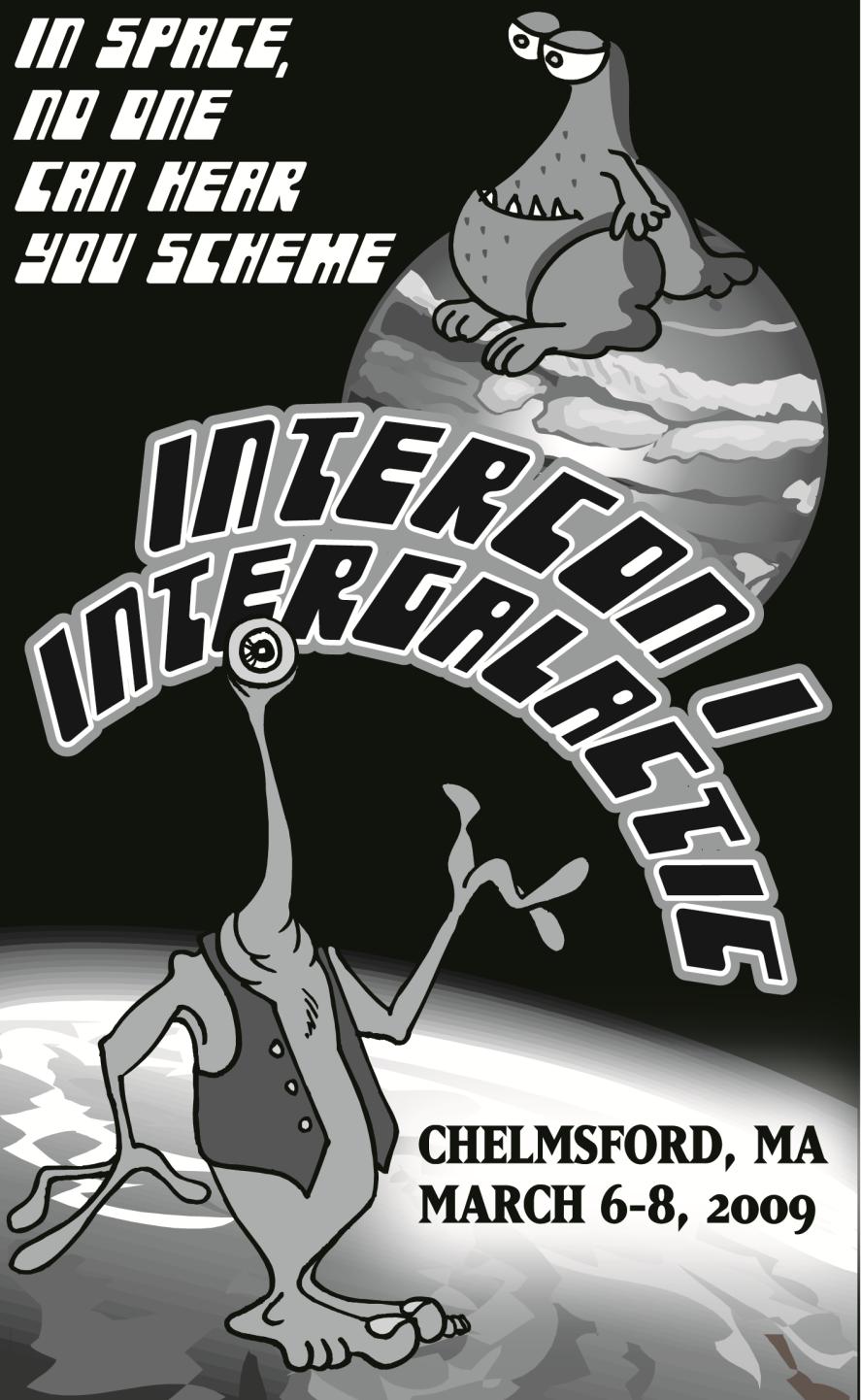


**IN SPACE,  
NO ONE  
CAN HEAR  
YOU SCHEME**

**INTERCON  
INTERGALACTIC**

**CHELMSFORD, MA  
MARCH 6-8, 2009**



**INTERCON I CONCOM**



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Thanks to everyone who helped feed  
this year's hungry horde!

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**SPECIAL THANKS**

Intercon I ConCom and Staff, GMs, and  
all the players



Hello, and welcome to Intercon I: Intergalactic!

This is a historic year for Intercon, for several different reasons. First of all, we're holding two brand-new events at Intercon I. There's the Iron GM contest, organized by Josh Rachlin, which gives four teams of GMs 24 hours each to write a LARP from scratch. There's also the Thursday Thing, organized by Josh Sheena, which is a full day of panels and workshops about all things LARP. I'd like to thank both of our Joshes, and everyone who volunteered along with them, for their hard work putting these events together.

Secondly, as I write this, we have 309 attendees pre-registered for Intercon I. We thought it was a big deal last year when we had 256 attendees, a record-breaking number. Clearly, we hadn't seen anything yet. This growth represents a huge vote of confidence in us by the community, and I'm all verklempt just thinking about it.

Unfortunately, as a result of this, Intercon I has another first: a membership cap.

Personally, I feel terrible about the fact that we have to exclude people from the convention. Growing LARP as a hobby is a stated goal of New England Interactive Literature, and obviously, capping membership stands in opposition to that goal. Rest assured that NEIL is pursuing every option to do the best we can by all our players.

Intercon couldn't happen without our awesome volunteers, who put their heart and soul into the convention. I particularly want to call out our awesome Con Suite staff, headed up by Renee Cyr-Lasko and Kerri Sheingold, and our fantastic Operations crew, run by Andrew Miliello with the assistance of Dave Kapell. Many thanks as well to all the Concom members who work throughout the year to make sure the con happens, to Jim and Terilee, who are running an awesome dance on Saturday night as always, and especially to the GMs, without whom we wouldn't have any LARPs. Most importantly, thanks to YOU, our attendees! We really appreciate your being here and making LARP fun.

While you're here at Intercon, don't miss our vendors area, right next to the Ops desk. We also have some fabulous raffle prizes, so buy a whole bunch of tickets - you don't want me and Chad to walk away with 10 prizes again this year, do you?

The plans for Intercon J are already in full swing. If you'd like to join the Intercon team, we're always looking for volunteers. It's easy to get involved, and a lot of fun too! If you're interested, drop by the Ops desk and let us know.

I'm looking forward to seeing all of you throughout the weekend. If there's anything we can do to make your con better, don't hesitate to let me know. I hope you have a great time here at Intercon I!

-- Nat Budin, Con Chair and Universal AC Adapter



## Across the Sea of Stars

*Jeff Diewald, Susan Giusto, Tim Lasko,  
Barry Tannenbaum*

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

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

## ADGNEPSEF555: Groundhog Recess

*Akira Barnes*

Experience the magic of grade school... with the help of a disintegrator ray. Welcome to Advanced Dimensional Green Ninja-Educational Preparatory Super-Elementary Fortress 555! Rediscover recess with classmates who are kensai, psychics, superheroes and more in an anime-themed cross-dimensional grade school. Dice and crayons provided. TV Y7 rated.

## All's Well That Ends

*Russell Harris, Heidi Kaye, Anthony Winter,  
Jane Winter and AJ Smith*

Plague stalks the streets of Elizabethan London. The Swan Theatre has been closed, and tonight's performance of Kit Marlowe's well-received *Doctor Faustus* has been cancelled. Disgruntled patrons and theatre folk alike are crammed into a low tavern, *The Final Curtain* - the very place that Marlowe's corpse was discovered just hours previously.

## Arcana: Complete the Circle

*Sean Jaffe, Matthew Volk*

After a century of silence, today the Thresholds open. Gone are the memories of the short lived humans and the thresholders of the Arcanum who protect the weak mortal world.

Will the Arcanum's Magisters and unruly Guttersnipes rally together to stop demonbourne Candleflax from infecting our world again?

## Blue Archangel

*Kirt Dankmyer*

Something is wrong aboard the Blue Archangel... Is it an alien life form, a spy, a rogue android, or a time traveler? Or all of the above?

## Casino Xeno

*Andy Kirschbaum, Will Wagner*

Gambling, Blackmail, Innuendo, Crime, Suspense, High Tech Hijinx, a cash bar, and did we mention Gambling? Join us at Casino Xeno for the time of your life! Or maybe someone else's...

## Darkness & Steel

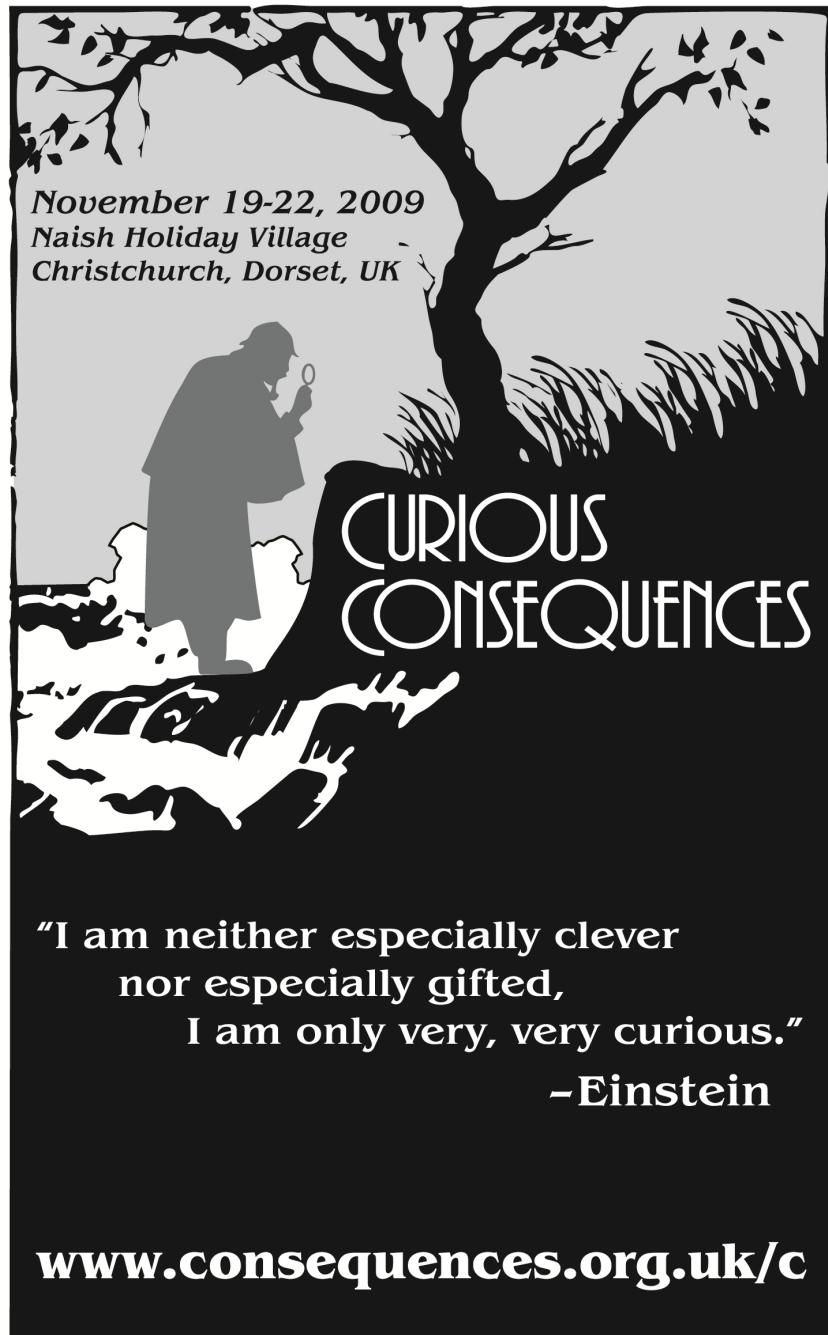
*Tiffany Hexter, Marcy Canterbury*

The Four Thrones unite on the Isle of The Damned. As the war rages against the Eclipse, the heroes now must turn to help the shattered outpost of Dawn's Refuge. The missing must be saved and evil destroyed. Join the ranks of The Realm of Seasons to route this evil.

## Diamond Geezers

*Sue Lee, Graham Arnold, Tym Norris,  
Clare McNall (UK Freeforms)*

Borrowing heavily from the universe of Lock Stock and Two Smoking Barrels, Layercake and Snatch, this short and potentially rather silly game gives you the chance to release your inner East London Gangster.



November 19-22, 2009  
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Christchurch, Dorset, UK

"I am neither especially clever  
nor especially gifted,  
I am only very, very curious."  
-Einstein

[www.consequences.org.uk/c](http://www.consequences.org.uk/c)

## Dreams of Peace, Dreams of War

Peter Litwack

The Galactic Civil War is over... if you can keep hostilities from breaking out in this conference room!

## Elanthia Fantasy Masquerade Ball

Alison Joy Schafer

Elanthia is a Fantasy Medieval Masquerade Ball LARP of intrigue, thrones, politics, forbidden romance, magic, and deception...all from behind a mask!

An old, traditional, and long standing Monarchy. A new and hopeful Matriarchy. An independent nation, filled with scholars and scientists. A religious caste, trying to keep peace. What of the Elves, Dwarfs, and Halflings? Guests from all over the realm will be invited to the Ball. Will they bring wishes of friendship or secret motives?

## Everything Must Go

Jason Hubbard, Carlos Coral, Ben Reinhart

The Bipartisan International Espionage Group Enterprise (BIEGE) is closing its offices forever and liquidating all assets. Industry leaders and private interests take notice! This is your once in a lifetime opportunity to acquire the treasures of decades of world-class intelligence operations. Offer valid for a limited time only!

## Future Imperfect: Gulag

Jonathan Dale, Derek Herrera, Thomas Schlapp

Mythical Journeys: Gulag pits you against a WYSIWYG (What-you-see-is-what-you-get) prison as you try to escape. Based on the campaign world for "Mythical Journeys: Future Imperfect", it's you against the security systems that stand in the way of freedom!

## GM Space

Sharone Horowitz-Handler, 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.

## In Og, No One Can Hear You Scream. (Technically, that's a lie)

John Kammer

Survival as a caveman isn't easy. There are many obstacles the complete lack of Starbucks being the least of your worries. But when a huge monolith appears in your watering hole one morning the smart ones around you figure something is different.

## Intercon Zi

Janet Brennan and a  
Complex Number of Gamemasters

Add an imaginary dimension to your reality!

If you've ever found yourself wishing you could play more games at an Intercon, come experience the high frequency thrill of playing as many as four different games in a four-hour block at Intercon Phasor-Z, the world's most complex four-hour Intercon!

## Intergalactic Criminal Police Organization Annual Convention

Cynthia Wakefield

It was a banner year for the Intergalactic Criminal Police Force. So many promising recruits, so many spectacular arrests. Now, at the national convention, a crime has been committed that even INTERGALPOL may not be able to solve.

Players will be bidding characters of their choice from pre-existing fictional sources (within certain guidelines), who will be worked into the story by our writing team.

## Iron GM Game

The Iron GM Contests

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



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

Many hands make light work!

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Saturday: 10 - 11 PM  
Sunday: 12 - 8 PM

## **It Was Space But They Heard Her Scream**

*Jim and Kelly MacDougal presented by Kelly MacDougal, Andrew Zorowitz*

It is the first World Science Fiction Convention to be held in space. Programming problems, computer mishaps and a murder make it an event destined to live in fannish lore forever.

### **Jamais Vu [JV 1]**

*primary writers: Stephen Tihor, Lisa Padol, Eric Hanson. co-writers for later runs: Joshua Kronengold, Elizabeth Bartley*

There's a corpse on the food cart, stars outside the window, and a room full of people wearing name badges and confused looks. Clearly you missed something ... like who you are.

You have four hours to solve the problems facing you before ... well, bad things happen.

### **League of Extraordinary Hogwarts Students**

*Lise Fracalossi, Matt LeVan*

It's 1864 in wizarding England, and Hogwarts is holding a Welcome Ball for a new group of first-years, including one of Queen Victoria's own children. The Ball is not complete, however, without blood feuds, Egyptian artifacts, deduction, crimes both petty and foul, dancing, and several extraordinary individuals who will no doubt be immortalized in future fiction.

### **Magical Life**

*Carol Young, Tom Vorhies, Nathan Perelman*

In the year 1970, Strawhog School of Spellcraft and Sorcery will hold its 200th freshman orientation. It promises to be a fun-filled evening of discovery and learning. But why does it all seem to be going wrong?

### **Marlowe 2020: Renegade Edition**

*Kirt Dankmyer, Jon Lemich*

There are some who say that Christopher Marlowe actually wrote Shakespeare's plays. By the year 2020, everyone is too busy backstabbing each other for pocket change to care.

## **Martha Stewart's Guide to Interdimensional Summoning (and Basting a Turkey)**

*Haz Harrower*

Celebrity sponsors are *uberchic* right now - perfume, clothing, rehab - and there are some pretty surprising ones out there. Now the divine Kitchen Witch's success can be yours, too. For a price.

Martha's secret little helper wasn't a Cuisinart after all. Who knew?

### **Masquerade**

*Laura "Laura47" Boylan, Kathleen Clark-Adams, Sarah Dee*

Fat Tuesday at Marie Leveau's famous party. Come for intrigue, voodoo, sex, and absinthe!

### **Muppet Purgatory**

*Beth Baniszewski, Diane Christoforo, William Lowenthal*

The entire cast and crew of the Muppet Show were killed in a tragically hilarious accident. Now they are stuck in Purgatory awaiting Judgement. But the disposition of their souls does not rest upon their earthly deeds. No. They must perform for their salvation. God and Satan are watching.

### **Peanuts Reunion**

*Jim Husband, Anna Bradley*

Charlie Brown, Snoopy, Lucy, Linus, and the rest of the gang from Peanuts have gathered at Schroeder's piano concert and Pigpen's archeological presentation. They have not seen each other in ages and now they are thrown together by the event of the year.

### **Plan Eight From Outer Space**

*Mike Young*

The People of Earth are stupid! They have the capacity to build a device which could destroy the Universe. We are part of this universe and must stop them. But how...

# ...WE KNEW YOU'D BE HERE.

*How did we know? Simple.*

- (1) You're widely recognized as an individual of discriminating taste.
  - (2) You enjoy the company of your fellow SF fans and gamers.
  - (3) Your postman has been sending us regular reports on you since 1997.
- 



Steve Jackson Games is pleased – nay, gleeful – to help support this convention by providing prizes. Check out the gaming schedule for details.

And, for games that are unspeakably, insanely, exaggeratedly good, look for the Eye in the Pyramid . . . your assurance that Everything Is Under Control.

In particular, you've got to see **Munchkin**, the game where you kill the monsters, take their stuff, and stab your buddy. **GURPS** is always popular. And don't forget **Chez Geek**, **Frag**, **Spooks**, **Strange Synergy**, **Munchkin Fu**, and lots of other great roleplaying, card, and boardgames!

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Catalog, PO Box 18957, Austin, TX 78760.

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## Prawn 4: Heroes of the Sea

Rita Flaherty

This game will get you wet, make you laugh, and turn you into a sea creature! The Prawn legacy continues with the next chapter in the saga. This time, the tank denizens are faced with a world devouring peril as they attempt to band together to save their home from destruction. It's time for the fish to show their true colors and rise to the challenge of becoming the Heroes of the Sea!

## Presque Vu [JV 2]

Stephen Tihor, Lisa Padol, Joshua Kronengold

There's a corpse on the table, stars outside the window, and a room full of people wearing name badges and confused looks. Clearly you missed something ... like who you are.

You have four hours to solve the problems facing you before ... well, bad things happen. A different amnesia game from the folks who brought you Jamais Vu and GhostFu.

## Shadow Over Babylon

John D'Agosta, Eddy Karat, Susan Weiner

In Iraq, a peculiar terrorist attack has killed 50 people, leaving one survivor mentally deranged. Shadow Over Babylon is a game of political intrigue and Lovecraftian horror. The game takes place at a diplomatic meeting between Iraqi officials, insurgent groups and representatives from the UN, the US and military contractors.

## Sith Lords: The Dark Side

Anandi Gandolfi, Andy Kirschbaum

The Jedi believed that the Sith had been destroyed.

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

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

Will you be among them?

## Speed Dating

Trey Reilly

Everybody wants to meet somebody - that special someone, that soulmate, that person to spend the rest of your life (or just a few nights) with. Speed Dating\* is quick, easy, and it's fun! Come meet new people, have a few laughs, and maybe meet the person of your dreams!

## Standoff

Alex Bradley, Chad Bergeron

Dixon is a mean town. If you ain't The Law, you're probably against it. Every day games of life and death play out in the streets, and amongst the shifting allegiances of outlaws and renegades only the sheriff stands firm. Now the guns are drawn and pointing at everyone as the sun beats down on a standoff.

## Starship Edsel

Brandon Brylawski, Colby Perkins

Every large organization has a garbage dump: a place where all the malcontents, insubordinates, and incompetents are sent. A place where dreams are crushed like bugs.

Yes, even Starfleet.

Set phasers on cringe for Starship EDSEL. You'll never have so much fun being doomed!

## Super-Villain Academy

Marc Blumberg and Friends

It's Graduation Day - time for the annual cocktail reception, where the Headmaster schmooze's Alumni for donations, the faculty gets drunk and hostile, and the top students get to show off their graduation projects. What a time for one of the Deathtraps to go missing...

## Story Wars: Episode Six - Return of the Princess Bride

Eric Wirtanen, Kreg Segall

Welcome to Story Wars, the sequel to School for Young Women. This game is set in the far flung future and will feature famous sci-fi characters such as Han Solo, John Crichton, Scorpious, Rimmer, Jayne Cobb, Londo Mollari, Rose Tyler, Samantha Carter, Kaylee and many more. It's graduation time, so romance and intrigue are in the air.

## **That Space Game**

*Gordon Olmstead-Dean*

A light science fiction game, a semi-serious parody of Star Trek, Star Wars, Battlestar Galactica, Bab 5, Dune, and numerous other classic SF shows or movies. This is a sort of old school game where a serious plot is mated with funny, slightly over the top characters.

## **The Madrian Secret**

*Mark De Smet, Kathleen 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 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 Road Not Taken**

*Michael Young*

When you are lost in the yellow woods of your life, which road will you travel?

The Road Not Taken is a serious event about choices and consequences, dealing with emotions and psychodrama, using the Ten Bad LARPs format. It is recommended for mature players.

## **Time Travel Review Board**

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

On December 1st, the Time Travel Review Board of the NSF will review all applications for time travel permits leaving during the year of 2104. History will be made (and unmade) as a horde of would-be time travelers descend upon our beleaguered review board.

## **Tithing Times**

*Tegan L. Hendrickson*

Tonight is the night of the Great Hunt.

The Fae have gathered to celebrate and from the gathered numbers, the Tithe to Hell must be paid.

## **To Kill a Vampire**

*Melanie Saunders*

In dark ages drenched in magic and chivalry, threats are everywhere. A vampire has descended upon the quaint village of Granvaid and begun to terrorize the inhabitants. It is for that reason (and the copious reward) that travelers of all sorts have flocked there for the hunt.

## **Tonight at Eight**

*Colin Sandel, Arachne8x*

You're in love! You haven't ... met the object of your affection, but that will change tonight.

Carrying a book and flower (so your Dear Friend will recognize you), you head to Maraczek's Cafe.

Unless another couple chooses the same accessories (and why would they?), the stage is set!

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Intercon J will be held March 12–14, 2010 in the lovely Chelmsford Radisson — the very same hotel you're at now — with all the atmosphere, food, and fun you're experiencing this weekend here at Intercon I and then some. Why not save yourself a headache and sign up now at the registration desk? Intercon J memberships are currently only \$25! If you forget to signup this weekend, register online at <http://www.intercon-j.org> and keep checking back for games and announcements.

*Anandi Gandolfi*

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**Daniel Abraham**  
*Speed Dating*

**Jennifer Ash**

*The Other Other\* All-Batman Game*

Jennifer has been LARPing since playing in Marin County in 2004. A little over a year later, she was GMing her first game, the weekend-long *Nexus*. Since that point she has been part of Foam Brain Productions. Jennifer is excited to be returning to Intercon this year!

**Beth Baniszewski**

*Muppet Purgatory*

Beth is looking forward to her 9<sup>th</sup> Intercon. She ran *Muppet Purgatory* last year, and the players were hilarious. She's also been seen at Intercon running *Two Hours in London*, *Candyland: Crisis at Castle Candy*, and *MegaMan: Apocalypse*. You may get to hear her screaming rubber chicken.

**J. Akira Barnes**

*ADGNEPSEF555: Groundhog Recess*,  
*Iron GM: Windmill Games*

**Elizabeth "Beth" Bartley**

*Jamais Vu [JV 1], Presque Vu [JV 2]*

Beth Bartley was cheerfully grabbed for the Straightjackets Optional team a few years ago. Last year the whole crew (Stephen Tihor, Joshua Kronengold, Lisa Padol, and Julian Lighton) ran *Ghost Fu: The Jade Emperor's Celestial Tournament*. LARPs GM'd before that include *Mad Scientists II* (with Stephen Tihor and Joshua Kronengold), the second and third runs of *Jamais Vu* (with Stephen Tihor, Joshua Kronengold, and Lisa Padol), two runs of *Hot Tub I / Day at the Bather/Night at the Races* (with Stephen Tihor, Joshua Kronengold, and Lisa Padol), two runs of *Hot Tub II / Hot Tub o' Magic* (with Stephen Tihor, Joshua Kronengold, and Lisa Padol), and one run of *Colonel T. Rawhide's Circus of the Spectacular* (with Joshua Kronengold and Lisa Padol.)

**Liliya Benderskaya**  
*Iron GM: Paranoid and Crotchety*

**Peter Bensch**  
*Prawn 4: Heroes of the Sea*

**Chad "Laurion" Bergeron**  
*Standoff*

**Cameron Betts**  
*Story Wars: Episode Six - Return of the Princess Bride*

**Marc Blumberg**  
*Super-Villain Academy*

**Nicole Boucher**  
*Bruno the Bandit*

**Laura "Laura47" Boylan**  
*Masquerade, The Road Not Taken*

Laura47 has written many games and many character sheets in her time but very few mechanics. She got her start LARPing the better part of a decade ago with the MIT Assassins' Guild, and is quite happy to be bringing along a number of friends from the Guild this year. *Masquerade* is probably the most light-hearted of all her games so far, and she hopes it will bring many smiles to the faces of those playing it. At the time of this writing, Laura isn't even sure exactly how many games she will be running, but she is sure it will be a blast. Feel free to come up to Laura and start chatting, as Laura loves meeting new people way more than she loves talking in the third person.

**Patrick Braasch**  
*It Was Space But They Heard Her Scream, To Kill a Vampire*

**Alex "The Sheriff" Bradley**  
*Standoff, Intercon Zi, Bid Committee*  
Maneo.

**Anna "T'Pau" Bradley**  
*Peanuts Reunion, Bid Chair*  
Anna goes \*ping!\*

**Janet Brennan**  
*Intercon Zi*

**John "John" Brewer**  
*Iron GM: I Escaped From Arkham*  
John Brewer is the GM who is secretly a player who is secretly a GM. But don't tell anybody; we don't want to spoil the big reveal!

**Nuance Bryant**  
*Bid Committee*

**Brandon Brylawski**  
*Starship Edsel*

Brandon Brylawski is a second-generation space alien, so comes by this sort of thing naturally. He was the lead writer for *Tales of Pendragon*, a weekend-long short-story game set in the days of King Arthur, and *Arkham on Five Sanity Points a Day*, a spoof of all things Lovecraft. *Starship Edsel* was his first major work and has run 6 times before to great acclaim.

**Christopher Buck**  
*Intercon Zi*

**Nat "Pudding" Budin**  
Nat drew the short straw this year.

**Marcy Canterbury**  
*Darkness & Steel*

**Eric Cantrell**  
*Iron GM: Second Place*

**Danielle Church**  
*Peanuts Reunion*

**Kathleen Clark-Adams**  
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**David Clarkson**

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**Kate "The Wrong Kate" Bunting**  
*Tithing Times*

Kate was introduced to LARP by nefarious individuals she has known since preschool, who may well be in attendance at this very convention. They know who they are, and apparently feel no guilt about their dastardly deeds. In the intervening time (ten-ish years?), Kate was a player in the DC-based *Mersienne* campaign, and the 1936: *Horror* campaign, then sold her soul (or just sold out?) and became a staff member for the 1948: *Signals* campaign, played the *Brassy's Men* series, and is currently staffing the *Threads of Damocles* campaign. Her writing and GM credits include the full-weekend LARP *Drink Deeper*, occasional scenarios for DC-local campaign games, floor GMing for other peoples' games (including *Intrigue in the Clouds*, for Dean Edgell; *Railways & Responsibility* with Team Brit), and ill-advised-but-ultimately-successful forays into bulk cooking and LARP catering. Despite (persistent) rumors to the contrary, Kate is not a narc.

**Carlos "City" Coral**  
*Everything Must Go*

No stranger to the medium of Larp, Carlos has co-written and run a wide variety of games. His last Intercon efforts (*L'enfer C'est les Autres* and *Between a Roc and a Hard Place* created and run with his former hetero life partner Colin Sandel) received a good enough result that he's decided to try it again. Carlos feels confident about his new, younger, sleeker, hotter creative partners and totally isn't rebounding.

**Zachary Cross**  
*Marlowe 2020: Renegade Edition*

Does it have to be human?

**Renee Cyr**  
*ConSuite Mistress*

**Kirt "Loki" Dankmyer**  
*Marlowe 2020: Renegade Edition,*  
*Blue Archangel*

Little. White. Different. Fnord.

**Sarah Dee**  
*Masquerade*

**Vito "Simple Wordsmith" D'Agosta**  
*Time Travel Review Board, Shadow Over Babylon*

Vito shares some of the blame for such travesties as *Fire On High*, *The Last Seder*, and *City Council of Hound's Teeth*. This time around he contributed to *Time Travel Review Board* and *Shadow over Babylon*.

Some folks may know Vito as John. Vito is actually Vito's middle name. Vito goes by Vito rather than John now because there are too many Johns. After more than a dozen inquiries last year, it was decided to include this note in Vito's bio this year.

**Jeff "The Vortex of Chaos" Diewald**

*Across the Sea of Stars, Bid Committee*  
[ Cue Also Sprach Zarathustra ]

[Screen is solid black. Camera draws back and blackness continues to fill the screen.]

Da-da-da-DUN-DAH-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP

[There is a glow now around the edge of the blackness. The camera continues to pull back.]

Da-da-da-DUN-DAH!

[The camera pulls back far enough to show the blackness is a Strange Black Slab, standing in a strange depression in the African rocks.]

THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP-THUMP

[Cue the apes.]

Da-da-da-DUN-DAH. DAH-DE-DAH...

[The apes move in cautiously, reaching out to touch the Slab.]

...DA-DUN-DUN-DUN...

[One of the apes reaches up, brushing away the blackness from part of the Slab, revealing some letters. It says: *Across the Sea of Stars*.]

...DUN-DUN-DUN-DUN...

Hey, who let the monkeys get at my game materials?

... D E - D U N - D U N - D U N - D U H -  
DUHHHHHHN...



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### Kathleen De Smet *The Madrian Secret*

### Mark De Smet *The Madrian Secret*

My favorite games have fun and unique characters to roleplay, a huge number of plots with lots of intertwined characters, and generally too much to be able to figure out and do in-game. This way no matter how the game goes, I will have fun playing.

It is my aspiration to write and run games like this. You will have to be the judge of how successful that is.

### Jennifer "Lady J" Eastman-Lawrence *Vendor Liaison*

Here we are again, time for a new bio. As I am never quite sure of what to say about myself, I'll leave it up to you too decide:

Should I say I am Good, Bad or Ugly?

Vote today! (Don't ask me how)

### Jim Edwards-Hewitt *Intercon Roadie*

Sometimes I write games. Mostly I move heavy objects. If the con really were in space, I'd have trained to get used to the difference between weight and mass. If we could afford to bring speakers up to orbit. But I digress...

### Terilee Edward-Hewitt *Intercon DJ*

### Will Fergus *To Kill a Vampire*

### Rita Flaherty *Prawn 4: Heroes of the Sea*

She used to be a Mike Young minion, but now she's collecting her own!!! Rumor has it she's collecting minions to begin work on an Eastern fantasy game set and short campaign to debut in Fall of 2010. She's done time running games at Gen Con and Origins. She's made appearances in other smaller cons like Intercon Mid-Atlantic and Dex Con, but this is her first trip to Chelmsford to run a game.

### Elisabeth "Lise" Fracalossi *League of Extraordinary Hogwarts Students*

Lise has been LARPing for long enough to know what she likes and doesn't like—which, if you're curious, is about three years. In addition, she has too many interests to name, many of which have been shoeboxed into this game. To name just the Ds, this includes Deduction, Dominating the Undead, Doujinshi, Steven Brust's Dragaera novels, the Dreamlands, and Dancing. When not engaged in these exciting activities, she eats and sleeps, in abundance.

### Adrienne Gammons *In Og, No One Can Hear You Scream. (Technically, that's a lie)*

### Anandi Gandolfi *Sith Lords: The Dark Side*

Anandi started gaming at the tender age of 6 in her father's college D&D game. It was 13 years later when she discovered the wonders of larping, primarily as an outlet for her love of costuming, 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 five one-shots (*Asylum*, *With Margrete Simpkins, Mahabharata, One life, Another life*, and *Speed Dating*) 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

### Susan "Nikin" Giusto *Across the Sea of Stars, Intercon Muse*

I'm not from this planet. I am small, furry, different — nikin!

This year the TNT gang and I bring you *Across the Sea of Stars*. It is big...

It is very intergalactic.

As the Intercon Muse I help provide artistic support, cook for the Con Suite and in general help glue things together. I have been writing and publishing for many years now and I hope you enjoy this year's LARP offering. I love dark chocolate, need a job, love to dance and am always in want of someone cute to hang out with to keep me from being lonely and to give me a good back rub or hair tussle.

I am the Intercon Muse; I inspire, I energize, cause a bit of creative chaos as well as mischief when needed. :-) Should you need a little muse in your life - give me a call!

### Brandon Grinslade *ADGNEPSEF555: Groundhog Recess, Iron GM: Windmill Games*

A mystery, Wrapped in an enigma, and smothered in secret sauce...

### Tegan Hendrickson *Tithing Times*

### Shannon Harrower

*Martha Stewart's Guide to Interdimensional Summoning (and Basting a Turkey)*

### Sam "Rotiahn" Hariton *Ops!*

**INGREDIENTS:** Water (Oxygen, Hydrogen), Carbon, Nitrogen, CONTAINS LESS THAN 2% (BY MASS): Calcium, Phosphorus, Potassium, Sulfur, Chlorine, Sodium, Magnesium, Iron, Cobalt, Copper, Zinc, Iodine, Selenium, Fluorine.

NOTE: This product was manufactured in a facility which also processes nuts.

**BEWARE: PRODUCT CONTAINS LARP**

### Derek Herrera *Future Imperfect: Gulag*

Derek has been involved in the LARP community in the New England area for over 20 years, first with the MIT Assassin's Guild and then with many LARPs in the area. Chances are you've met him at one game or another. *Gulag* is his game-writing debut with Intercon, which he hopes everyone will enjoy.

### Jared Hite *GM Space*

Jared is prepared to offer his still-beating heart as a sacrifice, in praise of our future Lord and Master, Cthulhu. Frankly, it's the only way he can think of to make sure his first (co-written) game, *GM Space*, actually works. In other news, Jared has been an avid LARPer for a couple of years, and is beginning to try his hand at writing. In addition to *GM Space*, he has two other projects in the works, including one with Phoebe Roberts.

### Sharone "Shabbos" Horowitz-Handler *GM Space*

Sharone is completely indebted to Foam Brain Productions for giving her start in GMing about a year and a half ago. Since then she has run various games at other cons, and is thrilled to have the chance to present her own work for once. She would also like to thank her wonderful gerbils, who talk to her and give her many ideas, and her lovely cats, for not eating her wonderful gerbils.

**Jason Hubbard***Everything Must Go***Jim Husband***Peanuts Reunion***Sean Jaffe***Arcana: Complete the Circle*

Sean has been in game design for almost ten years, and has contributed to several game lines including *Werewolf: The Apocalypse*, *Changeling: The Dreaming*, *In Nomine*, *Wyrd is Bond*, *Underworld*, and his own creation, *The Last Exodus*. Before that, he ran the popular *Reckoning Day* events for Double Exposure and *The Third and Last Dance* in Amherst, Mass. In recent years, he's done script work for Warner Brothers and Sony Pictures, and currently works as a designer for the indie video game company Vogster Entertainment. He lives in Jersey City with a wife and dog, where he maintains a ongoing RPG campaign, as well as in Philly, and Chicago. He virtually always needs a few more minutes to get started- pay it no mind.

**Joshua Jaffe***Arcana: Complete the Circle***Meg Jaffe***Arcana: Complete the Circle***John "skykam" Kammer***In Og, No One Can Hear You Scream.  
(Technically, that's a lie)*

John Kammer has been writing and running LARPs since his introduction of *A Good Day to Die* at Intercon C. His games have received popular acclaim at Intercons, Origins, GenCon, and a few smaller conferences over the years. Additionally Mr. Kammer has been active in the Maryland/Virginia/Pennsylvania larping area and with the 1948 Signals Campaign, the Altered Realities Campaign (ARC), and more recently as a primary campaign arc developer for the Threads of Damocles Campaign.

John's games include: *A Good Day to Die*, *The League of Extraordinary Breakfast Cereals*, *Wizards*, *Michael Clambino's Fundraiser*, *Michael Clambino's Poker Night*, *ARC Game 3: Terminus*, and *In Og No One Can Hear You Scream* (Technically that's a lie)

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**Dave "Not a GM" Kapell***Bid Committee, Ops***Eddy Karat***Shadow Over Babylon***Biological Profile**

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

**Gamer Profile**

Eddy has been involved with LARP for the past 18 years, though the bulk of games he has written have been for the MIT Assassins' Guild. This is his second Intercon game, the first being *A Tale Of Time Travel*.

**Philip Kelley***The Other Other\* All-Batman Game,  
Super-Villain Academy***Andy Kirschbaum***Casino Xeno, Sith Lords: The Dark Side*

Andy sells games for a living and plays them for fun.

**Rebecca Kletnieks****Nyren Knapp***Iron GM: I Escaped From Arkham*

Iron GM GM of Iron

**Victoria Kopesky***ADGNEPSEF55: Groundhog Recess***Joshua "Josh" Kronengold***Jamais Vu [JV 1], Presque Vu [JV 2]*

Joshua Kronengold has been LARPing since 1993 and running/writing games since early this century (let's ignore the full weekend game that started development in the mid 90's 'till it's done, Ok? Ok.). Games he's written part of included a few memory loss games, mad scientist gmaes, a couple of games set in a hot tube, and a martial arts game called *Ghost Fu*.

Rumors that he was dropped off by aliens on this planet for the sole purpose of LARPing are, sadly, exaggerated.

**Tim "Teem" Lasko***Across the Sea of Stars*

It's not my fault. Any part that makes the Con Suite Mistress unhappy, that is.

**Lisa "Arachne8x" Lassner***Tonight at Eight*

Not only is Arachne8x (also known as Spiderbabbe) an accomplished LARPer but she has also been on her share of horrible blind dates. This is the experience that she intends to leverage to write 'Tonight at 8'.

**Sue "Queenortart" Lee***Diamond Geezers, All's Well That Ends,  
Bid Committee*

I live just the other side of the Thames from the East End of London, where the Kray brothers 'only done their own', use North Greenwich Tube Station which serves the Millennium Dome (now the 02) most days, and I pass through Deptford where *All's Well* is set on the way to work every day.

I think this qualifies me to GM both UK games this year.

Sorted - let's havva cup of tea.

**Matt LeVan***League of Extraordinary Hogwarts Students***Julian Lighton***Jamais Vu [JV 1], Presque Vu [JV 2]*

Julian found himself drafted into writing and running *Ghost Fu* last year. Not having learned from this experience, he's writing another LARP, and running two.

**Peter Litwack***Masquerade, Dreams of Peace, Dreams of War***William Lowenthal***Muppet Purgatory***Mel MacDonald***Casino Xeno***Kelly MacDougal***It Was Space But They Heard Her Scream*

Welcome, folks! I'd like to introduce you to my friends at Alleged Entertainment, makers of fine LARPs since 2003. You may know them as the people behind "10 Bad LARPs" series, "The Last Seder," and other similar idiocy.

At their fine web establishment, you will find all manner of LARP goods and services. Many of their games are available to you, the citizens of

\* Quotation marks around "Physician" are legally required for "Dr." Huang

### Michael McAfee

#### Charlie "grejam" McCutcheon

Across the Sea of Stars

It's all Jeff's fault I'm here.

I'll try not to scare the mundanes. Too much...

#### Nick Milano *To Kill a Vampire*

Participated in an iron GM competition with Melanie Saunders and took first place. The first game I ran was *TKAV* with Melanie. Currently working on writing four more LARPs

#### Andrew Militello *Ops!*

Unable to access Bio: About / Retry / Ignore ? R

Unable to access Bio: About / Retry / Ignore ? R

Unable to access Bio: About / Retry / Ignore ? A

#### Tony Mitton

All's Well That Ends, Diamond Geezers

#### Adam Nakama

Martha Stewart's Guide to Interdimensional Summoning (and Basting a Turkey),  
Iron GM: I Escaped From Arkham

"Adam, the central mechanic of your game is crack. Of course it's going to be ridiculous."

- Conor Walsh

Interconia, at no charge. You may also purchase printed books, shirts, and posters, for reasonable prices.

Sadly, Nat won't let me talk about my latest production, "Four Hungry Emo Kids In A Cage with A Badger," here. But rest assured, it'll be awesome.

- Dr. Demosthenes Y. Huang  
Impresario / "Physician"\*

### Alex Newman

#### Drew Novick *Super-Villain Academy*

#### Kelly O'Donoghue *Super-Villain Academy*

#### Jeff Ogorzalek *Sith Lords: The Dark Side*

#### Gordon Olmstead-Dean *That Space Game*

#### Meredith Peck *That Space Game*

#### Josh "blee" Rachlin

Iron GM Game, Time Travel Review Board,  
GM Liaison, Bid Committee

blee isn't.

What this means, precisely, when taking into account the fact that he's been the GM Coordinator for this convention for over a year, and there is printed evidence that he's conversed with many of you, is a question that scholars are already discussing, and will likely be debating for years to come.

### Lisa Padol

Jamais Vu [JV 1], Presque Vu [JV 2]

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 and 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 add 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*.

#### Brian Richburg

*Elanthia Fantasy Masquerade Ball*

#### Tory Root

*Iron GM: Paranoid and Crotchetty*

#### Trey Reilly

*Speed Dating*

Trey Reilly found a D&D boxed set sitting in her mother's closet when she was 12, and it was all downhill from there. She's written, co-written, and run a number of LARPs over the years, including *Svaha* (a 3-year sci-fi LARP campaign), *Divus Ex: Greece*, and *Divus Ex: Gaslamp Gods*. Her convention staff credits include I18: Intercon Gazebo, A Gazebo of Games, Lollagazebo, and the Origins Games Fair.

Trey can usually be found playing or running *CofC*, *Mage*, *Changeling*, *Divus Ex*, or *Nobilis*. She's been known to GM on no notice at all if you bring her coffee.

### Don Ross

Intercon Zi

### Colin Sandel

*Tonight at Eight*

### Melanie Saunders

*To Kill a Vampire*

### Alison "GeekGirl" Schafer

*Elanthia Fantasy Masquerade Ball*

Woo! Gaming! :)

### Adina "Adina" Schreiber

Adina has been role playing for about 10 years and LARPing for about 5. This year, she's trying to organize the raffle, because Intercon is awesome and deserves all the help it can get.

### Kreg Segall

*Story Wars: Episode Six - Return of the Princess Bride*

### Kerri Sheingold

*ConSuite*

### Emily Shepperd

*Iron GM: Second Place*

### David Simkins

*Super-Villain Academy*

### Julia Suggs

Intercon Zi

### Margaret "Mags" Simkins

Intercon Zi

Mags is happy to bring back *Monkeys Monkeys Monkeys* to Intercon Z this year. Writer of *Geraldine's Birthday Party* and Co-Writer of *Asylum*, she promises to have a new LARP ready one of these Intercons, but is having too much fun seeing her folks have fun as monkeys at present moment....

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#### Andrew "AJ" Smith

*All's Well That Ends, Diamond Geezers*

AJ wishes to apologize for the many liberties taken with Elizabethan history during the creation of *All's Well That Ends*. However, he was telling the truth when he said that the game has:

- No Weird Space Aliens in Disguise
- No Time-Travelling Pantomime Quadrupeds
- No Vampires
- No Far-Future Reality TV participants

In fact, in a dim light, it could almost be mistaken for history. From afar. With one eye closed. While asleep.

#### Anita "Minx Girl" Szostak

*Art Director: Shirt, Flyer, Button, Program Booklet Design*

"Inspiration, move me brightly  
light the song with sense and color,  
hold away despair

More than this I will not ask  
faced with mysteries dark and vast  
statements just seem vain at last  
some rise, some fall, some climb  
to get to Terrapin

Counting stars by candlelight  
all are dim but one is bright:  
the spiral light of Venus  
rising first and shining best,  
From the northwest corner  
of a brand-new crescent moon  
crickets and cicadas sing  
a rare and different tune

Terrapin Station  
in the shadow of the moon  
Terrapin Station  
and I know we'll be there soon"

*- The Grateful Dead*

Thankfully, my muse of inspiration hasn't let me down this year considering that this is my eighth year doing artwork for Intercon. As always, I couldn't do this job without Barry and Susan's help, insight and guidance and another amazing con theme to spark my imagination.

#### Thorin Tabor

*Elanthia Fantasy Masquerade Ball*

#### Barry Tannenbaum

*Across the Sea of Stars, Webmaster, Program Booklet*

#### Stephen Tihor

*Jamais Vu [JV 1], Presque Vu [JV 2]*

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 some smaller projects run at Columbia University Games Club events.

His name can also be found in other games—from SPI board games to the old West End Games Star Wars to the recent Marvel Universe Super Hero Role Playing Game. In his free time, he amuses himself with fine art photography, computer security work for the US Economy, 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.

#### Matthew Volk

*Arcana: Complete the Circle*

While something of a newcomer to the New England gaming circuit, Matt Volk has a decade of LARP style GM experience writing and working for the New Jersey gaming scene. Some projects he has worked on include *Knight Realms*, Wild Gazebo's *Svaha* and the newly written *Frontier 7* on which he served as lead writer. An extensive fan of classic fantasy, spaghetti western sci-fi and neo victorian clockpunk, Matt's palette for painting a game's landscape is quite expansive.

*Arcana* is a cumulative project of Matt's and Sean Jaffe's, a brain child of 20 some-odd years of writing and LARP experience coming together in one work.

#### Thomas Vorhies

*Magical Life, Marlowe 2020: Renegade Edition*

**Will Wagner**  
*Casino Xeno*

**Cyn "I'M A GIRL" Wakefield**  
*Intergalactic Criminal Police Organization  
Annual Convention, Bid Committee*

"We are not concerned," he said, "with long-winded creations, with long-term beings. Our creatures will not be heroes of romances in many volumes. Their roles will be short, concise; their characters -- without a background. Sometimes, for one gesture, for one word alone, we shall make the effort to bring them to life."

"We openly admit: we shall not insist either on durability or solidity of workmanship; our creations will be temporary, to serve for a single occasion. If they be human beings, we shall give them, for example, only one profile, one hand, one leg, the one limb needed for their role. It would be pedantic to bother about the other, unnecessary, leg. Their backs can be made of canvas or simply whitewashed."

"We shall have this proud slogan as our aim: a different actor for every gesture ..."

-- Bruno Schulz, "The Tailor Dummies"

**Mark Waks**  
*Bid Committee*

**Vance Walsh**  
*Intercon Zi*

Duct Tape, Bailing Wire, Sharpies. With these any plot can be saved.

**Eric Wirtanen**  
*Story Wars: Episode Six - Return of the Princess Bride*

Good news everyone! We've trained genius hamsters to transcribe your character sheets into monk chants. Unfortunately, the hamsters are so smart they have formed their own nation and are refusing to return the character sheets unless their demands are met. So, clearly we are going to have to-whaa? Eric's bio? Who's Eric? And what's a bio?



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

**Susan Weiner**  
*Time Travel Review Board,  
Shadow Over Babylon*

**Michael Wixon**  
*Iron GM: I Escaped From Arkham*

**Chris Woo**  
*Elanthia Fantasy Masquerade Ball*

**Carol Young**  
*Magical Life*

Some people believe that when I do not sleep I become a pissed-off puppy. This is fitting as I cannot talk, ask Will Wagner.

I also am not Nathan.

Really.

I swear.

**Mike Young**  
*The Galactic Emperor Is Dead*

**Andrew "Foam Brain Productions" Zorowitz**  
*It Was Space But They Heard Her Scream,  
Marlowe 2020: Renegade Edition,  
Magical Life*

Andrew's first LARP run was *Mary Celeste*, in 2004. Three times. In nine days. He's run many games since, both at RPI and cons. The group has many bizarre props, including a "brain in a jar", which inspired the group's name. Whether this brain has since been used to replace Andrew's brain, lost in a LARP-related accident, or whether the brain in the jar is still the original is, and shall remain, a mystery.

Andrew's group would very much like to license rights to any and all LARPs (especially weekend-long games, but, really, anything...) - if you've got a game, you should talk to him about it.

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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.

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The staff of Intercon I 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: blackjack, 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.

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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.

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

#### ALCOHOL POLICY

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

#### INTERCON I OPERATIONS STAFF

Please report to Ops Staff or the Con Chair any incident in which a member of the convention ignores the rules of the convention stated above. Intercon I 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.

Chelmsford, MA

March 12-14, 2010

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