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



NOTE FROM THE CONCHAIR

Hello Intercon! I'd like to use this space to talk to you about an extremely important issue plaguing our community: the correct capitalization of the word "larp." The forces of conservatism amongst us would have you believe this word is an acronym, but I say no, sirrah! Never!

ahem

Intercon P has been a year of transitions for our community. Most obviously, we've moved from the Chelmsford Radisson, which has hosted fifteen Intercons since 2000, to the Westborough DoubleTree. We're very excited about what this new space has to offer, but we recognize that with every move comes tradeoffs, and we're interested in hearing what you think — both the good and the bad.

As we move hotels, our community continues to broaden and reshape. Live combat larp has become a major part of the Intercon community over the last several years, and this year we're proud to host a full track of live combat games running continuously from Friday night through Saturday night - more than any Intercon before.

Finally, this year Intercon has, for the first time ever, a dedicated security staff. We're committed to providing a safe space for everyone, and our security staff members are tasked with ensuring that's the case. The security staff is available 24 hours during the con via a hotline number: (313) SAFETY-4.

We always say it, but it bears repeating: this convention is a community-run event, and it absolutely could not happen without the many devoted staff members, volunteers, and GMs who work tirelessly to make it happen. Many, many thanks to each and every one of you.

On behalf of the entire staff of Intercon P, I'd like to welcome you to our new home in Westborough. I sincerely hope you have a great convention. Happy larping!

Nat Budin

Convention Chair, Intercon P



NOTE FROM THE NEIL PRESIDENT

Hello Intercon! I'd like to use this space to talk to you about an extremely important issue plaguing our community: the correct capitalization of the word "LARP". There are those with ulterior agendas who would have you believe this word is no longer an acronym, but I say no, sirrah! Never!

ahem

This has been an incredibly busy, productive year for the local community, with NEIL making some large changes and taking on new, exciting projects, on top of running the largest all-LARP convention in the U.S. We've opened NEIL elections up to the general community instead of holding board member-only votes and have adopted a policy of polling the community before making any making major policy changes. We hope this will help encourage everyone to get involved in how our community. And as always, NEIL meetings are open to everyone!

NELCO, the first LARP conference in the US, held its fourth annual event this past year, and it was our biggest NELCO to date. We tried out a new location and had some fantastic new content. If you're interested in being involved in NELCO 2016, send an email to nelco@interactiveliterature.org.

NEIL is currently working on our first publication, a LARP-focused journal called *Game Wrap*. Our first edition is well underway, with over a dozen articles currently in the editing stage, and we hope to announce our publishing date soon.

NEIL is also now hosting a new online bank of LARPs at <http://library.interactiveliterature.org>, and we welcome new submissions to it! If you are ever looking for a LARP to run, check it out!

I'd like to extend a huge thank you to everyone who has helped make all of these exciting changes and projects happen — everyone on the Intercon, NELCO, LARP Library, and *Game Wrap* staffs, the NEIL board, all of the volunteers, and all of the participants who bring these events and projects to life!

Welcome to Intercon P!

More LARP is Best LARP!

Adina Schreiber

NEIL President

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Naish Holiday Village • Christchurch, Dorset

"Nothing like a little judicious levity." – Robert Louis Stevenson

www.consequences.org.uk/j

PRE-CONVENTION SCHEDULE

Thursday, February 26			
	Captain's Room	Jonathan	Kendall
20:00	Scholarly Analysis of LARP	A Bigger, Broader NEIL Community	Costuming Tricks for Lazy People
21:00	LARP in Media	Pre-Game Workshop Ideas	Renaissance Dancing
22:00	Whately Series	Combat Mechanics	Cultural Appropriation
23:00	Gender Representation in Games	LARP Writing Workshop	Intro to Accelerant

Friday, February 27			
	Captain's Room	Jonathan	Kendall
10:00	Writing Game Blurbs	History of LARP	LARP in Education
11:00	Intermediate Make-up Techniques (3 hours)	Writing Plots for Different Play Styles	Classism in LARP
12:00	Driving Emotional Conflict in LARP	Strategies for Getting Into Character	Social Contract of LARP
13:00	What is a LARP?	Fictional Settings and Real Problems	Upping Immersion in a Hotel Conference Room
14:00	Blending of Two Worlds	Debriefing After LARP	Describing LARP Mechanics for Intercon
15:00	LARP Writing Technology	Morality in LARP	Author Improv
16:00	Play an EduLARP	Interactive Props	Writing for Emotional Resonance
17:00		Casting Methodologies	Neurodiversity in LARPing



A Bigger, Broader NEIL Community

Moderated Discussion: Cameron Betts

Recently NEIL has changed the way it operates so that the broader community will have a say on who is on the board, who will be conchair, as well as on major policy decisions. We would like a little time to describe how this will work, and take questions on this and other issues.

Author Improv

Workshop: 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. This is the second year in a row for this panel; come and see what the story is all about!

Blending of Two Worlds: When Boffer & Theater LARP Collide

Panel: Kat Davis, Dave Kapell, Abrihette Yawa, Stephen Tihor

Right here at Intercon we are seeing the world’s of Boffer and Theater collide! For years Intercon has been a mostly-theater LARP convention, but more and more games now are being run with boffer elements. The con has a mix of people that come from ‘theater’ or ‘boffer’ backgrounds. What different expectations do these games have? What can one ‘side’ learn from the other? What happens....when the worlds collide? Come to this panel with seasoned vets to find out.

Casting Methodologies

Moderated Discussion: Tory Root

You have the game. You have the players. Now, how to fit the one into the other? Consideration of different approaches to casting, and how they handle various priorities (character/preference fit, ease/speed)

Combat Mechanics

Moderated Discussion: Sean Curran

“Kill everything in the room!”

Come and join us for a discussion about the different means and ways we can plan an encounter and the myriad of ways it can explode on first contact with a player.

Classism in LARP

Moderated Discussion: Mark Waks

We’ve discussed gender and race issues in LARP. Come join us now for a moderated discussion of class issues in LARP. Have you experienced “working class” and “upper class” character’s in LARP that you thought were awful stereotypes? Alternately, have you played games where you thought class issues were handled well? Do you find that OOG class issues come up when playing LARPs? (What about when relating to costuming, where you can buy amazing things if you have the available funds? Or boffer games, which tend to be more expensive?) This is going to be a moderated discussion about everything involving class issues in LARPing.

Cultural Appropriation

Panel: Mel MacDonald, Adina Schreiber, Abrihette Yawa, Dave Kapell

When we LARP we sometimes play people from cultures different from our own. As LARP writers we sometimes write about cultures that are not our own. When is this OK, and where is the line between respectfully portraying a culture that is not your own, and cultural appropriation? What feels ‘comfortable’ and ‘uncomfortable’, and is that the best way to judge? Is it possible to play a feudal Japan LARP or an apartheid South Africa game without crossing the line into cultural appropriation? This panel will seek to discuss these questions.

Costuming Tricks for Lazy People

Workshop: Adina Schreiber, Jeff Ogorzalek, Vik Fuzaylova

Have you ever wanted to look awesome for that one game you were excited about, but didn’t want to spend days sewing, or going to consignment shops? Don’t even know how to sew? This is the panel for you! Tips and tricks on how to have good costuming without spending a million years slaving away in front of a sewing machine. Even lazy people can look great.

Debriefing After LARP

Moderated Discussion: Vik Fuzaylova

Have you had LARP ‘hangover’, where you just can’t shake something about a character or a game? Alternately, do you know some great debriefing exercises, or have you been in some really good post-game debriefing sessions? Come and join the discussion and share your experience of what happens after the LARP is over.

Describing LARP Mechanics for Intercon

Moderated Discussion: Cameron Betts

A proposal currently pending for the NEIL Board is if we should adopt language to help standardize how LARP mechanics are described to attendees based on work done at NELCO last year. This session would be to present these descriptions to attendees to help them understand them, talk about how it will be implemented, and discuss.



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**Driving Emotional
Conflict in LARP**

Moderated Discussion: Eva Schiffer

Have you ever had a player who told you that if they were openly weeping in game they were probably thrilled? Emotionally intense conflicts can come to a head in anything from a tearful heart-to-heart talk to a single character furiously ranting with all the other players looking on in awe and terror. How do we create these intense emotional conflicts in LARP? Join us to consider writing and GMing tools that you can use to push your players towards this kind of intensity!

**Fictional Settings
and Real Problems**

Moderated Discussion: Eva Schiffer

When you're writing a game about robots in the distant future or pixies playing with summer magic, your characters are still likely to have (or develop) some regular human problems. How can we draw on our own experiences to better flesh out characters both as players and as writers? And how do you handle in-character problems that veer a little too close to a player's real life buttons?

History of LARP

Moderated Discussion: Mark Waks

Live-Action Roleplaying, in its many forms, has been around for decades now. In this session, we'll discuss the various major threads of the LARPing community, where each one started, and how they've interacted, grown and changed over the years.

**Gender
Representation in Games**

*Panel: Susan Weiner, Isabel Malonzo,
Zach (Greer) Hauptman,
Mel MacDonald*

Within the LARP community, we have tried a variety of ways to address gender in games. Whether characters are gendered in writing or players choose character gender, there are a variety of issues surrounding writing, playing and representation. This panel will discuss how gender is represented in LARP, the importance and difficulties of gender minority representation, the advantages, disadvantages, and traps of the various approaches, particularly for non-cis gender characters.

**Intermediate
Make-up Techniques**

Workshop: Derek Herrera

If you've attended our previous "Introduction to Make-Up" seminar, then this is the class for you. We will go over more advanced concepts with which you can improve your character's look, such as prosthetics, fake hair and contact lenses. Together with what we've previously done, this should prove to be helpful to all aspiring make-up artists.

We will spend the first hour going over the basics, so that you can catch up to everyone whose taken the previous course. If you've already taken the course, feel free to attend and freshen up on what you learn. We will rely mainly on demonstrations for our class, but feel free to bring your theater make-up kit if you have one!

Interactive Props

Workshop: Jeff Ogorzalek, Dave Kapell

Props! There is a lot you can do with them. Come to this workshop and try your hand at creating....something.

Intro to Accelerant

Workshop: Sean Curran, Dave Kapell, Jeff Ogorzalek, Adina Schreiber

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.

LARP in the Media

Panel: Adina Schreiber, Kim Sward, Sarah Judd

Monster Camp and *Darkon*, *The Wild Hunt* and *Role Models* -- LARPing has been showing up in documentaries and fiction lately. More and more people have heard of the hobby. But how does the media portray LARPing? What do they get wrong, and what do they get right? Come to this panel to hear more about current representations of LARP in the Media.

LARP in Education

Moderated Discussion: 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 learn 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. This is going to be a structured discussion about LARP in Education.

LARP Writing Technology

Panel: Mark Waks, Nat Budin, Stephen Tihor, Tory Root, Eva Schiffer

In recent years, a number of people have created systems for writing and managing games. This panel will bring together people involved with tools such as GameTeX, LARPwriter, Querki, and Vellum, to compare how these tools work and what each one's particular strengths are, and help LARP writers figure out which one might be best for them.

LARP Writing Workshop

Workshop: Nat Budin

Come and join Nat Budin of Alleged Entertainment and brainstorm a design for a mini game. Everyone involved can share ideas, plot things out on a chart, and talk about how LARP writing really works by doing it themselves! As this is a one hour workshop, a finished game is unlikely, but you never know.

Morality in LARP

Moderated Discussion: Abrihette Yawa

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!

Neurodiversity in LARPing

Panel: Susan Weiner, Sarah Judd, Stephanie Fuller

Autistic, ADHD, neurotypical, and so many other sorts - we are a neurodiverse community. Recognizing our neurodiversity can allow for a more inclusive environment. This panel will discuss the issues surrounding neurodivergent characters and players in LARP such as writing and playing neurominorities appropriately (including whether we should include them at all if they will be played by neurotypical players), and supporting neurodivergent players.

Play an EduLARP

Workshop: David Simkins

Come and play a two hour EduLARP. This is a game that puts players in the role of historical/anthropological researchers. David Simkins will GM and explain the purpose of the LARP.

Pre-Game Workshop Ideas

Moderated Discussion: Jeff Ogorzalek

Pre-game workshoping can be a valuable tool for preparing players for a game, whether by familiarizing them with possibly unfamiliar mechanics or techniques, establishing aspects of characters or relationships, or simply putting everyone in the right frame of mind for the game ahead. Come get some ideas to possibly enhance your next game!

Renaissance Dance

Workshop: Mark Waks

This class will teach a number of basic Renaissance dances ranging from stately Almans to bouncy Bransles and English Country, suitable for games set in pre-1700 or fantasy settings. No prior dance experience is required, just a willingness to come have fun and learn. Costuming strictly optional, but please wear comfortable shoes for being active (socks are okay, if you prefer). We will change partners for each dance. Experienced SCA dancers are encouraged to come help out.

Strategies for Getting Into Character

Moderated Discussion: Adina Schreiber

Your friend listens to this sound track every time she drives to the LARP. Another friend practices her accent along by listening to a british podcast. Another friend tries to always hold her body very still when playing a certain character. You have a poem you read right before game. There are lots of little tricks all of us do to get into character. Come and share your experiences and idea with your fellow LARPers!

Upping Immersion in a Hotel Conference Room

*Panel: Dave Kapell,
Mel MacDonald, Tory Root*

It's the brigde of an interstellar starship! It's a steamy prehistoric jungle! No, wait -- it's a hotel ballroom, and it feels like one. What are some easy ways to transform the bland spaces we sometimes LARP into awesome places that feel real? What are some tricks people use to increase immersion when playing a traditional two to four hour game? Come and discuss here!

Scholarly Analysis of LARP

*Presentation and Moderated
Discussion: David Simkins*

There's more to LARP than meets the eye. Come and listen to David Simkins talk about his and others latest LARP research. This is meant to be a round table of presentations -- if you have LARP research to present, please get in touch with precon@p.interconlarp.org or just show up for the surprise factor!

Social Contract of LARP

*Panel: Vik Fuzaylova, Quinn D,
Nat Budin, Mel MacDonald*

Never break game. Break game only when making the OOG sign. Oh, actually, it's OK to break game as long as it's just you and your friends around. Don't take OOG information IG. Everything you know is IG. There are many different 'social contracts' involved in LARPing and they aren't always the same from game to game. "What happens IG should not affect you OOG" is a common social contract; but it's antithesis 'Bleed is good' is also sometimes practiced. Come and listen as our panelists discuss the different types of social contracts that can be involved in LARPing.

What is LARP?

(all that fuzzy grey zone stuff)

Moderated Discussion: Adina Schreiber

What are the bounds of LARP? Can an ARG (alternate reality game) be a LARP? What about simulations done for emergency personnel, or combat simulations? How about Murder Mysteries? Or have you ever had a work conference where you were asked to roleplay a scenario (dealing with an angry customer perhaps)? What about LARPs that run continuously, where you are expected to be IG at any time? If you're in a LARP and take your characters online after the game ends, are you still LARPing? If these questions and more interest you, this is the discussion for you!

Whately Series

Presentation: David Simkins

This presentation is about the Whately series of games, run in Chicago by Gail and Dig. They are high production value games, with lots of cool hidden or modular things in them. If you haven't played one, come and hear what they're all about, or if you have come and relive your enjoyment!

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Writing for Emotional Resonance

Panel: Tory Root, Mark Waks, Kat Davis

Join our panel of seasoned LARP writers as they talk about how to really tug on the heartstrings of players. Do you love a good game that can make you cry? Have you ever played a prewritten character that really got stuck in your head? Our panelists will talk about tips and tricks for making games resonate emotionally with players.

Writing Game Blurbs

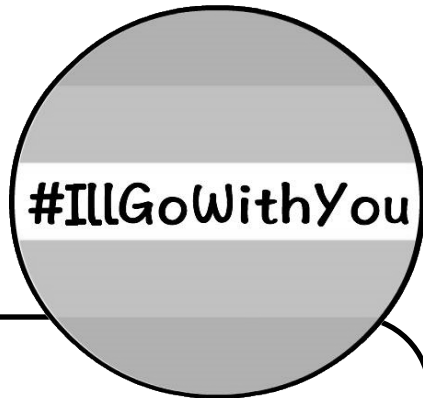
Workshop: Susan Weiner, Nat Budin, Stephen Tihor

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! Try your hand at writing one in this workshop about writing game blurbs.

Writing Plots for Different Play Styles

Moderated Discussion: Sarah Judd

Some people like to have concrete goals they can pursue. Others are playing to have dramatic scenes. Others really want to be immersed in their character's headspace most of all. How do you write plot to entertain all three different types of players? Other spectrums include people that love angst and people that avoid it, people who want mysteries or puzzles, people that want happy endings, etc. This is a moderated discussion to talk about how to write plot which engages different people.



#IllGoWithYou buttons are available at the Ops desk!

#IllGoWithYou is an ally project designed to support transgender, genderqueer, gender-nonconforming and other people who may feel unsafe in gendered or other spaces. Wearing one of these buttons at Intercon or elsewhere in your daily life signifies that you are a person who is willing to be tapped as a bathroom buddy or other type of ally.

More information is available at illgowithyou.org



... and the Electric Labyrinth

Stephen Tihor, Lisa Padol, Joshua Kronengold, Elizabeth Bartley

Mad Scientists, Strong-jawed heroes, femme fatales who can out-think Tesla, ruthless industrialists, and reckless adventurers meet canny native guides and invincible warriors in a game with politics, posturing, and pulp-style action.

Oh, and an electric labyrinth.

1493

Betsy Isaacson, Elisabeth Cohen

It's 1493 in Christian Europe: A Borgia sits on the Papal Throne, Spain's on the brink of civil war, and a Genoese captain named Christopher Columbus claims he's discovered a sea route to India. Change is coming, that much is certain, but will it bring about the beginning of a new world or simply destroy all that you hold dear?

A Second Chance for Wings

Jeff Diewald, Sarah Judd, Josh Kronengold, Alon Levy, Michael McAfee, Lisa Padol, Gaylord Tang

A Second Chance for Wings is a two hour tale-telling LARP that plays out the arc of the Emeran push for space. Set on a world far away from our own, but still similar in many ways, *A Second Chance for Wings* is a character-driven, low-mechanic, little-to-no combat five player LARP.

36 Degrees of Separation

Sharone Horowitz-Hendler, Nicholas Milano

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

A Night on Terebellum Station

Paul Bragulla, Jennifer Bragulla

Yo-ho-ho, and a magnetic bottle of He-3.

This game will be about telling stories in the golden age of space piracy. Characters may include great corsair captains, young crewmen trying to find their way aboard any ship that will take them, or even agents of the law in disguise.

A Turn on the Radiance Rose

Doug Freedman, Sue Lee, Steve Vig, Kristen Pierson, Eva Schiffer

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

Adrift

*Benjamin Snyder, David Simkins,
Bryan O'Neill, Samuel Trapp,
Anush Raman*

10 minutes ago alarm klaxons warned of a problem. 8 minutes ago, the interstellar starcraft abruptly exited hyperspace. 7 minutes ago, the evacuation alert began. 2 minutes ago, you made it into one of the craft's escape pods. 1 minute ago the lifeboat's air alarm sounded.

An Age Unending

*Andy Kirschbaum, Anandi Gandolfi,
Derek Herrera*

A Rococopunk LARP!

Every whim is satisfied. Thought engines create anything and everything that could possibly be desired, or imagined. The only challenge is to entertain. Competition is keen and the only form of prestige left to win.

Be outrageous or be boring ... and boredom is death.

Another Flag of Bones

Will Wagner

1718 - The Royal Anchor in Port Royal

The Pirate Council has been called to meet. Someone on the council is a traitorous dog and is possibly working with both the Spanish and English governors. The rumor is that this evidence was uncovered by the children of several captains.

Better Living Through Robotics

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

A retro-futuristic take on a post-apocalyptic world with subservient robots for 10 players.

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

John Kammer

BBC Reality is sponsoring the first ever Reality Show in SPAAAACE!

Come aboard the asteroid mining ship Red Dwarf for ridiculous challenges and the opportunity to win great prizes by sacrificing your dignity.

Between the Devil and the Deep Blue Sea

Dave Kapell, Alex Bradley, Larisa Allen

Between the Devil and the Deep Blue Sea is a swashbuckling occult four hour one-shot boffer game using the Accelerant rules told over a number of scenarios.

Cast Party

Susan Weiner

At the cast party for a small community theater, it's time to relax, hang out with friends and talk about what's next.

Cast Party is a game that looks at the relationship between player and character in both in and out of game ways, including having the players cast themselves.

Darkness Visible

Emily Care Boss

*Better to reign in hell,
than serve in heaven...*

17th century England. Civil war rages. Plague, fire and heresy ravage the land. John Milton is born. Poet, theologian, political and social theorist and radical. Play the poet and those in his remarkable life, intertwined scenes from his master work, *Paradise Lost*.

Cats Like Food

Zeb Dezern, Zach (Greer) Hauptman

The cats want to be fed, but the humans want to keep sleeping. Animals, especially cats, are difficult to reason with. Humans, not being cats, are also difficult to reason with. Would it be any easier if everyone were speaking the same language? Probably not. Cats are very persistent.

Enjoy a social game of breakfast and conflicting needs. Players will use social diplomacy and communication skills to get what their characters want and try to accomplish their goals.

Cats Like Food is a light-hearted romp from the bedroom to the pantry, to the bedroom, to the pantry, to the bedroom, to the pantry, to the bedroom....

Collision Imminent!

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

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

Congress of Vienna

Ben Philip. Kristen Patten

It is the year of our lord eighteen hundred and fifteen. Now the victorious powers of Europe have gathered in Vienna to enjoy the hospitality of the illustrious Emperor Francis I of Austria and determine the new shape of Europe. This is to be a gathering which will truly outshine any that Europe has ever seen. Napoleon has been defeated, but his tumultuous passing has changed Europe irrevocably. What will become of Europe? Will it hold strong to the old ways, step forward into a new age, or fall once again into war and chaos?

Congress of Vienna is a political game with some weirdness. Characters are mostly based on actual historical people, possibly with a bit more romance and drama in their lives. You will have a great deal of influence and ability to shape what the future of Europe (and the world!) will be like.

Dead Man's Curve

Don "Uncle Don" Ross

Only kids with something to prove would dare to race on I-42 outside of town.

Only cowards would chicken out.

Friends and other... interested parties... will be there as well, to see if Dead Man's Curve shall claim another life.

Dog Day Afternoon: The LARP

Aaron Vanek

The robbery should have taken 10 minutes. 4 hours later, the bank was like a circus sideshow. 8 hours later, it was the hottest thing on live T.V. 12 hours later, it was all history.

And it's all true.

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*Lynn Anslow, Jeff Diewald, Tim Lasko,
Susan Giusto, Barry Tannenbaum,
with material from David Clarkson*

All life is a journey, and for these denizens of the Great Wooden Expanse, it is a trip from the Light, from the Dark, and from all the places in between. Where will it end? Come learn about the world of the very small, the world of the Great Wooden Expanse, and all those swept up in this tale of passion, theology and inevitability, an epic of Light and Dark, of Biblical proportion, under the Couch.

Dustpan: The LARP is a game for eighteen players willing to go into the dark recesses behind and under the couch. This is a game of characters with stories to tell, with some plot sprinkled in. What else lies under the couch is part of the mystery, and beyond that, who knows?

Emotional Baggage

Quinn D, Susan Weiner, Vito D'Agosta

A handful of airline employees have found themselves locked out of the cockpit. With the pilot remaining silent, they don't know where they are going, or whether they'll survive once they get there. All they can do is try to get through the next few hours. Fortunately, they all know each other very well.

Emotional Baggage is a game about complicated relationships and old emotional traumas. There is no way out of the situation during game time, this is a game about character interactions and player exploration of difficult emotions through roleplay. Flashbacks are used to show the characters' lives flashing before their eyes and to bring up older emotional issues.

Devil to Pay

Alison Joy Schafer, Brian Richburg

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

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

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

Drink Me

Betsy Isaacson

A dark tale of Victorian weirdness. Three eccentric English travelers meet in a cave on the Mongolian steppes, each risking madness and harsh revelation in order to attain that which they want most in the universe.

Fire And Ice

Mike Young

The year is 1974 and you have been invited to the world's first geothermally heated underground hotel... in Antarctica. Welcome to the posh Fire and Ice hotel. It is opening night, and although they had to rush to be ready, management is certain that everyone will have a night to remember!

For Those In Peril

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.

Fuyu no Yuri: Winter Lilies

Li-Chi Young

Tonight, several young women who attended Houjou Girl's Academy gather to welcome the New Year. They're each other's dear friends and chosen family. Many things have happened to them since graduation: some of them have stayed with their high school girlfriends, others have not... some still harbor feelings unspoken.

Ghost Light

Betsy Isaacson

It's the future as imagined by the '80s: corporations rule the world, gutter punks rebel in festival, and piracy's threatening the world's last remaining live theater. Is dramaturgy doomed, or can a motley crew of entrepreneurs, actors and street kids save the day?

G.I. Joe: Pirates

Suzanne Wayner, Paul Wayner, Jeannie Whited

G.I. Joe is the codename for American's daring, highly trained special mission force. Its purpose: to defend human freedom against Cobra - a ruthless, terrorist organization determined to rule the world.

75% of the Earth's surface is covered in water. A string of civilian ships have gone missing, only to reappear in oceans far away. Could Cobra be behind it? The Joes are determined to stop Cobra before they strike again!

Glastonbury: A Soap Opera in Dance

Kate Freedman, Kat Jones

Glastonbury Tor in England: home both to King Arthur, and to the epic annual bacchanalia of sex, drugs, and rock'n'roll known as the Glastonbury Festival. Five days. Two hundred thousand people. And this year, you are there to entertain them!

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.

GM Space

Sharone Horowitz-Hendler, Jared Hite

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

Hello, You Must Be...

Brian Williams

"Hello, You Must Be..." is an eight-player game where the players are cast in pairs. It's character-driven, intense, funny and touches on diverse subjects such as suicide, identity, friendship and the moral consequences of choices. It asks questions about good vs. evil, order vs. chaos, security vs. freedom.

Honor & Profit

Joshua B. Marcus

Which do you value: Honor or Profit? Do you give lip service to both, or fuel your rage against one with the energy of the other? Come and make your move in a world where humanity is blurred but the stakes are clear. Welcome to *Honor & Profit!*

Infinite Magic Glories: Impact Mosaic

Kristen Hendricks, David Kotsonis, Warren Tusk

In an anime-styled version of near-future America, magical girls and occult duelists gather for their annual community house party. Arcane shenanigans, metaphysical exploration, and emotional intensity ensue.

Iron GM Competition

Marsha Gershon, Viktoriya Fuzaylova

Are you a new LARP author who wants a push to try your hand at writing a game? A seasoned author looking for a challenge? Or maybe an insomniac who comes up with your best crazy ideas late at night? If you answered "yes" to any of these, you might be interested in Intercon P's *Iron GM* competition!

This year, six GM teams will write a two-hour game based on three secret ingredients and one secret prop in 24 hours! The finished games will be played by Intercon attendees on Sunday morning. The games will be judged on LARP craft, playability, enjoyability, and integration of the themes. The winning GM team receives a fabulous cash prize and bragging rights!

Life's Sacrifice

Brady Tatso, David Camacho

The God of Life has been corrupted, corpses roam the world and threaten to destroy humanity. Your magic is limited and time is not on your side. What would you sacrifice to save your world?

Persona: Too Late

Xavid

You f*cked it all up. You could've saved the world, but you fell into distrust and jealousy, and Death found you easy pickings. But now you have a chance to turn back the clock and fix your mistakes. Can you learn to work together, or is it really too late?

Platform 6

Alon Levy

In a spacefaring civilization, some people eke out their living in less than legal ways. Illegal outpost Platform 6 is one of their havens, as security gets tighter and raiding opportunities scarcer. Players will have the chance to form crews and go on missions — provided they can trust their crewmates.

Port Hidalgo

Philip Kelley, Sean Rhodes, Marc Blumberg, Drew Novick

Pirates, gallants, scoundrels, and worse wait out a raging storm on a remote Caribbean island, but more than rum is in the air... Destiny awaits as old feuds, lost treasures, hidden agendas, and secrets long thought forgotten come to head in the Golden Age of Piracy.

Pooka Support Group

Kara Hurvitz, William Walker

Pooka Support Group is a mostly-satire game about compulsive lying, and family values set in a therapy session.

Pub Crawl

Nat Budin, Tegan Kehoe, Phoebe Roberts, Susan Weiner

Pub Crawl will follow a shifting group of characters as they travel from bar to bar. All players will take the roles of multiple characters over the course of the game. At each bar transition, some characters will leave the focal group and others will join. Each new bar brings different faces and a new backdrop for the issues the city is facing.

Rabbit Run

Albert Lin, Zoe Eddy

In a desperate bid, the Rabbits have infiltrated the PryMor base for one last fight against the apocalyptic twilight of the human race against the Machines.

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

Redshirts

John Kammer

Come join the Redshirt Corps. You'll be sacrificed on missions bringing honor, glory, and fame to your captain. He might even get a promotion out of it.

Slayer Cake

Kat Jones, Evan Torner

A group of roadies and fans find themselves in Metal World, a land where music has magical power. They are locked in a musical battle between Baby Metal, Glam Rock, Heavy Metal, Emo, Grunge, and *shudder* Doom Metal. WHO WILL BECOME THE OVERLORDS OF ROCK?

Star-Crossed

Eric Wirtanen

Twelve years ago, Zodiac Publishing ceased to exist. The company had been so successful, it brought all of its authors on a Caribbean cruise. On the third night of the cruise, a series of murders left all twelve authors dead. There are many theories as to what happened that night. Not a single one of them is right.

Tonight, the spirits of the fallen rise and try to remember what happened to them ... and figure out where they go from here.

Space Station Omega

Mike Young

Welcome to Space Station Omega. Situated in geosynchronous orbit around a strange distant planet, Space Station Omega houses a rotating crew of scientists, engineers, and mechanics. Today, however, might be a little more exciting than the typical day in space. Scenarios and plots taken from movies such as *Gravity*, *Apollo 13*, and *Alien*.

The Golden Valley

Mike Young

It is the distant future, twenty five years after the Grand Catastrophe of 2000. The soil is arid and inhospitable; practically nothing grows in it. The world is dry and the frequent dust storms are destructive and deadly. But you have heard tales of The Golden Valley, a verdant unspoiled paradise where fresh fruits grow and clean water flows free. Can your caravan make it across the Purple Mountains or will everyone die of thirst, exposure, dysentery, and cannibal mutants?

Stop that Moon!

Tucker Le, John Benfield

Rookie superheroes were sent into space for training when a group of space terrorists have taken over the moon in order to hold the world hostage. The heroes have been redirected to stop the villain's nefarious plan. Will they succeed on their first mission without their mentors?

Storm Cellar

Kathleen De Smet, Eva Schiffer

Eight neighbors find themselves trapped in a storm cellar waiting for a tornado to pass. Secrets and rivalries come to light in the darkness as well as golden opportunities. Just be sure the opportunities you chose are worth the price. (This game has no magic or supernatural elements.)

Syncretism:

A Coming of Age Ritual

Abrihette Yawa, Sean Curran

Are you worried? That is natural. Tomorrow, you become an adult. Well, I guess it is a bit more complicated for you.

Tomorrow, you reenact the great myths and become an Incarnation of the Gods.

Tomorrow, you grow the seeds of the great Network Trees within you, and become a Grove Tender.

Tomorrow, you craft your greatest work shaping your own essence, and becoming Soulforged.

Tomorrow, you become more than the rest of us.

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Tartarus

Thomas Wohlers

Trapped!

Far below the surface, your team was mining rare ore. But then something went wrong, and now one of you is dead, three of you have lost their memories, and none of you knows who to trust anymore. And you have less than three hours of air.

The Always Waltz

Caroline Murphy, Alex Brune

The Always Waltz is a game about intrigue and mystery, inspired by tales like *Labyrinth*, *Midsummer Night's Dream*, and *Jonathan Strange & Mr. Norrell*. You will start the game thinking you know who you are... but you may discover dark things as the evening goes on.



Go behind the scenes and learn the magic behind your favorite entertainment, or jump in and participate in some of the most exciting advances in modern storytelling.

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<https://www.youtube.com/user/WyrdConStorytelling>

The Barbecue

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

It's a quiet, sunny summer day in the suburbs. The monthly neighborhood barbecue (and pie contest) will be hosted by the Kessenich family this Sunday. The Rossi and Lee family will be in attendance as usual, along with the Kessenich's new tenant Brittany.

The Case Of the Comic Convict (A Courtroom Whodunnit)

Isabel Malonzo, Li-Chi Young

SFS, DK – A female suspect in her 20s is now in custody and facing charges for yesterday's murder committed at San Fransokyo Comic Con. The victim's name has not been released to the public... The suspect is awaiting her trial tomorrow in Daikonia's District 1 Superior Court. – A Courtroom Mystery

The House of Becoming

*Kristen Patten, Jamey Patten,
Santo Sangupta, Ted Marr, Dan Parke*

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

The Imitation Game

Kevin Kreiner

In the heart of the Cold War, in a secret bunker, a new supercomputer comes online for the first time. Your mission? Test it, find out what it does, who really built it, and why.

The Inversion of Me and My Room

Tory Root

You are in a dream. It is not one you will forget easily, nor is it one without consequences, but regardless: you are in a dream, and you keep falling.

The Love Craft

Mike Young

Take a trip aboard a luxury liner with a difference. The Love Craft soon will be making another run. The Love Craft promises something for everyone. Come aboard; we're expecting you.

The Lower Decks

Sophie Monahan

Experimentally structured postwar *Star Trek* LARP about internal crisis and external relationships.

The Neverland Conclave

Sara Gussin, Jaelen Rachlin

It's been a while since the Darling Incident. The Lost Kids have been playing pranks, and the Pirates have been causing a drunken ruckus, so life has gone on as usual. Yesterday, a conclave was called. The lost kids and the pirates are meeting on neutral ground. Come help determine what happens to Neverland now that Hook and Pan are gone.

The Men of Mars

Will Wagner

The continuation of the *Void Stalkers* campaign kicks off with this nailbiter! The game takes place on the IPS Void Ship Isaac Newton, in transit to Mars.

The computer has a current status on the screen - but you don't quite remember who you are, or why you are here. You only know that you have something important to accomplish...

This is an amnesia game. Memories will be revealed via mechanics, during the game.

The game is written with "pregen" characters and it is not necessary to have played in any previous *Void Stalkers* game.

The Pantheon Protocol

Caelyn Sandel, Kara Hurvitz

As a Pantheon beholds a world that has left them behind, they face a challenge: Can they change into the Gods that the new world needs, or will they fade into obscurity?

The Other Other* All-Batman Game

Philip, Jennifer, 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 '60s TV show.

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 Road Not Taken

Mike Young

The Road Not Taken is an experimental LARP of decisions and emotions. In it, each player will have the opportunity to take the spotlight in a scene and make a tough decision.

The Worst Story Ever Told

Joseph Wiegartner

1st century Jerusalem is a harsh place. Fish prices have plummeted, rebels have attacked the Romans, and the Son of God who came to save us from our sins died hardcore. Now, minor characters from the Bible and some fresh faces will have to deal with supernatural and human problems.

We All Fall Down

Katie Zenke

The characters from Mother Goose come tumbling out of their book one day and have the chance to change their stories. Will they stick with the rhymes we've all known since childhood or will they rewrite their fates?

Together Again

Dylan Blanset, John Schwartz

In the year since graduating from college, distance has taken its toll. Friendships fade, love becomes strained, and resentment grows. These people were the family you chose, that you swore you'd keep dear to you forever. So how could things get this messed up? Is there a chance to get back what you've lost, or should you just be grateful for what you've managed to cling on to?

Trapped in a Mall With Some Zombies

Mike Young

It finally happened. The zombie apocalypse. And you and your friends are trapped in this shopping mall surrounded by the living dead. Can you hold out for two hours before you are (hopefully) rescued by the military?

Where in the Heart is Carmen Sandiego?

*Jayson Lynch, Andrew Clough,
Kendra Beckler, Beth Hocking*

Many times had notorious thief Carmen Sandiego escaped certain death or faked her own death to pull off a caper, but at the last VILE heist, she died when everything went wrong. Without Carmen, can her henchmen carry on? If so, how?

Wintermeet Tavern: Vampires, Dwarves, and Kings, Oh my!

*Stephen Tihor, Sean Croteau,
Selina Harvey, et al*

A mixed team of folks who have written Theater style LARPS (*Jamais Vue*), NERO Boffer Combat LARPS (*NERO Hartford*), and both, bring a power politics and high characterization and costuming event to Intercon P. The Grand Council of the Nine Kingdoms are meetings to decide if and how they should admit their ancient enemy, a kingdom of the Undead, now working to reform, to their ranks. And a few other minor issues

Wishing Well

Sarah Tuttle, Xavid

You've journeyed far to find the fabled wishing well. You're almost out of sandwiches, but you made it! Except now, the well's broken. You and the squirrel agree: this is most improper! What's a motley assortment of wishers to do?

A ridiculous LARP loosely inspired by the Enchanted Forest Chronicles.

Woodplum House

Phoebe Roberts

In this silly Wodehouse-inspired comedy of manners, join these genteel aristocrats as what should be a civilized afternoon tea erupts into high-spirited comedic escapades!



Larisa Allen

*Between the Devil
and the Deep Blue Sea*

Ian Ally-Seals

Happily Ever After

Beth Baniszewski

The Road Not Taken

Beth has faithfully attended every New England Intercon since Intercon B. There she also played her first Mike Young game, *Marin County*. She'd like to thank Mike for having lots of LARPs like *The Road Not Taken* available online for anyone to run them.

Beth has written a number of games for both Intercon and the MIT Assassins' Guild, including *Two Hours in London*, *Candyland: Crisis at Castle Candy*, *MegaMan: Apocalypse*, *Muppet Purgatory*, and *Power Ballad: Total Eclipse of the Eternal Flame*.

Most of her LARP-related brain-space these days is dedicated to serving as the Game Director for the *Witchwood* boffer campaign, which runs in Ashby, MA.

Kendra Beckler

*Where in the Heart is
Carmen Sandiego?*

Liliya Benderskaya

The Inversion of Me and My Room

John Benfield

Stop that Moon!

Chad Bergeron

NEIL Treasurer

Cameron "Cam Betts" Betts

*NEIL Board Member,
Con Committee*

Hello! I've been LARPing for a little over 20 years, and writing LARPs for almost as long. I love most styles of LARP I have encountered - My primary styles are Interactive Fiction/Theater style, but I also do Live Combat, Adventure, and Freeform. My favorite kind of games are modern day 360° immersion games that skirt on ARG territory.

I have attended and run LARPs on four continents, am a long time Intercon (about 20 years) and GenCon (about 10 years) attendee, and I ran the New England LARP Conference last year - an annual panels/discussions/workshops weekend that is going into its fourth year. I also have experience teaching LARP at the undergrad level through Tufts University and Macalester College.

Dylan Blanset

Together Again

I started LARPing in 2010, largely through the RPI community. In the last year or so, I've started branching out and going to other events. This year will be my first Intercon, so I'm pretty excited.

While I definitely love and appreciate the typical style of games written and run by RPI community members, I think my favorite types of games are the ones filled with emotional struggle. So I write the type of games I want to play (which backfires, since it means I can never play my ideal games).

The first game I authored was *When You Stop Running*. It's a dark, stressful game about internal struggle.

My second project, *Together Again*, I co-wrote with John Schwartz. It's a serious, emotional game about relationships.

My most recent game was *Some Assembly Required*. As a refreshing change of pace, it's completely light and silly, where everyone is Lego.

Emily Care Boss

Darkness Visible, Slayer Cake

Emily lives in western Mass. and designs tabletop and live action RPGs under the name *Black & Green Games*.

Marc Blumberg

Port Hidalgo

Laura Boylan

Con Committee

Alex "Nickname" Bradley

*Between the Devil
and the Deep Blue Sea*

Something and something and really bad eggs. Drink up me hearties, yo-ho.

Paul Bragulla

A Night on Terebellum Station

Alexander Brune

The Always Waltz

Jennifer Bragulla

A Night on Terebellum Station

Jen likes: Game design, world building, crazy costumes, tea, cats, biology

Jen dislikes: Arguing out of character

Jen is: Hoping lots of awesome people (like you!) will sign up for *Terebellum Station!*

I've written and/or run a handful of LARPS and LARP-like games, and several more tabletop RPGs, but never at a convention (and not at my favorite convention, Intercon!) so I'm excited to be GMing this year.

Zeb Dezern

Security Staff

Nat Budin

Con Chair, Webmaster, Pub Crawl

Nat has been attending Intercon since Intercon C in 2003, and previously served as con chair of Intercon I. He also founded Brandeis's Festival of the LARPs and co-founded Alleged Entertainment, with which he has written and run over a dozen games. Despite the seriousness of this bio, Nat is actually quite silly and loves you very much.

David Camacho

Life's Sacrifice

Peter Casey

Together Again

Andrew Clough

Where in the Heart is Carmen Sandiego?

Alex Creighton

The Neverland Conclave

Sean Croteau

Wintermeet Tavern: Vampires, Dwarves, and Kings, Oh my!

Sean Curran

Syncretism: A Coming of Age Ritual

Vito "Simple Wordsmith" D'Agosta

Pub Crawl, Emotional Baggage

Hey, look, it's a (partially complete) LARP resume - <http://LARPresume.boldlygoingnowhere.org/people/Wordsmith/> That seems easier than putting words here.

Quinn D

*Emotional Baggage,
GM Liaison, Security Staff*

Quinn has been playing LARPs since 2004, written several games, and has volunteered time to help run the convention for several years. In the current position as GM coordinator, Quinn seeks to help support the vital work done by the numerous GMs who have offered to run games for everyone to play. As a member of convention staff, Quinn also seeks to help make Intercon the best friendly, welcoming, inclusive, fun and safe place it can be.

Stephanie Davis

Con Committee

Alan De Smet

A Turn on the Radiance Rose

Kathleen De Smet

*Storm Cellar,
Better Living Through Robotics*

Zeb Dezern

Cats Like Food

(The cat alone shall eventually decide when to rise from the chosen lap, and for what purpose.)

Zeb is a member of Truth Sans Justice, and took plenty of flaws at char-gen.

Dante DiGiacomo

Fire And Ice

Paul Dwyer

The Love Craft

Jen Eastman-Lawrence

Vendor Liaison

Julia Ellingboe

Darkness Visible

Jeff "The Vortex of Chaos" Diewald

*Bid Committee, NEIL Board,
Vortex of Chaos, Bringer of Port,
Collision Imminent!,
Hello, You Must Be...,
Dustpan: the LARP, Registrar*

2016 marks Jeff's thirtieth year writing, running, and playing LARPs. He'd been writing, running and playing "Intercon-style" LARPs for ten years before going to his first Intercon - Intercon XI in 1996.

Jeff organized the bid for the first Boston Intercon, convincing the then Interactive Literature Foundation that there was a strong collection of volunteers capable of creating a new set of conventions worthy of the Intercon name. Thus, Jeff became the con-chair for Intercon the Thirteenth. No one on the team had run a convention before, but they must have done something right, because look where we're at today!

Jeff, and TNT Productions since 2001, have written and run many LARPs you've probably heard about or played at Intercons (Boston, New Jersey, and Baltimore), the Festival of LARPs,

SLAW, Dia de los Sobres, Consequences (in the UK), and in standalone runs. These include *Collision Imminent!*, *Dustpan: the LARP*, *Across the Sea of Stars*, and *The Tales of Irnh*. The complete list of LARPs where Jeff has been part of the creative team can be found on his website. Recently, Jeff has also been AGMing or running games written by others, notably several runs of Brian Williams' *Hello, You Must Be...* At Intercon O, there was a game Jeff had been part of creating or was GMing in every slot of the convention from Friday night through Sunday morning.

The bottom line: Jeff loves to LARP wherever and whenever he can. Please invite him to LARPs you're running, and be on the lookout for LARPs he'll run at the drop of a hat.

Caitlin Feeley

For Those In Peril

Caitlin Feeley is a twenty-year veteran of the New England boffer LARP community, particularly in the Accelerant system. When she's not making LARPs about obscure historical topics and crushing your feelings, she researches and designs educational games and related technologies at MIT.

Will Fergus

Con Committee

Viktoriya Fuzaylova

Iron GM Competition



MEADHALL OUTFITTERS

Jeff & Lauren Davis

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Leather • Fabric • Costumes • Shiny Things

Craig Fox

The Other Other All-Batman Game*

Back in 2009, I was an impressionable freshman wandering around the RPI activities fair. A certain Carol Young walked over and encouraged me to sign up for a LARP called *The Final Voyage of the Mary Celeste*. I've been hooked ever since.

Six years later, I've played in over 70 LARPs and run over a dozen. My favorite LARPs are either silly horde games or ones with plenty of emotional roleplaying. While this will only be my third Intercon, I love the wide variety of games and all of the wonderful people that the con attracts. I plan to come to many more Intercons in the future!

Kate Freedman

*Darkness Visible, Glastonbury:
A Soap Opera in Dance*

Anna Galitzine

*Wintermeet Tavern: Vampires,
Dwarves, and Kings, Oh my!*

Marsha Gershon

Iron GM Competition

Jenn Giorno

Con Committee

Kevin Girard

The Golden Valley

Susan Giusto

*Collision Imminent!,
Dustpan: the LARP*

A 'nikin' is small furry and different.

This nikin helps keep others amused, provides energy, supplies magic and gives good massages. This nikin inspires great writings and weirdings of the LARP-like variety. This particular nikin enjoys playing in LARPs as well as creating them. This one makes LARPs happen with the TNT gang. This particular nikin also provides creative counsel to the wonderful art for Intercon. This nikin needs a hug.

Anandi Gandolfi

An Age Unending

Anandi started gaming at the tender age of 6 in her father's college D&D game. It was 13 years later when she discovered the wonders of LARPing, primarily as an outlet for her love of costuming, and another 12 years before she discovered the highly satisfying activity of writing games. She makes her living now by making costumes and clothing for others, and gets her joy from making other people happy, whether it is with a fun game or a pretty dress. With 9 one-shots (*Asylum* With Margaret Simkins, *Mahabharata*, *One life, Another life*, *Speed Dating* (not the one your thinking of), *Sith Lords*, (with Andy Kirschbaum) *Where the Wild Things Will Be*, *Feast of the Minotaur*, *Cirque du Fey* (with Mel MacDonald) and a multi-city chronicle—*Between the Cracks*. Creating worlds of wonder, passion, joy, and pain has become a passion that shows little sign of being satisfied.

Selina Harvey

*Wintermeet Tavern: Vampires,
Dwarves, and Kings, Oh my!*

Tara Halwes

Security Staff

Kristen Hendricks

*Infinite Magic Glories:
Impact Mosaic*

Jared Hite

GM Space

Greer "Zach" Hauptman

Cats Like Food,

*The Case Of the Comic Convict
(A Courtroom Whodunnit)*

(I'm just here because it's my fault everyone else is here.)

Zach, aka Greer, is a founding member of Truth Sans Justice, a librarian by inclination and trade, and completely unsure about everything else.

Sara Gussin

The Neverland Conclave

Every story needs a hero. Or at least, every story needs a character. Sara is absolutely that character! Follow her as she attempts not to spontaneously combust from adulthood, which turns out to be a fairly hazardous enterprise. She'll face wacky encounters with tax forms, hazardous brushes with messy apartments, and the occasional looming specter of dressing up in suits to look professional. Of course, she'll also meet up with friends and colleagues from the silly to the serious; but will they help her along the way or not? Join us every Tuesday at 8/7c for a rousing, riotous romp through everyday life. For that matter, join us any other time you want to! It's a laugh factory guaranteed to entertain the whole family!

This weekend, Sara attends Intercon for the third time. She'll be running a game she wrote with Jaelen this year. Stay tuned to see more!

Diana Hsu

Con Committee, Ops

Kara Hurvitz

The Pantheon Protocol

Derek Herrera

An Age Unending

Why don'tcha come in an' sit a spell. Have a cup o' tea while y'here. Now, lemme tell ya how things were in the ole' days of LARP, back before y'had fancy stuff like Knutepunk 'n Ars Amandi. Back in the day, we used t'roleplay by beatin' two rocks together until we got feels. We used t'hike ten miles, uphill both ways, t'finish a scene... just 'cause we could! My, those were the days. They don' make games like they used to...

Aw, heck, just play games, have fun and join me for a pint!

Sharone Horowitz-Hendler

*36 Degrees of Separation,
GM Space, Reunions*

Elizabeth Isaacson

1493, Ghost Light, Drink Me

Sarah Judd

Dog Day Afternoon: the LARP, 1493

Adrienne Kammer

*BBC Reality in Cooperation
with the Jupiter Mining Corp
Presents RED DWARF*

Tegan Kehoe

Pub Crawl, The Return To Gray

Tegan Kehoe is a public historian and museum professional by day, a freelance writer by night, and a LARPer by the witching hour. Well, not really, because she's not at all a night owl, but you get the idea.

John Kammer

*BBC Reality in Cooperation
with the Jupiter Mining Corp
Presents RED DWARF, Redshirts*

Among his many other activities Mr. Kammer has been writing and running LARP events at Intercon since Intercon C as well as at the Origins, GenCon and a few smaller game conventions.

- *Michael Clambino's Fundraiser*
 - *A Good Day to Die*
 - *The League of Extraordinary Breakfast Cereals*
 - *Michael Clambino's Poker Night*
 - *Wizards*
 - *The Election*
- and more....

Space permitting, this year he will again be offering in-costume photography at the convention for the third-year and again for the low, low cost of absolutely free (look for him somewhere in the convention space. If you find a backdrop and studio lights set up, that's probably the right spot.)

Julia Kedge

Con Committee

Andy Kirschbaum

An Age Unending

Andy writes books, interactive fiction apps, and LARPs. He also sells games because none of those other things make any money.

Dave Kapell

*Hotel Liaison, NEIL Advisor,
Security Staff,
Between the Devil
and the Deep Blue Sea*

Dave has been LARPing since 1999, in both theatre and boffer (Realms, and then Accelerant). He's written a handful of theatre-style games, and run a handful of boffer events, as well some that are on the border between the two worlds. These include *Multiplied Loyalties* (Intercon D), *Sam and Max Hit the Afterlife* (Intercon H, K), and *Blackout* (Intercon J)

Dave joined Intercon's Bidcom for Intercon E, served as Ops Head for J, was Con Chair for K and O, and Hotel Liaison for L,M,N, and P. In addition, he created NELCO, NEIL's writing retreat for LARP authors and participants, ran it the first two years, and has helped run it since. Dave has been on or advising the NEIL board since 2009 and has a particular interest in safe community building.

Dave dislikes writing about himself in the third person

Philip Kelley

*Port Hidalgo, Dead Man's Curve,
Bid Committee*

April, 1995. Minicon. Completely bored, I reluctantly wandered into a hotel room where someone was running a "LARP", and was immediately handed a character sheet ('cause Bruce Glassco recognized me from prior Gencon games). The first few lines of "Tovar the Inimitable" got me hook, line, and sinker. Twenty years later and counting, LARPing continues to be my preferred hobby.

Arnis Kletnieks

Security Staff

Kevin Kreiner

The Imitation Game

David "Pickle" Kotsonis

*Infinite Magic Glories:
Impact Mosaic*

David Kotsonis, known to many as Pickle, started LARPing in June 2013, coming to it through his ties with the HRSFANS community, and shows no sign of stopping. Though he's run or helped run quite a few games, including at previous Intercons, *Infinite Magic Glories: Impact Mosaic* is his first game from the author's side.

Sue L.

Bid Committee

Tim “Teem” Lasko

*NEIL Board, Ocelot, Registrar,
Collision Imminent!,
Dustpan: the LARP*

Tim has been LARPing for over twenty-five years and attending Intercon conventions since 1998. He has been involved in making them happen since 2002, including being ConChair for Intercon D and Intercon J. He has been happy to serve as Your Registrar for many of these years.

As part of TNT Productions, he has helped bring severalLARPs to Intercon conventions, including *Collision Imminent!*, *Dustpan: the LARP* (which was created by an offhand comment he made), *You’ll Be Safe Here*, *A Night at Club Ivory*, *Across the Sea of Stars* and several others.

Alon Levy

Platform 6

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Diane “Twinkles” Lawson

The Love Craft

Writer, Gamer, Actress, Teacher.

Wrote and ran *Small Town, Luvboats 1, 2, and 3D, Addams Family Reunion, Concatenation, Fist Full of Wu, For a Few Wu More* and the original *All Batman Game* based on an idea she herself submitted in the game writing LARP Concatenation.

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.

Albert Lin

Rabbit Run, For Those In Peril

Jayson Lynch

*Where in the Heart is
Carmen Sandiego?*

John Lunman

Security Staff

Isabel Malonzo

*The Case Of the Comic Convict
(A Courtroom Whodunnit)*

(In my defense, Daikonian is classier then some of our other naming efforts.)

Izzy is a founding member of Truth Sans Justice, and suffers from a chronic inability to not attempt to fix that broken thing.

Josh Marcus

Honor & Profit

Ted Marr

The House of Becoming

Michael McAfee

Con Committee

Sean McCormack

The Worst Story Ever Told

Charlie “grejam” McCutcheon

*Collision Imminent!,
Dustpan: the LARP*

I blame my cat. So far, he’s not denying it, although he does sleep a lot.

Jeremey Milano

36 Degrees of Separation

Nick Milano

36 Degrees of Separation

Sophie Monahan

The Lower Decks

Caroline Murphy

The Always Waltz

Caroline has been writing and designing live action games since 2001. She enjoys games of all types and likes to experiment with where games intersect technology and education. You can read more of her thoughts on game design at carolineamurphy.com.

Drew Novick

Port Hidalgo

Moira Parham

*Trapped in a Mall
With Some Zombies*

Jamey Patten

The House of Becoming

Kristen Patten

Congress of Vienna, Pre-Convention

Kristen likes to write big games and play small ones. She’s here for the roleplaying, and couldn’t be more thrilled that Intercon seems to be chock full of fun and like minded people. Past Intercon Games: *House of Becoming, Blackfyre Rising, Second Dawn, What Ripping Fun.*

Matt Peairs

Con Committee

Benjamin “Ben” Philip
Congress of Vienna

Benjamin Philip is an itinerant neuroscientist returning from his sojourns in Missouri to run another game! His previous Intercon appearance was as GM of *Second Dawn* (2013). He writes science fiction and fantasy under his not-so-secret pen name at <http://www.benjaminckinney.com>

Xavid Pretzer

Persona: Too Late, Wishing Well

Xavid is unequal to the square root of three. When not writing LARPs, he can be found talking to trees, listening to the wind, and drinking root beer.

Brian Richburg

Devil to Pay

Kevin Riggle

Con Committee

Phoebe Roberts

*Woodplum House,
Pub Crawl, 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, <http://Mrshawking.com>.

Jaelen Rachlin

*Ops, Security Staff, Sack of Plums,
The Neverland Conclave*

Jaelen is a small green and purple dragon. They often manifest as a human. Do not be fooled. They hoard chocolate, and occasionally forget which direction they are facing and get confused and/or scared. If Jaelen is confused and/or scared, please scratch them on the head.

Jaelen has been to every New England Intercon since Intercon C, and has at various times been Con Chair, GM Liaison, Ops Chair, and Hotel Liaison. This year, they are running Ops with their amazing Co-Chair Diana, and GMing *The Neverland Conclave* with two excellent people.

Jaelen is agender, and uses they/them/their pronouns. The bits about hording chocolate and needing head scratches are completely serious; if you bring either of these to Ops, Jaelen will be quite pleased.

Trey Reilly

Con Committee

Eric Reuss

Security Staff

Tory Root

The Inversion of Me and My Room

Sparrow Rubin

*citizen not appearing in this show,
Con Committee*

<https://twitter.com/gendererrors>

Caelyn Sandel
The Pantheon Protocol

Melanie Saunders

Devil to Pay

Costume fairy treecat scribe.

EB “Acoustic_Shadow” Savage

Happily Ever After

My name is EB. This Intercon I am running *Happily Ever After*. I have long blond hair... and will be in my 3rd trimester during this Intercon. As a player I generally enjoy fan-based LARPs in my fandoms, historical period LARPs (of pretty much any time period), and high court intrigue.

Also, I like peas.

Alison Joy Schafer

Devil to Pay

Eva Schiffer

Storm Cellar,

*A Turn on the Radiance Rose,
Better Living Through Robotics*

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

Jason Schneiderman

Con Committee

Santo Sengupta

The House of Becoming

Joshua Sheena
Con Committee

David Simkins

Adrift

Margaret Simkins

Adrift

Adina Schreiber

*Dei Gratia Magnae Interconniae,
Hiberniae et terrarum
transmarinarum quae in ditione
sunt Interconnica Regina,
Imaginationis Defensor, Hunter of
McGuffins, Collector of Widgets,
Bid Committee, Raffle Coordinator,
Bid Com member, president of
NEIL, Game Wrap editor, NELCO
staff. LARP blogger. Boffer and
theater enthusiast, costuming
enthusiast, Accelerant fangirl.*

LARP magis LARP optimum.

Anita Szostak

Con Committee, Program, Art

*Yo ho, yo ho, a pirate’s life for me.
We pillage, we plunder, we rifle,
and loot,
Drink up, me ‘earties, yo ho!*

Pirates of the Caribbean, *Yo Ho*

I raise a glass to my partners in crime, Barry & Susan, for another year of great Intercon artwork. Just remember dead men tell no tales.



Kim “redfishie” Sward
*Bid Committee Chair,
Pooka Support Group*

Kim Sward first came to Intercon for Intercon G due to friends in the SCA who she fenced and has been coming back to the con ever since. She has been part of Intercon’s staff for the last few years (since Intercon K).

Kim has been involved in several campaign boffer LARPs in the greater MA area since roughly 2002. She was on staff for *Endgame* and NPC’d a number of other Accelerant based boffer games.

She was part of the winning gm team for Iron GM at Intercon O, with their submission of *Compost Tales: The Lost Religions*, for that year’s competition. The key genre/items/props that year were: satire, vegetables, lost and found, and a key prop.

You can find Kim around the con either running around looking for where she put some sort of costuming, or sitting down and having a nice cup of tea.

Thorin Tabor
Con Committee

Barry Tannenbaum
Collision Imminent!, Dustpan: the LARP, Webmaster, Program Design

Stephen Tihor
*Space Station Omega,
... and the Electric Labyrinth,
Wintermeet Tavern: Vampires,
Dwarves, and Kings, Oh my!*

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, starting writing a couple of years thereafter, and now also serves on the plot team for a NERO chapter near New Haven as well as part of the team Straightjackets Optional.

Rory Talk
Con Committee

Gaylord Tang
*... and the Electric Labyrinth,
A Second Chance for Wings,
The Barbecue*

I’ve been at Intercon since J, but have been LARPing for about as long, longer than that elsewhere. I’ve helped with the NELCO BYOGs for the past four years, and facilitated the one in 2015. I generally play in the NYC area’s games - both commercial and non-commercial, theatre-style and boffer (but generally not all combat games), but do make my way up around MA for more of that with different folks. I’m a relatively late addition to the Straightjackets Optional crew.

I’m an “art stuff” hobbyist, and am interested in LARP as an artistic medium, both on the performing and authorial sides. (I’m considering moving more toward the latter and less the former in 2016, or moving away from LARP for a bit.) To me, “art stuff” is not about talking about or thinking about - it’s more “blue collar” than that: It’s about doing a ton of work to make a point, sometimes obscure, that maybe nobody would notice or appreciate. So, yes, beauty and truth, but above all that, work, even so-considered “pointless” work.

Brady Tatro
Life’s Sacrifice

Evan Torner
Slayer Cake, Darkness Visible

Evan wears a hat.

He is known for Intercon games such as: *Metropolis*, *BloodNet*, *Uwe Boll’s Christmas Special*, *City of Fire & Coin*, and *Voyage to Venus – Planet of Death*. He also spends considerable time in the Nordic LARP community, having had several scenarios in competition at Fastaval and attended several Knudepunkt conventions. His background is in the indie tabletop RPG scene from western MA but, heck, he’s now really a LARP guy. He helps run Origins Games on Demand and LARPs on Demand at GenCon.

Evan’s games are usually adaptations of film and literature, often in collaboration with Kat Jones, and inevitably contain absurdist elements or open paeans to questionable genre fiction.

Intercon is the US convention with the best LARPer, which is why he keeps coming back. ☺

Cathleen Townsend
Rabbit Run

Thomas Traina
Con Committee

Warren Tusk
*Infinite Magic Glories:
Impact Mosaic*

Sarah Tuttle

Wishing Well

Sarah is a children’s book writer. She likes children’s books. And games. And games based on children’s books. Hence, *Wishing Well*.

Steve Vig

Emotional Baggage

Jessica Wagner

Another Flag of Bones

Will Wagner

*Another Flag of Bones,
The Men of Mars, Bid Committee*

Stand and Deliver! Will has been writing and running games for Intercon since “A”. He is known most especially for his *Grimm Tales* series of games; with each game being based on a different cultural set of fables and being affected by the outcome(s) of the games which ran before. He also ran *Void Stalkers*, a science fiction campaign, experimenting with using modern technology to enhance the game experience. *The Men of Mars* is the restart of the *Void Stalkers* series and campaign. Over the past few years, Will has also started writing games geared toward kids (8-15) and continues this year with *Another Flag of Bones*, which ties the plots for kids and adults together.

Mark Waks

Bid Committee

Paul Wayner

G.I. Joe: Pirates

Suzanne Wayner

G.I. Joe: Pirates

Robert Wensley

*The Worst Story Ever Told,
The Other Other* All-Batman Game*

Susan “Dybbuk” Weiner

Pub Crawl, Cast Party, Security Staff

Susan has been LARPing for more than half her life and writing LARPs for most of that. With Alleged Entertainment, she has written *Last Seder, 10 Bad LARPs in 100 Bad Minutes* and quite a variety of things in between. She especially enjoys writing *American Freeform* games and other games that push the boundaries of our understanding and expectation of LARP. Wow, that got pretentious fast. Writing serious bios is hard.

Joseph “joswie” Wiegartner

The Worst Story Ever Told

Joseph Wiegartner has been playing games since the bygone age of 2012. Coming from the RPI LARPing community in Troy NY, he has authored three 4-hour LARPs (*The Worst Story Ever Told, Boogiemans Nights: A Game of Supernatural Pornography, and The Lord of the Roles: Who Killed Tom Bombadil? Extended Edition*) as well as some smaller games and consulting work on the LARPs of others.

Jeannie Whited

G.I. Joe: Pirates

Brian Williams

Hello, You Must Be...

Eric Wirtanen

Star-crossed

Thomas Wohlers

Tartarus

Mike “Buggy” Young

*Trapped in a Mall With Some
Zombies, The Love Craft,
Space Station Omega,
The Golden Valley, Fire And Ice*

Mike Young has been running LARPs for over 25 years now. The *A Grandiose Disaster* system will be (hopefully) available via Kickstarter in the summer of 2016.

Abrihette Yawa

Syncretism: A Coming of Age Ritual

Li-Chi Young

*Fuyu no Yuri: Winter Lilies,
The Case Of the Comic Convict
(A Courtroom Whodunnit)*

(You know you write LARPs when you’ve had a time line of events on a team member’s wall for an entire season.)

Li-Chi is a member of TSJ, and graduated as a Japanese major; this makes her a translator, and weeaboo by prestige class.

Katharine Zenke

We All Fall Down

Andrew Zorowitz

Con Committee

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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 General Public

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 Security Staff immediately. (Convention Security Staff can be identified by their convention badge, which will say "Security Staff" under their name, and, if they are on duty, by an Intercon Security Staff button.)

Convention Security 24-Hour Hotline: (313) SAFETY-4 / (313) 723-3894

The complete New England Intercon convention anti-harassment policy can be found at <http://www.interactiveliterature.org/P>.

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/P>.

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 Doubletree by Hilton

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).

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 general convention areas.

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.

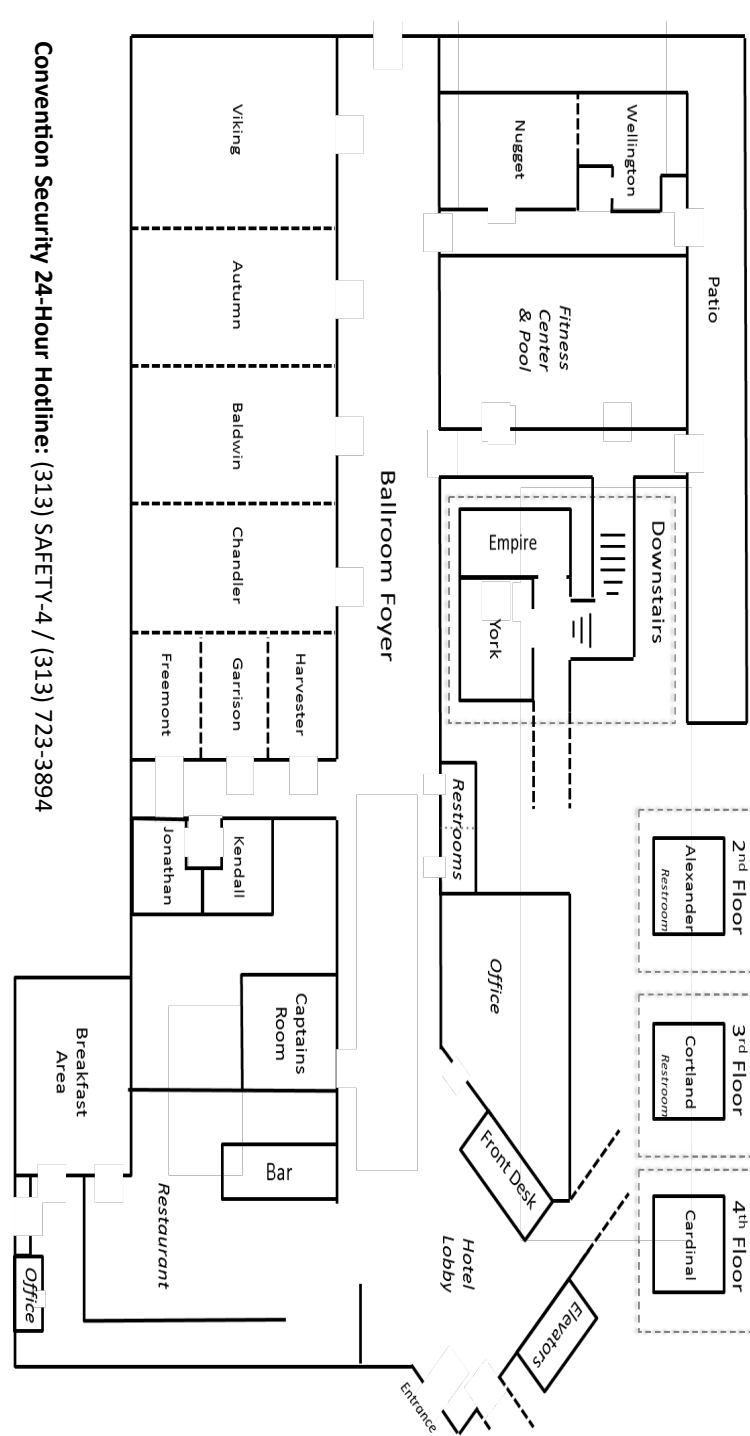
Be Nice to the Site

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.



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NELCO is not a gaming convention. NELCO is about the art form of LARPing; writingLARPs, runningLARPs, 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 P at Ops.

Send mail to nelco@interactiveliterature.org for more information, or to propose a panel or workshop for this year's conference.

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