

# Intercon L



# Labyrinth

March 2-4, 2012 • Chelmsford, MA



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**Special Thanks**  
*To all Intercon L GMs,  
Concom members,  
Ops volunteers, and our  
vendors and advertisers*



# Note from the Conchair

Running a convention is like making a martini. Sometimes dirty, sometimes leaves you shaken, and there are trendy new ones coming up all the time. No, that's not right....

Running a convention is like building a horse. Even with all the right bits and all the right people it takes a miracle. Not to mention hay. No, that's not right either.....

Forget metaphors. Running a convention is work. It's lots of hours, and lots of details, and lots of putting your shoulder into and just getting it done. But in my case, it's also lots of people helping. It's lots of volunteers stepping in and steering their parts so the whole fleet... sorry, I slipped into metaphors again. Its lots of hard working people working hard together. It's the dedicated cadre of committee members who have been doing this for years, even when those years can be measured in digits smaller than two, or larger than twenty.

It's also the GMs with their seemingly infinite creativity and willingness to share it.

It's also the players, who bring the games to life and generate the stories we all play in and retell and embellish.

And it's the almost tangible support of the community as a whole that motivates us and rewards us all for the hard work, and keeps us doing this again and again, year after year.

So thank you (Yes, you), for all you do as a member of the LARPing community. And if you'd like to take on a new role in the community, we're always happy to have new GMs (Intercon M is only a year away!), and new committee members and volunteers. Come talk to me or any of the other members of the ConCom, we'd be glad to get you on the staff mailing list and have you as a member of the crew. We can always use some help steering the fleet... or maybe just keeping me away from metaphors.

Chad Bergeron  
Intercon L Conchair



# Game Descriptions

## ... and the Electric Labyrinth

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

Two fisted pulp adventure in the world of Studio Foglio's *Girl Genius*.

## A Garden of Forking Paths

*Nat Budin, John D'Agosta, Susan Weiner*

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

## An Evening Aboard the HMS Eden

*Peter Bensch, Rita Flaherty, Henry Kuhfeldt*

All Aboard! Tickets please. The HMS Eden will be departing London at the top of the hour, steaming towards New York for the World's Fair. Famed inventors, philanthropists and adventurers are all welcome aboard to participate in a Steampunk enhanced collision between fiction and reality.

## Barad-Wath

*Simon Deveau*

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

Serve Sauron and clean up the mess at Barad-Wath or else...

## BloodNet

*Kat Jones, Evan Turner*

BloodNet is a cyberpunk vampire LARP based on the eponymous 1993 MicroProse adventure game. Set in Manhattan 2094, hackers and freelancers attempt to overthrow the TransTech corporation while vampires hunt them from the shadows.

Mature audiences only. Prior game familiarity unnecessary.

## Carry on at Camp David

*Russell Harris, Steve Hatherley, Liz Jones, Donald Oddy, Mike Snowden, Janet Young*

If you want to know what English people think of American Politics come play Camp David. Warning, this game could be seriously offensive to anyone who cares about foreign nationals taking the p\*\*\* out of their political system. Please bring a sense of humour with you. You can check it in at the door!

## Colonel Sebastian T. Rawhide's Circus of the Spectacular

*Mike Young*

High Weirdness at the circus. Easily the best circus LARP you'll ever play.

## Concordance Station

*Marissa Linzi, Ryan Maloney*

War has been raging for hundreds of years across the galaxy — or at least in the faster than light travel interdiction zone, far away from the goings on of the Galactic Republic. Indeed, the menace of the Az'dth'al is almost a long ago threat — the quarantine seems to be working and the war is in a perpetual standstill. At the center of this lies a single space station, optimistically named Concordance station, where emissaries of both sides can meet and seek to end this war — or at least gain an advantage.

**November 22–25, 2012**

Naish Holiday Village, Christchurch, Dorset

# FABULOUS CONSEQUENCES

Have you noticed that life,  
with murders and catastrophes and fabulous inheritances,  
happens almost exclusively in newspapers?

— Jean Anouilh



**WWW.CONSEQUENCES.ORG.UK**

## Council of Fennas Drunin

*AJ Smith, Brian Williams*

The thief and murderer, Yasmin The Foreigner, has been returned to Fennas Drúnin. The Mayor, Ostomir, has convened the Town Council to judge her for her crimes. However, there are still many unanswered questions. Where is the Mayor's Chain of Office? Is the maid, Hescen, really dead? And what were Forak's Violators really doing? Will the truth ever come out?

## Dreams of Peace, Dreams of War

*Peter Litwack*

Negotiators from across the galaxy have come together at a meeting of the Pangalactic League in hopes of settling conflicts and keeping another galaxy-wide war from breaking out.

## Feast of the Minotaur

*Anandi Gandolfi, Andy Kirschbaum*

Fourteen young men and women are sent to Crete every seven years, to be fed to the Minotaur. Before they are chained and thrown to their deaths, they are called to a great feast to dine with those who send them to their dooms. Come to the feast, to dine to plot, to live to love - and then perhaps to die.

## Folding the River

*Lily Benderskaya, Tory Root*

A futuristic science-fantasy game of power, passion, and desperation, set in a world on the brink of destruction. It may or may not involve time travel.

## G.I. Joe: The Minotaur's Labyrinth

*Suzanne Wayner, Jeannie Whited*

Superstitious natives have reported Minotaur sightings in a remote area of Crete. Suspicious that these sightings are actually Cobra tests of a new weapon designed to take over the world, G.I. Joe has sent some of its best members to investigate.

## GM Space

*Jared Hite, Sharone Horowitz-Hendler*

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.

## Harmony Quest

*Nat Budin, Viktoriya Fuzaylova*

What do you want from your relationship? Join us at the Harmony Quest Couples Retreat, an all-day program for couples looking to create a stronger and deeper connection. "Harmony Quest" is an experimental psychodrama LARP about relationships and relationship counseling.

## Incarna

*Katie Gordon, Constantine Haghghi, Jerry S., Aaron Silverman, Santo Sen Gupta*

Mt. Olympus has sent out invitations to all the Gods to meet for the Turning of the Age in 2012. Come and make your mark on the Age to be, scheme and socialize with your fellow gods, and have a ball at the biggest divine party this Century.

## Life at the Securemarket

*Colin Sandel*

Guns! Magic! Customer Service!

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

## Night 1002: The Introduction

*Tara Halwes, Mel MacDonald*

Legend says that after 1001 nights of amazing stories, King Shahriyar discovered he truly loved Shahrazad and spared her life. It says she went on to bear him three children and they lived happily ever after. Legends always make things sound so easy...

## Orgia Domi Lomaximus

*Cameron Betts, Kreg Segall*

You have been lucky enough to obtain an invitation to a wild party at the luxurious villa of Gaius Marcus Lomaximus.

Lowly slaves, wise astrologers, vestal virgins, stately senators, members of the imperial household, and boastful generals all converge on one villa for a night of decadence and riotry at Domus Lomaximus.



### **Playground**

*Alex Arkhipov, Kimberly Beder,  
Jen Glover, Melissa Hunt, Andrea Lincoln*

Welcome to Happy Faces After School Care - you have two hours to play, make friends, get gold stars, eat cookies, join Secret Clubs, and avoid getting bullied. Low-epic, high-roleplaying, no weirdshit. Music, snacks, story books, blocks and other toys will be provided.

### **Panel, the LARP**

*Mark Waks*

This game is a panel at a LARP con. Some players are panelists, some are audience members.

### **Port Hidalgo**

*Marc Blumberg, Philip Kelley,  
Drew Novick, Sean Rhodes*

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 a head in the Golden Age of Piracy.

### **Pooka Support Group**

*Kara Hurvitz, William Walker*

You don't know why the Count has insisted you come here and waste an hour of your life on *therapy*. It's not like you have a lying problem! Besides, telling the truth can sometimes have unintended consequences...

### **Power Ballad:**

#### **Total Eclipse of the Eternal Flame**

*Beth Baniszewski, Kim Beder, Matt Pears*

It's a high school dance in the 1980s! You're invited for a night of dancing, socializing, and innocent fun (unless somebody spiked the punch while the chaperones weren't looking).

### **Requiem for a Master**

*Ken Seier*

The master has been murdered. Under the protection of a magically enforced peace, his followers, friends, lovers, enemies, and rivals gather, to uncover the mysteries of the master's death, to settle old scores, and to claim what is rightfully theirs.

### **Resurrect Me, Please!**

*Greg Pettigrew, Victoria Sapko*

Your adventuring party has dared the Labyrinth, but one of you has fallen! Their body is brought to the temple, but there are others, and the priest(ess) has only enough mana for one resurrection! You must convince the Priest(ess) that your companion is most worthy by telling the best tale!

### **Resonance**

*Nat Budin, John 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 experimental amnesia/storytelling LARP.

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.

### **Roanoke**

*Aaron Newman*

Roanoke: England's first colony in the New World, and America's oldest mystery. Beset by hostile Indians, foreign enemies, rumors of mutiny, famine, plague, and perhaps even the dark forces of Hell itself, Spring of 1588 finds the colony on the eve of its destruction.

### **Screwed 4: Back for more!**

*Moira Parham*

Deathtraps! Murder! Revenge! Will you play the game? Will you survive?

### **Skies of Eladria:**

#### **The Steampunk Game**

*Will Fergus, Melanie Saunders*

The world is a far-flung future/past, where a man's value is how high he can fly. The lands are split up into nations with many tenuous pacts, and the skies are dotted with airships. These airships, captained by brave men seeking their destinies, vary in size from ten-man crews to flying cities. One of these city-ships, the grand Zahrah Al'Nasim, is where we seize the skies of Eladria.

### **Tales of the Fisherman's Wife**

*Julia Bond Ellingboe*

The Fishermen leave their Wives for the sea. Ghosts and demons descend upon the parted couples. When the Fishermen return, are all who they say they are? Based on Japanese folktales.

### **The Beatnik Cafe**

*Jamie Picon*

Beatniks and Emos and Goths!! OH MY!! Can the Beatniks survive the Goth and Emo kids of today at the Beatnik Cafe or will they stand their ground and protect their soulful smoke filled turf?

### **The Difficult Life of the Costumed Henchman**

*Thorin Tabor*

Most villains have them: themed, costumed henchmen who aid them with their fiendish heists and dastardly plans. They may appear faceless behind their masks, but those henchmen have lives, too. And their lives are can be difficult. They have to put up with crusading heroes, the cackling madmen who employ them and poor working conditions. It's tough work, for which they get little respect. Something has to be done about this! It's time for the costumed henchmen to unionize.

### **The House of the Rising Sun**

*Jared Hite, EmillyBeth Savage*

There is a house in New Orleans called the Rising Sun, a bordello infamous for debauchery. Now it's the site of a brutal murder, with a courtesan found dead in the arms of a black handyman! As if that weren't enough, the ghosts that haunt the old mansion are restless...

### **The Koenig Dead**

*Tony Mitton*

*The Koenig Dead* is a dark, fairly hard science fiction game loosely inspired by a recent Joss Whedon TV show. It is a semi-sequel to *The Linfarn Run* with some characters from that game. It won't suit everybody. Really, it won't.

## The Labyrinth of the Minotaur

Nick Martucci

Get ready for problem solving, scavenger hunting, and all sorts of tomfoolery. If you're looking for a strong plot and character development, look elsewhere. If you want to sing, dance, and have fun just making a fool out of yourself, then be prepared to enter THE LABYRINTH OF THE MINOTAUR!

## The Linfarn Run

Tony Mitton

Five years after the War, unregistered light-trader *Kestrel* makes a routine run to the Linfarn system with a motley collection of passengers and cargo aboard. It's just another routine trip; just another pay-day.

## The Madrian Secret

Kathleen De Smet, Q De Smet

Madria was once a welcoming world until their long war with neighboring Luatha ended mysteriously and all contact was cut off. That was twenty years ago and no one has any idea what has happened on Madria since. Rumors have never settled down and it is said that ships and pilots sometimes go missing in area. What really is going on down there? Join us on Madria to find out.

## The Man in the Long Black Coat

Kat Jones

Inspired by the song *Man in the Long Black Coat* by Bob Dylan.

In a God-fearing, claustrophobic community the presence of the Man threatens the uneasy equilibrium. Is the Man is sent to wreak vengeance or to offer redemption? A scene-based scenario influenced by jeep format and freeform.

## The Nonary Game

Vivian Abraham

The Nonary Game is a game of mysteries, of puzzles, and of discovery. Nine individuals have been chosen for an experiment with deadly consequences for failure. They must discover who has trapped them, solve the puzzles that hold the keys to escape, and find the door marked 9.

## 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.

## The Prince Comes of Age

Bernie Gabin, Matt Kamm, Jonathan Kindness

The Prince Comes of Age is a mostly light-hearted fantasy game set at the birthday celebration of the Prince of Mavella. Players can expect teenage angst, complicated romantic affairs, tumultuous global politics, powerful magic rituals, and a fair amount of recreational drug-use.

## The Rider on the Pale Horse

Ekaterina "ekate" Kuznetsova,  
Sophie Monahan, Kevin Riggle

Tonight's the night of Halloween, and these three things are true — Faeries exist, they walk in our world, and every seven years on this night they give the best among their number in tithe to Hell. The Faerie Court is met to choose the sacrifice. Will it be you?

## The Serpent's Spiral

Bess Libby-Shannon, Chris Shannon

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

## Triple Blind

Mike Young

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

## Unhallowed Metropolis: Parliament of Ghouls

Shaughn Bryant, DavE Burbank,  
Eric "Doc" Levin, Greg Pettigrew,  
Nic Vega, Will Wagner

London, 2105 - two hundred years after the first outbreak of the zombie plague. Beneath the streets of the East End, two tribes of cannibalistic ghouls are uniting to stabilize the Underground. Which means, of course, they're having a wedding - and everyone who's anyone in the Underground will be there.

## Venezia

Brian Richburg, Alison Joy Schafer

At the close of the 15th century, Italy is a collection of feuding city states. Each of these states is ruled by a powerful family: the Medici family in Florence, the Sforza family in Milan, and the Este family in Ferrara along with the Doge in Venice, the King of Naples, and the Pope in Rome. Locked in constant and bitter rivalry, these prominent personages battled in times of open warfare and competed for economic and artistic dominance in times of peace.

Take the role of one of the greatest men or women of the Italian Renaissance such as Lorenzo D'Medici, Niccolo Machiavelli, Beatrice D'Este - Duchess of Milan, Leonardo Di Vinci, or one of the infamous Borgias.

Scheme and plot over the course of three of the grand Carnevales di Venezia. Between each Carnevale, the years fly by, and the choices you made will determine your own path and influence the fates of others. Marriages will be brokered, alliances will shift, great works will be accomplished, and Italy will be changed forever. Will you end up a prince, a pauper, or the Pope himself?

## Veterans' Day

Clare Gardner, Mike Grace, Alex Helm,  
Martin Jones, Adrian Smith, Mike Snowden

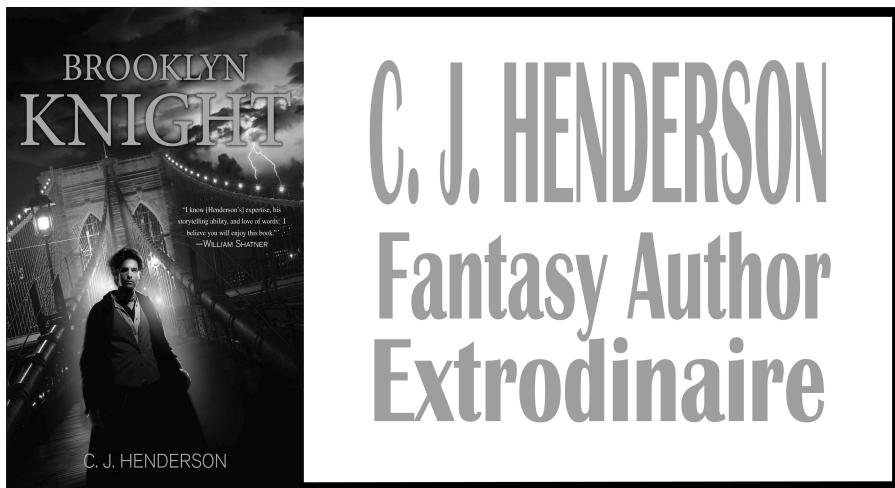
25 years ago was the age of Superheroes, who saved the Earth from the Alien threat. Today we celebrate the end of the war, and honour their sacrifice, with the last remaining veterans.

You are cordially invited to attend. Formal dress is advised.

## Vue to a Kill

Joshua Kronengold, Julian Lighton,  
Lisa Padol, Stephen Tihor

Amnesia game. Modern. A bit Action. A slightly different spin on amnesia games from the GMs who did *Jamais Vu* and *Presque Vu*.



*For all your  
costuming needs come to*

## *Lady Guendalina's Closet*

*Specializing in*

*Hand made snoods, circlets, trimmings, notions, jewelry,  
bats, pouches, veils, barrettes.  
And other assorted ever-changing items.*

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### **What Ripping Fun!**

*Kristen McFadyen, Jamey Patten*

The feud of rival Renaissance-Italy magician houses is the stage for a conflux of witches, wizards, people from parallel dimensions, curses, transformations, star-crossed romances, and assorted hijinx. Inspired by the children's fantasy works of Diana Wynne Jones (*The Chrestomanci novels, Archer's Goon, The Homeward Bounders, Howl's Moving Castle*, etc.).

### **You'll Never Drink Blood In This Town Again**

*Cynthia Cooper*

Rabidd Dogg — one of the hottest lycanthrope rappers in the country — is throwing a house party in his mansion in the Hollywood Hills. Anyone who wants to be anyone — actors, record producers, journalists — wants to be there. Warning: contains dark themes and is not appropriate for children under 18.



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



### **Daniel "Anu3bis" Abraham**

*The Nonary Game*

We serve The One.

### **Vivian Abraham**

*The Nonary Game*

Vivian Abraham is a gamer, a lawyer, and a mom, not necessarily in that order. She has been attending Intercon with her partner in crime, Daniel Abraham, for many years, but this is her first time running her own LARP here. Other LARPs Vivian has written and run include *Dead Man's Party (Vampire: the Masquerade)*, *Millennium Under the Sea* (set on Captain Nemo's submarine), and *Harry Potter and the Minotaur's Maze*.

### **Ian Ally-Seals**

*Con Committee*

### **Aleksandr Arkhipov**

*Playground*

### **Beth Baniszewski**

*Power Ballad: Total Eclipse  
of the Eternal Flame*

It's Beth's 10th anniversary of coming to Intercon! Yay!

After bring you malevolent molasses, deranged robots, living-impaired muppets, and prim victorians, Beth brings you her most terrifying cast of characters yet: High school students. Aack!

### **Elizabeth Bartley**

*... and the Electric Labyrinth, Vue to a Kill*

### **Alysia Bartok**

*Tales of the Fisherman's Wife*

### **Kimberly Beder**

*Playground, Power Ballad: Total Eclipse  
of the Eternal Flame*

### **Liliya "Lily" Benderskaya**

*Folding the River*

Lily aims to make her bios even shorter than she is.

### **Peter Bensch**

*An Evening Aboard the HMS Eden*

### **Chad "Laurion" Bergeron**

*Convention Chair, a.k.a. The One At Fault*  
Stay tuned for special announcements at closing ceremonies.

### **Cameron Betts**

*Orgia Domi Lomaximus*

This year's acceptable bribes are:  
Grapes, Heart-shaped beads, and  
Floor-cushions.

### **Marc Blumberg**

*Port Hidalgo*

### **Emily Care Boss**

*BloodNet*

# *In Memory of Donald Foley*

Heaven just got a lot funnier....and sweeter.



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## **Laura "Laura47" Boylan**

*GM Liaison, Intercon M co-Conchair*

Laura is not running any games or Ops for the first time in years, and gets to play as many games as she wants! She will savor this feeling, because as co-Conchair for M she will have to go back to not playing all the games!

## **Anna "T'Pau" Bradley**

*Queen of all she surveys, Con Suite Panel: the LARP, Con Committee*

Annas are magical things. They shine and sparkle.

## **Shaughn Bryant**

*Unhallowed Metropolis: Parliament of Ghouls*

Has co-written and run LARPs at Intercon since 2004. Notable previous games include *It Happened This Way*, *Three Nations*, *Unhallowed University*, and *Mystery at The Fairy Tale Reservation*. Shaughn has collaborated with numerous LARP writing groups, including "Ballyhoo Industries", Pandora's Mailbox, and is co-founder of "A Finite Number of Monkeys Productions."

## **Nat "Pudding" Budin**

*Unterwebmeister, A Garden of Forking Paths, Harmony Quest, Resonance*

Don't look at me, I blame Laura.

## **David "magusdave" Burbank**

*Unhallowed Metropolis: Parliament of Ghouls*

DavE Burbank 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 (allegedly) an adult, Dave is one of the directors of Be Epic, the organization that runs *Steam & Cinders* LARP and the upcoming *Second Dawn* LARP.

He is pleased to be a part of the *Parliament of Ghouls*. In case of writer's block, he keeps a spare brain in the fridge.

## **Sarah Butler**

*The Serpent's Spiral*

## **Vito "Simple Wordsmith" D'Agosta**

*Resonance, A Garden of Forking Paths*  
54686973206973207772697474656e206  
96e2068657861646563696d616c2e

## **Stephanie "ssd10989" Davis**

*Con Suite*

Steph, sometimes known as Stephy, Tephy, or variants of "hey you" I respond to most of them most of the time ;)

## **Kathleen De Smet**

*The Madrian Secret*

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**Q De Smet**  
*The Madrian Secret*

**Simon "Joyer" Deveau**  
*Barad-Wath*  
Glub...glub...

**Andrew Devrell**  
*Con Suite*

**Jeff "The Vortex of Chaos" Diewald**  
*NEIL Board, Bringer of Port,  
Bid Committee*

Jeff has been writing LARPs and playing in them longer than you have. Don't let that scare you. He's very sharing with his port, which has also been a LARP tradition for a very long time.

Be sure to tell him about your LARPs. He's always looking for a good game. He'll play just about anything. Well, maybe not another run of *Slave Girls of the Terror Dome*...



## SAND, SEA & STEAM

ONE-OF-A-KIND NAUTICAL,  
PIRATICAL AND  
VICTORIAN STEAMPUNK  
JEWELRY

HANDMADE BY  
KATHY CLARKSON



[HTTP://WWW.SANDSEAANDSTEAM.COM](http://www.sandseaandsteam.com)

### Jen Eastman-Lawrence

*Vendor Liaison*

Care for a labyrinthine love liaison?

### Julia Ellingboe

*Tales of the Fisherman's Wife, BloodNet*

Julia Ellingboe is a bubbly and somewhat hyperactive freelance writer, editor, role playing game designer, and soccer mom. She's married to a handsome and shy viking. She is ripper, tearer, slasher, gouger. She is the Teeth in the Darkness, the Talons in the Night. Hers is Strength, and Lust, and Power!

Julia has written or co-written four LARPs (see Intercon J and K), published two table top RPGs (God willing by the time you read this the second one will be published), and written a few short stories here and there.

Don't come between her and her mead.

### Kathryn Everett

*Ops*

### April Farmer

*The Labyrinth of the Minotaur*

### Will Fergus

*Skies of Eladria: The Steampunk Game*

### Rita "Monster Girl" Flaherty

*An Evening Aboard the HMS Eden*

First there was *Blunder!*, a side splitting pirate comedy of errors which was followed by too many hours of entertainment in the *Threads of Damocles* campaign. While she worked on *Threads*, Rita submitted herself to the terror and dread on *The Island*. Somehow she found herself with a caravan of gypsies in a boffer LARP at XPI.

Oh, and let us not forget *An Evening at the Eden Opera House* at Intercon J — where the whole thing went up in flames. Who knows what's next? Even Rita can barely keep up with what has already passed.

### Doug Freedman

*The Other Other\* All-Batman Game*

### Viktoriya Fuzaylova

*Harmony Quest*

### Anandi Gandolfi

*Feast of the Minotaur*

### Jenn Giorno

*Con Committee*

### Susan "nikin" Giusto

*The Intercon Muse ~nikin~,  
Con Committee, Art Team*

I am not from this planet but it's OK... I like it here.

Usually involved in producing LARPs with TNT gang, this year we took a breather and we are just having fun playing games from all of the other awesome GMs at Intercon.

If you see me wander by, give me a hug... it has been a really rough year. Thanks!

### Katie Gordon

*Incarna*

Katie has GMed a couple of LARPs outside of Intercon, and is excited to re-run *Incarna* at Intercon L. Her favorite color is purple, and her first LARP character was Sun Wukong, the Monkey King.

### Tara Halwes

*Night 1002: The Introduction*

### Cidney Hamilton

*You'll Never Drink Blood  
In This Town Again*

### Cory Hodge

*Live at the Securemarket*



#### Jared Hite

*GM Space, The House of the Rising Sun*

You may not have the clearance to know more about Jared Hite than you already do...but we'll overlook that just this once.

Jared Hite was introduced to LARPing just over 4 years ago, and quickly dove waist-deep into it. He has written two games: *GM Space* and *House of the Rising Sun*, edited several games, and has at least two games in half-written limbo, awaiting more time and energy. He has been forced to promise that not all of his games will end with the summoning of Cthulhu. So far, he has kept his promise...as far as you know.

#### Sharone "Mali" Horowitz-Hendler

*GM Space*

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

Now Sharone is using LARPing to study linguistic anthropology, on her way to her PhD. By the time this is printed, hopefully she'll have finished the first steps of her project, using the game *Reunions* (See the Shameless plugs!).

A poster for the TriWyrat convention. The title "TRIWYRAT" is written in large, stylized, jagged letters. To the left of the title is the text "JUNE 21ST-24TH 2012 AT HILTON COSTA MESA". To the right of the title is the text "AN INTERACTIVE THEATER CONVENTION". Below the title, there is a large illustration of a dragon's head and neck. To the right of the dragon, there is a list of convention features: "LARPS ARGs", "TRANSMEDIA EVENTS", "HANDS-ON WORKSHOPS", "EDUCATIONAL PANELS", "COSTUME CONTESTS", and "&amp; MUCH MORE!". At the bottom, there is a call to action: "TICKETS ON SALE NOW!" followed by ticket prices: "Attendee: \$69.00" and "Single Day: \$35.00". There is also a promotional offer: "Save 30% when you buy early!" and a code: "Use Code: INTERCON43".

**Melissa "Piper" Hunt***Playground*

Piper has ventured from the land of California to attend her very first Intercon! She thought she'd go attend MIT since she was out here anyway.

**Kara Hurvitz***Pooka Support Group***Ben Jones***Venezia***Katherine Jones***The Man in the Long Black Coat,  
BloodNet***Matthew "Matt" Kamm***The Prince Comes of Age*

Matt has been LARPing for about six years, and has loved every minute of it. You'll be able to tell when he's LARPing because he won't be wearing a hat. Unless his character would be wearing a hat, in which case, good luck!

**Dave Kapell***Bid Committee***Philip Kelley***Bid Committee, Port Hidalgo,  
The Other Other\* All-Batman Game***Jonathan "Riley" Kindness***The Prince Comes of Age*

Jonathan has been LARPing for six years and writing for one, and he enjoys inviting other people to live in his weird little fantasy worlds for a few hours at a time. Sometimes he writes so hard his heart skips a few beats. Literally!

**Rebecca Kletnieks***Con Committee***Andy Kirschbaum***Feast of the Minotaur*

This year, Andy adds impoverished novelist to his previous triumphs which include impoverished game store owner and impoverished smartphone app writer. Read about his exploits at [www.andrewkirschbaum.com](http://www.andrewkirschbaum.com). Buy his stuff from iTunes, Amazon.com, and at his store **3 Trolls Games & Puzzles**. Play his games right here at Intercon.

**Joshua Kronengold***... and the Electric Labyrinth, Vue to a Kill*

Joshua Kronengold has too many hobbies (not limited to sf/fantasy, larping, all kinds of gaming, music and filking, and reading a lot of webcomics). He's been involved in larping since the early 90s, and has helped write a lot of games.

**Hank Kuhfeldt***An Evening Aboard the HMS Eden*

Hank Kuhfeldt is not Chuck Norris, he's who Chuck Norris pretends to be in a LARP.

All kidding aside, I am a longtime LARPer with experience on both sides of the equation and I am also jumping into running an Intercon with IMA2012. Rumor has it we have an entire floor to LARP until the world ends, and beyond!

**Ekaterina Kuznetsova***The Rider on the Pale Horse*

**Sue "Queenortart" L.***Veterans' Day, Bid Committee*

The short squeaky female part of Team Brit.

**Renee Lasko***Con Committee***Tim "Teem" Lasko***Minion, Ocelot, NEIL Board, Registrar*

I am no longer the Conchair Unslain you once knew. Now but a shadow of my former self, I wear the chains I forged in life! I made it LARP by LARP and campaign by campaign! I volunteered for this convention of my own free will and now I shall never be rid of it! My warning to you all is that you will visit unto three, no, four, no, as many as five games this weekend as you wander the Labyrinth and learn the true meaning of LARP!

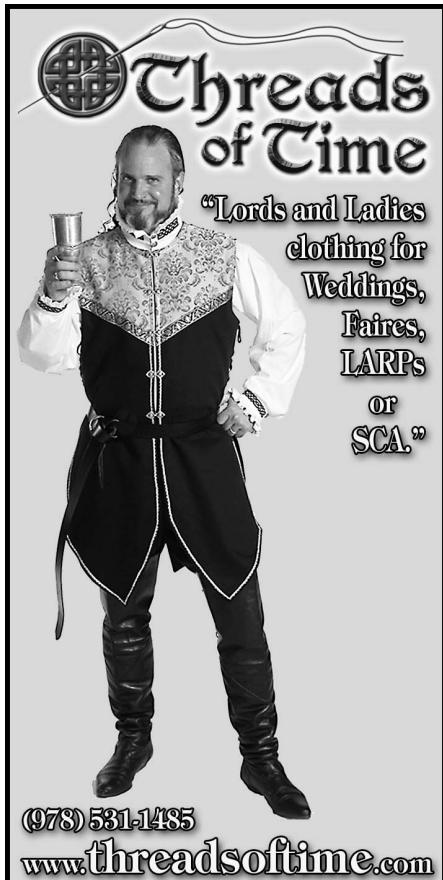
**Bess Libby***The Serpent's Spiral***Andrea "Andrea" Lincoln***Playground*

Hi! My name is Andrea!

Talk Distributed Systems to me ☺

**Albert Lin***The Serpent's Spiral***Peter Litwack***Dreams of Peace, Dreams of War***Mel MacDonald***Night 1002: The Introduction***Ryan Maloney***Concordance Station*

Ryan Maloney is an avatar for HARDAC, your robotic overlord. He spends his time posing as a neuroscience graduate student and running experiments while reporting on human behavior. He hones his skills acting as human through LARPing, and thus finds it an invaluable experience.

**Eileen Malony***Port Hidalgo***Nick Martucci***The Labyrinth of the Minotaur*

Nick Martucci is. If he was not, then he would not be. Anyone who says that he isn't may or may not be lying depending on whether or not he is or is not at that moment. No one can say for sure except those you can. Nick Martucci is not one of those.

**Michael McAfee***Con Committee***Lucas McCauslin***Roanoke***Kristen McFadyen***What Ripping Fun!***Lisa Padol***... and the Electric Labyrinth, Vue to a Kill*

Lisa Padol has been playing in LARPs since 1988, starting with the full weekend game, *Double Exposure*. She has been running and writing larps since 2000 (ignoring *Dark of the Moon*, a 10-years-old, still-in-development, full-weekend LARP project).

She helped run the playtest of the never published *Miskatonic Archaeological Expedition* (with Joshua Kronengold, Batya, Alex Wittenburg, Merav Hoffman, Jon Lennox, and Eugene Reynolds), and assisted in a run of *Appalachian Wedding* (with Ben Llewellyn and Joshua Kronengold). Stephen Tihor recruited her for the Straightjackets Optional team, where she helped run and write *Mad Scientists I* (with Stephen Tihor and Joshua Kronengold, and with extra help from Erik Hanson and Matthew Stevens), and helped run and write *Jamais Vue* (with Stephen Tihor and Erik Hanson, with help from Matthew Stephens for the first run, and with Stephen Tihor, Joshua Kronengold, and Elizabeth Bartley for the second run) and *Day at the Bathes/Night at the Races* (with Stephen Tihor, Elizabeth Bartley, and Joshua Kronengold). She has also helped run *Colonel T. Rawhide's Circus of the Spectacular*.

Current projects include future games in the *Jamais Vue* and hot tub series, and *Dark of the Moon*.

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### **Stefan Melnick**

*Skies of Eladria: The Steampunk Game*

### **Tony Mitton**

*The Koenig Dead, The Linfarn Run*

### **Sophie Monahan**

*The Rider on the Pale Horse*

### **Aaron Newman**

*Roanoke*

### **Drew Novick**

*Port Hidalgo*

### **Moira Parham**

*Colonel Sebastian T. Rawhide's*

*Circus of the Spectacular,  
Screwed 4: Back for more!*

### **Jamey Patten**

*What Ripping Fun!, Incarna*

### **Matt Pearis**

*Power Ballad: Total Eclipse  
of the Eternal Flame*

### **Allan Pendergrast**

*Skies of Eladria: The Steampunk Game*

Allan occasionally enjoys talking about himself in the third person, usually when writing bios.

### **Greg Pettigrew**

*Resurrect Me, Please!, Unhallowed*

*Metropolis: Parliament of Ghouls*

Greg is a mustache-twirling villain masquerading as a Xanatos Speed Chess Tournament Contender.

### **Jamie "Jeeves" Picon**

*The Beatnik Cafe*

Jamie has been involved with a number of projects over the years. He has been a staff writer and player in, *The Calling*, *Secrets of the Mesa*, and served as an NPC in *Radiant Dragon*, *Pirate Island*, *Valiant*, *The Isles*, and a host of one shot games.

### **Joshua "blee" Rachlin**

*Honorary Degree Recipient,  
Bid Committee*

**Statement as of 3:37 PM EST on 2-Mar-2012**

... blee warning in effect from 7 pm tonight to 4 pm EST Sunday...

The National LARP Service in Chelmsford has issued a blee warning... which is in effect from 7 pm tonight to 4 pm EST Sunday...

Hazardous conditions...

- blee may be roaming the Chelmsford Radisson without a chaperone at any point during the warning... he may be in costume, and he may attempt to role-play with you.

Impacts...

- These conditions may cause confusion or disorder among hotel staff or other entities.

Definition...

- A blee warning means LARPing will occur.

Precautionary/preparedness actions...

- Costumes should be worn... or character badges should be displayed at all times... or blee may not interact with you. Precautions should also be taken to ensure the safety of non-LARPers.

- Stay tuned to Intercon LARP Radio... commercial radio or television for the latest information concerning this blee event.

Additional blee information can also be found at: [bleemoo.com/](http://bleemoo.com/).

### **Byron "Prince Of Melniboné" Quinn**

*Barad-Wath*

Emotion, yet peace. Ignorance, yet knowledge. Passion, yet serenity. Chaos, yet harmony. Death, yet the Force.

### **Epidiah Ravachol**

*BloodNet*

### **Danielle Reese**

*Resonance*

### **Trey Reilly**

*BidCom Chair, Bid Committee, Bid Chair*

Trey Reilly has written, co-written, and run a number of LARPs over the years, including *Svaha* (a 3-year sci-fi LARP campaign), several *Divus Ex* games, and several runs of *Speed Dating (The LARP)*. Her convention staff credits include I18: Intercon Gazebo, A Gazebo of Games, Lollagazebo, and the Origins Game Fair.

A theater-style gal at heart, she recently added more boffer LARPs to her portfolio - she happily plays *Seven Virtues* and has joined the staff at *Madrigal*. She is a sucker for good NPC roles, and her costuming budget may never recover.

### **Brian Richburg**

*Venezia*

### **Phoebe Roberts**

*Resonance, Bid Committee*

Phoebe's good. I like Phoebe.

### **Kevin Riggle**

*The Rider on the Pale Horse*

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**Tory Root**

*Folding the River*

Tory Root is a series of unusual emissions. She is half of Paranoid and Crotchetty, and *Folding the River* will be the ninth LARP she's worked on. In her free time, she enjoys amateur derping.

**Colin Sandel**

*Life at the Securemarket*

**Victoria Sapko**

*Resurrect Me, Please!*

**Melanie Saunders**

*Skies of Eladria: The Steampunk Game*

**EmillyBeth "EB or  
Acoustic\_Shadow" Savage**

*The House of the Rising Sun*

My name is EmillyBeth. I'm a pretty awesome person I think. I like peas. I'm short and blond and when I was about 9 I built a Viking ship out of boxes and duct tape in my backyard. It was pretty awesome until my dad realized I had taken his painting pole for a mast, my mom realized I had cut up sheets for sails and taken her round baking sheets for shields. Then it rained and the cardboard fell apart. How anticlimactic...

**Adina Schreiber**

*Con Committee, Raffle Chair*

My 6th year. About 8 years. Over 80, some boffer, mostly theater. Brandeis. New York City for now, but the Boston area will always be my real home. Fantasy, swashbuckling stuff. Costuming! Uh, technically one... but it was just a 10 Bad, about colonoscopies. No thanks, I keep kosher, and I'm a vegetarian. Long story. Both a dog-person and a cat-person. Volleyball. Israel and Australia. Classic rock, especially Aerosmith.

Kingdom of Loathing. Super Smash Brothers. A Song of Ice and Fire. Lord of the Rings. Just one? Ok... Robin, The Boy Wonder! Sam Waterson. Yes, I know he's old enough to be my grandfather. Hey, now. I can't put that in my bio, but you can try asking in person... Uh, 5'3, brunette... Does that help narrow it down?

**Alison Joy Schafer**

*Venezia*

This spot is empty until Adina tells me what to write.

**Jason "Jadasc" Schneiderman**

*Tabletop Track Head, Con Committee*

Coffee is the word for love on the lips of peacocks everywhere.

**Kreg Segall**

*Orgia Domi Lomaximus*

This year's acceptable bribes also include meaningful sidelong glances, looks that could be defined as "come-hither"; entendres of any multiple, and ribaldry.

**Ken Seier**

*Requiem For a Master*

**Christopher "Cristovau" Shannon**

*The Serpent's Spiral*

Chris has written three LARPs for Intercons past and unless the authorities catch up with him soon, he will write more!

**Kim Sward**

*Bid Committee*

**Andrew "AJ" Smith**

*Council of Fennas Drunin,*

*The Linfarn Run, The Koenig Dead*

Nostalgia buffs will note that Brian and AJ are running *The Council of Fennas Drunin* – the first game that they ever ran at an Intercon. AJ is also helping Tony with two episodes in the adventures of the Kestrel and her crew.

# VERICON XIII

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You will be playing the part of a Con Attendee, and as is natural for any attendee, you'll be getting hungry at certain points in time. Whether or not you wish to play this part as an omnivore is entirely up to you. Your plot mostly centers around delicious snacks that are prepared for you by other attendees of the con which you should partake of at appointed times, according to your attached blue sheets, and at any other times, as you see fit. You should "be yourself" while eating, unless an additional character sheet says otherwise. The main action in this game should be confined to the upper mezzanine dining area, so as not to "dribble on the mundanes."

There is no combat in this game, unless the chips runs low.

The Con and this year's Con Suite Mistress would like to thank all Con Suite volunteers — pre-arranged and impromptu — for their help.

#### **Joshua "Sheena" Sheena**

*Ops Tsar*

Sheena is the Grand Tsar of Ops, the Big Cheese of the Raffle, and the Head Honcho of Registration this year. He answers to no one, with the exception of the Grand Poohbah of the Con, Senor Bergeron. But that is clearly just a formality. Sheena is of course not at all planning on staging a coup to make Intercon a police state with himself in charge of a platoon of enforcers to keep operations running smoothly. Nope. None of that at all.

#### **Mike Snowden**

*Veterans' Day*

Part of "Team Brit". Beard, Glasses. Co-writer of *Carry on at Camp David* and *Veterans' Day*.

I've been playing, writing and running games for more years than I care to remember, and it's great to be coming back to Intercon.

I promise not all of my games are set in America, but it's just worked out that way for the two at the Con: Blame Hollywood (and Rupert Murdoch) for my media consumption...

#### **Julia Suggs**

*NEIL Treasurer, Con Committee, Intercon M co-Conchair*

Julia suffers from a crippling case of Volunteer Disease.

#### **Anita "Minx Girl" Szostak**

*Art Director: Shirts, Flyers, Program Book Design*

"Through dangers untold and hardships unnumbered, I have fought my way here to the castle beyond the Goblin City to take back the child that you have stolen. For my will is as strong as yours, and my kingdom is as great... You have no power over me."

— Sarah from *Labyrinth*

After many years of being an outer suburb of Chicago, I can finally claim to actually be part of the Chicago crowd. Thanks to Susan and Barry for their help since I couldn't do this job without them.

#### **Thorin Tabor**

*Outreach, The Difficult Life of the Costumed Henchman*

#### **Barry Tannenbaum**

*Webmaster, Art Team*

This space intentionally left blank.

#### **Evan Torner**

*BloodNet*

Evan Torner is a Ph.D. candidate in German & Scandinavian Studies and Film Studies at the University of Massachusetts Amherst. He ran his first Intercon LARP *Metropolis* to much success in 2011, and is now a tabletop role-player totally devoted to the LARP form.

Wears a hat.

**Stephen Tihor***Vue to a Kill, ... and the Electric Labyrinth*

Stephen has been around for a while.

He has been playing in LARPs since the days of the first *Arabian Nights* game. He was part of the team writing and GMing such games as *Cocobanana* (at an ancient Intercon) and *RSVP* (at DEXCON 1) and smaller games ever since.

His name can also be found in other games, from SPI board games to the old West End Games *Star Wars* to a recent Marvel Universe Super Hero Role Playing Game. In his free time, he amuses himself with fine art photography, computer security work for the Episcopal Church, a NERO game, and other such diversions. He also owns a small piece of a record.

Current projects include the *Jamais Vue* series of amnesia games, inspired by the kick ass time he had assisting the first run of *Tabula Rasa*, and the *Bathes* series of hot tub games — cause hanging in the pool while gaming really does mellow out power politics.

He has also work on other Straightjackets Unlimited projects such as *Ghost Fu* and the *Mad Scientists* series of games.

**Thomas Traina***You'll Never Drink Blood  
In This Town Again***Nicole Vega***Unhallowed Metropolis:  
Parliament of Ghouls***Will Wagner***Unhallowed Metropolis:  
Parliament of Ghouls*

Will has been writing LARPs since Intercon B. This is his first foray into writing with the *Unhallowed Metropolis* crew.

**Mark "Justin du Coeur" Waks***Panel: the LARP, Bid Committee*

Mark "Justin" Waks once had power — POWER! — running his own games. Now, he is reduced to following in the footsteps of his father Igor, serving as a minion to other GMs. He can be found in the hallways, mumbling to himself and saying things like "Poor Zathras; nobody ever listens to Zathras" under his breath.

**William Walker III***Pooka Support Group***Suzanne Wayner***G.I. Joe: The Minotaur's Labyrinth***Susan "Dybbuk" Weiner***Resonance, A Garden of Forking Paths*

Susan plans to find her way even deeper into the labyrinth by continuing to follow her fishy. So far it has lead all sorts of fascinating places, including near future dystopias, far future corporate societies, alternate histories and 10 Bad LARPs. Hmm. Maybe the fishy doesn't always have the best direction sense.

**Jeannie Whited***G.I. Joe: The Minotaur's Labyrinth***Brian Williams***Council of Fennas Drunin*

I'm one half of the original Brits, who, along with the ever-present AJ, used to regularly come to Intercons and run my games. After a six-year absence, I came back last year and here I am again.

For those of you with long memories, I'm the one with the beard. For those with short memories, I'm the Brit who turned up for the first time last year.

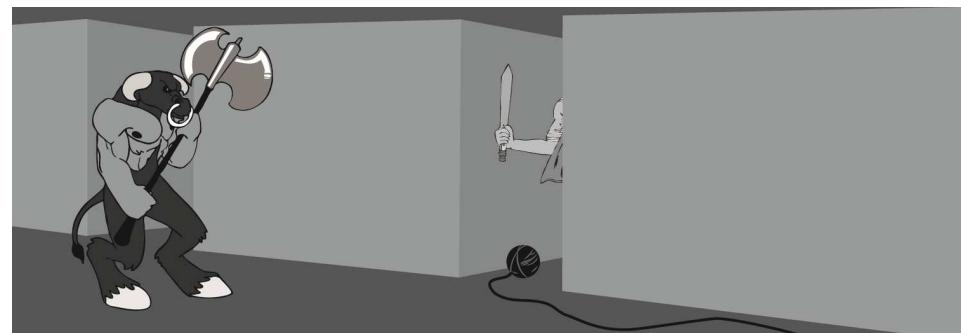
**Laura Young***Triple Blind, Colonel Sebastian T.  
Rawhide's Circus of the Spectacular***Mike "Buggy" Young***Triple Blind, Colonel Sebastian T.  
Rawhide's Circus of the Spectacular,  
Screwed 4: Back for more!*

Mike Young is an Emmy nominated, three time Golden Penguin LARP-writing award winning, LARP Force of Nature. He was crowned The Pope of LARP this Spring. He wrote his first LARP in 1989, before some of you were even born. His LARPs are being run all over the world, all the time. His world-renown *The Book of LARP* will be republished this summer by Soirée Press. You can — and should — get free LARP downloads at <http://www.intink.com>

**Andrew Zorowitz***Con Committee*

Running this convention requires a lot of effort throughout the weekend. If you find or can make some free time, please stop by the Ops Desk (where you registered when you arrived) and offer to volunteer.

Many hands make light work!





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# Convention Rules

**The Most Important Rule of All**

Have a good time! Have a great time! Have a grand time! Just have fun!

**Do Unto Others**

Treat other convention attendees and 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.



# Radisson Hotel & Suites, Chelmsford, MA



## Harassment Policy

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

## Weapons Policy

The staff of New England Intercon recognizes that you may need a weapon as part of a game or costume. However, weapons are not to be used outside of the game space. This includes toy weapons, "boffers," or anything that is liable to trip others. Please use common sense when choosing a weapon for your game. Per hotel policy, no knives of any kind are allowed as weapons.

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

## Violations Policy

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

## Hotel Rules

### Staying at the Radisson Inn

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

### No Smoking in Hotel and Convention Areas

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

### Alcohol Policy

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

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

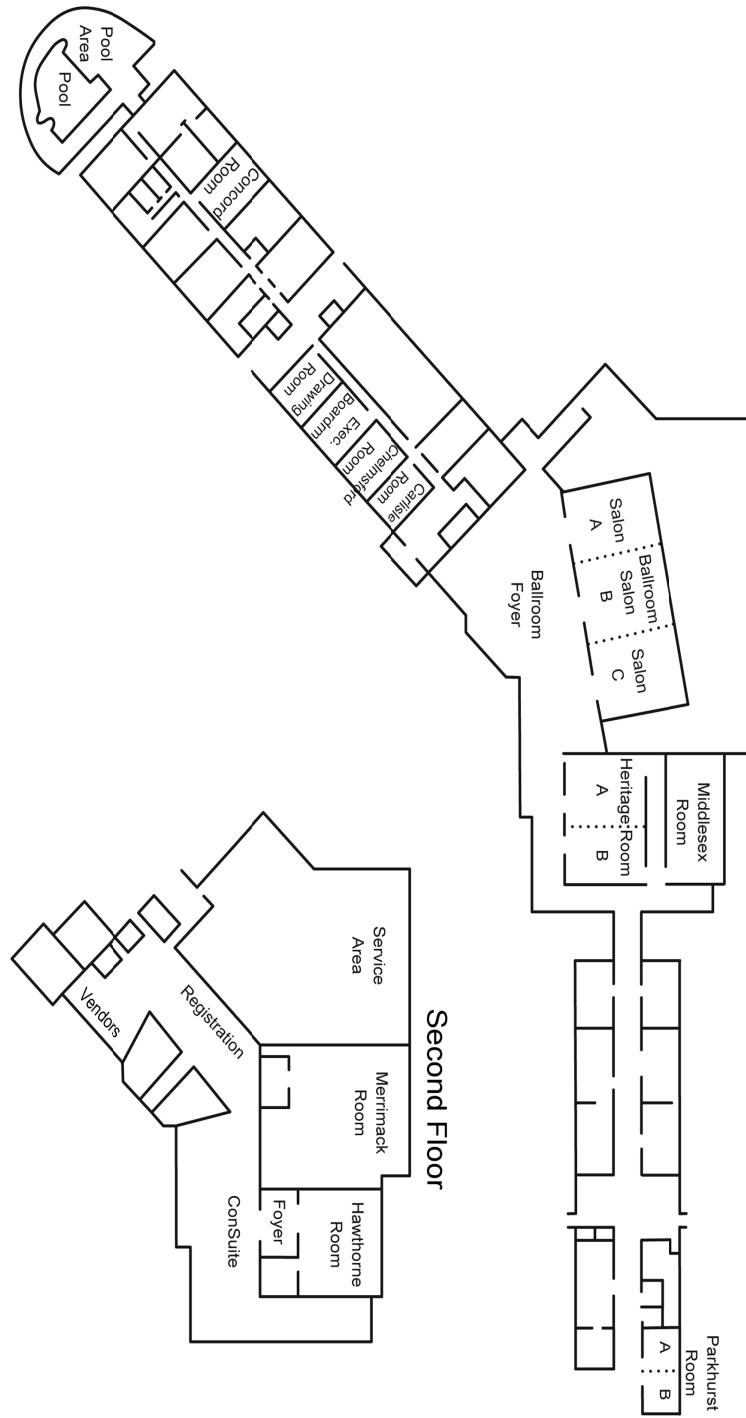
### Be Nice to the Site

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

### Operations Staff

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

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



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Date and  
Location TBD