate leaders to anything else in the 'verse.

Garden Station 4

GD Crowley

An abandoned alien station is found by two opposing scouting/research crews from an intergalactic war. What they find might tip the scales of the war and the progress of civilization. Stranded far from home they must contend with the ethics of war.

Grimm Tales: Coyote's Tail

Will Wagner

Coyote has declared a contest! Come to the American enclave and tell the tale of your greatest trick! The other American Fables are not so happy about a gathering of tricksters, but what can they do? Well, since tall tales are an American tradition, they've decided to hold their own contest!

Happily Ever After?

EB Savage

Love conquers all! Or does it? Join famous couples from literature as they discuss their marital issues and explore options to salvage their relationships. Sometimes you have to tell the truth, even though it hurts, in order for the wound to heal. Love is great but can love endure in-laws, children, sexual slumps, infidelity, and other trials of long term relationships?

Heithur

Andrew Clough, Brian Sniffen, Kevin Riggle

Tonight the Honor sets sail not to raid but to allow those aboard to conduct their business far from prying eyes. Among those aboard, some have abandoned the old ways and some still hold to them in their hearts. Though, when the price is right, who can tell the difference? And who still cares?

There will be wheeling and dealing, strife and betrayal, magic and the end of prophesy.

High Tea

Joshua Sheena, Stephanie Davis,
Mac Magruder, Shannon Moore

1913, as the Edwardian Era ends and war looms on the horizon, British high society always has time for what's important.

Tea, of course.

Hitherby Dragons: Recourse

Kendra Beckler, Andrew Clough, Lian Guertin,
Eddie Karat, Xavid Pretzer

Welcome to the Place Without Recourse. The existence that traps you is unraveling. Actors put on shows; those the Judges deem worthy will shape the world to come. Will you create a new world, or answer the question that binds you here? If there is anywhere to escape to...

How! The Brotherhood of the Quabbin Shadows

Julia Ellingboe

Young werewolf bikers take on their elders, townfolk, rival wolves, and cannibal academics in rural Western Massachusetts.

Iron GM

We're taking up to four GM teams and giving them each 24 hours to write a game based on three secret "theme" ingredients, which they will have no prior knowledge of. You can play in said games, and help decide which team will win the cash prize! No one knows what the games will be like, but we do know they'll be fun!

Jamais Vue (revised)

Stephen Tihor, Lisa Padol, Erik Hanson,
Joshua Kronengold, Elizabeth Bartley

Science fiction themed amnesia game of choices, exploration, invention, and self-discovery.

Jeepform Sampler

Lizzie Stark, Emily Care Boss

Motherhood, sexual temptation, facing mid-life, murders and hauntings: Jeepform is part of a nordic tradition of scene-based role playing games, written for a small group of folks to have an intense experience. Join us and pick an offering from our Jeepform Sampler. Choose from *Let the World Burn*, *Under my Skin*, *Doubt*, *Previous Occupants*, *Remodel and The Mothers*. Participants 18 and over only.

LARPers Anonymous

Mik Reed, Margaret Simkins,
Drew Novick, Dave Cave

LARPers Anonymous is a LARP by LARPers for LARPers about LARPers. It is also about life beyond the LARP in all its complexities, including failed relationships, life altering changes, friendship, family, and coping with dying.

Last Night in Jesriah

Jonathan Kindness, Shannon Moore,
Matt Kamm

This is the story of the inmates and staff of the Jesriah Convalescence Center in the Queendom of Mavella. It is a serious game with heavy Film Noir influences and a touch of dark humor, set in a magical fantasy world roughly parallel to early-20th-Century America.

Loot Council

Melanie Saunders, Chris Weil

You have stormed Icecrown Citadel. Against this evil, not even the lines of Horde and Alliance could divide the heroes of Azeroth! It was a difficult battle, but now Arthas lies defeated. It is time for the ultimate test: Who gets the loot?



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Midsummer Mischief

*Nathan Gribble, Steve Hatherley,
Heidi Kaye, Paul Snow*

A tale of pigs, aunts, romance, Drones and imposters set in the world of the leisured upper class as immortalized by PG Wodehouse. Come to Blandings for the Shropshire Midsummer Fete!

Murder at the Fourth Leaf

Matt "Halftime" Peairs, Tamvana Makuluni

Flappers, film stars, and gangsters gather for a night of debauchery and intrigue at a notorious Hollywood speakeasy. The Roaring Twenties are in full swing, and nobody's about to let a little thing like murder get in the way of a good party.

Osiris' Gate

Mel MacDonald, Tara Halwes

As Ra the Sun dies every day at sunset to travel through the Underworld and be born again at dawn, so too does each soul present itself for judgment at the end of mortal life. The journey to the Chamber of Osiris is long, treacherous, and filled with distractions, but if you succeed, you will have the opportunity to be judged. Your heart and its sins are balanced against a feather. If found worthy, the soul goes on to a wondrous afterlife, if the sins outweigh the feather your soul is eaten by Ammit the Crocodile-headed god of death and damnation. Can you survive the journey? Is your heart worthy?

Pendragon:

Tales on a Winter's Morn

*Brandon Brylawski, Paul Wayner,
Brian Altmiller, Tom Jewell,
Barbara Jackson-Jewell, Ken Brown,
Leila Holtsman*

Pendragon: Tales on a Winter's Morn is a game of short stories set in Arthurian Britain wherein you will play many different characters over the course of the game.

Plan 8 From Outer Space

Mike Young

The People of Earth are stupid. They have built a device that will destroy the universe. We are part of that universe and must stop them. Welcome to the post mortem meeting for Plan Eight and the discussion of Plan Nine. A two hour rules light LARP where Dilbert meets Ed Wood!

Previous Occupants

Frederik Berg Østergaard, Tobias Wrigstad

As the ghosts of the past invade the present, the end is completely in the hands of the players. Who will get away alive?

A story that possesses you. You will never leave the room the same.

Second Dawn

*Benjamin Philip, Kristen McFadyen,
Jamey Patten*

Centuries after the Cataclysm that ruined the earth and shrouded the skies, mankind is ready to reach back to the stars once again with the launch of the Second Dawn.

A post-post-apocalyptic game with cyberpunk elements.

Shine

Ryan Maloney

In Prohibition New York, a war between organized crime and the newly formed FBI rages for the control of bootleg liquor that bestows extraordinary abilities, while those caught in between see either a chance at the impossible or a world made suddenly more deadly by their new knowledge.

Sith Lords — The Dark Side

Anandi Gandolfi, Andy Kirschbaum

The Jedi believed that the Sith had been destroyed.

They were wrong. The Sith survived and now are again strong in number... poised to burst forth again.

The Lords of the Sith meet tonight to decide how they shall take command of the weaklings that the rest of the universe has become.

Will you be among them?

18+

Slash!

Mike Young

A Hellmouth has opened in Mount Laurel, New Jersey and sixteen well known characters have come from across space and time to close it. (18+)

Teenage Mystery Dance Party

Mike Young, Phil Kelley

Hey gang! It looks like we've stumbled into another crazy mystery. We'd better check it out. Join mystery solving teens from all those old shows to solve all sorts of kooky mysteries.

The Ballad of Jess-Belle

EmilyBeth Savage

Fair was Elly Glover. Dark was Jess-Belle. Both they loved the same man, and both they loved him well. *The Ballad of Jess-Belle* is the story of witchcraft, love, loss, and letting go set in the distant past of the Appalachian Mountains. It is based on various stories and folktales adapted for the game.

The Barbecue

*Jeff Diewald, Marsha Gershon,
Sarah Judd, Joshua Kronengold,
Joshua Rachlin, Gaylord Tang*

This is a character-driven drama, lightly plotted with no magic or supernatural elements. GM-sanctioned mayhem only. Mature themes.

The City of Fire and Coin

Evan Torner, Epidiah Ravachol

Pulp fantasy in the vein of Robert E. Howard and Fritz Leiber, set in the mysterious and decadent City of Fire and Coin.

The Game Show Against Humanity

Andrea Shubert

Cards Against Humanity, the free party game for horrible people, is the basis of a television game show with huge money, big stars, and fantastic prizes! Join us in playing the game where the questions are horrible, the answers are twisted, and the players fit right in!

The Great War Upon Us

*Michael Golosovker, Chris Wilkins,
Zoe Eddy, Jake McCarthy*

War has come to the Republic of Illara! The Andaria Dominion has invaded. Now, as crisis looms, it is up to heroes of the Republic to rally to her defense in this boffer combat game of adventure and excitement produced by the staff of Invictus LARP!

The Koenig Dead

Tony Mitton, AJ Smith

The Koenig Dead is a dark, fairly hard science fiction game loosely inspired by an increasingly distant Joss Whedon TV show. It is a semi-sequel to *The Linfarn Run* with some characters from that game.

It won't suit everybody. Really, it won't.

The Man in Black

Brian Williams, AJ Smith

The Man in Black, the galaxy's infamous assassin, has never been known to fail. Word is he's coming to the backwater of Jericho, to the bar bearing his name, to carry out his latest hit. No-one knows who has hired him or who the target is, but he's bound to bring trouble in his wake: UFG agents, groupies, outsiders in general. None of them is welcome by the Regulars who just want a quiet life...

The Null Node

Simon Deveau

In a dark future with corporate nation states and vat-grown ninjas a threat has arisen to all. Now corporations, nations and free people must work together inside and outside of cyberspace to save the future or at least their own...

The Monster's Ball

Will Wagner

Virginia always believed in the monster under the bed, and in the closet, and... well, everywhere - tonight, she invited those friends to her birthday party.

The Omega Delivery

Tony Mitton, AJ Smith

Having recently lost some crew members, and in need of business, the light freighter Kestrel takes on a routine delivery to an isolated monitoring station. Unfortunately the situation at Omega Station is far from routine.

The Oracle of Amun

Lackey, Katherine Journeay

It is October of 1915, and it is quiet at the Siwa Oasis in Egypt. One inn caters to the Westerners at the Oasis, a small collection dominated by the Archaeological team exploring the ancient site of the Oracle of Amun.

The Pantheon Protocol

Colin Sandel

As a Pantheon beholds a world that has left them behind, they face a challenge: Can they change into the Gods that the new world needs, or will they fade into obscurity? *The Pantheon Protocol* is a game of personal examination and transformation.

The Passage

Tom Russell

The Passage is a character-driven, Jeepform-inspired LARP about refugees fleeing the death of America (and perhaps the world in general). Stuck on a barge headed up the Missouri River, a disparate group of people reflect on despair, loss, transformation, and hope. Can anyone build a new future on the ruins of the past?

The Problem with Pluto

Diana Hsu

Once upon a time, there were nine Senshi, one for each planet in the solar system. Together, they defeated countless enemies and saved the galaxy from Chaos.

Then the International Astronomical Union decided that Pluto was no longer a planet.

This is a lighthearted, high-characterization, low-plot game in the universe of the anime and manga *Bishoujo Senshi Sailor Moon*.

The Road Not Taken

Mike Young, Aaron Vanek

This is a game of emotions and decisions, where players take turns playing a person faced with a difficult decision, and the conflicting voices in that person's head.

The Serpent's Spiral

Bess Libby-Shannon, Chris Shannon, Albert Lin

It's WW1, but in Ireland rebellion spreads across the land. In a remote county soldiers and prisoners take refuge in a hospitable, fortified castle, but there are rumors of ancient powers beneath the fortress and bonfires in the village. Will the Serpent's Spiral unravel tonight?

The Sound of Drums

Lily Benderskaya, Tory Root

In the distant past of myths and legends, a long-forgotten tribe of hunters and warriors live by ancient traditions little known to the few outsiders who've taken sanctuary among them. Come tell tales of discord and desire, duel and drum, together under the full moon of council night.

The Yearbook

John Stavropoulos, Terry H. Romero

One terrible night in your senior year of high school, something tore apart Joe. It changed everything. 20 years may have gone, but are you prepared to learn the truth tonight?

The Yearbook is a potent blend of dark story game and Nordic LARP. Deep immersion with explicit, twisting supernatural horror. For 5-6 neutral-gender players (you may be cross-cast), 18+ strictly enforced.

Triple Blind

Mike Young

Set in a modern day fictional European country. Come to a party full of diplomatic intrigue. This one hour experimental game creates characters from three sets of randomly chosen backgrounds: a base identity, a group or organization, and a cover identity. Not even the GM will know whom you are playing.

Note: Due to the random nature of this game, it is possible, even likely that you will be cast in a cross gender role or put in a romance plot with someone cast in a cross gender role. Please be aware and accepting of this when you sign up for the game.

Uwe Boll's Christmas Special

Evan Torner, Kat Jones

Infamous director Uwe Boll is writing and shooting his very own Christmas special. And it turns out you're the stars. Play in an overly ambitious 21st Century B-movie for adults.

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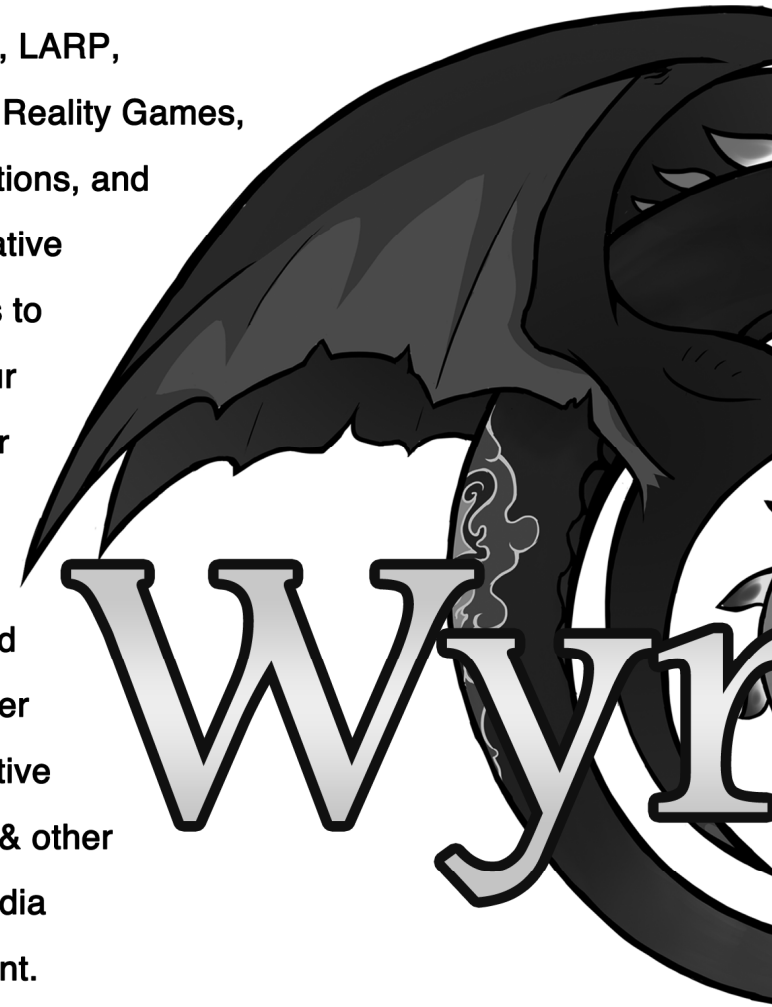
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Ian Ally-Seals

The Ballad of Jess-Belle

Ian Ally-Seals moved to Hartford in 1992 when he was thirteen years old. He has had a beard since that time. He has a comic book company called Rare Earth Comic. He enjoys gaming, surfing, but not long walks on the beach, for he is lazy and gets annoyed at how the sand sucks your feet down and makes it hard to walk. He got pushed from the table top role-playing which he has done since childhood into the LARP world about 2 years ago by his girlfriend who he has helped to GM severalLARPs.

Christopher Amherst

Previous Occupants, At What Cost

Fact #1: He survived rolling a critical in a Jerkform game twice, the second time won honors in Sweden for "Most Creative Use of a Snowblower."

Fact #2: His cat's Secret Service codename is "Rainbow Dash."

Nickey Barnard

*An Ecumenical Matter,
Midsummer Mischief*

Hurrah! A spur of the moment decision means I'm now coming to my first Intercon and helping run two games — this should be fun. Still, I've been writing and running games in the UK for about ten years, so everything should go swimmingly — right?

Elizabeth Bartley

*Jamais Vue (revised),
...and the Electric Labyrinth*

Christopher "Ryha" Barney

Days End

Chris is a Boston area game developer currently working on the kids MMO *Poptropica*. He has been running and playing LARPs in the New England area for more than a decade.

Kendra Beckler

Hitherby Dragons: Recourse

Oh, look what the Hitherby GMs dragged in! Is it still twitching?

Yes, yes, I do believe it is.

Liliya "Lily" Benderskaya

Behind the Fields

Short chick with short bio, writes long-ass character sheets.

Chad "Laurion" Bergeron

NEIL Treasurer

Ah! Forgive me, I have baby brain.

Cameron Betts

Osiris' Gate

This year's acceptable bribes: engrossing life stories, spicy ginger beer, promises of favoritism and actual favoritism.

See the subtle differences.

Marc Blumberg

Teenage Mystery Dance Party

Laura "Laura47" Boylan

Con co-Chair

I am become Con Chair, planner of cons.

Emily Care Boss

*The City of Fire and Coin,
Jeepform Sampler*

Emily loves games: LARP, freeform, tabletop, board games—you name it. She's runLARPs at Intercon including *Diamonds & Coal*, *What to Do About Tam Lin?* and *Under my Skin* with other folks from Western Mass Interactive Literature Society and her own stuff is at Black & Green Games.

Anna "T'Pau" Bradley

*Queen of all she surveys,
Slash!, Con Committee*

I am Pi.

Nat "Pudding" Budin

*Speilmeisterliasion, Unterwebmeister
und Panelkommisar, Fire on High,
A Garden of Forking Paths, GM Liaison*

Que sera, sera.

Brandon Brylawski

Pendragon: Tales on a Winter's Morn

Brandon first became interested in LARP in 1991 and has never looked back. His LARP writing credits include *Tales of Pendragon*, *Starship Edsel*, and *Arkham on Five Sanity Points a Day*. Brandon believes that in LARP, a good loss is better than a bad win; that everyone can be the star of their own show; and that the best stories revolve around a tough decision that someone has to make.

Chris "Lackey" Chaney

The Oracle of Amun

Evil Genius.

I build worlds. I write mechanics to make those worlds real. I let players come play in my worlds and see what happens. I believe in letting the players have great influence on the worlds I build, but with that is the risk that things could go horribly wrong. But sometimes, just sometimes, things go horribly right.

David Cave

*LARPers Anonymous,
Teenage Mystery Dance Party*

Katherine Chartier

Dystopia Rising – Back to the Future

William "Bill" Chapman

Accorded Neutral Ground

Bill really hates writing bios. I mean with a passion that would ignite a thousand suns type of hate. The kind of hate that Buffy once held for Spike when he was torturing all her friends but eventually gave up when she realized that with Angel getting his own spin-off that the only bad boy vampire available was Spike. And lets face it Spike was loved by the fans and Buffy ever served the fans wants, with the exception of the Buffy Willow sex tryst, but that's another story. I suppose I should say something about me here as well, so...

I have gamed since the dawn of time, also known as when I first discovered D&D back in the '70s. I have LARPed multiple genres, for multiple years, and have run a bunch of different games. If you really want to get to know me, find me, grab a soda, it's much better in person.

Andrew Clough

Heithur, Hitherby Dragons: Recourse

Andrew is quite mad, in that he's running two different games with two different GM teams. And is referring to himself in the third person. And is rambling.

John "Bay Rum" Corradin

Camelot—Intrigue at Castle York

John M. Corradin, a demigod of the Wilmark Dynasty gaming group and the owner/manager of The Days of Knights fantasy gift & game store in Newark, Delaware, has over 30 years of experience running RPG events. He

started running tabletop in the ancient days of the 1970s. Wilmark Dynasty events evolved from a tabletop con to a themed theatrical style LARP in the 1980s. He has produced, and/or written, an annual weekend long LARP for over 25 years. His writing credits include Oscars 1998, 2000 and 2012; *Star Trek: The Khitomer Conclave* (1999); and *Unchained: The Journey Home* (2010). He's run numerous mini-LARPs including three in a series of *Camelot Court of Love* based on Arthurian legends, with a unique twist or two, of course.

John is a Players' GM who emphasizes character development and role playing within an easy, straightforward conflict resolution system. His main objectives—to recreate the chivalry of Camelot and let every player shine.

Mica Corradin

Camelot—Intrigue at Castle York

Mica Corradin has been involved with RPG table top and LARPing events for the past 25 years. She is the co-writer of four weekend-long theatrical LARPs with her husband John—the Oscars (1998, 2000 & 2012) and *Unchained: The Journey Home*, as well as the three *Camelot Court of Love* mini-LARPs based on the Arthurian legends. She's also written a mini-LARP with her daughter Kyra, called *Dinner at the Cardie's* that ran at Relaxicon 2010. Writing fascinating characters is her favorite part of the process!

Mica helps with the production of all the Wilmark Dynasty events, including its annual Labor Day Weekend LARP and Relaxicon each spring. A collector of an array of costume pieces (mostly Renaissance), she handles costuming for cast members and will aid players with costuming needs whenever asked.

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Sean “Xi’an” Curran

Go Run Your Own Little World

Heya, I was the roommate of the 2 nuts who wrote this game and played the first run way back when. I’m here to keep things flying.

Vito “Simple Wordsmith” D’Agosta

Fire on High, A Garden of Forking Paths
fhofgvghvba pvcuref ner sha. guvf bar
ebgngrf npu yrgrre np cynprf.

Kat Davis

*Last Night in Jesriah,
The Sound of Drums*

Kat likes shiny things, and hates Widget Hunts with the burning white hot passion of one thousand suns. She also enjoys hiding under things when embarrassed and watching player’s cry with sadistic glee. Her favorite thing is apple pie. Her least favorite thing is Widget Hunts.

Simon “Joiler” Deveau

The Null Node

Previous games include: *Malcor, Barad Wath, Skid Row, Darfur Bingo, Resolution 2768*, possibly others I can’t remember right now.

Glub...glub...

Stephanie “Tephania” Davis

High Tea, Con Committee, Con Suite

Stephanie is also known as Teph or Tephy; everyone I love hates the S in my name apparently. I’ve been gaming for ten years (tabletop) and LARPing for the last 6. My real life experience includes lots of table top stuff, lots of campaign LARPing, lots of geeking about Human Resources and other general business things. I am a extroverted introvert, and also Sheena’s personal secretary <3 because I love him ;). You will either love me or hate me but I love interesting people.

Jen “Lady J” Eastman-Lawrence

Vendor Liaison

I am currently cocooning through the winter and will emerge brand new and butterfly-like in March!

Veronica Eikov

36 Degrees of Separation

Veronica, epic geek extraordinaire of eclectic taste, has been LARPing since 2003 and has adored Intercon since the moment she arrived at her first one. She enjoys shiny things, geeky talk, talking in general, having fun, winning, being hyper and, of course, LARPing. This is her first foray into GMing at Intercon.

Jeff “The Vortex of Chaos” Diewald

NEIL Board Member, Collision Imminent!, Bid Committee

Happy Birthday to me, Happy Birthday to me! Happy Birthday, dear Vortex, Happy Birthday to me!

Having survived since the Dawn of LARP, once again Intercon serves as my party. Sure, there are a few others with birthdays around the con, but this time, it’s all about me. It’s one of those significant birthdays, and you’d better believe there will be port and cake. And LARP. It’s always about the LARP. And port.

It’s also the thirteenth run of *Collision Imminent!*, and that number is near and dear to me, given that Intercon the Thirteenth was also one of those significant birthdays and parties. And Intercon the Thirteenth was our first New England Intercon.

So, let’s celebrate and throw the bestest Intercon ever!

Zoe Eddy

Go Run Your Own Little World

Julia Ellingboe

Cady Stanton’s Candyland, How! The Brotherhood of the Quabbin Shadows, All Hail the Pirate Queen!

Elisabeth “Lise” Fracalossi

Cracks in the Orb

Lise has been LARPing for seven years, and writing LARPs since she got off her bottom and wrote *League of Extraordinary Hogwarts Students* (LXHS) in 2009, ably assisted by her husband Matt. *Cracks in the Orb* is her second game. Given sufficient time and leave, she would ramble at you about Dragaera for hours.

Lise is not, in fact, always evil.

Only mostly.

Will Fergus

Cracks in the Orb

Doug “Dig” Freedman

A Turn on the Radiance Rose

Here’s what we learned from Suey in our inaugural Peaky Midwest experience:

“Buggery, buggery, buggery, toss wank buggery bollux!”

You’d be surprised at just how often this turns out to be just the phrase you’re looking for.

Bernie Gabin

Cracks in the Orb, Last Night in Jesriah, Break a Leg

Anandi Gandolfi

Sith Lords-The Dark Side

Anandi started gaming at the tender age of 6 in her father’s college D&D game. It was 13 years later when she discovered the wonders of LARPing, primarily as an outlet for her love of costuming. It was another 12 years before she discovered the highly satisfying activity of writing games. She makes her living now by making costumes and clothing for others. Her joy comes from making other people happy, whether it is with a fun game or a pretty dress. With 8 one-shots: *Asylum* with Margaret Simkins; *Mahabharata*; *One Life, Another Life*; *Speed Dating*; *Sith Lords-The Dark Side* with Andy Kirshbaum; *Where The Wild Things Will Be*; *Feast of the Minataur*; and *Between The Cracks*, a multi-city chronicle. Creating worlds of wonder, joy, and pain has become a passion that shows little sign of being satisfied.

Ajit George

Jeepform Sampler

Jeepform and indie story-game enthusiast that usually GMs under the banner of “Sex and Bullets” with teammates Lizzie Stark & others.

Kevin Girard

Crisis Aboard the Starship Hecate
Ulula cum lupis, cum quibus esse cupis.

Susan "nikin" Giusto

*The Intercon Muse ~nikin~,
Collision Imminent!, Con Committee*
Hi!

I help make the art for Intercon happen in addition to several other interesting things of which I shall not mention here ... bwah ha ha!

I write and produce LARP's with the TNT gang. We are running the loudest game at Intercon this year: *Collision Imminent*.

I am small, furry and not from this planet. I love to dance, need a dance partner and can cook really great food. I appreciate warm hugs, bright smiles and hair to run my fingers through or play with... I am a renaissance girl geek that can jump start my own vorple blaster while not busting my corset or letting any curls wilt.

Michael "Mickey" Golosovker

The Great War Upon Us

Michael "Mickey" Golosovker has been playing and runningLARPs since 1994. This is his first Intercon, but he's looking forward to translating live combat LARP experience to the convention setting. Mickey is also the GM for the upcoming boffer LARP *Invictus* and is interested in how the convention version will tie into the main campaign.

Tara Halwes

Osiris' Gate

Wants more Role Playing in her Live Action Role Playing. Wants you to want it too. Dangerous fascination with death and the afterlife, experimental LARP, Nordic style, & saying yes when asked to GM things. Anti predetermination. Pro player empowerment. Pro bleed. Hopes to meet you at Pre-Con!

Lian Guertin

Hitherby Dragons: Recourse

Tegan Hendrickson

At What Cost, Bid Committee

A lifetime resident of the DC area, Tegan became an Intercon addict after her friends and fellow LARPer finally convinced her to go.

It was only a matter of time before she began to write and run games of her own.

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Sharone "Mali" Horowitz-Hendler

36 Degrees of Separation

Sharone was first pulled into GMing by Foam Brain. Shortly after her first time GMing, she was conned into wanting to work on her first game with Jared Hite. One year later, *GM Space* appeared in full magnificence, borne upon the wings of the dragons, heralded by the trumpets of the Gods. Or maybe the Elder Gods.

Now Sharone has written a total of four games, two of which she was using to study linguistic anthropology, on her way to her PhD. Her dissertation was changed on her, so she is no longer using LARPing as her main experimental methods, but she loves her new topic. Be warned: bring it up, and she will talk at you for forever.

Diana "Diana" Hsu

The Problem with Pluto

I'm not entirely sure what I'm doing here. One moment I was with some friends and talking about Planets of Unusual Size, and the next thing I know I've apparently got a game to write, tiaras to make, players to kill.. er.. entertain and Neil Degrasse Tyson to frame for it all. At least I can always run away to China if this whole enterprise crashes spectacularly.

Kara Hurvitz

The Pantheon Protocol

Kara Hurvitz is addicted to stress—that's the way that she gets things done.

Katherine Jones

*Cady Stanton's Candyland,
Uwe Boll's Christmas Special,
All Hail the Pirate Queen!*

Ben "Cpt. Von Sassy Pants" Jones

Devil to Pay

Ben is too goddamn lazy to write his own bio and has outsourced the job. On an unrelated topic, he thinks Adina is the greatest person to walk the earth.

Ben has been LARPing for about 5 years. He is currently on the staff for *Mirror, Mirror* and *Clockwork Skies*.

—Generic claim to be evil and/or crazy, and/or implication that it's necessary to deny that he is evil and/or crazy.—

The solution is: "substitution cyphers are fun. This one rotates each letter 13 places." U mad bro?

And a quote vaguely apropos of LARPing: "I reject your reality and substitute my own." -Adam Savage

Katherine "Kathy" Journey

The Oracle of Amun

Katherine has officially been LARPing for over half her life. Do not assume she is a good person and wishes your characters well.

Sarah Judd

The Barbecue, Plan 8 From Outer Space

Sarah has been LARPing since a little before Intercon I and is totally hooked. She thanks her fellow LARPer for being the people she feels most herself around, even though she spends the most time being *not* herself around them.

Matthew "Matt" Kamm

Last Night in Jesriah

Matt plays games. He also writes them, sometimes. Some people seem to like them, and that's good enough for him.

Dave Kapell

Hotel Liaison

IRON GM

6 intrepid GM teams
24 hours

3 secret theme ingredients

The resulting LARPs will be Judged Sunday morning

The top 3 teams will get cash prizes

Come to closing ceremonies to see who wins!

Eddy Karat

Hitherby Dragons: Recourse

Biological Profile

Domain: Eukaryota Kingdom: Animalia
Phylum: Chordata Subphylum:
Vertebrata Class: Mammalia Subclass:
Theria Order: Primates Suborder:
Anthropoidea Family: Hominidae Genus:
Homo Species: H. sapiens Subspecies: H.
s. sapiens

Gamer Profile

Eddy has been involved with LARP for 20 years now, though the bulk of games he has written have been for the MIT Assassins' Guild. This is his third Intercon game, the first two being *A Tale Of Time Travel* and *Shadow Over Babylon*.

Jonathan "Riley" Kindness

Last Night in Jesriah

Hello! I am a teacher. In my spare time, I like to invite people to live in a magical world I created with my brain. I love watching you dress up and act out my fantasies. I hope that works for you.

Philip Kelley

*Teenage Mystery Dance Party,
Midsummer Mischief, Bid Committee*

Philip got the idea for his jacket when Margaret won an Intercon raffle consisting of a shirt from all the (then) lettered Intercons. Procuring them through the deft use of skills developed through years of LARPing ("I've got an idea for those" / "Here, take them"), he turned them into patches and sewed them on a jacket. While the jacket has yet to be immortalized in a Mike Young game, it expects a call from Hollywood any day now.

Andy Kirschbaum

Sith Lords-The Dark Side

Andy has been running and playing LARPs since the mid '80s. He's starting to get good at it.

In his spare time, Andy writes and publishes novels. Sometimes he even sells a few.

Andy owns and operates 3 Trolls Games & Puzzles in Chelmsford with his family.

Arnis Kletnieks

*Desperadoes Under The Eaves,
The Serpent's Spiral*

Arnis is a large, affable, veteran LARPer with a growing business in Temporal Recreational Vehicle customization and maintenance.

Rebecca Kletnieks

*Desperadoes Under The Eaves,
Con Committee*

Becky owns a time machine, but only ever uses it for good. She is beloved by all forest creatures, as well as the majority of creatures dwelling on savannahs, in jungles, and along the coasts. She navigates the cosmos in a surprisingly comfortable vehicle, which resembles nothing quite so much as a high-end Winnebago, and is accompanied on these journeys by an exceptionally polite miniature wyvern named Bertrand. She has the right of way at any given crossroads, whether faerie or haunted. When the zombie apocalypse comes, Becky will be ready, as she has already packed a bag with very sensible supplies.

Kathryn Kun

Con Suite

Sue "Queenortart" L.

*Queenortart and Frock Procurer,
A Turn on the Radiance Rose,
An Ecumenical Matter,
Midsummer Mischief, Bid Committee*

What Ho! Spiffing fun, what? Would you be passing the ectoplasm, Father Ted?

Bonus point awarded if you can work out which game is which in the above statement.

Andrew LaPorte

The Oracle of Amun

Renee Lasko

Con Committee

Renee's been LARPing since ... well, before she started working in/running Con Suite, so it's at least before Intercon G. Honestly she can't remember much before then, but she has vague memories of a lot of spaghetti in a really weird kitchen in Delaware.

During her years as Con Suite Mistress at Intercon New England, she generally spent most of her time cooking/organizing/supervising and nurturing her aching feet, playing in *perhaps* 2 games per con. She's looking forward to playing in more games than that this year but expects to be a pile of goo by Sunday afternoon.

Tim "Teem" Lasko

*Minion, Ocelot, NEIL Board,
Your Intercon M Registrar,
Collision Imminent!,
The Road Not Taken*

Ah, these old halls in Chelmsford are so comfortable...so familiar. As but a shade of the ConChair Unslain, it is far easier to haunt the familiar shortcuts and rooms here. Here, perhaps, I shall be reborn—metamorphosize, to invent a word—into something new. Stronger. Faster. And for less than six million dollars. In the meantime, I shall be working behind the scenes, unseen, making sure that Intercon happens and that everyone has a good time.

Matt LeVan

Cracks in the Orb

Bess Libby

The Serpent's Spiral

Anthony Linkens

Crisis Aboard the Starship Hecate

Albert Lin

Go Run Your Own Little World

Do you dream in ink
translating onto paper
write-ups forever

Peter Litwack

A Single Silver Coin

Mel MacDonald

Osiris' Gate

Mac Magruder

High Tea

Ryan Maloney

Shine

By day, Ryan is a mild mannered graduate student, studying how the brain perceives brightness. By night, Ryan is also a mild mannered graduate student, though he does manage to get more gaming and socializing in during the night than during the day.

Michael McAfee

Con Committee

Jake McCarthy

The Great War Upon Us

Charlie "grejam" McCutcheon

Collision Imminent!

It's all Jeff's fault.

Kristen McFadyen

Second Dawn

Nick "Wolf" Milano

36 Degrees of Separation

Nick Milano is completely insane, don't trust him.

Tony Mitton

The Koenig Dead, The Omega Delivery, The Man in Black

Shannon Moore

Last Night in Jesriah, High Tea

Shannon is very bad at three things:

- Balance
- Adding 8 and 3
- Submitting bios in a timely manner

Colleen Nachtrieb

Garden Station 4

A GM for all seasons! Colleen has run the gambit of various LARPs, from theater style, to live combat, to one shot experimental, "oh my Glob there is a bomb in the room!" She normally runs private games, and normally doesn't talk in 3rd person. She has a history of being silly, but not when running horror. From Iowa, to Colorado, to the East Coast Colleen will find a venue to run and focus on the players' experience with in the game.

Jeff "Jeffo" Ogorzalek

The Oracle of Amun, Sith Lords-The Dark Side

A veteran of both boff and theater style LARPs, Jeffo is most at home in his basement making stuff to make the game more real. He has been making props for LARPs since he was 8 years old. Imagine his surprise years later when he learned that LARPing existed and he had a use for all his stuff. If it can be imagined, he can make it, and if it can't be imagined he can probably make it anyway.

Moira "Moira" Parham

Teenage Mystery Dance Party

Jinkies! Old Man Young tricked me into GM-ing yet again! He's a wily one, is Old Man Young. Wile E. Young...no, wait, wrong genre. Which game is this again? Why am I here? Just stand in the corner and hold a binder and look officious you say? Done!

Jamey Patten

Second Dawn

Matt "Halftime" Peairs

Murder at the Fourth Leaf, Bid Committee

Matt "Halftime" Peairs enjoys writing LARPs about tropical islands, mad science, the 1980s, ponies, underground fortresses and mermaids. But not all at the same time. Although now that you mention it...

Jesse Perry

The Oracle of Amun

Jesse was introduced to LARPing through boffer LARPs. Running around the woods, beating your friends in the head with plumbing supplies? How could he say no?

His boffer LARP career has taken him through several different system and could legally buy you, many drinks.

He is happiest when wrapping the flank, or sneaking, or fighting outnumbered. Game weekends are best when filled with adrenaline highs, war stories, delicious tears and laughter. Jesse enjoys long walks in the dark, where you will likely be eaten by a Grue.

Benjamin Philip

Second Dawn

A sojourning scientist, from New England to Northwest to Midwest, returning home to let LARP fly once more!

Xavid Pretzer

Hitherby Dragons: Recourse

Xavid is unequal to the square root of three. He's written a variety of LARPs over the years with the MIT Assassins' Guild; *Hitherby Dragons: Recourse* is his first run at Intercon. When not writing LARPs, he can be found talking to trees, listening to the wind, and drinking root beer.

Byron Quinn

The Null Node

Joshua "blee" Rachlin

Wombat Trainer, Con Committee, 10 Bad LARPs - The Original, Ops

CORRECTION: In last year's bio, blee was identified as a dangerous weather related LARPing event. This was an error. In actuality, blee is a Deputy Assistant Secretary of LARP. We apologize for the confusion.

Matthew "Matt" Rand

The Oracle of Amun

Matt first got involved in LARPing when his friends convinced him to PC at a boffer LARP called *Endgame* back in 2007. Since then LARPing has become one of his favorite activities, and the chance to be on staff for *Oracle of Amun* (and *Shadows*) simply couldn't be passed up. He looks forward to the chance to help bring a story to other players and try to "give back" for his experience in the community as a player.

Epidiah Ravachol

The City of Fire and Coin

Trey Reilly

Con Committee

Brian Richburg

Devil to Pay

Kevin Riggle

PreCon Chair, Heithur

Kevin is the opposite of people. He runs Northeast LARP News (<http://neLARPnews.blogspot.com>), a blog of LARP event announcements in the Northeast US.

Phoebe Roberts

Break a Leg, Bid Committee

Phoebe's good. I like Phoebe.

Terry Romero

The Yearbook

Hailing from the epic sprawl of Queens, NYC, Terry Romero has ran hundreds of games and helped organize events for NerdNYC since the beginning of time, which feels remarkably like a decade.

She's also a game-jockey for events at both Games on Demand @ Gen Con and Sex & Bullets, a cohort of Nordic freeform pirates, onion-fiends and American Jerkform enthusiasts.

Tory Root

The Sound of Drums

As of the Iron GM contest for this Intercon, Tory will have written for ten LARPs. She's also working on another new game for the Brandeis Festival because she does not know the meaning of "over commitment." When she is not writing LARPs, she can be found writing various other things, trying to make the world around her prettier, forgetting to update her website, lying around like a seal, and storing a riding crop with her fireplace tools.

Sparrow Rubin

Behind the Fields, Con Committee, Ops

This Intercon will be Sparrow's first year as staff and the premiere of *Behind The Fields*, the first game ze's written (with Liliya Benderskaya). Sparrow has engaged in some name badge modifications since last Intercon, and is most definitely not an otherworldly youth with risky ideas and confusion about baseball. Drop by Ops and say hi!

Tom "Blue Gargantua" Russell

The Passage, How! The Brotherhood of the Quabbin Shadows

Tom has written a number of different LARPs for Intercon and other gaming venues including *A Day at the Races*, *Young Wizards in Love*, *Young Commandos in Love*, and *The Westington Game* among others. He is a puppet of a man.

Colin "Dog" Sandel

The Pantheon Protocol

Sorry, user: Colin Sandel has exceeded awesomeness quota and a text bio is not available at this time. Please imagine a four-minute-long screaming guitar solo instead.

Melanie Saunders

Cracks in the Orb, Loot Council

FOR THE HORDE!

Because we both play Alliance, but Chris claimed that first.

EB "EB or Acoustic_Shadow" Savage

The Ballad of Jess-Belle, Happily Ever After?, Happily Ever After?

Once upon a time, in a land far, far away (Alabama), there lived a little girl who wanted to be anything but ordinary. Her imagination soared and expanded and so did her costume closet. She spent her days reading every book she could get her hands on and then making up vast complicated play activities of those stories' plotlines while wearing extravagant costumes. Then the girl grew up and was told to put away childish things and she was very sad. One day the girl discovered LARP and has thrown herself wholeheartedly into her childish dream come true in the adult world. It has been ten years since that glorious day, and she has been expanding her imagination and costume closet ever since writing LARPs that portray the stories she loves, and playing the characters who take her out of the ordinary and back to the world she wanted to be real as a child.

EB loves her meat medium rare. She does not like coconut, but does like cupcakes with passion. She is blond with blue eyes and still reads voraciously. EB writes a webcomic called *Prose & Cons*. Check it out. http://www.rareearthcomics.com/webcomics/pc_01_pg01.html

Alison Joy Schafer

Devil to Pay

Title Deed

Alison's Bio Space

Rent \$14

With 1 House \$70.

With 2 Houses \$200.

With 3 Houses \$550.

With 4 Houses \$750.

With Hotel \$950

Mortgage Value \$90

Houses cost \$100 each
Hotels, \$100 plus 4 houses

If a player owns ALL the lots of any GM Group, the rent is doubled on any Unimproved Lots in that group.

Eva Schiffer

A Turn on the Radiance Rose

I consume oxygen and at any given moment I'm probably not on fire.

Jason "Jadasc" Schneiderman

Desperadoes Under The Eaves

If I could only get my record clean... I'd be a genius.

I've been involved in the adventure games hobby for the past twenty-five years. Started playing in 1987. Was hired by *InQuest Magazine* in 1996; since then, I've done writing and editing work for Green Ronin, Malhavoc Press, and White Wolf. I managed two different game stores in the metro Boston area in the 2000s. I'm very pleased to reunite with Becky and Arnis for this encore presentation of *Desperadoes Under The Eaves*. Maybe the good guys will win this time. (For varying values of good.)

I have a weakness for good coffee and bad puns.

Adina Schreiber

Raffle Coordinator

Shel Silverstein, *This Bridge*

This bridge will only take you halfway there
To those mysterious lands you long to see:
Through gypsy camps and swirling Arab fairs
And moonlit woods where unicorns run free.
So come and walk awhile with me and share
The twisting trails and wonderous worlds I've known
But this bridge will only take you halfway there —
The last few steps you'll have to take alone.

Katrina Schönheyder

Dystopia Rising – Back to the Future

Christopher Shannon

The Serpent's Spiral, The Oracle of Amun

Joshua "Sheena" Sheena

The Iron Consuite Chairman, High Tea, Iron GM Games

In order to combine both of his duties for this Intercon, Chairman Sheena has built what he has called Consuite Stadium, where LARP GMs get paired together and with a secret LARP theme must construct a full meal in one hour. His panel of judges for this Iron Consuite are an older, distinguished LARP critic, a LARP writer who hasn't written anything in a decade and a random giggling Japanese girl who will compare the dishes to a LARP her father wrote for her when she was twelve.

Brian Sniffen

Heithur

Brian learned to GM from the MIT Assassins' Guild.

Andrea Shubert

The Game Show Against Humanity

I make games. I've LARPed forever - even running a NERO campaign nearly two decades ago - but I've done very few non-boffer LARPs. This is my first Intercon. If you are reading this, the Mayans were right. ("The person who owned andreashubert.com would attend a LARP convention in early 2013.")

Andrew "AJ" Smith

The Koenig Dead, The Omega Delivery, The Man in Black

```
++ REQUEST INTERCEPTED ++
++ Subject: Bio_Form AJ
++ Compiling Standard
Response
++ Keywords: Brit,
$INTERCON_NUMBER, Pirate,
Kestrel (Koenig), Kestrel
(Omega), Assassin

++ Generating ...

++ ERROR: Subject has no
Object ++
```

Lizzie Stark

Jeepform Sampler, How! The Brotherhood of the Quabbin Shadows

Lizzie Stark is the author of *Leaving Mundania*, a narrative nonfiction book about LARP. She blogs about roleplaying at LizzieStark.com.

Julia Suggs

Con co-Chair, NEIL Board

Julia has Helium Hand Syndrome.

Kim "redfishie" Sward

Slash!, Bid Chair

Kim can often be found wandering around singing to herself.

John Stavropoulos

The Yearbook

Hi all, I'm John!

I'm the president of NerdNYC, a nonprofit dedicated to social games in NYC with 2,000+ members and 26 game conventions. I co-ran Gen Con's Games on Demand for 1,400 participants, led dozens of seminars at conventions (including panels for 500+ attendees), and have GMed for 1,000s (no exaggeration) of people all over the world!

My day job is everything from Creative Director, Producer, Contract Negotiator, Illustrator, Web Developer to Designer for a variety of clients including NASA; The History Channel; Museum of Modern Art; NY Yankees; Veganomicon; David Bowie; Sony; Universal; The Rolling Stones; Nike Foundation; Girl Effect; etc. I'm currently working on educational games for adolescent girls in Ethiopia for Girl Effect (an affiliate of the Nike Foundation).

Anita Szostak

Art Director

The art department as always is making sure that Intercon M has beautiful artwork and a fantastic program book. My thanks to Susan and Barry for making this job such a great team effort.

Thorin Tabor

Bid Committee, Outreach

Rory Talk

Con Committee

Rorys are helpful creatures.

Gaylord Tang

The Barbecue, Jamais Vue (revised), ...and the Electric Labyrinth

Gaylord's been LARPing invisibly in a bunch of games around NYC since the early '90s, and now finds himself taking a stab at running and writing.

Barry Tannenbaum

Collision Imminent!, Intercon Webmaster

Alexandra Thorn

A Serpent of Ash

Alex has been LARPing since 1999. She enjoys deep roleplay and hopes to help bring that experience to others.

She is sometimes whimsical, but then... if she weren't whimsical, she wouldn't have come here.

Stephen Tihor

Jamais Vue (revised), ...and the Electric Labyrinth

Stephen has been around for a while. You may have met him. He rather likes running games. If you have any actual questions do drop him a line and he will do his best to illuminate you. Seriously I should copy in a good biography here. What is useful for you to know about me?

Cat Tobin

An Ecumenical Matter

Cat is from Ireland.

She has been playing games for a while now and sometimes writes them, too. She likes coffee, hates mornings and is not a secret agent.

Evan Torner

Uwe Boll's Christmas Special, The City of Fire and Coin, Jeepform Sampler

A German film lecturer who writes LARPs. Wears a hat. Part of the Western Massachusetts Interactive Literature Society.

Thomas Traina

Con Committee

Jessica Wagner

Will Wagner

The Monster's Ball, Grimm Tales: Coyote's Tail

Will is the author and GM of the *Grimm Tales* series. He has also written and run many other games, both by himself and with various teams. He is also breaking new ground this year by running a game designed for kids!

Mark "Justin du Coeur" Waks

Con Committee

Justin du Coeur works in the TransPolyU Department of Story-Reality Mechanics. Having completed his thesis in LARP Writing, he is now working on Strange Meta- LARP Science, building systems to make it easier to write LARPs. Once he is done with that, he will move on to building systems that build systems to write LARPs, and will eventually write a LARP about building such systems. It is his hypothesis that all of reality will then be sucked into a black hole of metagaming.

Conor Walsh

A Midsummer Night and the Livin' Is Easy

Once upon a time, Adam Nakama emailed Conor and asked him to join an Iron GM team full of amazing authors. Four years later, he's run that game fifteen times.

He offers this as a warning to all those who Adam might ask to do things.

Paul Wayner

G.I. Joe: Metamorphosis, Pendragon: Tales on a Winter's Morn

Suzanne “Zandor” Wayner

G.I. Joe: Metamorphosis

Suzanne has written a gazillion LARPs for Intercon over the years, sometimes with Jeannie Whited and Moira Parham, sometimes with Paul Wayner. The *G.I. Joe* game is a perfect excuse to watch wacky episodes of the animated series, and come up with wacky scenarios for hapless players.

Chris Weil

Loot Council

FOR THE ALLIANCE!

Susan “Dybbuk” Weiner

Fire on High, A Garden of Forking Paths

The sneaky disappearing Susan has returned from Iowa, just long enough to reprise a few games, dance all night, and fly away again.

Jesse Wertheimer

Slash!

Some said I was mad, mad I tell you! They said my experiments would never work!!! Ha I say to you. For by the end of March (or the beginning of April) my greatest experiment will commence. I (and my assistant (wife)) will have created life itself!!

Mwaa Ha Ha Ha Ha!!!!

Christopher Wilkins

Go Run Your Own Little World

Jeannie “On Crack Woman” Whited

G.I. Joe: Metamorphosis

If the game isn't ready to run, blame it on my horse. It's his fault. Somehow.

Brian Williams

The Man in Black

Was it really 12 years ago that I first ran *The Man in Black* at Intercon? My, how time flies. Well, AJ and I are back for a well-overdue second run...

Laura Young

Teenage Mystery Dance Party

Mike “Buggy” Young

*Teenage Mystery Dance Party,
Triple Blind,*

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse Mike Young cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Andrew Zorowitz

Con Committee



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 hotel 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 hotel. 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, except in hotel suites designated by the convention for certain LARPs. Players in those LARPs are encouraged to be mindful of other hotel guests and keep activity within those hotel suites.

Communicate With Your GMs

Your GMs will communicate with you in advance about the game(s) you have signed up for, both to be certain that you are cast well and to help ensure your and everyone else's enjoyment of the LARP. For most games at our convention, there is communication back and forth before the date of the convention. Please help yourself and your GMs by responding to them in a timely fashion. There are some games where you need not prepare anything in advance (for example, information is given "at the door"), but those cases will be made clear by the GMs. It is best to assume that some advance communication will be necessary for all games. If you have any questions, please contact your GM.

If you know in advance that you cannot make a game, please let the GMs or Operations Staff know, so that the GMs can make proper arrangements. If you are more than 10 minutes late for a game, you may be recast at the GMs' discretion.

Communicate With the Convention

If you have any questions about our convention, please feel free to contact us by email before the convention or at the Operations Staff desk at the convention. If there is only a short time before our convention and you have not heard from the GMs of the game(s) you signed up for, please let us know.

Convention Policies

Game Registration Policy

Intercon follows a strict first come, first serve policy when it comes to game registrations.

Some games at the convention may have restrictions that exclude certain players from participating. For example, if a game is a boffer combat game, there may be insurance reasons that require restrictions such as insurance waivers for pregnant women and players under the age of 16. Other games may deal with adult subject matter and therefore be inappropriate for minors. If a game has such a restriction, it will be made clear in the game description. If you fall into a restricted category and still sign up for a game with restrictions, you may have your registration revoked by the convention Registrar.

Many games at the convention are tightly plotted and depend on the active participation of all the players who sign up for the game. Once you have signed up for a game, your GMs may need to hear from you before the convention, especially if they have provided specific casting information, to be sure that you are aware of the details of the game and to give them assurances that you will be attending. (See 'Communicate with your GMs' above.) GMs who have concerns about non-responsive players should contact the convention GM Liaison, who will also attempt to contact the player. If a player appears to be non-responsive to GMs and convention staff, he or she may be dropped from the game by the convention GM Liaison.

Enjoying the Con?
SIGN UP FOR INTERCON N NOW!



Why not save yourself a headache and sign up now at the registration desk? Intercon N memberships are currently only \$25! If you forget to sign up this weekend, register online at <http://www.intercon-n.org> and keep checking for games and announcements.

Harassment Policy

All attendees at Intercon are expected to treat other attendees, guests, staff, and the general public with respect. Physical and verbal harassment and sexual assault will not be tolerated. LARPing can be an intense activity, and the con staff wishes to provide a safe environment for the con-goers. If you experience harassment or if someone is making you uncomfortable, please inform the Con Chair or Operations Staff so we can handle the problem.

Weapons Policy

The staff of New England Intercon 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, no knives of any kind are allowed as weapons.

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.

Violations Policy

Anyone found violating any of the New England Intercon convention policies at the convention may be subject to ejection from the convention without refund. The New England Intercon convention reserves the right to expel anyone for any reason, with or without warning.

Hotel Rules

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.

No Smoking in Hotel and Convention Areas

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.

Alcohol Policy

Because of the hotel's liquor license and strict Massachusetts state law, alcohol in function spaces may only be served by a bartender from the hotel. Players and GMs may not bring their own alcohol into the function space. If a GM would like to have a real bar for their game, we can make arrangements with the hotel in advance. There is to be no alcohol in the Con Suite.

Players, GMs, or Games found in violation of this policy will be asked to remove the alcohol from the function space immediately. If they do not comply, they will be asked to leave the hotel. If the GMs opt to have a bartender, the bartender will validate that the players are of legal drinking age.

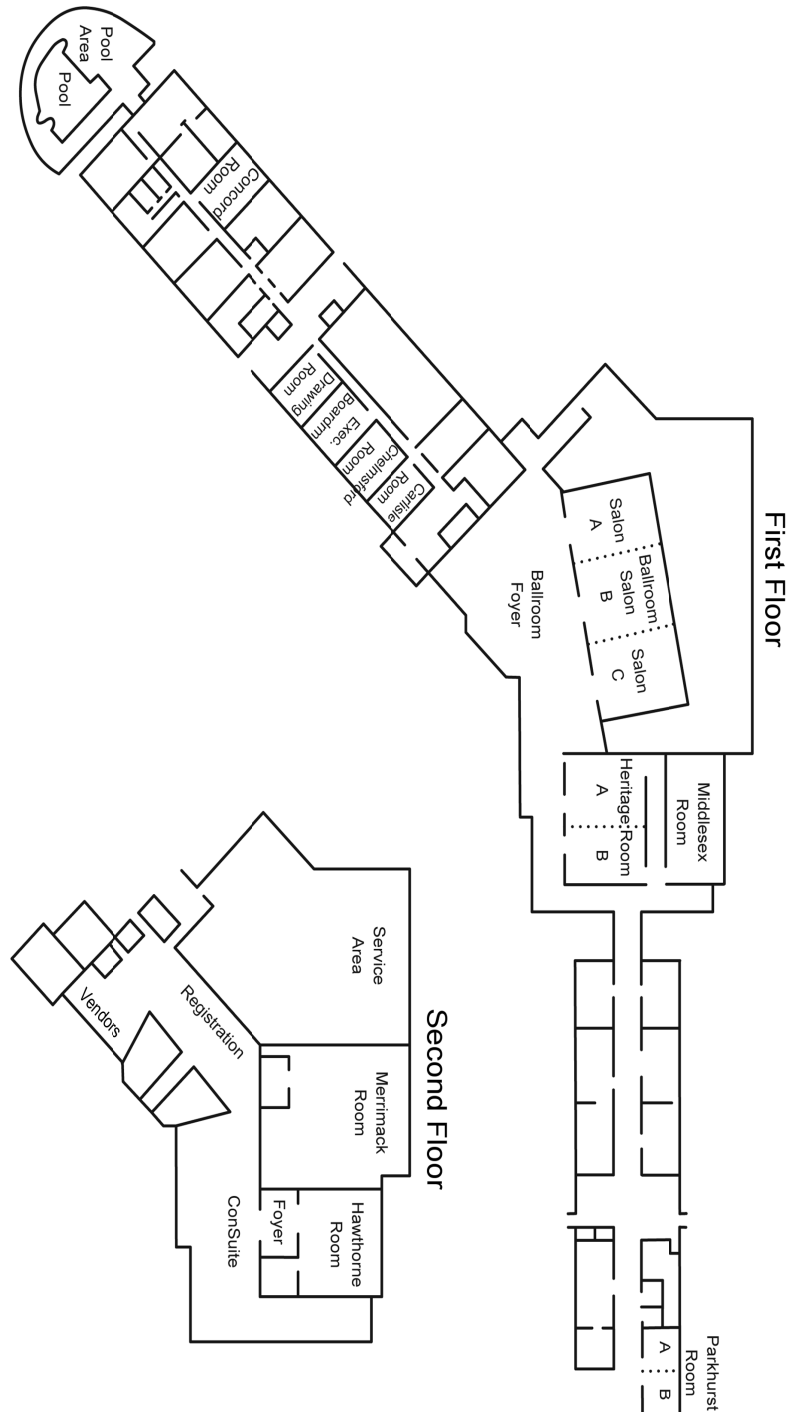
Be Nice to the Site

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.

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. New England Interactive Literature 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.

New England Interactive Literature is not responsible for any lost or stolen property.



NELCO 2013

August 9-12

Radisson Hotel and Suites, Chelmsford, MA

The New England LARP Conference is a multi-tradition event focused on the craft of LARP. It will be a weekend of LARP discussions, panels, workshops and build-your-own games.

NELCO is not a gaming convention. NELCO is about the art form of LARPing; writing LARPs, running LARPs, and preparing to play in a LARP. Last year's conference included panels on Character Writing, Mechanics, Sewing for LARP, Prop Construction, and much more.

Entrance to NELCO will be \$20 for the weekend, which can be paid at Ops at Intercon M.

Contact Dave Kapell for more info or to bid a



February 27 –
March 2, 2014
Chelmsford, MA

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www.intercon-N.org

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Game bids are now being accepted! Join the Con Committee!