



02.26.15–03.01.15
Chelmsford, MA



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Special Thanks
*To all Intercon O GMs, ConCom
 members, Ops volunteers, and
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NOTE FROM THE CONCHAIR

Welcome to Intercon O: Orbit!

When I first ran to be Conchair of Intercon O, I realized that the position of Conchair is really that of caretaker of the convention and the community around it. Using the original naming scheme, this would have been Intercon 30, so there's a fair amount of history that we're building on. Each year, the Conchair and the Con Committee make various changes to the convention, try new things, and generally try to leave the convention better than when we inherited it. We can only do this by building on the great ideas and work of previous years' teams.

There's been a number of changes this year that I'm particularly proud of already, and there's been a bunch of changes that we'll want your feedback on after this weekend, to know if we should carry them forward. Precon is larger than ever before; we're trying out running a few games on Friday afternoon, we have an Intercon Party on Friday evening, and so on. We've also improved the website to allow attendees to see who else is in their games, and removed references to attendees' genders. On that note, I set out this year with a goal of improving how Intercon handles gender; and while we have made some progress, more work is needed, and I will continue to work on these issues in the future.

The Con Suite will continue to be a central gathering area, in the traditional location. Although the food will be provided by the Radisson, and not by Intercon volunteers, it is still included in your Con fee. Obviously, this is the first time we've worked with the hotel in this capacity, and we'd appreciate feedback afterwards about how it went.

Intercon could not happen without the work of a large number of terrific people. The full list of staff is on the opposite page, so I won't repeat it here, but I particularly want to thank Kim Sward, for running the Bid Committee, without which we would not have the games to play, Joshua Rachlin for tirelessly negotiating with and wrangling the hotel, Quinn D. for all of her work as an incredibly organized GM Coordinator, and Joshua Sheena for stepping up as Operations Head about a month ago, to lighten my load. Everyone on staff has been a joy to work with. I also want to thank all the GMs, without whom we wouldn't have any games, and the Ops volunteers, who are giving up some of their con to help things run smoothly. Most importantly, thank you, the attendees, for coming to the convention. It's always a joy to see so many of the same people every year, and to meet new ones.

Planning for Intercon P is already underway, and we're looking for help. If you're interested, contact Tim Lasko or ask at the Ops Desk. It's easy to get involved, and we'd love to have some new faces at the ConCom meetings.

It has been a true privilege to act as caretaker of Intercon this past year, and if there's anything I can do to make your con experience better, please feel free to let me know. I'll be at the Precon, at the Ops Desk for most of the con, and very findable. I hope you have a great time at Intercon O!

Dave Kapell
Conchair, Intercon O



PRE-CONVENTION SCHEDULE

| Thursday, February 26 | | | | |
|-----------------------|----------------------------|---------------------------------------|----------------------------------|------------------------------|
| | Chelmsford | Carlisle | Drawing | Heritage A |
| 20:00 | Banners Workshop | Vortex Mechanics | LARP Theory 101 | The Role of NPCs |
| 21:00 | Setting the Stage for LARP | Turning a Work of Fiction into a LARP | LARPs and Learning | Props 101 |
| 22:00 | All LARP is Local | Film Noir Fashion | LARPing beyond the Gender Binary | Intro. to the Accelerant |
| 23:00 | Writers are Total Cocks | Why we LARP | Gaming as The Other | Training Incident Management |

| Friday, February 27 | | | | |
|---------------------|-------------------------------|--|-----------------------------------|-----------------------------|
| | Chelmsford | Carlisle | Drawing | Heritage A |
| 10:00 | Gaming with Empathy | Using Querki | Hand Sewing Techniques | |
| 11:00 | Physical Disabilities | Family Tree of U.S. LARP | So You Want to Run a Game | |
| 12:00 | Introduction to Make-Up | Intellectual Property Issues | How to Set Expectations | |
| 13:00 | | How To: Small Weekend Games Writing Workshop | Morality In LARPing | Nordic LARP Concepts Demo |
| 14:00 | GM vs. Player | PowerPoint Karaoke | | Introductory Dance for LARP |
| 15:00 | The Future of Intercon & NEIL | Writing Romance | Kids at Intercon | |
| 16:00 | Costuming 101 | I Don't Like Your Mechanics | Creating Safer Spaces for Play | Author Improv |
| 17:00 | Ars Amandi | What LARP Does Well | Using Goals to Distribute Reality | |

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All LARP is Local: Running Games Outside Your Home Group

Elisa Ford, Kevin Riggie

Cultural Disconnect: It's a great plot device in LARP, but take a game written around a particular group of LARPer and run it elsewhere and it may gum up an otherwise great game. Panelists will explore common sticking points writing and running games for a different audience, working with different groups and their understanding of LARP, and whether or not you really have to explain why "The time traveling Nazi" is so funny.

Ars Amandi

*Sarah Lynne Bowman,
Kate Farber-Johnson*

Ars Amandi is a Nordic mechanic for simulating romance or sex in LARP. The full mechanic permits players to touch permitted zones using permitted body parts. There will be a short discussion about the technique, followed up with a workshop of a limited version of the mechanic, and further debrief and discussion afterwards.

As Swedish LARPer 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.

Author Improv

Brad Smith

Most LARPs are written the "old-fashioned" way, with "planning", "consistency", and other boring things. Bah, I say! Away with the old, and in with a bold new writing strategy that will make LARP writing truly of, by, and for LARPer! And by "LARPer" I mean of whoever shows up to this panel.

Our brave writers will take turns creating what will undoubtedly become an instant classic based on prompts from YOU, the audience. Part improv game, part performance art, and part someone trying to figure out how to incorporate "and then, baboons" into a period romance, *Author Improv: LARP Edition* may not be pretty, but we hope it will be fun.

Banners Workshop

Adina Schreiber

Making heraldic symbols and other imagery prominently visible as part of set dressing is a great way to establish location and increase immersion in a LARP. In this workshop, we will be demonstrating a very easy method for adding imagery to your game through set pieces (if you are GMing) or costuming (if you are a player.) This hands-on workshop will provide materials and tools for everyone to make their own banners, but the same method and materials can be used to create other forms of set dressing and costuming. No sewing required.

Building a Strong and Welcoming LARP Community

Vivian Abraham,

Justin de Coeur, Avonelle Wing

Intercon is entering its third decade and has become a bastion of theatre style LARPing in the Northeast. Around the nation and the world, LARP communities are growing and experimenting with different forms of storytelling and process. The challenge presented to Intercon is how to maintain its strong core community while embracing and welcoming new ideas and new people.

Costuming 101 For Non-Sewers

Jenn Giorno

Are you looking to put together some period costuming, but have neither the ability nor time to sew it yourself? Do you not want to spend \$\$\$ to look good in a LARP? Have you been cast in a 'fairy Edwardian' LARP and you don't have any clue where to start? This panel is for you! Jenn will talk about ways to put together costuming that looks great without breaking the bank or picking up a needle.

Creating Safer Spaces for Play

Sarah Lynne Bowman,

Maury Brown, Shoshanna Kessock

Johanna Koljonen once said that LARPs aren't dangerous, life is dangerous. And LARPs imitate life even when they seek to escape it. While LARPs are not inherently traumatic, as a social activity they are built on unpredictable human interactions. In addition to the intense, adrenaline-pumping, immersive, escapist, deep, interactive, fantastical experiences we all seek through play, LARPs are also rife with opportunities for physical, emotional, and psychological distress. This panel explores strategies that individual players, game organizers, GMs, and LARP communities can use to be aware of the embodied experiences that players bring with them into games, the ways in-game activity can affect players positively and negatively, and how to help make the LARP experience safe, accessible, and positive while allowing for creative freedom in game design and play.

"Family Tree" History of U.S. LARP

Margaret Simkins

Where are the various origins of LARPing in the U.S.? What groups are involved? Join Margaret Simkins as we try to create a map of the different LARP communities and a history of LARPing in the United States.

Film Noir Fashion: Dress of the 1940s

Lise Fracalossi

"You think just because you made a little money you can get a new hairdo and some expensive clothes and turn yourself into a lady."

Come and learn about the fashion of the 1940s, the era that brought us *Casablanca* and *Double Indemnity* and birthed a genre. We're a year late for Intercon N, sure, but useful in case a certain weekend-long game ever runs again...

Gaming as The Other

Tara Halwes, Abrihette, Quinn D.,

Alon Levy, Nuance

As many "geek" activities have expanded over the last ten years, LARP has often struggled to include the voices of women and ethnic minorities. Speaking from their own unique perspectives, the panelists tackle the subject of "other," discussing their experiences and sharing their thoughts on the constant uphill battle that is the relationship between majority and minority, not just in games but within the LARP community itself. Concepts covered are built upon previous panel conversations and will include: Being the other, playing the other from different places of privilege, handling structures of otherness in games.

The Future of Intercon and NEIL

Dave Kapell

As Intercon grows, we need to re-evaluate what it means to run the convention. Do we need to look for new space? Do we want to stay the same size, or continue to grow? Does growing mean changing the format of the convention? How can we best serve the community? Join Dave Kapell and others for a round-table discussion of the future of Intercon and New England Interactive Literature, the organization that runs it.

Gaming with Empathy: Creating Play For and With Others

Maury Brown, Ben Morrow

This workshop will help participants to identify cases of transferable privilege, determine plausible opportunities to empower others, and enjoy the freedom to make choices unfettered by win conditions and other arbitrarily constructed restrictions that limit play and fun.

How to do a Small Weekend Games Writing Workshop

Eva Schiffer, Jeff Diewald, Sue L.

Most of us think of LARP writing as a long slog of slowly putting together characters and plots over months, but what if a small team could 'whip up' a game in only a weekend? Learn about how writers do just that in small workshops like NELCO's 'Build Your Own Game' seminar and the UK and US Peaky LARP writing workshops.

Panelists will discuss how these events are structured and run, and what sorts of games they produce. Maybe you'll be inspired to organize a weekend workshop of your own!

GM vs Player: Understanding Both Sides of the Coin

David Simkins, Stephen Tihar, Lisa Padol

In this panel we will divide the room into GMs and players, and then have a series of one on one contests of rock-paper-scissors to determine who wins. Or, actually, probably not. Instead, this panel aims to bridge the gap between GMs and players, and answer age old LARPing questions such as "Why did that GM make that super unfair call?" and "OMG the players just did what?".

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How to Set Expectations: Blurbs and Surveys

Emily Care Boss, Jeff Diewald, Stephen Tihor

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 hours 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!

I Don't Like Your Game Mechanics: So What?

Stephen Balzac, Stephen Tihor, Nat Budin

The combat system in *Operation: Atlantis* was criticized as too unrealistic. The search mechanic in *Snaf University* was criticized as boring. What is the role of game mechanics? When should GMs take player complaints seriously? Which mechanics are impediments to players' experience, and which are fundamental to the game design? This panel will discuss the good, the bad, and the ugly of different game mechanics and how people responded to them.

Intellectual Property Issues in Game Design

Tom Traina

Intellectual Property issues in game design have been confused by many, largely due to misunderstandings of fundamental concepts from IP law by lay people and confusing terminology used by IP practitioners.

Can I use the *D&D* or *GURPS* system as my LARP mechanic without permission? Can I charge for entry into the game if I do? What about running a game in the *Star Wars* or *Vorkosigan* universe? This presentation will show the basics of intellectual property law and how they relate to LARP design.

Introduction to Accelerant System for Theater Players

Dave Kapell, Adina Schrieber, Sean Curran

With the growing number of boffer games at Intercon and New England as a whole, the Introduction to Accelerant System for Theater Players is meant to help newcomers and veterans alike better understand the calls and community of Accelerant. We'll be giving an overview of the Accelerant ruleset and mindset, a rundown of the calls you will likely see as participants in boffer games over this Con, and finally holding a sparring practice so you can hone your skills. Weapons will be provided for anyone interested in trying out the system for the first time or just wanting to get a reminder before things get going.

Introduction to Make-Up for LARPs

Derek Herrera

Have you ever looked at a character, admired their make-up job and wished you could do it yourself? Now is your chance! Come join us for a two-hour make-up workshop as we go over basic make-up techniques, tailored to handle the common concerns that come up from doing LARP. After the success of last year's workshop, we've decided to try a hands-on seminar this year. You are still welcome to attend and watch, but we're interested in trying a more hands-on approach this year. Please join us and watch as we transform one of our volunteers into an old hag, a mysterious alien or whatever it is we end up doing!

LARP and Learning

*Chad Bergeron, Sarah Bowman,
David Simkins*

We are relearning what we have always known, play is a crucial part of the learning process, and experiential learning is an effective and engaging form of play for learning. Does this end in childhood? As we grow from toddlers to teenagers and then into adults we certainly hope we continue to learn, and much of that learning continues to occur during play. The most effective forms of play for learning change. The games become more complicated, the themes more mature. The questions we want answered evolve. Yet still, research and practice are showing the ongoing importance of play as a tool for learning at any age. We will begin with a short presentation advancing some of the current questions in LARP and Learning and will transition to an informal, structured discussion.

Physical Disabilities in LARP

*Shoshana Kessock, Rachel Tenenhaus,
Susan W., Matt Weber*

A panel to talk about physical disabilities in LARP. Specific topics will include how to incorporate them into your game, how to play them sensitively, and how to help players with physical disabilities participate fully in your game.

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!

Kids at Intercon

*Vivian Abraham, Julia Ellingboe,
Will Wagner*

Kids at Intercon – what do you do with them? When are they old enough to play games on their own? When can you bring them to a game that you are in? And will there be a 'kid-LARP' in the future? Come to this panel to discuss kids and LARPing. Children welcome!

LARP Theory 101

Sarah Bowman

Establishing shared terminology for concepts in LARP is important for academics, designers, organizers, and players alike to be able to effectively understand and communicate their goals in games. This panel will cover various concepts in role-playing theory, including bleed, alibi, the social contract, the magic circle, creative agendas, workshopping, debriefing, and others. Both newcomers and experts are welcome to attend.

LARPing Beyond the Gender Binary

Laura Boylan, Quinn, Susan W.

A panel to discuss Gender and LARPing. Writing, casting and playing non-binary characters and the experience of being a non-binary gendered individual in this community.

Morality in LARPing: Playing Villains, Paladins, and Everything in Between

Chad Bergeron, Nuance, Lisa Padol, Cat Townsend

Have you always wondered why someone would want to play someone with a morality different than their own? Do you think it's odd that people would be interested in being villains? Conversely, do you think paladins are boring and can't imagine why one could be inspired to be always upstanding? Come and discuss LARP morality with us!

Nordic LARP: Demo of Concepts

Emily Care Boss, Sarah Lynne Bowman, Tara Halwes, Lizzie Stark

Nordic LARP is both a style of game and a discourse around LARP originating from the Nordic countries and the annual Knudepunkt conventions. Nordic LARP varies in theme and subject matter, but tends to feature high immersion into character and intense emotional engagement. This panel will examine the various features of Nordic LARP ranging from long one-shots with 360 degree immersion to short freeform games with extensive scene building and metatechniques. We will also discuss the ways in which Nordic LARP has influenced traditions in North America, including the American freeform scene and many of the newer LARPs at Intercon.

PowerPoint Karaoke

Vicki Bloom, Julia Lunetta, Brad Smith

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 WTFery. This has run both at Intercon and Arisia, and somehow people still want more!

Props 101

Jeff O, Aaron Newman

Have you ever been in a LARP where the final dramatic scene fell flat because you were all arguing about who should wield a toilet paper roll? A good prop can really add a lot to a scene. Come join Jeff O and Aaron as they talk about everything involved in making props.

The Role of NPCs

Ronald Rose, David Simkins, Stephen Tihor

Characters help drive every story line but not all characters are players. Story tellers need the NPCs to get the story started, provide challenges to overcome and help make the setting come to life! NPCs have many uses but sometimes can go unnoticed or unappreciated. Just what is the role of an NPC in a LARP? How are they different from PCs or other plot devices? What makes NPCs memorable or effective? What are their limits or when are there just too many?

Setting the Stage for LARP

Tara Hawles, Mel MacDonald, Dave Kapell

Have you ever wondered how to transform a boring hotel room into something more atmospheric? Come and listen to our panelists who have experience with changing spaces to be more evocative, and how good scene setting can help with immersion.

So You Want to Run a Game: Questions You Should be Asking Yourself

Chad Bergeron, Lise Fracalossi, Stephen Kohler

So you like LARPing and think you would like to run a game? Well, there are some questions you should ask yourself first. Will you write a game? Just what will that take? Will you run someone else's game? How do you run someone else's game, anyway? What about getting GMs and space and players and arrrrghhhh! How do people do this anyway?

Come listen to us talk about writing or otherwise acquiring a game, what you'll need to do to get space and players, how to organize and print your game, and other questions that you won't even think to ask until your third disaster... er, I mean run!

Turning a Work of Fiction Into a LARP

Stephen Balzac, Lise Fracalossi, Lisa Padol, Quinn D

What does it mean to transform a work of fiction into a LARP? How can you do it? And how do you deal with the inevitable complaints that you "got it wrong?" This panel will talk about the different challenges of writing a game based on fiction. Some of the fiction genres our panelists have based games on include H.P Lovecraft, fairy tales, and hard science fiction.

Useful Hand Sewing Techniques for LARPs

Lise Fracalossi

Sometimes a sewing machine isn't available, and sometimes it just isn't the right tool for the job. Come to this workshop and learn some basic hand-sewing techniques – tying knots, running stitch, slip-stitch, sewing on a button, and more as time allows. This is a hands-on workshop aimed at sewists of all skill levels.

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Using Goals to Distribute Reality Across Game Participants

Stephen Balzac, Nat Budin, Lisa Padol

Games are a form of alternate reality. Part of the job of the players is to figure out how the world works and what is happening in it. But what defines game reality? How do players know what is “real” and what is not? Figuring out what is a reasonable assumption about the world and what is not can be tricky. That’s where goals come in: how you define your goals defines your world. The goals you give players tells them what is possible in the world and as players uncover goals reality is revealed. This panel will discuss both how goals reveal reality in games and also how player generated goals can shape the game reality.

Using Querki for LARP Creation and Management

Justin du Coeur

Querki is a new online system for managing information, currently in beta, created by longtime Interconner Justin du Coeur. It can be used for all sorts of projects, but was originally designed for LARP writing, and was used to design, write and cast this year’s game *A Respectful Calm*. Justin last talked about it 18 months ago, when the project was still relatively new; now that it’s actually available for use, come find out what’s there and how to use it.

Vortex Mechanics: Analyzing the Design of LARPs

Stephen Balzac, Nat Budin, Alon Levy

Are you running a 25 player game or 5 games of 5 players each or even 25 single player games? Does the design of your game encourage interaction or separation? Are some aspects of the LARP simply not relevant outside their little circle? What effects do the interdependencies of various parts of the game have on the play experience?

A game is not separate pieces: characters, plots, mechanics, tales, backstory, and so forth, but interacting systems. The combination of and interaction between those systems shape the play experience. This panel will explore ways of designing LARPs to help players have the experiences they hope for in game.

What Live Action Roleplaying Games Do Well

Ken Clary

A talk which offers up ways that LRPGs are and are not like other mediums, what uniquely defines what they do well, and advice for letting what they do well flourish. Learn why the G is important in LRP, the strengths of emergent gameplay in LARPs, and how not to stifle either. 30 minute presentation, followed by discussion.

Why We LARP

Lise Fracalossi, Dave Kapell,
Tony Mitton, Lisa Padol

We all like LARPs, else we wouldn’t be here – but do we all enjoy it for the same reasons? Is an entertaining LARP one where you laugh, or cry? Would you rather gun down your fellow PCs, or talk out your differences? Would you rather have a highly-immersive game, or one that’s accessible to everyone? Or do you just want it all? We’ve gathered a cross-section of LARPer from various communities to gain broad insight on the many reasons people LARP. We probably won’t agree on much, but we hope to have a respectful, enlightening discussion.

Writers are Total Cocks

Sue L.

Following on from the success of *Players are Scum and GMs are Bastards* it’s time to dish the dirt on Writers. I promised you my explanation of how they are Total Cocks two years ago and here we are.

Bring your war stories and once I’ve extolled my theories you can get them off your chest.

It’s like a therapy session for players but quite likely to have a lot more swearing, and bugger all game theory.

Writing Romance in Games

Laura Boylan

Romance in games can be fantastic or terrible, and everything in between. Come and talk with some of your fellow LARPer about what types of romance plots work and why.



‘Tis No Deceit to Deceive the Deceiver

Kreg Segall, Eric Wirtanen

‘Tis No Deceit to Deceive the Deceiver is a four hour cruise aboard the *Deceiver* on her maiden voyage from London to New York. On board you will find intrigue, romance, spies, good, evil, revenge, weddings and of course, singing. People have been bursting out into song lately, singing their secrets to the world, somewhat similar to the *Buffy* musical episode, *Once More With Feeling*.

(re)COURSE: magical girl contagion (RE)cord

Zeb Dezern, Greer Hauptman,
Isabel Malonzo, Jake Mandel, Li-Chi Young

2250: The second generation of the Colony Age. The United Earth Queendoms cling to stations in the skies, trying to wrest control of the Earth from the Terrans. In the midst of upheaval, a new cohort of magical girls are getting ready to matriculate, and are throwing their annual end-of-training festival.

1870: Container

Jason Alnso, Catherine Havasi

It is 1870 in London harbour, aboard an impossible ship that has been docked for 20 years. The ship is now hosting a “unique business proposition” for Victorian-era industrial magnates. Secrets and mysteries abound.

4

Graham Charles, Natalie Curd,
Nick Curd, Tony Mitton

A year after a tragic fire, you and your friends meet up to commemorate those you lost, and face the horror of what happened. Perhaps you will even set things right.

A Flag of Bones

Will Wagner

The place? The Royal Anchor in Port Royal (Caribbean). The time? The time of pirates. What’s going on? Bethany of the Silver Sabre has called a meeting of the lesser pirate council as is her right since she is the daughter of the current leader of the greater council.

A Respectful Calm

Mark “Justin” Waks

In the aftermath of a bloody shooting, the usual suspects gather: the media, the politicians, the fanatics and the innocents. With this cast, the game will explore the politics and dogmas of American gun violence and policy.

A Single Silver Coin

Laura Boylan, Peter Litwack

A Single Silver Coin is a three hour dark fantasy LARP about death, loss, love, faith, regret, and forgiveness.

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A Song of Mergers and Acquisitions

*Kate Bagdasian, Devin Hendrickson,
Tegan Hendrickson*

The last of the great Westerosi robber barons has died, leaving his legacy in the hands of his heirs. Do you have what it takes to replace him and ascend to the Iron Throne of business?

Across the Sea of Stars

*Jeff Diewald, Susan Giusto, Tim Lasko,
Charlie McCutcheon, Barry Tannenbaum,
Jim Edwards-Hewitt*

The Klorn were ancient before anyone found them, a race so old that they must be one of the first to rise to sentience. Until now, they have resisted every effort to bring them into the Coterie - but everything you know about the Klorn is wrong... The Klorn have unexpectedly agreed to consider joining the Coterie, if representatives of the various races will tell the tales of how each of them came to the Coterie.

This is the history of the future, a science fiction game that ranges across the galaxy and beyond. It's a tale telling game, inspired by *Tales of Pendragon* and *Arabian Nights*, where you step into smaller vignettes throughout the game. It's a game unlike most others you've probably played before. You get to recreate stories new and stories familiar, playing characters legendary and forgotten, as humans and aliens set sail *Across the Sea of Stars*.

Afterlife

*Samuel Dukhovni, Jayson Lynch,
Xavid Pretzer, Katie Sedlar*

You're dead. Now what? Turns out the afterlife is more complicated than you thought. Resolve your life and death, and find the right afterlife before it's too late! At least you don't have to worry about dying any more...

After Party

Kate Fractal

Re-connection, romance, and realizations occur as friends gather after their ten-year high school reunion. After Party is a character-interaction driven, real-world game about sexuality, alternative sexuality, identity, romance, friendship, and change, that uses the *Ars Armandi* mechanics.

An Evening at McAnallys Pub

Bill Chapman

Come for an evening at a pub just down a set of stairs, where Mac will get you one of his home brew. Just be warned that this is Neutral Ground and violations of neutrality will be dealt with rather quickly.

Another Life

Anandi Gandolfi

Every faith has a different theory as to what happens to us when we die. What is the truth and what if they all got it wrong? Only when we pass Death's Door can we truly know! Will you be a human soul searching for divinity? Will you be a god searching for humanity? Are you ready to explore *Another Life*?

Ascent to Hisseldale

Kendra Beckler

Would-be colonists of the newest high-orbit station find their shuttle's connection to cyberspace has broken, leaving them alone. Cyberpunk set in the *Sprawl*, a world with sentient AIs, cloning, personality uploading, cryonics, and cybernetics, the game tackles philosophical issues of self, identity, humanity, and over-reliance on an omnipresent digital world.

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Atlantic City, 1920: Monopoly

David Braslow, Joey Brunelle, Katie Gordon

You passed GO, but couldn't collect \$200 - the bank has been robbed! Will the money be found and order restored, or will the destructive forces of unfettered capitalism tear Atlantic City apart?

Ay Dios Mio!

Megan Coppock

Drama, romance, intrigue, amnesia, and mysterious strangers abound in this telenovella-styled game. There's only one mechanic, and that is how dramatically you are acting.

Bad Apples

*Tom Dimiduk, Sharone Horowitz-Hendler,
Alon Levy, Thomas Wohlers*

Bad Apples is a game of murder, crime, intrigue, and family drama, set in a hard sci-fi setting. It's a game of flawed people in bad situations, desperately trying to make the best of things, and maybe be better than they are. Sometimes they succeed. They call those people heroes. More often, they don't. The words for those people aren't as kind. But the best among them keep trying anyways. These are their stories.

Epitaphs

Katherine Bryant, Erika (Eeeeka) Emrick

Stirred by new revelations about one of their leading citizens, the ghosts of the people of Spoon River gather one last time to find the truth of what happened to him and to themselves. How will they be remembered? And who gets to decide?

BBC Reality in Cooperation with the Jupiter Mining Corp presents RED DWARF

John Kammer

BBC Reality teams with the Jupiter Mining Corp hosting a reality show aboard the behind schedule construction of the spaceship Red Dwarf. A reality show in space to garner ratings and advertising dollars helping mitigate JMC's financial disaster and propel BBC Reality where no one has realited before.

Brockhurst

Bernie Gabin, Phoebe Roberts

In this *Downton Abbey*-inspired game, the Earl of Brockhurst's Servant's Ball will be the scene of all sorts of social politicking and maneuvering against the backdrop of the Great War.

Clerical Error

Kathleen De Smet, Quinn D

This is the strangest hotel you've ever seen: the guests all appear to be from different time periods and the staff is very mysterious and close-mouthed. *Clerical Error* is a mechanics-light, theater-style LARP that focuses on roleplaying and interpersonal angst in a mythology-intersects-real-world setting.

Critical Path

*Amanda Brown, Brandon Brylawski,
Jill Krynicki Dutcher, Doug Freedman,
James Silverstein*

Critical Path is a game of intense, interpersonal drama and shifting perspectives set aboard a prototype starship on its maiden voyage.

Note: This game contains mature, angst-ridden themes.

Better Living Through Robotics

*Keith A Darron, Kathleen De Smet,
Jaime Frey, Elizabeth Hadley Nickrenz,
Eva Schiffer*

A retro-futuristic take on a post-apocalyptic world with subservient robots.

Dying of the Light

*Liliya Benderskaya, Kat Davis,
Joshua Rachlin, Tory Root*

"You are cordially invited to a garden party at Khemenu Manor on Saturday 13 April 2013."

It seemed like a nice way to spend an afternoon. You hadn't seen the Lichtenbergs in a few weeks, and you'd always meant to get to know the Skyes and Wolfes better. Once you arrived, though... Unexpected things started happening. It seems that not everyone in this town is who they claim to be, or even who they thought they were.

Ex Ignorantia

Kristen Hendricks, Warren Tusk, Tony Vila

A *Cthulhu Mythos* game set in the ivied halls of Miskatonic University. Adventures in academic research, faculty politics, tenure struggles, funding battles, and cosmic alien horror.

For Those In Peril On The Sea

Caitlin Feeley, Albert Lin

Christmas Eve, 1861. The Sea of Okhotsk. Hours ago, your nine-man crew finally harpooned a whale. But the dying beast pulled your small boat far over the horizon. You are lost. It is getting dark and murderously cold. And the icy waters of the North Pacific hold horrors far worse than drowning.

Freeform LARP Sampler

*Emily Care Boss, Sarah Bowman,
Tara Halwes, Lizzie Stark*

Dancing animal lawyers? Major life choices? Dream workshops? What do all these things have in common? They are all freeform LARP scenarios you can pick from. Pulling from Intercon standards, Nordic freeform, Jeepform and American Freeform, there is something here for everyone. Three games chosen from a longer list will be run.

Future's Hope

*Drew Novick, Suzanne Wayner,
Jeannie Whited*

For a thousand generations, the Jedi Order has served the Republic. For the military and diplomats as well as for the Jedi, today's trainees are the future's hope.

G.I. Joe: Orbit

*Paul Wayner, Suzanne Wayner,
Jeannie Whited*

Space. The Final Frontier. G.I. Joe is looking for a few good men – and women – to prove they have the right stuff. Surely it's only a matter of time before Cobra makes a bid for space supremacy. G.I. Joe must be there to stop them.

Grimm Tales: Here Be Monsters

Will Wagner

Today is a special day - the Blackfinch was founded by Eline (Den lille havfrue) and her husband, Prince Edvard 80 years ago when they came to New York from Holland. Today, they celebrate 100 years of marriage — and the Fables have come in from around the world to help them celebrate — and to meet some of the newer folks to join the ranks of Fabledom.

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?

Hello, You Must Be...

Brian Williams

Hello, You Must Be... But who, exactly? Well, you'll have to find out to play. All I can tell you is that you're going to a party and it's going to be the best party ever.

Her Eternal Majesty's Privy Council for the Continual Funding of the Mad Arts & Sciences

*Nat Budin, Vito D'Agosta,
Phoebe Roberts, Susan Weiner*

The year 2500 in a far-future steampunk setting: the Galactic Empire is ruled by the preserved brain of Queen Victoria. A small number of players will play council members, and the rest will play a rotating cast of mad scientists and con artists. The council's decisions may determine the fate of the Galactic Empire.

Inheritance

Warren Tusk

In the far future, immortality through technology has been achieved, making anyone's death incomprehensible. Why, then would an acclaimed author of simulated realities, called "dream-bubbles," choose to die? And what will become of his unreleased masterpieces? Which of the funeral guests will receive and steward his legacy?

Interplanetary Federation - The Cadet Years

John Hawley, Eva Schiffer

The Interplanetary Federation wants you (yes YOU! That's right I'm pointing right at you), to join their elite corps of space fairing men and women and various other species! Fly Space ships! Battle Space-Pirates! Most importantly of all protect the Interplanetary Federation, from any hostile space fairing entities!

Midsummer Mischief

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

A tale of pigs, aunts, romance, Drones and imposters set in P.G. Wodehouse's world of the leisured upper classes. Come to *Blandings* for the Shropshire Midsummer Fete!

Last Call in Eden

Simon Deveau

In an ultra-bleak future where Earth has been turned into a radioactive barbecue thanks to nuclear state terrorists and aged failsafe technology, the remnants of humanity survives in the L7 Super-Hab *Eden*. Threatened by failing systems the citizens of Eden gather at their brew pub, The Hub, to find solutions.

Miss Maypole and the Christmas Pudding Affair

*Graham Arnold, Nickey Barnard,
Jon Cloutman-Green,
Dream Cloutman-Green,
Clare Gardner, Sue L.*

It's December 24th 1933 and tonight is the traditional Christmas Eve party which has been hosted by the Asquith-Jones family of Cerne Abbas, Dorset for at least three generations. It's a vitally important event for the family as it is the one occasion every year that the Asquith-Jones use to demonstrate how much taste, sophistication and most importantly money they have in comparison to the St John-Smythe family. Plus they get to show the St John-Smythe family how to throw a party before the St John Smythe's New Years Eve party.

However Theodore St John Smythe the head of the family had the audacity to be found dead this morning. It's all very inconvenient.

Presque Vue (revised)

*Josh Kronengold, Julian Lighton,
Lisa Padol, Stephen Tihor*

Amnesia SemiHard SF-Space Opera LARP with an epic scope in a locked room from the same team that did *Jamais Vue*, *Vue to a Kill*, and *GhostFu*.



Monkeys Monkeys Monkeys

Margaret Simkins

Enter this unique primate laboratory — not only a center of a novel research, but one featuring quite famous subjects. Curious George, Code Monkey, Space Monkey, Flying Monkeys Barrel of Monkeys and many other familiar simians roam this science lab, but for what purpose? Come let out your inner monkey as you plot, plan and play your favorite famous primate and get to the bottom of this science experiment.

Murder At Elm Hall

Thomas Wohlers

You and five others have been invited to spend the weekend at Elm Hall by the wealthy Lord Black, a famous socialite renowned for his parties. You were delighted to be invited — but now he seems to be dead!

To make matters worse, a storm has cut off all communication with the outside world — you are on your own, with the killer among you. With no help from the outside world, it is up to you to be judge, jury, and executioner of one of your own peers.

Intended as a fairly simple game, this is a murder mystery with less focus on the actual investigation, and more on the connections between the characters and the drama of the situation.

ODyLE

Jonathan Kindness

Inspired by the psycho/existential space thrillers of yore (*Solaris*, 2001, etc.), *ODyLE* is an intense, intimate, and often surreal look at the strain of human interaction and conflicting (mis)perceptions played out by a team of scientists and their colleagues and loved ones.

Next Exit 4.3 Lightyears

David Camacho, Brady Tatro

In a diner between planets, no one is exactly who they seem.

PlanetFall

Sharone Horowitz-Hendler, Alon Levy

Peloponnese. A mining ship, scheduled to make planetfall in one week. Only, you are behind schedule. And with technical problems with the computer systems, the captain instituting curfew, and morale spiraling downward, can you make it home as scheduled?

Warning: This game is darker than either the blurb or any of the character sheets appear at first. Expect serious angst

Pooka Support Group

Kara Hurvitz, William Walker

Pooka Support Group is a mostly-satire game about compulsive lying, dark secrets, and other family values. The game is set in a light fantasy setting with an emphasis on role-playing; though the game is intended to be a Changeling satire, the most impressive feat performed by these characters is telling the entire truth.

Note: *Pooka Support Group* is vaguely set in the World of Darkness, but will not use White Wolf mechanics or examine the White Wolf canon.

Project Skuld: Terra

Dave Burbank, Aaron Caldwell,
Jon Dearborn, Mel MacDonald,
Nicole Vega, Kosta Zavras

2061: three years since The Blink. Mankind struggles to understand why the moon vanished and an alien object of the same mass and size took its place. As insomnia and mental illness spread across the globe, a lab on the border of Norway and Sweden may have found the answer.

Rabbit Run

Zoe Eddy, Albert Lin

In a cyborg-controlled, dystopian future, players are members of one of the last bastions of humanity: the Rabbits. The Rabbits, street gang members turned freedom fighters, are resilient, committed, and deadly. Unified by trauma and struggle, they begin one of the final struggles against the twilight of the human race.

Railways and Respectability

N Barnard, P Dall, J Elsmore,
S Hatherley, S Lee, T Mitton, D Oddy,
M Snowden, J Winnard,
rewrites by AJ Smith, S Lee, J Winter

The Prince Regent's birthday party offers an excellent opportunity to discuss the building of Railways across the English countryside. However some members of society consider Romance and Respectability to be considerably more important.

Jane Austen and Georgette Heyer meets 18XX.

Resonance

Nat Budin, Vito D'Agosta,
Phoebe Roberts, Susan Weiner

You look at the person next to you, finding only a reflection of your own confusion. Then, the memories flood in. Resonance is an amnesia/storytelling LARP that uses unusual mechanics. Play out scenes leading up to the apocalypse, and your choices will not only reveal but determine who you were and what role you played.

Spacerpunk

Dev Purkayastha

Lighthearted space opera about Punks in Space - or Spacerpunks - the extra "er" is for good luck.

Reunions

Sharone Horowitz-Hendler

It's been about five years since you all started at Franklin University, four since you all joined Franklin's Sci-Fi fantasy club, the FORCe. It's been a year since graduation. A year since you were all able to really spend time together. This weekend is a time to get together, to catch up, and to enjoy.

This is the experimental game I wrote for linguistic anthropology research a few years back

Sam & Max Hit the Afterlife

Alex Bradley, David Kapell

"DEATH FROM ABOVE!" ... "Bad move killing that guy, little buddy. We needed to talk to him, and now we'll just have to drive down to hell and get him back."

Second Hand Spirit Animals: Second Time's the Charm

Elisa Ford

Everyone knows about Spirit Animals... but when was the last time you met a follower of House Fly or Slow Loris? Welcome to the annual meeting of the Follower Impaired Spirit Animals. These obscure soul guides have gathered to strategize for more followers, commiserate with friends, and perhaps settle grudges.

Shadow Over Mars

Gail & Doug Freedman, Mike Tomzack

Shadow Over Mars begins the tale of the airship *Moon of Shastapsh* and its crew, as they join the famed Red Captains of the Space: 1889 universe.

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Spaceteam!

Kevin Girard

No characters. No costumes. No plot. Just download the free Spaceteam app for your tablet or smartphone and drop in! In this fast paced game, you and your team must shout technobabble at each other and work together to keep your ship from falling apart!

Stars Over Atlantis

Lily Benderskaya, Tory Root

Stars Over Atlantis is a game about remembering things that you'd rather forget, and magic invading real-world spaces. About tragedy and sacrifice and death; about guilt and karma and forgiveness; about love and sex and gender. This game contains pervasive themes of alternate sexualities, including bisexuality, polyamory, and BDSM, as well as gender questioning and transitioning, and is recommended for mature players.

Spring River

Nat Budin, Vito D'Agosta, Viktoriya Fuzaylova, Susan Weiner

Spring River is a LARP about identity. It follows five individuals as they navigate the development of their identities and community aboard a generation starship. Players will portray aspects of these individuals.

Starship Hecate: Future Echoes

Kevin Girard

You are the crew of the USCV Hecate, a cargo ship full of supplies bound for the Jovian Colonies. It's a routine job, but you'll be traveling through hyperspace. And as every spacer knows, things get a little weird out there.

Stop that Moon!

John Benfield, Tucker Le

Rookie superheroes were sent into space for training when a mad scientist had taken over another space station in order to hold the world hostage. The heroes have been redirected to stop the nefarious plan. Will they succeed on their first mission without their mentors?

The Ballad of Jess-Belle

EB 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 House of Becoming

Ted Marr, Dan Parke, Jamey Patten, Kristen Patten, Santo Sengupta

Tribal remnants of humanity in the post-apocalypse undertake rites of passage at the sacred place known as the House of Becoming.

The Kouroos Intercept

Tony Mitton, AJ Smith

"So what's the gig, Cap?"

"RV with a small luxury liner under cover of a passenger drop. Break into the military-grade safe in the captain's quarters. Get out clean. Same as usual."

The Other Other* All-Batman Game

Philip, Jennifer, and Valerie Kelley

Batman and Robin have been defeated by their greatest foes! The citizens of Gotham rise to the occasion but, even disguised as Gotham's greatest defender, can they save their fair city from the villains' nefarious plans? A farce of identities and disguises based on the camp 60's TV show.

U.S.S. Aspire

Caroline Murphy

U.S.S. Aspire is a horror game about 25 people aboard a spacecraft, trying to piece together the events that led up to their current situation.

The Pantheon Protocol

Kara Hurvitz, Caelyn 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? A game of personal examination and transformation.

The Prophecy of the Starry Skies

Zeb Dezern, Greer Hauptman, Isabel Malonzo, Li-Chi Young

At the great New Year's Ceremony of Transience, The Divine Majesty of The Country of Sun & Sky descends from the palace to mix with commoners and nobles alike as they pray to the Gods for a plentiful year. But magic is unbalanced and revolution is roiling in the distance...

The Return to Gray

Tegan Kehoe

The remaining five staff members of *Le Phare*, an underground newspaper serving the French Resistance, had planned tonight as a celebration of the 200th issue. Then the war ended. As hellish as war is, things are clearer during conflict; there's a cause to serve that divides right from wrong. Now, the Phare staff are facing big existential and logistical questions while they sort out love, money, and the future they are newly free to think of.

The State vs. Captain Wonder

Shoshana Kessock

Captain Wonder, the greatest superhero in the world, has been arrested and charged with murdering the super villain Sacrifice. Now sit on the jury, examine evidence, and decide the fate of the most powerful being on earth. An American freeform court room drama.

The Tales of Irnh

Jeff Diewald, Jordan Diewald, Susan Giusto,
Tim Lasko, Charlie McCutcheon,
Barry Tannenbaum

The Tales of Irnh is a dark, philosophical Tale-telling LARP set in the universe of *Across the Sea of Stars*. This is a character-driven, low-mechanic, little-to-no combat LARP that explores the nature of free will and self-determination.

The Tattered Veil

Julia Ellingboe

At the edge of the world sits a small and peaceful hamlet governed by the Elderberry Prince, daughter-son of the Sleeping Forest Queen. To the west sleeps the Forest and his Queen; to the south, dances the Ocean and her King; to the east, grows farmland, rolling hills, and roads that lead Elsewhere; to the north, hangs the Veil.

This Time For Sure: Boris Badenov's Gulag for Unrepentant Children

Jeff Diewald, Tim Lasko,
Theresa Sullivan, Gaylord Tang

Players will be playing classic cartoon kids, troublemakers in some way, who are stuck inside the walls of Boris Badenov's Gulag for Unrepentant Children.

Twitch

Mike Young

Imagine if there were voices in your head and they told you what to do. Sometimes they are helpful and sometimes they are very, very disturbing. You have been given a task to perform with another person, but you don't know what it is. Dare you allow the voices to determine your fate?

Venting Day

Chris Shannon

Space is cold, but people can be colder. Before docking, your ship must go through venting, atmospheric cleansing. While everyone waits on the bridge for the process to end, anything could be revealed. *Venting Day* is an emotionally narrative game that focuses on role-play.

Victim's Ball

Kevin Kreiner

Those who survived the Reign of Terror during the French Revolution sometimes celebrate by hosting Victim's Balls, parties honoring the guillotine. Tonight, you have been invited to such a party. Few would turn down such an honor, fewer still will be unchanged when morning comes.

Weavers at the Loom of Fate

Holly Bianchi, Thomas Traina

An ordinary party. Extraordinary people. Destinies collide. Bonds are made and broken. Players write their characters' plots in-game? Game wrap speeches part-way through? What fevered dream is this?

What Price Human

Derek Herrera, Hilary Umbreit

As workers on board Station Epsilon, your only escape from the banality of your everyday life is Virtua-Net, a state-of-the-art virtual reality community, where you can be the best version of you! This game tackles issues of human connection, social isolation, self-discovery and the meaning of being human.

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Daniel Abraham
A Respectful Calm

Ian Ally-Seals
Happily Ever After,
The Ballad of Jess-Belle

Jason Alonso
1870: Container

Sam Anderson
The Tattered Veil

Kate “The Wrong Kate” B.
Railways and Respectability,
Midsummer Mischief, Miss
Maypole and the Christmas
Pudding Affair

Kate was introduced to LARP in 1998-ish when people she’d known since preschool or earlier tricked her into coming to a game. (Closest she’d come before then was Eric the Darker’s annual Paranoia event — since back before he tested the food — SRSLY.) In the intervening time, Kate was a player in a series of DC-based campaigns, including *Mersienne Medieval Fantasy*, *1936: Horror*, and *Brassy’s Men*, then sold her soul (or just sold

out?) and became a staff member for the *1948: Signals and Threads of Damocles* campaigns before repatriating to her native New England. Her writing and GM credits include the full-weekend LARP *Drink Deeper*, occasional scenarios for DC area campaigns, and exercising questionable judgment in agreeing to do bulk cooking and LARP catering, including many years of devilled eggs for the Chelmsford Intercon Con Suites. These days, she’s mostly floor-GMing other peoples’ games.

Kate is honored to again assist “Team Brit” as a Yankee delegate for the reprisal of *Railways*. It is surmised that being genetically British, having lived in the UK, her obsession with frockage fueling Sue’s own addiction, or that repeated trips to the England to LARP in UK-Freeforms events contributed to her selection for this post, but it’s probably because she shows up on time, brings tea, and can teach the basics of Regency/Federal-era set dances.

Rex "RexCelestis" Balboa

Shadow Over Mars

I've been a comic book collector since I was 12 and kept active even when I was living abroad. My current collection runs about 6,000 books and I add 40 ~ 60 new comic each month. Yes. I read them all.

I've also been involved tabletop role play since about that time. I've run a number of different system and I consider a ten year *World of Darkness* chronicle the bar against which I judge most other RP experiences. I currently run a monthly *Firefly* game for a group of 8 adults.

My experience with LARP started later. After experiencing the wonder of Fete Fatale productions, I ran a short lived *WoD* LARP, *The Essentials*. I am excited to be part of

the storytelling staff of *Shadow Over Mars*.

Steampunk has been a more recent hobby acquisition. The music attracted me, initially, but the creativity, costuming, multi-generational and multi-ethnic nature of the scene quickly hooked my entire family. It's something we've been doing together now for the last eight years. It's been the gateway for us to try cosplay and crafting. We've made some nice jewelry, a Hand of Doom prop for my daughter's HellGirl Halloween costume, and a suit of armor for a *Deathstroke* cosplay.

I've started training in a Venetian style of rapier, even more recently. After years of studying Japanese martial arts, I've found the switch refreshing and interesting.



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Beth Baniszewski
Pooka Support Group

Kendra Beckler
Ascent to Hisseldale

Liliya Benderskaya
Stars Over Atlantis

John Benfield
Stop that Moon!

Chad "Laurion" Bergeron
A Respectful Calm
Biobiobiobiobiobiobiobiobiobiobi.

BIO

Cameron Betts
'Tis No Deceit to Deceive the Deceiver

Holly Bianchi
Weavers at the Loom of Fate

Emily Care Boss
Freeform LARP Sampler,
The Tattered Veil

Sarah Bowman
Freeform LARP Sampler

Laura Boylan
A Single Silver Coin, Con Committee

Alex Bradley
Sam & Max hit the Afterlife

Anna Bradley
Con Committee

David Braslow
Atlantic City, 1920: Monopoly

Jason Brodsky
Spacerpunk

Amanda Brown
Critical Path

Joey Brunelle
Atlantic City, 1920: Monopoly

Katherine "Kath" Bryant
Epitaphs

Kath does hear the people sing and will, in fact, join your crusade. This is her second time GMing at Intercon.

Brandon Brylawski
Critical Path

Brandon has been LARPing since *cough* and has written a number of games, including *Starship Edsel*, *Tales of Pendragon*, *Arkham on Five Sanity Points a Day*, and *Galaxy Comics Presents: Identity Crisis*. He has lots more ideas than free time.

Nat Budin
Her Eternal Majesty's Privy Council for the Continual Funding of the Mad Arts & Sciences, Spring River, Webminion

Aaron Caldwell

Project Skuld: Terra

New to the world of convention games and attending his first ever Intercon, Aaron is a veteran of numerous Boffer LARPs over the last ten years. Currently he is one of the game directors of Be Epic’s *Steam and Cinders* and plays in it’s other game, *Second Dawn*.

Aaron happens to love science fiction, Norse mythology and heavily detailed storytelling, all of which led him to jump at the chance to help write and run *Project Skuld: Terra*.

Megan Coppock

Ay Dios Mio!

Megan works two jobs, spends almost every weekend LARPing, crafts and crochets, hosts a monthly murder mystery dinner, spends way too much time on Facebook messenger, and is rumored to have free time within which she writes as many LARPs as she can.

All of this of course was a natural coping mechanism to realizing she would never develop magic abilities to save the world, marry George the Rogue King, or wield the Blue Sword. She’s holding out hope for Neverland.

David “magusdave” Burbank

Project Skuld: Terra

Dave has been role-playing since the age of three - winning acclaim and an early bedtime for his portrayal of the Weatherman, and his artistic interpretation of storm fronts and low pressure systems in crayon on his bedroom wall. LARPing came natural to him in elementary school, writing such gems as *Army*, *Explorers in the Jungle*, and *Creepy Shack in the Woods*. Now an adult, Dave helps write and staff Be Epic’s *Second Dawn* LARP and attempts to entertain other Intercon GMs with diceless tabletop shenanigans.

He is pleased and excited to work with such a talented team for *Project Skuld*. In case of writer’s block, he consults the head of Mimir (which whispers constant, wondrous and strange).

David Camacho

Next Exit 4.3 Lightyears

Peter Casey

PlanetFall

William Chapman

An Evening at McAnallys Pub

Heather Cougar

A Respectful Calm

Vito “Simple Wordsmith”

D’Agosta

Her Eternal Majesty’s Privy Council for the Continual Funding of the Mad Arts & Sciences, Spring River

Writing a bio is hard for a thing like Intercon. Too factual and it is unwieldy. Too silly and one wonders about having one at all. Plus, the new members to Intercon might actually look at some of these and hope for some minuscule amount of information to inform them about whether or not to sign up for this person’s games. Some years a bio gets put in some manner of code, whether binary or using a relatively simple Caesar shift. Sometimes it gets left blank until the deadline is passed. Sometimes... well, you get the point.

Every year, GMs at Intercon wrestle with this dilemma. This year is no different.

Kat Davis

Dying of the Light

Street Shaman with Druidic Roots who primarily enjoys French Fries and Writing Things and Running Around the Woods Hitting People with Padded Sticks.

Stephanie Davis

The Tales of Irnh, Con Committee

Kathleen De Smet

Better Living Through Robotics, Clerical Error

Jon Dearborn

Project Skuld: Terra

A life-long and avid fan of gaming and theatrical pursuits, Jon is the author of several “not even close to finished but possibly brilliant” literary masterpieces that one day will be transcribed from its current medium of being inside his head. A self proclaimed aficionado of everything bizarre, his mission in life is to make everyone else’s life more surreal.

Jon has graduated Summa Cum Laude from Hogwart’s School of Witchcraft and Wizardry where he majored in Necromancy. Currently he serves as a faculty member of Miskatonic University working towards his post-doctorate in “Awesome.”

Simon “Joiler” Deveau

Last Call in Eden

Games written and run at previous Intercon conventions include: *Malcor*, *Barad Wath*, *Resolution 2734*, *Skid Row*, *Darfur Bingo*, and *Null Node*.



Tom Dimiduk

Bad Apples, PlanetFall

Zeb Dezern

*The Prophecy of the Starry Skies,
(re)COURSE: magical girl
contagion (RE)cord*

Wields a cane (+1 speed, -1 stealth).
Took plenty of flaws at char-gen.

Samuel Dukhovni

Afterlife

Quinn D

Clerical Error, GM Liaison

Jen "Lady J" Eastman-Lawrence

*Liaisons in Space!,
Railways and Respectability*

Lady J is excited about her foray into GM space this year, as it will be her first at Intercon! Many moons ago she helped create, write and run *GameBob*, in Millers Reach. She is happy that Kate will be teaching the dancing.

Jeff "The Vortex of Chaos"

Diewald

*Bringer of Port, Writer of Tales,
Across the Sea of Stars,
Hello, You Must Be..., Bid
Committee*

There are a lot of LARPs on the Intercon schedule this year, but if you were particularly fast, it would've been possible for you to sign up for:

Friday night: *The Tales of Irnh*
(I wrote, being GMed by two earlier players)

Saturday morning: *Hello, You Must Be...* (I'm GMing one run for Brian Williams)

Saturday afternoon and evening: *Across the Sea of Stars* (I wrote and will be GMing)

Sunday morning: *This Time For Sure: Boris Badenov's Gulag for Unrepentant Children* (I co-wrote, two of my co-writers are GMing)

That's right - there's an entire "Jeff" track of LARP at Intercon this year - and it's full! This is what I do, but no matter how long I've been doing it, I'm still learning the craft. I'm always looking for the next interesting game to play, that will show me something clever I can use in my next project.

Zoe Eddy

Rabbit Run

Jim Edwards-Hewitt

Across the Sea of Stars

Ingrid Ellingboe

The Tattered Veil

Julia Ellingboe

The Tattered Veil

Erika "Eeeeka" Emrick

Epitaphs

Eeeeka is full of planning fu and gaming fu and short of most other things.

Caitlin Feeley

For Those In Peril On The Sea

Will Fergus

Bid Committee

Elisa Ford

*Second Hand Spirit Animals:
Second Time's the Charm*

Elisa enjoys knitting, swearing at inanimate objects (including the knitting), and pie that somebody else baked.

As far as LARPing goes, she's the fearless leader of Red Star Games, a theater LARP organization based out of Portland, OR celebrating its fourth birthday in 2015.

Craig Fox

The Other Other All-Batman Game*

Elisabeth "Lise" Fracalossi

Midsummer Mischief

Lise is a LARPer, writer, reader, front-end web developer, and collector of silly hats. She has written two games, *Cracks in the Orb* and *League of Extraordinary Hogwarts Students*, neither of which is this game.

Kate Fractal

After Party

Kate is vaguely wondering if bios should contain actual information. If so, Kate is involved with LARPs to try and learn all the things, and is currently trying to figure out relationships. If not, snail snail snail snail snail...

Gail Freedman

Critical Path, Shadow Over Mars

Doug "Dig" Freedman

Critical Path, Shadow Over Mars

"Fencing, fighting, revenge... True Love..."

"It doesn't sound too bad. I'll try to stay awake."

Kate Freedman

The Tattered Veil

Viktoriya Fuzaylova

Iron GM Competition, Spring River

Bernie Gabin

Brockhurst

Anandi Gandolfi

Another Life

Marsha Geshon

Iron GM Competition

Jenn Giorno

Con Committee

Kevin Girard

Spaceteam!

Starship Hecate: Future Echoes

This is Kevin's fourth year at Intercon, yet he still can't seem to drag any of his friends along.

Kevin is based in Providence, RI, and has been designing and building props, costumes, and sets since 2007. After seeing Punchdrunk's *Sleep No More* in 2010, Kevin decided to go back to school and turn immersive, interactive theater into a career. He got his degree from Rhode Island College in 2014, and has not looked back. His credits include helping to build the new set of *Sleep No More* in New York City; guiding people through the interactive adventures of *5 Wits* in Foxboro; and performing as a living statue in Providence, Boston, and beyond.

He is currently looking for work in his field, and will be carrying copies of his resume, just in case.

Katie Gordon

Atlantic City, 1920: Monopoly

Weiyi Guo

Spacerpunk

Tara Halwes

Freeform LARP Sampler

Susan Giusto

Art Director, Across the Sea of Stars

~~~~nikin~~~~

I am the Intercon Muse...

GMing this year's run of *Across the Sea of Stars*. I build LARP's, props, scenery and have some fun playing in games as well. I also wrangle various Intercon personnel to keep the Art Department for Intercon running smoothly.

I need a back rub, someone to dance with and an interesting, all consuming LARP to lose myself into for a millennium.

BTW, I am not from this planet.

**Catherine Havasi**

*1870: Container*

**John Hawley**

*Interplanetary Federation - The Cadet Years*

**Greer Hauptman**

*The Prophecy of the Starry Skies, (re)COURSE: magical girl contagion (RE)cord*

Names are weird. Like, your parents just chose a sound that identifies who you are as a human being for the rest of your life.

**Auntie Arwen's Spices**

24 Years of custom spice blends

Home of Ultimate Garlic Insanity, where we define how fresh garlic should be. Teas, Tisanes, and Fudge to keep you going.

*Stop by the only spice blend shop where you can open & sniff the flavors before you buy so long as you keep ALL appendages out of our jars.*

[www.AuntieArwenSpices.com](http://www.AuntieArwenSpices.com)

**Devin Hendrickson**

*A Song of Mergers and Acquisitions*

**Tegan Hendrickson**

*A Song of Mergers and Acquisitions*

Hailing from the wilds of Suburban Maryland, Tegan is an accomplished nerd and talks to people for a living. When not randomly writing the occasional LARP or playing in one, she runs the *LARP of the Month* event out of her own (parents’) home. She’s excited to be visiting her friends up at Intercon and looks forward to many Intercons to come.

**Kristen Hendricks**

*Ex Ignorantia*

**Derek Herrera**

*What Price Human*

Derek is glad to be back at Intercon and is excited to run a game for you once again. He looks forward to all the games that will run, and all the magical moments that players will create. Oh, and beer. He looks forward to drinking beer with good people.

**Jared Hite**

*Happily Ever After*

**Kara Hurvitz**

*The Pantheon Protocol*

was the turkey ALL ALONG!

**Dave “ConChair” Kapell**

*Con Chair, ConSuite, Ops, Sam & Max hit the Afterlife*

**Sharone Horowitz-Hendler**

*PlanetFall, Bad Apples, Reunions*

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.

Sharone is a PhD student in linguistic anthropology, studying how we present and create gender identity through our language. She is in love with her topic, so ask her about it but be ready to have your ear talked off.

**Adrienne Kammer**

*BBC Reality in cooperation with the Jupiter Mining Corp presents RED DWARF*

**Tegan Kehoe**

*The Return to Gray*

Tegan is a historian and museum professional by day, freelance writer by night, and a LARPer during the witching hour. Well, that’s not true, as she’s not much of a night owl, but you get the idea.

**Philip Kelley**

*The Other Other\* All-Batman Game, Bid Committee*

**John “the tall one” Kammer**

*BBC Reality in cooperation with the Jupiter Mining Corp presents RED DWARF*

Although Mr. Kammer has written and run numerous games at several conventions including but not limited to GenCon, Origins, Intercon, and DexCon, not to mention having written and run campaign LARP - his claims of having single-handedly invented the genre of LARP are demonstrably false.

Still, several of his games have proven to be amusing receiving such acclaim as “Hey, that didn’t suck!” and “I want my money and two hours of my life back” which, well you kind of had to be there it sounded better in person and the fisticuffs which ensued were truly amazing.

In case it isn’t clear, Mr. Kammer does not take himself too seriously. Neither should you.

**Shoshana Kessock**

*The State vs. Captain Wonder*

**Jonathan Kindness**

*ODYLE*

**David “Khyros” Kowarsky**

*Inheritance*

I heard you like games, so I put some game in your game so you can game while you game.

**Rebecca Kletnieks**

*Con Committee*

**Andy Kirschbaum**

*Another Life*

**Mike “Blue” Kanarek**

*U.S.S. Aspire*

Mike Kanarek is a veteran gamer and LARPer who generally loves running games more than playing them. He loves creating moments and scenes which immerse players visually as well as emotionally in their new environment by creating richly detailed props, sets, characters and story lines. His first love is weekend long boffer LARP but he’s also run and played plenty of shorter/theater LARPs. He is a founder and director of Be Epic, a non-profit organization that runs dozens of LARP events a year and provides resources for GMs and game directors.

**Kevin Kreiner**

*Victim’s Ball*

**Armored Dragon Designs**  
**chainmail & leather costumes & jewelry**  
**TheArmoredDragon.etsy.com**



**Joshua “Josh” Kronengold**

*Presque Vue (revised)*

Joshua Kronengold has been LARPing since the early 90s, and started writing, running, editing and designing games 5-10 years later. Rumors that his body is a puppet controlled from an AI on the moon are, sadly, entirely fabricated.

**Alessandro La Porta**

*Dying of the Light*

**Renee Lasko**

*Con Committee*

**Tim “Teem” Lasko**

*Ocelot, Minion, Potentially-Useful Boy, Kong Tender, Across the Sea of Stars, Registrar, Outreach*

Kong will have his revenge!  
 Soon! Soon!

**Sue “Queenortart” L.**

*Railways and Respectability, Miss Maypole and the Christmas Pudding Affair, Bid Committee*

You choose:

- Fluffy GM for dancing and railways
- Ruthless bidcom member
- Scathing panelist

This year I’m planning *Writers are Total Cocks*, and I shall write some PowerPoint slides about how to run a game writing weekend.

**James Lawrence**

*The Ballad of Jess-Belle*

Tea. Earl Grey. Hot.

**Matt LeVan**

*Midsummer Mischieff*

**Alon Levy**

*Bad Apples, PlanetFall*

**Tucker Le**

*Stop that Moon!*

Besides being a GM who rules with an iron fist and an expert teddy bear wrestler, Tucker believes that LARPing is about feeling the experience. Along with customizing roles to maximize unique enjoyment and realism, this GM is more than happy (scarily so) to provide the darkness in order for players to find their light.

**Bess Libby**

*Venting Day*

**Ira Libby**

*Venting Day*

**Julian Lighton**

*Presque Vue (revised)*

**Albert Lin**

*Rabbit Run, For Those In Peril On The Sea*

**Anthony Linkens**

*Starship Hecate: Future Echoes*

Been LARPing since 1991. I’ve played many Fantasy LARPs as well as a few scifi LARPs. I helped run *Starship Hecate* at Intercon a few years ago and am excited to bring the next chapter of our game!

**Peter Litwack**

*A Single Silver Coin, Con Committee*

**Mel MacDonald**

*Project Skuld: Terra*

**Isabel Malonzo**

*(re)COURSE: magical girl contagion (RE)cord, The Prophecy of the Starry Skies*

Who are you? Why am I here? Why is it so cold? And why is there this white stuff on the ground?

Am I stuck in a game? Oh no. The bears are coming again . . .

**Ted Marr**

*Rabbit Run, The House of Becoming*

Ted enjoys telling stories and building worlds in collaboration with other people; it is perhaps unsurprising that those proclivities might lead to running games from time to time. He also make independent films, mostly in the horror genre. So that... sometimes bleeds over. No pun intended, but now that it’s written, I’m not going to change it. I’m also going to change person/pronouns mid-blurb. So there.



**Michael McAfee**

*Con Committee*

**Elyssia McCormick**

*Ay Dios Mio!*

Elyssia was born roughly in Delaware some number of years ago, already wearing purple glitter. Since then she’s written, organized and or run countless number of games and gaming conventions, as well as been a pillar of the local gaming community. Then she found and married Mr. Darcy, and so now resides in England.

**Charlie McCutcheon**

*Across the Sea of Stars*

**Kristen Patten**

*The House of Becoming,  
Pre-Convention Chair*

Kristen likes running big games and playing small ones. She discovered she loved LARPing over a decade ago and has never looked back.

**Tony Mitton**

*4, The Kouros Intercept*

**Drew Novick**

*Future’s Hope*

**Kyle O’Connor**

*U.S.S. Aspire*

**Caroline Murphy**

*U.S.S. Aspire*

Caroline Murphy is a game designer and writer, who has been creating live action experiences ranging from theater LARPs to international ARGs since 2001. She is a huge fan of player-driven narrative, challenging themes, incorporating technology into narrative game experiences, and education through games.

She is a co-founder/organizer of The LARP Forum, Co- founder/CEO of BostonFIG, Community Manager of Boston Indies.

Caroline lives in Boston with her husband Kyle and their two cats Nyarlathotep and Meili.

**Morgan Ong**

*ODyLE*

**Lisa Padol**

*Presque Vue (revised)*

**Dan Parke**

*The House of Becoming*

**Jamey Patten**

*The House of Becoming*

**Matt Peairs**

*Con Committee*

**Carolyn Perry**

*Miss Maypole and the  
Christmas Pudding Affair*

**Joshua Rachlin**

*Resonance*

Joshua has been LARPing since 1998 or '99. They have been a contributing writer for dozens of LARPs, including two award-winning Iron GM games. They feel strongly that cons should be safe spaces for all attendees, and does their best to implement that while serving on the ConComs of Intercon and Arisia.

**Trey Reilly**

*Con Committee*

**Kevin Riggle**

*Con Committee*

**Tory Root**

*Stars Over Atlantis*

**Sparrow Rubin**

*Con Committee*

**Caelyn “inurashii” Sandel**

*The Pantheon Protocol*

Caelyn Sandel was secretly a woman THIS WHOLE TIME!!

**Eva Schiffer**

*Better Living Through Robotics*

I consume oxygen and I’m generally not on fire.

**Phoebe Roberts**

*Brockhurst, Her Eternal Majesty’s  
Privy Council for the Continual  
Funding of the Mad Arts & Sciences,  
Bid Committee*

Phoebe is a Boston-area theater artist who works in writing, acting, directing, modeling, and costume design. Her current major project is her series of new plays, *Mrs. Hawking*, mystery capers set in Victorian London about the adventures of two women who secretly defend other ladies against the injustices of society. More information can be found at her website, [Mrshawking.com](http://Mrshawking.com)

**EB “Acoustic\_Shadow” Savage**

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

And, as in uffish thought he stood,  
The Jabberwock, with eyes of flame,  
Came whiffing through the tulgey  
wood,  
And burbled as it came!

**Jason Schneiderman**

*Con Committee*

**Katie Sedlar**

*Afterlife*

**Adina Schreiber**

*Raffle Coordinator, Bid Committee,  
Player Liaison*

Boffer and theater enthusiast.  
Costuming enthusiast. Bid com  
member, raffle coordinator, player  
liaison and poster-maker for  
Intercon, occasional panelist for  
PreCon and NELCO, and NEIL board  
member.

This bio is short and sweet. Just like  
me, if I were sweet.

**Kreg Segall**

*'Tis No Deceit to Deceive the  
Deceiver*

**Santo Sengupta**

*The House of Becoming*

**Christopher "Cristovau" Shannon**

*Venting Day*

Chris Shannon is a Chelmsford  
resident who has been going to  
Intercon for over 10 years. As a  
member of WONDERLARPS he has  
written four games and run six  
games at Intercon. This year will be  
his lucky 7<sup>th</sup> game. He is also an avid  
boffer LARP fan, and staff member  
for the campaign game, *Shadows of  
Amun*. Normally, he doesn't talk  
about himself in the 3<sup>rd</sup> person  
unless he can break the 4<sup>th</sup> wall,  
which I do whenever I can.

**Joshua Sheena**

*Operations*

**David Simkins**

*Monkeys, Monkeys, Monkeys*

I have been playing role playing  
games my whole life, and have  
been writing and gamemastering  
them for almost all of it. I now  
have the honor and privilege of  
teaching role playing design and  
development at Rochester  
Institute of Technology, where I  
am an assistant professor. My  
book, *The Arts of LARP* is  
available from Amazon. Find me  
at the conference and I should  
have a few copies for sale at  
Amazon's price (below list price).

**Margaret Simkins**

*Monkeys Monkeys Monkeys*

**Andrew "AJ" Smith**

*Railways and Respectability,  
4, The Kouros Intercept*

Starships. Railways. Martians.  
Madness. Als. Cultists.  
Impressively big hats.  
Pudding. Dancing.

It must be Intercon again.

**Brad Smith**

*Resonance*

**Lizzie Stark**

*Freeform LARP Sampler*

**Julia Suggs**

*Con Committee*

**Theresa Sullivan**

*This Time For Sure: Boris Badenov's  
Gulag for Unrepentant Children*

**Kim "redfishie" Sward**

*Bid Committee, Bid Chair*

Kim has been found for more than a  
decade roaming the NH seacoast  
and the Boston Area. She's  
frequently found singing to herself,  
has a passion for costuming, and  
blonde hair.

**Thorin Tabor**

*Con Committee*

**Rory Talk**

*A Single Silver Coin, Con Committee*

**Anita Szostak**

*Art Director, Con Committee*

Here am I floating 'round my tin can  
Far above the Moon  
Planet Earth is blue  
And there's nothing I can do

From *Major Tom* by David Bowie

Dole Whip! Another busy year  
taking care of the artwork for  
Intercon. As always, thanks to my  
partners in crime, Susan & Barry.

**Barry Tannenbaum**

*Across the Sea of Stars, Webmaster*

**Lydushka's Custom Creations**

*for over 27yrs "If it can be sewn I can Sew it!"*

all fabrics & leatherwork

SCA, LARP, Formal, Informal, repairs,  
special occasions.

Photos available on Flickr and FB

@ Lydushka's Custom Creations

**Brady Tatro**

*Next Exit 4.3 Lightyears*

**Mike Tomczak**

*Shadow Over Mars*

**Gaylord Tang**

*Presque Vue, This Time For Sure:  
Boris Badenov's Gulag for  
Unrepentant Children*

Just an art major who has played a lot of games, from theater-style to boffer LARPs, to board games to RPGs, to war-games to computer games. Stepping up to run a few LARPs here (M, N, & O so far) and elsewhere. A NYC person visiting this near-Boston area, with no sport allegiances to worry about.

**Warren Tusk**

*Ex Ignorantia*

**Stephen Tihor**

*Presque Vue*

Stephen has been a gamer since high school, from strategy games at SPI to Postal Diplomacy and the Slobinpolitz Journal to the dawn of D&D. He started LARPing at the first Arabian Nights, write a couple of years thereafter, and now also serves on the plot team for a NERO chapter near New Haven

**Hilary Umbreit**

*What Price Human*

**Nicole "Nic" Vega**

*Project Skuld: Terra*

Nic is mainly science by volume. This science is terrible and awesome. Nic is plotting the future. The future will be glorious.

**Thomas Traina**

*Weavers at the Loom of Fate,  
Con Committee*

Tom is believed to have been born in the 5<sup>th</sup> or 6<sup>th</sup> century BCE in the village of Chu Jen. He worked in the Imperial Palace and was eventually promoted to Keeper of the Archives for the royal court of Emperor Zhou. In protest of its state of moral decay, he left China riding west on a water buffalo. He was stopped by a border guard and asked to write down his philosophy before leaving. He completed the book overnight and left the next day, never to be seen again.

**Susan Weiner**

*Her Eternal Majesty's Privy  
Council for the Continual Funding  
of the Mad Arts & Sciences,  
Spring River*

**Will Wagner**

*A Flag of Bones, Grimm Tales:  
Here Be Monsters, Bid Committee*

Will first started LARPing in 1988 but was not exposed to theater-style games until Intercon A. After that, he caught the bug and has been writing and running LARPs since Intercon B.

He has run games at nearly every Intercon in both New England and MidAtlantic since then (except for a year off during N). He returns to writing again for Intercon O with the latest in the Grimm Tales series of games and another games written for kids.

**Paul Wayner**

*G.I. Joe: Orbit*

**Suzanne Wayner**

*G.I. Joe: Orbit, Future's Hope*

**Mark "Justin du Coeur" Waks**

*A Respectful Calm, Bid  
Committee*

Mark Waks (better known as Justin du Coeur) is a fictional entity, the public face of the corporate person known as Querki. Text that purports to come from him is actually composed by a large group, which uses Querki to self-organize and decide who and what he will be today. Please forgive the many apparent inconsistencies in his behavior and interests — design by committee never works perfectly.

**Jeannie "On Crack Woman" Whited**

*G.I. Joe: Orbit, Future's Hope*

Jeannie doesn't think she's run two games at Intercon before. Jeannie isn't quite sure what she was thinking, but it's definitely her fault as she talked the other GMs into it. Jeannie may attempt to claim that her horse made her do it, but she's probably lying.

**Eric Wirtanen**

*'Tis No Deceit to  
Deceive the Deceiver*

**Thomas Wohlers**

*Bad Apples, Murder At Elm Hall*

**IRON GM**

4 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!**

**Brian Williams**

*Hello, You Must Be...*

It's me again, the bearded Brit with the glasses (I don't think any of the other Brits have beards this year). Yes, I'm back for another year :-)

Anyway, this year I have swapped AJ for the home-grown Jeff Diewald who is going to help me run my interesting 8-player game, *Hello, You Must Be...* Well, help... Hmmm, actually we're running it twice in the same slot, he's running one of them, I'm running the other one. So, maybe "running my game for me..." might have been a better description.

If you've played my games before (and enjoyed them) then trust me, you'll like this one. If you've not played my games before, then this might not be the best one to start with...

**Ian Ynda-Hummel**

*A Single Silver Coin*

**Laura Young**

*Twitch*

**Kosta Zavras**

*Project Skuld: Terra*

**Andrew Zorowitz**

*Con Committee*

**Li-Chi "lichifruit" Young**

*The Prophecy of the Starry Skies,*

*(re)COURSE: magical girl*

*contagion (RE)cord*

The goth loli says 'Go go go lolita let's go.'

I like moesauruses. They're a Christmas miracle. I want one.

I want ten.

I also like jundin' people out.

**Mike "Buggy" Young**

*Twitch*

Mike Young has been running LARPs for longer than some of you have been alive. Of late, he has become interested in playing with the format of LARPs, stretching their boundaries, and seeing what can be done with them.

**Daniel Zaharopol**

*The Tales of Irnh*

Dan has been LARPing for about 20 years. He's written and run games of all kinds, from 4-hour one shots to weekend-long "rent a house in Maine" events to yearlong campaign games. He loves the collaborative storytelling aspect of LARPs, and the worlds created by compelling and deep characters.



**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.



## Harassment Policy

Intercon is dedicated to providing a harassment-free convention experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, religion, or any other factor. We do not tolerate harassment of convention attendees in any form. Convention attendees violating these rules may be sanctioned or expelled from the convention without a refund at the discretion of the convention organizers.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of the convention SENIOR Staff immediately. (Convention Senior Staff can be identified by their convention badge, which will say "SENIOR STAFF" under their name, and, if they are on duty, by an Intercon Senior Staff button.)

The complete New England Intercon convention anti-harassment policy can be found at <http://tinyurl.com/InterconO>.

## Weapons Policy

Intercon understands that costumes sometimes include weapons, and some boffer games have simulated combat with boffer weapons, but the safety and comfort of our attendees and other occupants of the hotel must be paramount. Please see our weapons policy at <http://www.interactiveliterature.org/O>.

## 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.

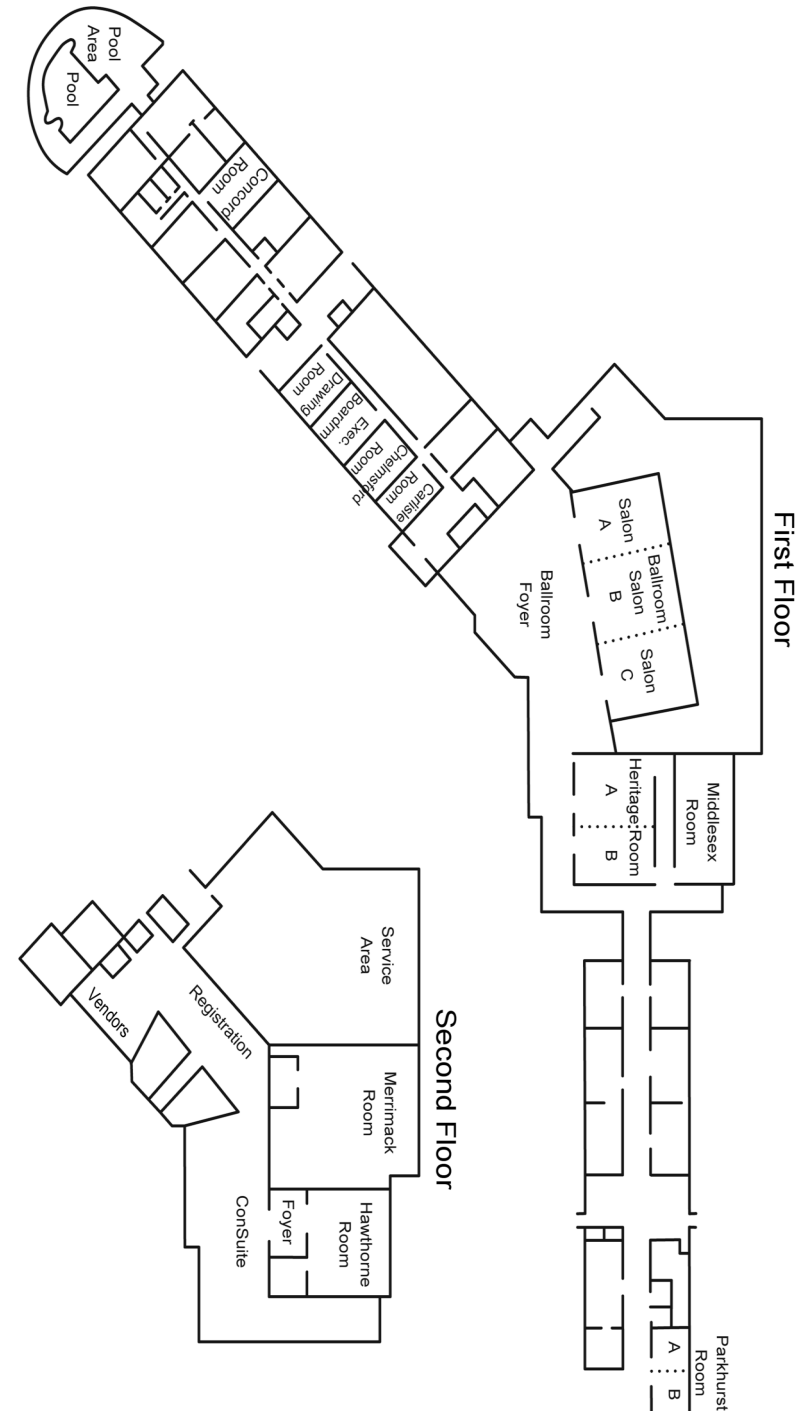
## Be Nice to the Site

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 ConChair 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 2015

**This Summer**

**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 is \$20 for the weekend, which can be paid during Intercon O at Ops.

**Contact David Kapell for more info or to propose a panel or workshop at [nelco@interactiveliterature.org](mailto:nelco@interactiveliterature.org)**

# Intercon P



March 2016

Chelmsford, MA

Register Now!!!

<http://www.interactiveliterature.org/P/>

Sign up during Intercon O  
for only \$25

Game Bids are now being accepted!!!