



FEBRUARY 22-25, 2018
CROWNE PLAZA HOTEL
WARWICK, RI



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Special Thanks
To all Intercon R GMs, ConCom members, Ops volunteers, and our vendors and advertisers



Hey you cool cats, can you tell that I am so jazzed about this year's Intercon?

I had a bit of trepidation when I took on the role of ConChair, it's a mighty big undertaking and I was worried that I was not up to the task. But it seems my love for this convention is enough to carry through and I can actually get by, "With a Little Help from My Friends." This was an extremely rewarding experience; I got to learn about so many of our processes and gained even more appreciation for our fabulous Convention Committee. If you have the chance, joining this fine team is highly recommended.

We've worked really hard to make this the keenest convention ever. There are more games this year than at any previous Intercon! We've returned to The Crowne Plaza this year and we're very excited that they seem to fit our needs, has the potential for growth, and enjoys our colorful group.

As it has been for the past few years, our community keeps evolving and the convention progresses with it. This year, we have more live combat games, we have games starting earlier in the day on Friday, going later in the day on Sunday, the *BTLs* (*Bunch of Tiny LARPs*) and even a one player game (run four times). There are all sorts of new and inventive things going on, as well as some crowd pleasers we've brought back from the past.

Our commitment to providing a safer space for everyone continues, and we have an assiduous safety team ready to help ensure this for the community. The safety staff is available 24 hours during the convention via a hotline number: (313) SAFETY-4.

This spectacular event could not have been accomplished without an incredible staff. Everyone worked so hard for the convention, with many people taking on multiple roles, sometimes at the last minute, and many others stepping into new positions for the very first time. I am so proud of everyone's accomplishments this year, and I am fortunate in that I have been surrounded by such a fantastic team. So slip on your shades, pop the clutch, and get ready for a peachy keen Intercon!

Later gator,

Jen Eastman-Lawrence



This year has been another great one for New England Interactive Literature: We're returning to the Crowne Plaza, we have published a second issue of *Game Wrap*, the LARP Library has over 70 LARPs, we ran another successful NELCO, and the Living Game Conference 2018 is coming up in May.

Jen Eastman-Lawrence has been working incredibly hard to put together the biggest Intercon ever, with more game, more runs, more GMs, and more attendees. There's over 6300 player hours of LARP this year which is over a thousand more than ever before. Jen and her incredible, hard working, team have put together an amazing weekend of LARPs for you all.

Cameron Betts ran the 6th annual New England LARP Conference, NELCO, in July, using a new format, that I think worked really well. Plans are in works for this year's NELCO, so look for an announcement about that event soon.

Coming in May is the Living Games Conference 2018, with Emily Care Boss at the head. This NEIL-sponsored event is drawing LARPers, authors, professors of game design and more from all over the world for a weekend of LARP talks, games, and social activities that span many different communities and traditions.

The second issue of *Game Wrap*, our publication focusing on the art and craft of live action roleplaying games, has just been printed, and copies are available for sale at Ops. Thank you to Viktoriya Fuzaylova and the rest of the *Game Wrap* team, as well as everyone who contributed content to the publication.

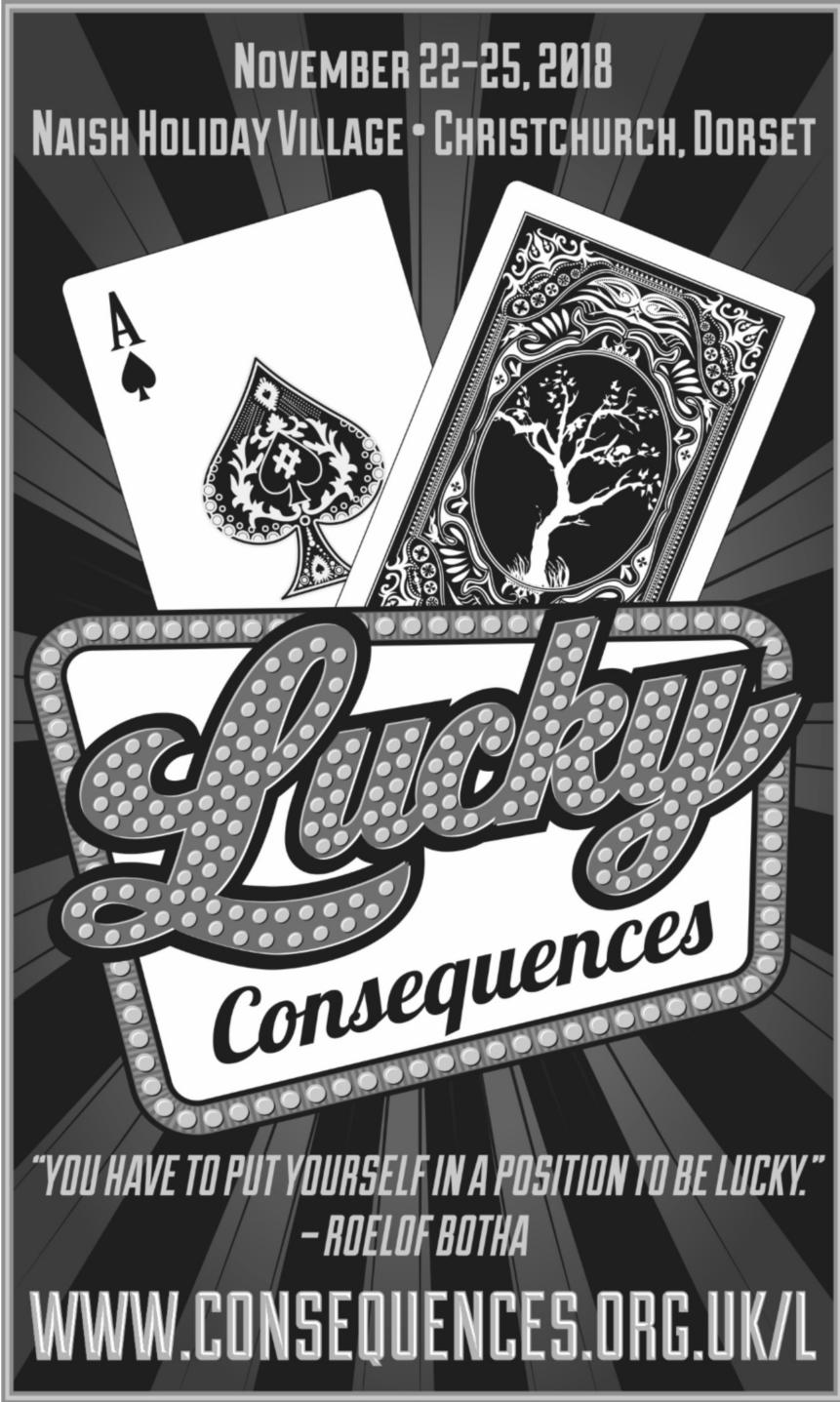
The LARP Library is in full swing, and the team has been reaching out to many GMs who had games in other collections for updated versions or permission for us to include their LARPs in the library. It's a great resource for people looking to run their first LARP, and I want to thank Eva Schiffer and Nat Budin especially for their contributions to the project.

I'd like to thank again everyone who contributed to any and all of our projects over the past year, from the event staffs, the NEIL Board, the *Game Wrap* team, the LARP Library team, and especially all the GMs, volunteers, attendees, and readers!

Welcome to Intercon R!

Dave Kapell

NEIL President



Accelerant Tutorial

Workshop

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

Amnesia Plot

Panel

Amnesia is a commonly used trope in LARPs, so join us for a discussion of why that is, what it brings to games, how to use it, and why it shows up so often.

Dance in LARP

Panel

Many LARPs involve dance, either as a setting or directly as part of game play. Our panelists will talk about several common dances, and ways that they can be incorporated with LARPs. There will also be a hands on demonstration of several of the dances.

Comedic Games

Panel

Join us for a discussion of how to write comedic games, the pitfalls and techniques of building comedy into your settings and gameplay.

Establishing World Boundaries

Presentation and Discussion

When we create games, it's important to determine and communicate the scope of the setting that they are in. Adina will walk through a number of examples of boundaries, and techniques to share them with your players, before opening up the discussion to all.

The Four T's of LARP

Discussion

It's an old saying that the four things that don't work in LARP are Telekinesis, Telepathy, Teleportation, and Time Travel. Join us for a discussion of why this "rule" exists, and times that we've seen any and all of these things work in games.

Games that Aren't for Everyone

Panel

Sometimes we write games that have a limited focus, or make high emotional or physical demands on the players. How do we approach these kinds of games, how do we make it clear to players that our games may not be for them, what are the pitfalls we should be looking out for.

Hour of Controversy Mini Talks

Shared Presentations

Some great things start as controversial ideas that challenge the community's thinking. But these are hard ideas to voice. *The Hour of Controversy* invites you to share a controversial idea (LARP related, please). It will be short talks (1-5 minutes), and will not be followed by questions. This is an opportunity for us to open our ears and our minds and listen to ideas that might challenge our thinking.

Improv Games for Warmups

Panel

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

Intercode 2 and You

Presentation

The new Intercon website is finally here! With it comes a number of changes to the way we do things, especially around proposing and signing up for games. Come talk to the team about this means for you, and see a demonstration of the new site.

Intersection of Kink and LARP

Panel

Kink and LARP have more than a few similarities, and we can learn a lot from BDSM communities to make our games safer, more sane, and ultimately more fun. Come contribute to this roundtable discussion covering the crossover between kink and LARP. You may find this useful whether negotiating a scene in the dungeon or, well, in the "dungeon."



Iron GM and You

Panel

Iron GM is a game writing contest where teams of writers create a new 2 hour game over 24 hours for 5-12 players based on 3 themes / ingredients and one prop, which are revealed at the beginning of the writing time period. Come talk to this year's Iron GM coordinators and some previous years' writers about the experience of participating.

LARPing with Disabilities

Panel

Every LARPer has their own limitations — time, job constraints, comfort levels, sleep and food needs — but some LARPers run into more substantial limitations. Mobility affecting disabilities, chronic illness, and mental health (along with many other things) pose an ongoing extra job for the LARPer who has them. Self monitoring, making solid choices for well being, and asking for reasonable accommodation are all part of that. Please join us for an hour as we discuss the ways in which we approach LARP with a disability.

Living Games Conference

Presentation

In May of this year, NEIL is hosting the Living Games Conference 2018, a conference devoted to discussing all aspects of Live Action Role-Playing (LARP) theory and practice: from keynotes to panels, from workshops to play. Come learn about the conference, and the activities around it from Emily Care Boss, the Conference Chairperson.

Music in LARP

Presentation

Terra will be giving a presentation on Music in LARP.

Playing to Empower Players

Discussion

Generous players make for better games, and much can turn on what the PCs with the authority/information/status/power (be it the character's or the player's) choose to do with it. Come learn how to better make others' experiences better.

Writing Bluesheets

Panel

Once we have written our settings, we need to communicate them to our players. A common technique is through the use of bluesheets. Our panelists will discuss their approaches to structuring and writing bluesheets.

Writing, Designing & Playing Antagonistic Characters

Panel

Many LARPs need villains, or other people who drive the story forward. Come talk about how to write and play these sorts of characters without ruining other players' fun.

World Building

Presentation

Worldbuilding is the means by which an author communicates the setting to the audience. How does worldbuilding differ in LARPs and how can it be done effectively? This panel will analyze how worldbuilding differs in LARPs compared to other media, the consequences of this, and how writers can worldbuild effectively in their LARPs.



Thursday, February 22, 2018

	Ocean	Rhode Island
20:00	Amnesia Plot	Playing to Empower Players
21:00	Comedic Games	Establishing World Boundaries
22:00	Improv Games for Warmups	Accelerant Tutorial
23:00	Writing, Designing & Playing Antagonistic Characters	Intersection of Kink & LARP

Building Dividers — 21:00-22:00 — Atrium

Friday, February 23, 2018

	Ocean	Rhode Island
12:00	The Four T's of LARP	Music in LARP
13:00	LARPing with Disabilities	Iron GM & You
14:00	World Building	Dance in LARP
15:00	Writing Bluesheets	
16:00	Living Games Conference	Games that Aren't for Everyone
17:00	Intercode 2	Hour of Controversy

A Night at Club Ivory

*Cameron Betts, Jeff Diewald,
Susan Giusto, Tim Lasko*

It's 1934. It's in the worst of the Depression, and Club Ivory is the place to be. Along with movie stars, mobsters, PIs, and tycoons, Club Ivory is a classy hideaway, with booze, in the Hollywood Hills. You're gonna regret it if you ain't there, just sayin'.

A Second Chance for Wings

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

It's been almost sixty years since the Tursans put six people on the largest of the three moons in the sky, and no one's been back, not even to orbit, since then. The charismatic CEO of Blue Phoenix has vowed to put the first Emerans into space, and to bring back fame, glory, and profits that will raise impoverished Emera into the ranks of leading nations.

A Winter's Ball

Ray Lardie

A Winter's Ball is one of those magnificent masquerades hosted by Empress Elizaveta Petrovna for a select few in the Russian Imperial Court. An evening of manners, romantic entanglements, war rumours, and political intrigue as the court braces for the impending death of the Empress.

A Wolf By Any Other Name

Maury Brown, Ben Morrow

Figures detention would be held on the full moon. This means trouble for you and the other detained New World Magischola students, some of whom are secret lycans who need an expensive and rare potion to keep from changing and outing themselves.

Adrift on the Starry Sky

*Jeff Diewald, Tim Lasko,
Theresa Sullivan, Gaylord Tang*

Adrift on the Starry Sky is a serious scene game with science fiction themes for six players, lasting four hours. Those of you onboard the Alexandria are declared enemies of the planet, some more by accident and circumstance than design. Less than fully prepared, with a limited company and tight resources, you must flee on a barely faster-than-light life raft across space, to find a suitable planet to create a new Earth. This is a LARP that explores what it means to be human, the limits of endurance, and the human will. As a result of generation ship-style technology, characters will change as they progress through several scenes. Some characters will die during the voyage; those players will be given new characters born along the way.

Aes Sidhe

Dawn Daigneault, Michael Oldziej

In the Modern Era, the Faire Folk of Ireland gather at the Standing Stones for a historical meeting of the Seelie and Unseelie Courts to talk about one thing: How to survive in these new and changing times

Amalgamation

Janie Agar, Dylan Blanet

All is lost. The land, sea, and sky, all gone. Language, art, and culture, all gone. Flesh, war, and law, all gone. The Earth's creators have been scattered. The few who remain have a chance to reforge, for better or for worse.

Ascent to Hisseldale

Kendra Beckler

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

Bad Apples

Tom Dimiduk, Alon Levy,
Sharone Horowitz-Hendler,

Wren Steinbergh, Thomas Wohlers

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

Ballad of Jess-Belle

EB Savage

Fair was Elly Glover,
dark was Jess-Belle.
Both they loved the same man,
and both they loved him well.

The Ballad of Jess Belle is the story of the supernatural, love, loss, and letting go set in the distant past of the Appalachian Mountains. It is based on various stories, ballads, and folktales adapted for the game.

Bewitched, Bothered, and Bewildered

Katherine "Kath" Bryant,
Erika "Eeeeka" Emrick

When something goes wrong on Broadway, characters from classic musicals find themselves and their storylines all tangled up. All is not as it seems; can they figure out what's really going on behind the scenes?

Blackwell

Charlotte Brewer, Matthew Kamm

Based on *The Red Garden* by Alice Hoffman, *Blackwell* follows the relationships and decisions of the inhabitants of a small idyllic (almost magical) town in the Berkshires as they prepare for the annual Founder's Day celebrations in the face of strangers, distant war, and a recent murder.

Bloody Slippers

Kristen Hendricks

The honor of your presence is requested at the marriage of Princess Aster of Iresine to Lord Rowan Davonte of the Nerissan Empire.

There will, of course, be a ball.

Blue's Clues:

The Hound of Skidoo

Cadence Schwartz, John Schwartz

A murder mystery noir game that takes place in Blue's childhood home.

Boulevard of Broken Dreams

Derek Herrera, Amber Robitaille

Lost hope, self-discovery and second chances. A chance to explore being a troubled social icon of the 20th century. Why did Janis Joplin's life end tragically? What might John Lennon have done differently? What if River Phoenix hadn't died so young? Explore these questions and more over coffee and pie.

Bound in Blood

John Cooke, Megan Coprock

The war that some are calling the Second Blood War has raged for close to a decade, and its end is near. The Archmage Quill, who has been labeled the Tyrant by the Celestial Churches and the civilized nations, is close to total victory. A desperate last gasp pits the remnants of the world's heroes against time and a seemingly unstoppable enemy.

Breadcrumbs

Laura Boylan, Ashleigh La Porta

What happens when the string marking your path catches fire?

Breadcrumbs is a live combat Secrets & Powers LARP about losing your way and working out what really matters to you. Expect high emotions, puzzles, tension, mysteries, debate, and some combat.

BTL - The Director's Cut

Six different Sci-Fi "Micro-LARPs" with varying themes from Dark Cyberpunk, and Hard SF, through *Hitchiker's* inspired Comedy. Pick the one that appeals to you and sign up for your 30 minutes of fun/angst/problem-solving/ action or comedy.

Previously provided at the *Across The Universe* event to rave reviews, "BTL" (bacronymed to "Bunch of Tiny LARPs) is back with revised content, and a slightly extended run time.

BTL: TDC -

Descent Into Oblivion

Martin Jones

Mal is dead. The crew of the *Firefly* wrestle with loss, regret, and life and death decisions in the face of the unknown.

Genre/Influences: *Firefly*

BTL: TDC -

Putting the Band Back Together

Martin Jones

After subduing the Great Houses of Europa, Emperor Saddam Wulfenbach holds court in his Zeppelin Palace. His latest joy is the automata 'The Drummer'; and those who can provide a match for it stand to gain much.

Hopefuls have brought their musical creations to win his favour... but there is a problem; the Drummer is silent.

Genre/Influences: *Girl Genius, Dune*.

Advisories: Contains minor drug references. A fairly lighthearted / up-beat game.

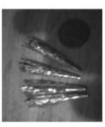
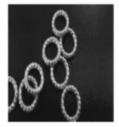


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BTL: TDC - The Gig at the End of the Universe

Martin Jones

The universe is dying, and your drinks bill is getting larger by the minute. You're here to talk to Hotblack Desiato about his next gig. Pity he's dead - 'cause if he wasn't you could give FREDDIE, the Sirius Cybernetics Corp's Electronic Medium, the reprogramming it so thoroughly deserves.

BTL: TDC - The Judgement of Solomon

Martin Jones

A Courtroom Drama with the fate of a child hanging in the balance. Romance, Guilt, Hubris and Corporate Greed with some moderately dark elements.

Genre/Influences: Cyberpunk, *Judge Dredd, Robocop*.

Warnings: Do not play this if you need a happy ending, or are bothered by discussions of medical procedures.

BTL: TDC - Waiting

Martin Jones

They are coming, the only question is how long you have left, and what to say before you face the end.

One for those who want Romance and Angst in their roleplaying. Not a problem-solving game.

Genre/Influences: The Vorkosiverse, *The Ship Who Sang, Bladerunner, and Aliens*.

Warning: References to non-consensual sex, same sex relationships, and suicide. Longer character sheets.

BTL:TDC - To Live Forever

Martin Jones

The Omega Artifact has to go into the Warehouse; the military can't be left to dabble with something that powerful. Doing so was always going to be tricky; but you didn't expect it to go this pear-shaped.

One for those who want Problem Solving and Angst in their Roleplaying.

Genre/Influences: *Warehouse 13, A Town Called Eureka, Groundhog Day, Sapphire and Steel*.

Burning Orchid

Ben Allen, Nickey Barnard, Martin Jones, Heidi Kaye, Alison Rider Hill

Heated arguments, hidden passions, and bitter regret are the on the menu for the evening at this wrap party for a 1932 Hollywood movie, set in the depths of the Guatemalan jungle.

Calculations

Caroline Murphy

Calculations is a hard scifi single-player experience that takes place over one hour. You play a Captain aboard a vessel delivering critical medical supplies to a far-flung colony. You must make decisions about what happens in a critical window of time.

CASH CASTLE!

Rachel Nations, Brady Tatro

Cash Castle is a lighthearted, dystopian game show boffer LARP where *Legends of the Hidden Temple* meets *The Running Man*. Gameplay is centered around boffer combat game show levels and reality TV-style interpersonal conflict. Players will need to overcome a variety of physical challenges as well as the machinations of other contestants to come out victorious over several rounds of play.

Charter of the Conclave

Tom Traina, et al.

Opinions are varied. The debates are bound to be as difficult as any fight these heroes have faced. But debate they shall, and no matter what happens, the victor will be the rules set forth for this new group: the Charter of the Conclave! The year is 2068, and world's heroes have decided to team up. The debates to determine the team's purpose, goals, and methods will be as difficult as any fight these heroes have faced. The victor will be the rules set forth for this new group: the Charter of the Conclave!

Clockwork Café

Brian Williams

It's 1905. On the shores of Lake Geneva stands the exclusive Clockwork Café. Run by the enigmatic Richard Blanc, it doubles as the secret meeting place of the *Society of Lady and Gentleman Adventurers*. Here the spies, adventurers, master-criminals and detectives of the Great European Powers meet on neutral territory to exchange tales of daring-do.

Cumberland County High School Reunion

Ada Nakama

What moments in your life will you choose to cherish and remember? What do you wish you could forget?

Set in the years between 1953—2003, you'll first attend your high school prom, then your ten, thirty, and fifty year high school reunions in rural Tennessee, experiencing a whole bittersweet lifetime in two hours.

Days End

Chris A. Barney

It's the eve of the zombie apocalypse a day just like any other so far. It will end with you and 15 other people trapped in a room with no obvious way out, hordes of zombies surrounding the building and only an hour to figure out who to trust, how to get out, and how this all happened.

Decision in Die Pfalz

Terilee Edwards-Hewitt

October 1777. The War for Independence against the Crown is going poorly. Many in Die Pfatz felt they were secure from the war's influence. But now the British Army is only 17 miles away. The question now is what to do? Members of the community gather to speak and decide.

Desperadoes Under the Eaves

*Arnis Kletnieks, Becky Kletnieks,
Jason Schneiderman*

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

Diamond Geezers

*Graham Arnold, Clare Gardner,
Sue Lee, Tym Norris*

In September 2000 the Millennium Dome was raided by an intrepid armed gang, who used a bulldozer to break in and steal the De Beers diamonds worth an estimated 220 million pounds.

Drink Me

Betsy Isaacson

A dark tale of Victorian weirdness. Three eccentric adventurers struggle with each other — and themselves — in an ancient cave full of unlabeled magic potions.

Dungeon Owner's Association

*Doug Freedman, Eliza Ford,
Robert Peck, Jess Pestlin,
Morgan Rippke, Sky Rippke*

Welcome to the Faith Hollow Dungeon Owner's Association! Under the leadership of our benevolent Red Dragon overlord Fromath the Fiery, we all work hard together to create the kind of adventuring party-killing community we can all be proud of. All representatives of the denizens of our beloved dungeon are required to attend and discuss our concerns and suggestions for improving our dungeon home.

Easy as Robbing a Bank

Aaron Vanek

The robbery should have taken less than 10 minutes. Four hours later it was a media madhouse. Eight hours later it was a national event. Twelve hours later, it was history.

A LARP based on real events.

Even Miracles

*Katherine "Kath" Bryant,
Erika "Eeeeka" Emrick*

It is the year 2146. For 400 years, a miracle has hidden the village of Brigadoon away except for one day a century. But even miracles don't last forever, and the people of Brigadoon must decide: rejoin the world, or try for another miracle?

Everyone has a reason.

Chris A. Barney

In the future there is no privacy. When you commit a crime it is Known. In a future where everyone knows you are guilty the question left is, did you have a reason for what you did.

Evil Magic Academy Breakfast

Stephen Tihor

A light hearted look at the Darker side of Mystical Academia as a few faculty members and visiting professors at one of the magical world's most feared institutions gather for conversation and food.

Any resemblance to certain literary works or blockbuster games is entirely coincidental. Really. ☺

Explosion in Space

Anna Konovalenko, Alexey Semenov

In twenty minutes, the Galina Balashova will suffer a catastrophic reactor failure. The ship will explode and every soul upon it will be flung into space. With only an hour of atmosphere in each Pressure Suit, and no hope for rescue or survival, it is only a matter of time.

Fools Rush In...

*Katie Giacomini, Diana Glewwe,
Clint Koglin, James Silverstein,
Adira Slattery*

Its March 14th 1945, the USO party is starting to wind down, but the night is far from over...

Glastonbury:

A Soap Opera in Dance

Kate Freedman, Kat Jones

Welcome to Glastonbury Festival, an epic bacchanalia of sex, drugs, and rock'n'roll. Five days. Two hundred thousand people. Join the brooding rockers, aging divas, ambitious pop-stars (and their groupies and managers) as they use music and dance to express all the things they just can't say.

Golden Cobra Pick-up Games

The Golden Cobra is an annual game contest designed to create accessible new freeform LARPs, occupying the middle space between tabletop and full-blown live action role playing. Come play some of the mechanics-light, collaborative game!

Grandma's Resting Place

*Quinn D, Kathleen De Smet,
Katie Giacomini, Eva Schiffer,
Gaylord Tang*

A story of remembrance in the immediate wake of a beloved Grandmother's death.

Group Date:

Hogwarts Alumni Edition

Alden Strock, Sarah Williamson

Congratulations! It's a Match (or possibly a Prophecy)! In *Group Date: Hogwarts Alumni Edition*, you will play two graduates of Hogwarts school of Witchcraft and Wizardry going on their first three dates. Apparently there is a mysterious soothsayer who runs a dating service for Hogwarts alumni. You don't know too much about each other yet, but the spidery handwriting on the letter that you received assures you that the omens are very good for this match, and your futures have been foretold in the tea leaves. What could go wrong?

Happily Ever After

EB Savage

Love conquers all! Or does it?

Join famous couples from literature as they discuss their marital issues and explore options to salvage their relationships if they CAN be salvaged.

Hear My Cry

Rik Lloyd

Hear My Cry is an immersive, interactive roleplaying experience about storytelling, Valhalla, and the resonance of shared conflict.

Heroes and Monsters!

David Cashel, Sean Croteau,
Anna Galitzine, Stephen Tihor, etc.

High fantasy adventure, roleplaying, foam combat, magic, puzzles in NERO style adventures. (No prior knowledge of Boffer Combat or NERO is required.) We want to let folks understand what it is like in a safe contained environment as well as let those who are experience NERO players just come and have fun making new friends.



Immerton: The Initiation

Sarah Lynne Bowman, Maury Brown,
Quinn D, Kat Jones, Orli Nativ

Immerton is a mystical society of women existing between space and time. Across the multiverse, women experience a breakthrough and find their way to Immerton, where the four goddesses of creation, destruction, fortification, and reclamation hold court. In this freeform LARP, you'll play an initiate arriving at Immerton for the first time.

Librarian and Catalog

Carolyn VanSeltine

The robot Librarian. The damaged computer Catalog. An alien artifact. A chance to confront yourself - again, and again, and again - amid the collapse of parallel universes.

Intrigue In The Clouds

Dana Edgell, Dean Edgell

The year is 1886. The world is not quite our own. Join the passengers and crew of the airship *Royal Victoria* as she crosses the Atlantic on a voyage to destiny. Cross wits with notorious diplomats, spies, scholars, heroes, rogues, killers and worse.

Kingsword

Brian Richburg, Alison Joy Schafer

Whoso pulleth out this sword of this stone and anvil is rightwise king

-Thomas Malory

King Arthur's peace is crumbling and it has been whispered that the fated Kingsword has once again returned to the stone. With Britain's unity in jeopardy, the kingdoms of Cornwall, Dyfed, and Lothian are each vying for supremacy over the failing Camelot. Dragons and the Questing Beast roam the lands, the Saxons and Picts are relentless, and Avalon and what is left of the old ways have all but disappeared into the mist. The Irish King has invited all to a great tourney in Ireland. As the feast gets underway and blades are sharpened, the real question remains - whose destiny is it to draw that sword from the stone once more?

The game will mix together the greatest stories from across the British Isles, including characters from Irish mythology, Arthurian legends, Scottish folklore, and the Welsh Mabinogion. The setting will feature great heroes and lovers such as the Knights of the Round Table, Tristan & Isolde, Culhwch & Olwen, the Merlin of Britain, and the famed Irish warrior Cu Chulainn.

Love Letter

Natalie Curd, Roger Gammans,
Elyssia McCormick, Richard Perry

Love Letter is game about relationships, how they change, endure and survive, or not, when the outside world is itself in turmoil, set against the backdrop of World War II.

M*A*S*H: Brothers in Arms

Nickey Barnard, Phillipa Dall,
Tony Mitton, Alison Rider-Hill,
Natalie Spindler

Moments of terror are interspersed with days of boredom in the 3066th Mobile Army Surgical Hospital. Young people occupy themselves via practical jokes, silly rivalries and blooming romances, as they wait for the war to deliver more wounded and dying. Laughing in the face of death is essential because without a taste for gallows humour maybe nobody will make it home at all...

Magiacademy: The World is Broken

Andrea Davis

Magiacademy is a story about those attuned to the ways of the arcane. Professor Muse guides a class through the beginning of their journey, and explains why the world needs these new magic users: The World is Broken.

Who broke the world? How? And why? And what will you do about it?

Now Boarding: Trinity

Erin Boucher, Josh Marcus

Colony Trinity has been deemed successful, and the time has come to reboard Mothership to continue the colonization effort elsewhere. Do you stay on this officially functional colony, or try your hand at a new life elsewhere?

Magpie

Hilary Umbreit

Magpie is set in a small, isolated community that is haunted by a monster: the Magpie, who comes every ten years to claim his due tribute.

During the intervening decade, it is easy to forget about his price. But now time is up. In approximately two days' time, the Magpie will come. You cannot stop him. All you can do is figure out how you want to spend these last few days, grapple with the question of who should be offered, and find a way to live with the repercussions...

Inspired by The Mountain Goats' "Magpie."

NWM: Search for the Snow Dragon

Mike Young

Create a character and join your fellow wizards on a hunt for the Snow Dragon. Will your expedition finally be the one that finds this mysterious creature and survives to tell the tale? Hint: nope.

NWM: The Council of Five

Mike Young, Maury Brown, Ben Morrow

In the past few months, it has become apparent that Avernus, the prison used to hold the wizarding community's most dangerous criminals, is no longer viable. Rumors of mistreatment persist, up to and including torture of prisoners. And several months ago there was a massive riot and breakout, which some reports indicate that the strange non-human guards of the prison may have instigated. As leaders of the magical community, it is your job to discover what happened and decide what to do going forward.

Owl's Hollow: Prelude

Vin Spadafora, Jada Taylor, Eric Worthen

Owl's Hollow: Prelude is a survival horror game set in 17th Century New England.

Peace, Land, and Bread!

Kathleen De Smet, Lillie Franks, Jon Marcus, Eva Schiffer, Steve Vig

An upstairs/downstairs game set in Ireland in 1917 with strong themes of privilege, food, and revolution.

Pod Dancing

Kate Fractal, Alon Levy, Sharone Horowitz-Hendler

In the age-of-steam city of Harborview, finding members of the other three sexes for a marriage is challenging for young Traves. In the past, marriageable Traves would get to know one another at Pod Dances. Today, most Traves find pods their own way, but for others, the Pod Dances remain.

Pub Crawl

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

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

Rabbit Run

Zoe Eddy, Albert Lin

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

QUILTBAG

Frank Beres, Quinn D, E. Chris Garrison, Susan Weiner

QUILTBAG is a game about the development of identity through community. The game takes place over the course of four months of meetings of a university queer support group. Players will alternate between playing their characters in the support group and workshopping new relationships and what happens to their characters in between meetings based on event prompts.

Redshirts

John Kammer

You're a Redshirt going on missions. You are going to die. It isn't that you die though, it's all about how you die. And that's up to you.

Cooperative-improv-storytelling for comedic death.

Refuge, The Boat

Thomas Wohlers

Seeking refuge from the horrors of the world, you fled. And, miraculously, the Boat came to you, from across time and space, to bring you safely to a new home.

But now the boat is dying. And you wonder if you will ever find a new home, or if you will die here in the astral sea, forever a refugee.

Romancing Jan

Athena Peters

It is the Regency Era and Lady Fussbudget has invited all persons of marriageable status to attend a Country Dance at her estate. Will you find your match among the other attendees? Will you marry for love, money, standing or all three? What secrets might make a prospect dismiss you?

Second Hand Spirit Animals:

Second Time's the Charm

Elisa Ford

Welcome to the annual meeting of the Second Hand Spirit Animals. The lesser known guides have gathered to try to gain followers, commiserate with friends, and perhaps settle grudges. Last year's meeting had...problems... but House Fly has a new plan to get more people to believe.

What could go wrong?

Showtime, Synergy!

Katie Giacomini

Jem and the Holograms and *The Misfits* are both playing the same concert tonight, but things are predictably tense between the groups. Both bands seem constantly engrossed in rivalries, romance, and rockin' style. Whatever happens, it promises to be a truly outrageous night of music and fashion!

Silver Lines

Bernie Gabin, Phoebe Roberts

In New York in 1889, a very special group of teammates comes together to solve the murder of a shipping magnate and learns that history isn't always purely a matter of the past.

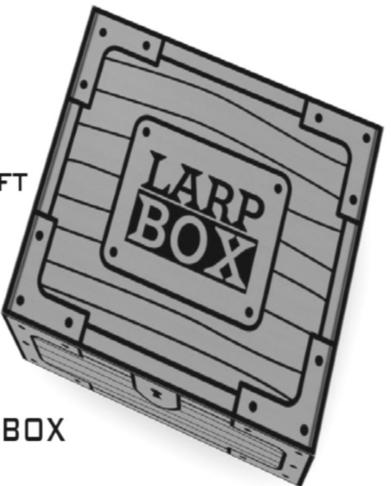
Slayer Cake

Katherine Jones, Evan Torner

In a land where music has magical power, rockers find themselves locked in a musical battle between Baby Metal, Glam Rock, Heavy Metal, Emo, Grunge, and *shudder* Doom Metal. WHO WILL BECOME THE OVERLORDS OF ROCK?

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Slot Zero Bitchfest

David Cave, Drew Novick, Mik Reed,
Margaret Simkins

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

Sound & Fury: Lament

Larisa Allen, Thomas Hansen

A coven of music-fueled magicians meets following the unexpected death of their leader. Where do loyalties lie, and what revealed secrets will affect alliances?

Snowrise

Anandi Gandolfi, Andy Kirschbaum

In the MythicPunk future, the Gods of Sumer are reborn in a hightech Virtual Reality alongside powerful, brilliant humans, the creators and masters of Virtual Space. Inspired by Stephenson's *Snowcrash*, informed by Gaiman's *Sandman* comics, expanded by Kline's *Ready Player 1*, and echoing elements of Sumerian Myth and Legend.

So Fine a Brush

Emily Care Boss

Everyone loves the romance of Jane Austen's novels: *Pride and Prejudice*, *Sense and Sensibility*, *Emma*...But what was her life like? Come find out!

Speed Dating for Heiresses

Betsy Isaacson

You're a British aristocrat or an American heiress trying to arrange a marriage of convenience. You're not exactly anyone's first choice for such an arrangement. Tonight you're trying something new, hoping you'll find someone you want to see more of — or someone who wants to see more of you.

Star-crossed

Eric Wirtanen

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

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

Stop That Moon! (Rocket Roll)

John Benfield, Tucker Le

Rookie superheroes are in space for the first time without time. In addition to that, they are without their mentors. This boffer game uses the *Accelerant* system in order for players to simulate super powers.

Stowaways

Sadia Bies, Quinn Milton, Ben Schwartz

After the end of the cataclysmic Homeworld War, psychics across the galaxy are hunted for their dangerous powers. As stowaways in a spaceship amongst criminals and refugees, can you avoid detection and make it safely to the next port?

Stars of Al-Ashtara

Alison Joy Schafer, Brian Richburg

Just beyond the next dune on the Eastern horizon rises the gleaming city of Al-Ashtara, renowned for its exotic wares and exquisite tastes. There are whispers; however, that the Caliphate might be starting to unravel - a fact which has not escaped the notice of those who wish to take advantage of the weakening rule. Friend and foe alike cast their eyes towards the night skies, looking to read their destinies in the stars...and perhaps find the means to change their own fate.

Enter a world where allegiances shift like the desert sands; where the schemes are as intricate as the silks; and in the bustling marketplace, the only thing more elusive than the sweet smell of incense on the desert breeze is the band of thieves slipping between the merchants' stalls. *The Stars of Al-Ashtara* illuminate the enchantment, mystery, and danger that await you in an Arabian bazaar — where everyone has a secret.

Super-Villain Academy

Marc Blumberg & Friends

It's Graduation Day - time for the annual cocktail reception, where the Headmaster schmoozes Alumni for donations, the faculty gets drunk and hostile, and the top students get to show off their graduation projects. This year the children of the legendary *Future Villains of America* are graduating, so their parents get to wreak havoc on their Alma Mater one last time. Will the staff be prepared? What a time for one of the Deathtraps to go missing...

Tales of The Cradle

Joseph Wiegartner

A mysterious signal is intercepted by the Search for Extraterrestrial Intelligence...there are visitors from another world en route to Earth. What do they want with us? Can they be trusted? But one question looms over the rest...

How will humanity respond?

The Day the Music Died

Jim Ashby, Kath Banks, Jerry Elsmore, Heidi Kaye, Janet Young

Welcome to Radio Rebecca, the grooviest radio station in the English Channel!

The Day We Came Home

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

75 years ago, we left Earth. Today, some of those scattered to the heavens in the diaspora from Earth return to the human birthplace. The newly returned and the established residents need to figure out how they will live together and how this will change Earth.

The Forgotten

Andrew Medeiros

You are a civilian in the middle of a brutal civil war. Every day your supplies wane as you desperately try to survive. Every night you sleep, stand guard, or venture out to scavenge supplies. Regardless of who wins this war, one thing's clear. You've already lost.

Tyrant Lizard Kings

Warren Tusk

A sad, serious, emotional, Nordic-style game about dinosaur ghosts.

The House of Becoming

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

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

The Line

Jason Morningstar

Through that door is a chance at a better life — one away from war, death and horror. But between you and the door are a dozen fellow refugees with their own agendas, and an immigration officer eager to send you straight back to hell.

The Markov Solution

Tony Mitton, AJ Smith

One year after the War, thousands of unregistered light freighters ply their trade in contested space. Scorpio is just one such craft, taking a few passengers and various small cargo loads from Bethesda to Cordoba. A small celebration is expected during the run, but this aside it's just another routine trip; just another pay-day.

The Neverland Conclave

Taylor and Jaelen Hartwin

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

Thicker than Water

Kristen Patten, Alison Joy Schafer

She craved the type of passion that even brought the devil down to his knees.

The year is 1929. As Valentine's Day gives way to night, an uneasy crowd fills the jazz joints and speakeasies of Chicago. Seven bootleggers lie dead, casualties of a never-ending war for control of the Windy City. Between the north side and the south side lies the Afterlife, an up-and-coming secret speakeasy where sinners gather to chase away their demons — and where some say that the blood in the streets attracts a darker and more dangerous clientele. The Afterlife is full to the gills with jazz and liquor, crime and sex, and peopled by pocket politicians, dirty cops, mobsters, as well as monsters of a different sort...In a city torn apart, how long will family ties hold?

Unheroes

Joanna Piancastelli

You were superheroes who screwed up big time, though you don't remember it. No one does. Reality was altered and the history that you used to know no longer exists, and never did. Now it's trying to reassert itself. Will you leave the world like this, or change things back?

Venting Day

Christopher Shannon

Space is cold, but people can be colder.

Before docking, your ship must go through venting, atmospheric cleansing. While everyone waits on the bridge for the process to end, anything could be revealed. Venting Day is an emotionally narrative game that focuses on role-play for 9 players.

Volcano's Edge

Nickey Barnard, Steve Bassett, Dream Cloutman-Green, Sue Lee, Cat Tobin, Janet Young

It is 1930. The world hovers on the brink of disaster, but is it natural or is the villainous hand of Man to be detected? The Society of Investigative Researchers (SIR) has called for the world's best and brightest to attend a symposium to address this pressing issue. Explorers, scientists, spies and adventurers of all kinds have gathered to plot, plan and finally decide once and for all whether the rocket backpack is a better propulsion system than the dirigible airship. Oh yes, and save the world...

Volcano's Edge is a game of politics and intrigue in the world of the classic pulp magazines.

Voyage to Venus, Planet of Death

Evan Torner

Swinging 1970s cosmonauts have been sent on a special mission to investigate a mysterious signal. Expect personal relationship drama, sex, and space peril!

Vue to a Kill: Revue

Josh Kronengold, Lisa Padel, Stephen Tihor, etc., etc., etc.

An amnesia game where you start with an apparently full character sheet. An espionage game about teenagers. A game of wackiness where...no, that would be telling. Spies, secret agents, meddling kids, super-science, family drama, big red buttons, a volcano, mysteries, the supernatural, murder, songs, and maybe zombies.

Note: non-singing roles exist but be prepared for the occasional number or villain monologue.

Walking Blues

Kevin Kreiner

Well bless my heart! There's a killer on the loose, and the rain won't stop. Maybe its us paying for our sins. Or maybe, let the blues walk all over your soul and wash those sins away!

White Death

*Nina Runa Essendrop,
Simon Steen Hansen*

A group of pioneers once set out for the mountains to create a new society, bringing only absolute necessities, hopes, and dreams. They failed. One by one, the snow embraced them, giving peace and rest. *White Death* is an abstract poetic blackbox scenario without words.

Whispers

Brandon Brylawski

Whispers is a game of intense interpersonal drama set in a scientific colony on a wild and alien planet. This game contains mature themes, specifically grief and coping with loss.

Yu-Gi-Oh the Abridged LARP

Izzy

In a world where card games determine the fate of mankind, and common sense has no place, a group of the greatest duelists assemble on Kaiba Corp. Island to participate in a tournament that will change their lives forever. And probably not for the better...

Attention Duelists:

Grab your decks and prepare for the battle of your lifetime.

This is no mere card game.

The advertisement features a man in a dark vest over a white shirt with a circular emblem on the chest, holding a sword. To his right is a smaller inset photo of another man with long hair and a beard, wearing a white shirt and a kilt. The background is dark with decorative flourishes.

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Cameron A Betts

*White Death, Unheroes,
Con Committee*

Cameron has been running games at Intercon since the last century, and his preferences lean toward very few mechanics and just a smidge of lightheartedness. He believes that the most powerful thing in LARP is a connection with another character, and he hopes to produce games that will produce and enhance those connections, and that will avoid overshadowing or disrupting them.

This year's acceptable bribes: Insightful LARP theory or analysis, philanthropic angel investment, raw almonds.

Izzy a LARPer named

Yu-Gi-Oh the Abridged LARP

Snips and snails, and puppy-dogs' tails
 These were the ingredients chosen
 To create the perfect little boy
 But Intercon accidentally
 Added an extra ingredients to the concoction—

Disney Showtunes

Thus, Izzy the LARPer was born
 Using his incredibly-average abilities
 and generic blandness
 This ridiculously normal guy
 Has dedicated his life to above-average achievement
 Despite his aggressive and all-consuming mundanity!

Rachel "The Yellow Hobbit" Adler

Group Date, Hogwarts Alumni Edition

This will be Rachel's first time GMing at Intercon! She's been attending Intercon since 2015, and is super excited to be running a game this time around. She wants to be the very best GM, like no one ever was. When she's not LARPing, she's usually knitting, playing board games, catching Pokemon, or possibly even writing code.

Janie Agar

Amalgamation

Larisa Allen

Sound & Fury: Lament

Larisa first fell into LARPing during the early 90's rise of *Mind's Eye Theater* but left for the stronger pull of dance clubs and whiskey. They were reintroduced to LARPing by friends during the last shuddering breaths of *Endgame* and found NPCing in boffer games the most fun they'd ever had sober. "It's like being theater run crew but you get to hit your friends!" Although they've been known to PC now and then (*Fifth Gate: Wrathborn* and *Threshold*) they have the most fun when helping to make PCs just a little stressed out.

Jennifer Bacon

Hear My Cry

Nickey Barnard

Volcano's Edge

Kate "The Wrong Kate" B.*Super-Villain Academy*

Kate was introduced to LARP in 1998-ish when people she'd known since preschool or earlier tricked her into coming to a game. (Closest she'd come before then was Eric the Darker's annual Paranoia event— since back before he tested the food— SRSLY.) In the intervening time, Kate was a player in a series of DC- based campaigns, including *Mersienne Medieval Fantasy, 1936: Horror*, and *Brassy's Men*, then sold her soul (or just sold out?) and became a staff member for the *1948: Signals and Threads of Damocles* campaigns before repatriating to her native New England. Her writing and GM credits include the full-weekend LARP *Drink Deeper*, occasional scenarios for DC-area campaigns, and as an adopted trans-Atlantic member of "Team Brit." These days, she's mostly floor-GMING other peoples' games.

Elizabeth "Liz" Barlow*NWM: The Council of Five*

I am a 25 year old cisgender woman who is pan and somewhere on the ace spectrum. I worked at the Riverside Theater in Fredericksburg for three years, doing work on a number of shows, I started with *Chicago* and I left after *Phantom*, but my favorite show we did was *Cabaret*.

I've done boffer LARP for three years and I've been to a blockbuster LARP once (*New World Magischola*), twice by Intercon though (NWM's Yuletide event). This will be my first Intercon so I don't know what to expect entirely but I am excited!!!

Christopher "Ryha" Barney*Days End, Everyone Has A Reason*

I've been playing in LARPs, from NERO to experimental theater LARPs since the early '90s. I've written four games and co-written and GM'd several more. While I have created games for upwards of 60 players I favor smaller games with a dozen or so players. I have a background in interactive theater having written for and acted in several large New England renaissance faires. Also I have a background in video and board game design having been in the industry for over a decade.

I'm interested in creating lean games where the only mechanics that exist serve to further the theme and purpose of the game. I am also interested in creating games that can be run many times and refined over the course of their runs honing the experience for each round of players. One of the games I am running this year is in it's 5th run, the other is running here for the first time.

Kendra Beckler*Ascent to Hisseldale*

Kendra tries to not live in this reality, but instead in as many alternate realities as possible.

John Benfield*Stop That Moon! (Rocket Roll)***Frank Beres***Ballad of Jess-Belle***Chad Bergeron***NEIL Treasurer, Con Committee***Dylan Blanset***Amalgamation***Chris Bergstresser***White Death*

Chris is almost certainly a person who exists in the world, and not a semi-independent fragment of a hyperdimensional eldritch horror gathering information in preparation for the opening of the gates and the advent of the end of days.

Ron Blechner*A Wolf By Any Other Name, So Fine a Brush***Marc Blumberg***Intrigue In The Clouds, Whispers***Emily Care Boss***So Fine a Brush, Slayer Cake*

Emily is a game designer and conservationist from western Massachusetts. She's written and collaborated on running many games for Intercon including *The Dare*, *Darkness Visible*, *Diamonds and Coal*, *What To Do About Tam Lin?*, *City of Fire and Coin*, *Freeform and Jeepform LARP Samplers* and *Under my Skin*. Find her work at blackgreengames.com.

Erin Boucher*Now Boarding: Trinity*

Previously co-wrote and co-GM'd *Honor & Profit* and *Gods of Lesser Things*.

Laura Boylan*Breadcrumbs, Con Committee***Marshall Bradshaw***NWM: The Council of Five***Charlotte Brewer***Blackwell***Amelia Broverman***Everyone Has A Reason***Maury Brown***A Wolf By Any Other Name, Immerton: The Initiation*

Maury is the Dean of *New World Magischola* and designer of *Immerton* and *A Wolf by Any Other Name*. She thinks LARPs are magical and enjoys bringing people together through roleplay. When not traveling the astral plane or writing, she enjoys craft beers, walks in the woods, on the beach, through the desert, and making ridiculous faces with her daughter.

Katherine Bryant*Bewitched, Bothered, and Bewildered, Even Miracles***Nuance Bryant***Bid Committee***Brandon Brylawski***Whispers*

Brandon Brylawski has been LARPing since time out of mind and has co-written a number of games, including *Critical Path*, *Galaxy Comics Presents*, *Tales of Pendragon*, *Arkham on Five Sanity Points a Day*, and *Starship Edsel*. He resides in Chicago with two photogenic cats.

James Buchanan*Group Date, Hogwarts Alumni Edition*

James has been attending Intercon for 4 years. This will be James's first time GMing at Intercon. After that he will travel across the land, searching far and wide, teach Pokemon to understand the power that's inside.

Peter Casey*Yu-Gi-Oh the Abridged LARP*

Nat Budin

*Webmaster, Pub Crawl,
The Day We Came Home*

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

David Cave

*Intrigue In The Clouds,
Slot Zero Bitchfest*

Gilana Chelimsky

So Fine a Brush

Danielle Church

Librarian and Catalog

John Cooke

Bound in Blood, Rabbit Run

Josh "Jop" Conrad

A Wolf By Any Other Name

Jop is a seasoned boffer LARPer, with four years experience running content for games of 50-80 players with a team of plot writers. They've run a home brewed tabletop system for close to ten years. They've attended a few NWM as a faculty member. They've never really done anything like Intercon but are looking forward to the opportunity.

Sean Croteau

Heroes and Monsters!

Megan "Megan" Coppock

Bound in Blood

Megan Coppock loves bison and cats with hair. Megan enjoys writing social dynamics and romance into her LARPs, and gets enthusiastic about costuming opportunities. Uses she/her pronouns.

Quinn D

*Grandma's Resting Place, QUILTBAG,
Bid Committee*

Quinn has been playing LARPs since 2004, written a handful of games, run many, and started volunteering time to help run the convention in 2011.

Vito "Simple Wordsmith" D'Agosta

Pub Crawl, The Day We Came Home

This is not the bio you are looking for.

Dawn "Sendaylen" Daigneault

Aes Sidhe

I am a LARPer, D&Der, and all around nerd. I have been LARPing for about 9 years and playing D&D even longer. I love intense, dark roleplay. I am super excited to be running a game at my second Intercon ever.

Andrea Davis

Magi-academy: The World is Broken

Kathleen De Smet

Peace, Land, and Bread!

Stephen Dewey

*The Forgotten, The Line,
Explosion in Space*

Tom Dimiduk

Bad Apples

Kamela Dolinova

Days End

Jeff "The Vortex of Chaos" Diewald

*Bringer of Port, NEIL Board,
Proposal Committee,
Adrift on the Starry Sky,
A Night at Club Ivory*

I am well aware of the length of these character sheets. You are not expected to memorize every bit of dialogue. It's just that these characters refused to be brief - they all stood up and shouted at me to tell their stories in more detail. I have learned to listen to characters when they do so. If you have any complaints, please take it up with them.

Jen "Lady J" Eastman-Lawrence

*Con Chair & Vendor Liaison,
NEIL Board Member;
Super-Villain Academy*

Hey all you cool cats, whether you're here for back seat bingo, cruisin' for a bruisin' or to wail and wheelie in your chariot, I hope you have a blast! The hip staff has been cookin' to make this year a crazy bash. I'm on cloud 9 and cranked!

On a more serious note, Jen has been a LARPer for over twenty years and has been on staff for Intercon for over ten. She used to run a campaign boffer LARP, *GameBob in Miller's Reach*, but generally likes to play games more than write them.

Terilee Edwards-Hewitt

Decision in Die Pfalz

Elisa Ford

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

Kate Fractal

Pod Dancing

Amber Feldman

A Wolf By Any Other Name

Amber is a LARPer of many years, starting in the *Camarilla* and slowly evolving from there. She's been a long-standing NPC for her local boffer LARP in her locale of Colorado, and recently expanded to more Nordic styles such as *New World Magischola*. Her most recent adventure has been a new Sci-Fi LARP starting in Denver, CO called *Temet Nosce*.

She has run a variety of games at conventions in her Colorado locale for several years now, and is excited to see what Intercon is all about!

Kate Freedman

Glastonbury: A Soap Opera in Dance

Anna Galitzine

Heroes and Monsters!

Anandi Gandolfi

Snowrise

Marsha Gershon

Bewitched, Bothered, and Bewildered

Katie Giacomini

Showtime, Synergy!, Fools Rush In...

Diana Glewwe

Fools Rush In...

Susan Grau

Super-Villain Academy

Marc "Marcus Gale" Granato

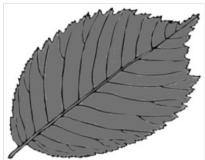
Hear My Cry

Marc Granato is a LARP Writer and Runner for *Forager Business Collective*. He has also written for *Dystopia Rising Massachusetts*.

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get 1 Free Fudge**

Susan "nikin" Giusto

*nikin - The Intercon Muse,
A Night at Club Ivory*

Hi! I am nikin!

I am the Intercon Muse. This means I help make Intercon happen by writing games with TNT in addition to working in the Intercon Art Department.

I wish for hugs and smiles and I apologize ahead of time if I can't see you and recognize you right away... my eyesight is failing and so sometimes I look like I am in a daze. That could be from running a great game, being in a great game or just that my eyes have messed up at the moment. I mean no harm. I create mischief when requested.

Kirsten Hageleit

Easy as Robbing a Bank

Peter Hairston

Romancing Jan

Tara Halwes

Iron GM Competition, White Death

Tara is here to help. Tara will not write your game for you, but Tara will copy edit, judge, set up, collate, runtime GM, or NPC for you. Tara will likely forget to eat. Tara accepts Starbucks cold brewed coffee as bribes.

Matt Hammen

Dungeon Owner's Association

Thomas Hansen

Sound & Fury: Lament

Meghan Hardiman

Owl's Hollow: Prelude

Haz Harrower-Nakama

*Cumberland County
High School Reunion*

Only running one game this year, and it's already written. Am I in the twilight zone? Is this what adulthood is supposed to look like?

Jaelen Hartwin

The Neverland Conclave

Taylor Hartwin

The Neverland Conclave, Ops

Katherine "Kate" Hill

A Wolf By Any Other Name

Kate is a LARP community organizer and game runner, based out of North Carolina. There, she is in co-command of a monthly short form parlour/nordic/freeform LARP group called *LARP Shack*. She designs short form LARPs (sometimes they are even playable!) and is heavily involved in the *New World Magischola / Learn LARP* universe as a player, editor and minor content creator/world builder. When little, she never wanted to stop playing what she called "imaginary games" and now she doesn't have to stop, thanks to the wonderful world of LARP. She also enjoys hiking, drinking craft beer, singing, and traveling (often to LARP, drink beer and hike). This is her first Intercon!

Selina Harvey

Heroes and Monsters!

Kristen Hendricks

Bloody Slippers

Cory Hodge

Stop That Moon! (Rocket Roll)

Sharone Horowitz-Hendler

Pod Dancing, Bad Apples

Diana Hsu

Con Committee

Kara Hurvitz

Librarian and Catalog

Elizabeth Isaacson

Drink Me

Martin Jones

Burning Orchid, Volcano's Edge, BTL: TDC (Descent Into Oblivion, Putting the Band Back Together, The Gig at the End of the Universe, The Judgement of Solomon, To Live Forever, Waiting)

A not-so-closet gamer ever since your early youth, you discovered UK 'freeforms' about a decade ago. You have since been involved in writing *Best of the Wurst, Veterans Day, Lists of Avalon, The Deliverance, Small World, Burning Orchid, The Apocalypse Agenda* and *BTL (The Director's Cut)*.

Having successfully infiltrated a satellite construction facility your plans for subverting the orbital mind control device and using it to 'liberate' the world are one step closer.

For some reason currently unclear to you, you have recently taken to referring to yourself in the 2nd person.

Katherine Jones

Glastonbury: A Soap Opera in Dance, Slayer Cake, Immerton: The Initiation, Voyage to Venus, Planet of Death

Matthew Kamm

Blackwell

John "I dunneed no stink'n nickname" Kammer

Redshirts

Every year I change my nickname but no one seems to notice. Oh well...

I've written and run so many games for Intercon (since C) that I forget them all. I've also spent an Intercon or two taking in-costume photography for you all. This year I'm re-running *Redshirts* — a comedic sci-fi game of death and suffering — ha ha, what could be funnier. No seriously, it's funny.

SO in conclusion this is a horrible bio write-up but I have like until December to fix it up before print. Sadly it will probably slip my mind.

David Kapell

NEIL President, Hotel Liaison

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

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

Tegan Kehoe

Pub Crawl, The Day We Came Home

Philip Kelley

Intrigue In The Clouds, Bid Committee, Bid Chair

Andy Kirschbaum

Snowrise

Arnis Kletnieks

Desperadoes Under the Eaves

Rebecca Kletnieks

Desperadoes Under the Eaves

Clint Koglin

Fools Rush In...

Kevin Kreiner

Walking Blues

Dr. Kevin Kreiner is a co-founder of the husband and wife team of Carcosa Creations. He has been running table top games for over 35 years, starting with Advanced Dungeons and Dragons in 1983, and has several campaigns in different systems that have lasted over a decade each. Kevin first got started running Live Action Role Playing games with *Elder Entertainment* at Origins a decade ago, and has written over 20 one-shot scenarios within the mythos of H.P. Lovecraft and the Cthulhu universe since. In 2017 Kevin and his wife, Kim, decided that instead of being referred to as "the Cthulhu LARP people" they would take up a name, and Carcosa Creations was born. Serving the tri-state area with games to fray the mind and bringing chaos to conventions, this is the first year Carcosa Creations will be attending Intercon.

Kim Kreiner

Walking Blues

Kim Kreiner is a co-founder of the husband and wife team of Carcosa Creations. She has been running games for the past 8 years, starting with *Werewolves of Miller's Hollow* and eventually graduating to table-top role playing games. She began her experience with LARPs assisting her then friend, now husband, Kevin Kreiner, with LARPs at MepaCon in Scranton, Pennsylvania over 5 years ago. In 2015, she began assisting Kevin with games on a much larger scale at GenCon and Origins through *Elder Entertainment*, and fell in love with GMing LARPs. 2017 was the year she debuted the first LARP she designed and wrote solo, *The Opening of the Mouth*. Also in 2017, Kim and her husband decided that instead of being referred to as "the Cthulhu LARP people" while at smaller conventions, they would take up a name, and Carcosa Creations was born. Serving the tri-state area with games to fray the mind and bringing chaos to conventions, this is the first year Carcosa Creations will be attending Intercon.

Joshua "Josh" Kronengold

Vue to a Kill: Revue

Joshua Kronengold has been LARPing and writing and running games for a while. Associations include *Straightjackets Optional*, having been involved in about half the NELCO BYOG games, and having helped out with four full-weekend RPI games (*Masks, Dragon, Torch, 1897*). He comes from and lives in the NYC area, and also plays weird indie RPGs, having been doing so since the '90s.

Sue "Queenortart" L.

The Day the Music Died, Volcano's Edge, Diamond Geezers, BTL:TDC (To Live Forever, Putting the Band Back Together, The Judgement of Solomon, The Gig at the End of the Universe, Descent Into Oblivion, Waiting), Bid Committee

Please please can we have more hours in the day for extra games?

Ashleigh La Porta

Breadcrumbs

Tim "Teem" Lasko

Ocelot, A Night at Club Ivory

Tim can't believe he has been LARPing for thirty years. (Don't tell him that it's been more than that. He might throw rocks at you.) He has been attending Intercon conventions since 1998 and been involved in making them happen since 2002, including being ConChair for Intercon D and Intercon J. He has been happy to serve as Your Registrar for many of these years. Today he is happy to sit at the Ops table and help out where he can. Tim loves the New England Intercon convention and doing what he can. (Just don't give him any rocks.)

As part of TNT Productions, he has helped bring several LARPs to Intercon conventions, including *Collision Imminent!, Dustpan: the LARP* (which was created by an offhand comment he made), *You'll Be Safe Here, A Night at Club Ivory, Across the Sea of Stars* and several others. He has been active in NELCO Build- Your-Own-Game efforts, including working on *Adrift on the Starry Sky* and *This Time for Sure*. You may find a few of these games at Intercon R.

Ray Lardie	Ted Marr	Tony Mitton	Kelly O'Donoghue		
<i>A Winter's Ball</i>	<i>The House of Becoming</i>	<i>The Markov Solution</i>	<i>Super-Villain Academy</i>		
James Lawrence	Rosalind "Rose" Martin	Ada Nakama	Having LARPed for 20 years, I have played everything and consider it my responsibility to have a good time. I started helping write and run about 10 years ago but have only written a few games that have never been run at Intercon. I have however helped Marc run <i>Super Villain Academy</i> multiple times and have run those other unnamed games too. I look forward to seeing what each player brings to the character they are cast with.		
<i>Ballad of Jess-Belle</i>	<i>The Neverland Conclave</i>	<i>Cumberland County High School Reunion</i>			
Emily LeMay	Sean McCormack	はいたい！ Ada is an Okinawan-American narrative designer who loves LARP as a way to immerse ourselves in the fantastic and the mundane while feeling a sense of agency and connection within the experience. Her interests run the gamut from complex emotional/situational explorations in a safe environment to design with formal considerations towards shaping play and deepening the experience.			
<i>Slayer Cake</i>	<i>Yu-Gi-Oh the Abridged LARP</i>				
Tucker Le	Elyssia McCormick				
<i>Stop That Moon! (Rocket Roll)</i>	<i>Love Letter, Volcano's Edge</i>				
Albert Lin	Charlie "grejam" McCutcheon				
<i>Rabbit Run</i>	<i>A Night at Club Ivory</i>				
Emily Mahoney	I've been LARP-ing a long time, maybe someday I'll be good at it. Looking forward to playing with some fun folk in some great games!				
<i>So Fine a Brush</i>					
Josh Marcus	Nick "Wolf" Milano	Her professional work includes short fiction publications, studio-produced video games, and a thesis on uses of hypertext to enhance narrative. Along with the "I Escaped from Arkham" team, her work placed first in the inaugural Iron GM contest.			
<i>Now Boarding: Trinity</i>	<i>Yu-Gi-Oh the Abridged LARP</i>				
Josh is an avid LARPer, and has run games at Intercon and Festival of the LARP at Brandeis. His LARP writing credits include <i>Snaf University</i> , <i>Harmony At Last</i> , <i>Truth: Even Unto It's Innermost Parts</i> , <i>Gods of Lesser Things</i> , and <i>Now Boarding: Trinity</i> . He's also written a few LARPs in negative time for a Daylight Savings Challenge, and prays he's never crazy enough to let them see the light of day. Well... maybe a Sunday Morning.					
He has been a senior cast member at the campaign boffer LARP <i>Future Imperfect</i> for 8 years or so, and is looking forward to being the head of plot for the next plot arc.					
He believes in rewarding player initiative, creating a consistent and vibrant world, and that boredom is the cardinal sin to be avoided in LARP writing.					
He also finds it weird writing in the third person.					

Quinn Milton	Caroline Murphy	Rachel "rnations" Nations	Jamey Patten
<i>Stowaways</i>	<i>Calculations, Bid Committee</i>	<i>CASH CASTLE!</i>	<i>The House of Becoming</i>
Caroline Murphy is a game designer that believes in LARP as a collaborative interactive art medium. She tends to create games that are strange, challenging, intense, and emotional. She has been designing live action games for over 15 years. She teaches in the games program at Northeastern University, founded the Boston Festival of Indie Games, sits on the Board of Directors at Be Epic and is Chief Creative Officer at Incantrix Productions. You can find more of her work at incantrixproductions.com and carolineamurphy.com .			
Drew Novick	Intrigue In The Clouds	Michael Oldziej	Kristen Patten
<i>Aes Sidhe</i>			



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Athena Peters

Romancing Jan

Athena is a professional video game developer with a BFA in Directing Theatre. She only recently discovered the world of LARP about six years ago when she moved to New England but has become fascinated with it since. She has played a number of campaign games in the area over the years. Recently she started a theatrical events company which bridges the gap between LARP and theatre with Caroline Murphy called Incantrix Productions (www.incantrixproductions.com) which throws themed Charity Balls, Pub Crawls, Carnivals, etc a few times a year. This will be her second Intercon and her first as a GM.

Stephanie Powers

Calculations

Alison Rider Hill

Burning Orchid,
*M*A*S*H: Brothers in Arms,*
BTL:TDC (To Live Forever,
Putting the Band Back Together,
The Judgement of Solomon,
Descent Into Oblivion, Waiting,
The Gig at the End of the Universe)

Many years ago Alison came to Intercon and played... Now, she is back with games for you to play...

Enjoy ☺

Brian Richburg

Kingsword, Bid Committee

Morgan Rippke

Dungeon Owner's Association

Skylar Rippke

Dungeon Owner's Association

Phoebe Roberts

Silver Lines, Pub Crawl,
The Day We Came Home

Amber "amberfaythe" Robitaille

Boulevard of Broken Dreams

This will mark Amber's first year of running a game at Intercon, though she's been attending since "G". She's thrilled to be coordinating the second run of *Boulevard of Broken Dreams*, four years after its first run here.

Amber's real life is marked by being fortunate enough to be a professional historical interpreter in Colonial American history, and in her spare time she dons her managerial hat and wrangles the wildly talented staff of *Keystone*, a Weird West campaign LARP that runs out of Charlton, MA.

Amber would like to thank Derek for very graciously letting her run this game, which when she was a player was one of her favorite LARP experiences. She'd also like to thank the best of Foxes for their understanding in occasionally being her LARP widow, albeit with a fair amount of understandable fussing.

Melanie "Tyrwll" Saunders

Stars of Al-Ashtara

Treecat scribe.

Caelyn "inurashii" Sandel

Librarian and Catalog

Caelyn Sandel has somehow managed to go 14 years without missing a single Intercon or failing to run a game during one. These days, she's doing narrative design for video games and interactive fiction, but she hasn't abandoned the "stand up and talk" flavor of interactive literature yet! Caelyn's work can be found at <http://inurashii.xyz> and in work by Evil Overlord Games, Inc.

EB Savage

Happily Ever After, Ballad of Jess-Belle

Alison Joy "BATMAN!" Schafer

*Kingsword, Stars of Al-Ashtara,
Thicker than Water*

I AM BATMAN.

Apart from that, I write and run many LARPS with Brian Richburg under our *Lovers & Madmen* name - you've probably seen us in the Friday night lineup for most of the past decade. My games have included: *Kingsword*, *Thicker than Water* (with Kristen Patten), *Venezia, Devil to Pay*, *Mayfair in the Colonies*, *Stars of Al-Ashtara*, *Redemption*, and *Elanthia*.

As a player, both IC and OOC, I am a villain. Just kidding, I'm totally nice. Please trust me in our next game together.

Fire and Blood!

Adina Schreiber

*Hunter of MacGuffins Elusive,
Collector of Widgets Ubiquitous,
Stars of Al-Ashtara, Bid Committee*

NEIL board member, editor for *Game Wrap* (NEIL's publication), Proposal Com member, NELCO helper-outer. LARP blogger. Boffer and theater enthusiast, costuming and set dressing creator and enthusiast, Accelerant fangirl. Poison/fairy type Pokémon.

LARP magis LARP optimum.

Cadence Schwartz

Blue's Clues: The Hound of Skidoo
50% Author and head GM of *Blue's Clues: Hound of Skidoo*.

Cadence enjoys making props, costuming, and world building.

John Schwartz

Blue's Clues: The Hound of Skidoo

50% Author on *Blue's Clues: Hound of Skidoo and Together Again*.

John also enjoys theorizing about game design, story arc, and motifs. He currently resides on the west coast.

In his professional life, he enjoys finding bugs in code.

Jason Schneiderman

Desperadoes Under the Eaves

Kreg Segall

Unheroes, Intrigue In The Clouds

Santo Sengupta

The House of Becoming, Bid Committee

Christopher Shannon

Venting Day

Joshua Sheena

Con Committee

Andrew "AJ" Smith

*Clockwork Café, The Markov Solution,
BTL:TDC (To Live Forever,
Putting the Band Back Together,
Descent Into Oblivion,
The Gig at the End of the Universe,
Waiting, The Judgement of Solomon)*

AJ's contract with Rent-A-GM has been renewed.

Brad Smith

Con Committee

Geoff Speare

Super-Villain Academy

Alden Strock

Speed Dating for Heiresses

Kimberly "redfishie" Sward

*GM Coordinator, NEIL Board member,
Iron GM Competition, GM Liaison*

Kim Sward has been coming to Intercon since roughly Intercon H or so. They have volunteered for the con in the past as a member of the Game Proposal Committee, been the Game Proposal Chair for multiple years, and were the Con Chair for last year's Intercon, Intercon Q - Intercon Quixotic.

This year Kim has just started serving on the NEIL Board, the governing body that oversees Intercon, NELCO, etc. As part of their past and current roles, Kim has worked with the NEIL Board President and the Safety Chair for Intercon R to create additional safety documentation for the convention.

Kim is also helping to run the Iron GM competition for Intercon R. This is their second year in that position.

Kim first started LARPing while a student at RPI. They have participated in many forms of LARP since then, and are active in several boffer campaigns in the greater New England area. Kim enjoys playing mischief makers, foxes, and pirates. LARPs with singing are a definite plus.

Vin "Veeko" Spadafora

Owl's Hollow: Prelude

Vinny is a LARPer whose first Intercon was O.

Vinny likes long walks on the beach only in an effort to summon a Kraken. He also enjoys boffer LARPs, musical LARPs (especially sea shanties or Queen), and can be bribed with pumpkin pie.

He is currently a director for Ashwick Plantation.

Anita Szostak

Art Director, Con Committee

"She had rings on her fingers and bells on her shoes, And I knew without askin' she was into the blues. She wore scarlet begonias tucked into her curls, I knew right away she was not like other girls, other girls.

— *Scarlet Begonias, The Grateful Dead*

I want to thank my partners in art and design, Barry Tannenbaum and Susan Giusto as always for all their help and our con-chair, Jen Eastman-Lawrence for picking a fun theme this year for me to design art for.

Funny, but it's still rock and roll to me.

Gaylord Tang

*Adrift on the Starry Sky,
A Second Chance for Wings*

Barry Tannenbaum

Webmaster, A Night at Club Ivory

Brady Tatro

CASH CASTLE!

Jada "Mega Mecha Maka" Taylor

Owl's Hollow: Prelude

Jada likes to break from reality with her favorite hobby: LARPing. She has been a player in *Steam and Cinders* (MK 1 and 2), *Second Dawn*, *FourTwenty*, *Divine Intervention*, and *Ballad*. She has NPC'd for *Lacuna Cathect* and *Divine Intervention*, and is the Director of Costuming in Ashwick Plantation (coming April 2018). She loves dressing up as things that go bump in the night simply because she loves to see the terror and fear in players' faces. If you feed her cookies or sweets of any kind (except licorice, yuck!), she will immediately become your friend.

Michelle Teixeira

LARPer, gamer, musician, geek

Intercon attendee since Intercon G: Gaslight. Joining Con staff for the first time this year, so be gentle.

Stephen Tihor

*Heroes and Monsters!,
Vue to a Kill: Revue,
Evil Magic Academy Breakfast*

Stephen started gaming as a playtester for SPI and part of the New York Conspiracy to take over the Postal Diplomacy hobby. (They succeeded). He started D&D in 1974. He started LARPing at the first run of *Arabian Nights* and was insane enough to put together a team to write and run a full weekend game at year later. Its been downhill since then. More recently he inherited a Boffer LARP game (*Kaurath* at NERO Hartford) and has written and run games at most Intercons for a while. The most recent games were the amnesia games (*Jamais Vue, Presque Vue, Vue to a Kill!*) and the martial arts extravaganza, *Ghost Fu*, and the Boffer/Power Politics crossovers *Wintermeet* and *Winter is Ending*.

He can be found in the usual places doing various stuff and trying to be a voice of reason and represent the older generation of game designers while secretly lustng to run a Blockbuster Megagame.

Evan Torner

*Voyage to Venus, Planet of Death,
Slayer Cake, Bid Committee*

LARPer. Professor. Wears a hat. Intercon attendee since 2011.

Thomas Traina

Charter of the Conclave

Warren Tusk

Tyrant Lizard Kings

Founder and creative director of Paracelsus Games.

LARP-writing credits include: *Tyrant Lizard Kings, The Council of Oramvand, Celestial Lords of Truth, Lyber, Toil and Trouble, Infinite Magic Glories: Impact Mosaic, The Whale, The Path of a Thousand Whispers, The Legend of Cottonmouth Hollow, Inheritance, Be Not Afraid, The Soul of the World, Ex Ignorantia, Dreamlands, Neon Genesis Revolution, The Dance and the Dawn, The Dance and the Dawn: Dreams of Ice and Ash, The Song and the Sunrise, The Tale and the Twilight, Metal Gear Solid: The LARP: The Sequel*.

And I passed over you, and I beheld you wallowing in your blood. And I said to you, "In your blood shall you live!" And I said to you, "In your blood shall you live!"

Aaron Vanek

Easy as Robbing a Bank

Hello.

I have been LARPing for over three decades. Intercon R will be my fourth or fifth visit, I forget.

I live in Los Angeles with my wife, Kirsten, who is also a veteran LARPer and designer. We connected at a science fiction LARP about 27 years ago.

For more info on my live action role playing credits, publications, interviews, and for some free LARPs, click to my website, or, if you are reading this in the program, type aaronvanek.com into your World Wide Web browser, and hit return.

Hilary Umbreit

Magpie

Carolyn VanEseltine
Librarian and Catalog

Mark Waks

Bid Committee

Joseph "joswie" Wiegartner
Tales of The Cradle

Joseph Wiegartner has been playing games since the bygone age of 2012. Coming from the RPI LARPing community in Troy NY, he has authored five 4-hour LARPs (*The Worst Story Ever Told, Boogieman Nights, The Lord of the Roles: Who Killed Tom Bombadil? Extended Edition, Deadlands: Dying Off Into The Sunset, and Tales of the Cradle*) as well as some smaller games and consulting work on the LARPs of others.

Brian Williams

Clockwork Café

Another year, another Intercon. AJ & I, the original team Brit, are back with Clockwork Cafe after a gap of... (brief pause while I count and run out of fingers) many years.

For identification purposes, I'm the one with a beard. Unless one of the other Brits decides to grow one to confuse you...

Susan Weiner

*Pub Crawl, The Day We Came Home,
QUILTBAG*

Eric Wirtanen

Star-crossed

Jeannie Whited
Even Miracles

Thomas Wohlers

*Bad Apples, Refuge, The Boat,
Bid Committee*

Eric Worthen

Owl's Hollow: Prelude

Laura Young

NWM: Search for the Snow Dragon

Mike "Hi Mike!" Young

*NWM: Search for the Snow Dragon,
NWM: The Council of Five,
Diamond Geezers*

"Running big events is like riding out a hurricane - all strong winds and rough currents. But if you're lucky, you find a lighthouse to stand up to the storm. I walked into the event center and saw, not chaos, but a lighthouse, tall and steady in the midst of what most would see as uncontrollable, his voice calm and comfortable and measured."

- Peter B Woodworth





Alchemy

Jewelry & Accessories

Auntie Arwen's Spices

Spice Blends, Fudge

Collective Crafts

*Handmade crafts and
home published books*

LARP Box

LARP costumes, weapons, and accessories

Lady Guendalina's Closet

*Trims, notions, jewelry, hair accessories,
boning, and other crocheted items*

The vendors will be located outside the Plaza Ballrooms (Ocean, Patriots, Rhode Island and Narragansett). Due to recent changes in the way that the City of Warwick handles vendor licenses, most of our vendors will only be open on Saturday and Sunday, so please visit them when they're open.



The Most Important Rule of All

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

Do Unto Others

Treat other convention attendees and hotel guests in a generally civilized fashion. Abusive, insulting, intimidating, bothersome, or outwardly illegal behavior will not be tolerated.

Do Not Freak the General Public

Remember there are non convention-going guests staying at the hotel. All major game activity should take place in the conference area, not the hotel area, although quiet game activity may occur inside player rooms (not in the halls) during the day. The hotel area should be specifically considered quiet space after 10pm, and no game activity should take place there after that time, except in hotel suites designated by the convention for certain LARPs. Players in those LARPs are encouraged to be mindful of other hotel guests and keep activity within those hotel suites.

Communicate With Your GMs

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.

Convention Policies

Game Registration Policy

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

The only exceptions to this policy are age-related or legal restrictions. Some games have age restrictions due to content or boffer combat, and the GMs have worked with the Convention staff to get approval for these restrictions. In these cases, it will be clear from the game description.

Harassment Policy

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

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

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

Emergency Numbers

Convention Safety 24-Hour Hotline: 313.SAFETY-4

Hotel Security/Front Desk: 401.732.6000

(from a hotel phone) Dial 0

Warwick Police: (401) 468-4200

Rhode Island Domestic Violence Hotline: 800.494.8100

Boston Area Rape Crisis Center 24 hour hotline: 800.841.8371

Medical (or other) emergency: 911

Apponaug Cab Service: 401.249.0523

American Cab: 401.487.2111

Weapons Policy

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

Violations

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

Hotel Rules

Staying at the Crowne Plaza

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 Area

Per the Board of Health, smoking is not allowed in any public area of the hotel. If you wish to smoke, please go to a designated public smoking area (outside).

Alcohol Policy

Because of the hotel's liquor license and strict Rhode Island 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 attach something to the walls if you use mounting putty, which will leave no residue and will not damage the paint. The convention has a limited amount of putty available which it can loan to games as needed.

Contacting Staff

Please report to Safety Staff, 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.

NELCO 2018 July

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

NELCO is not a gaming convention. NELCO is about the art form of LARPing; writing LARPs, running LARPs, and preparing to play in a LARP. Previous year's conferences have included topics such as Character Writing, Mechanics, The Future of LARP, Prop Construction, and much more.

Entrance to NELCO is \$10, which can be paid during Intercon R at Ops.

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

InterconS IUFGLCOUS Smoke and Mirrors

February 21-24, 2019
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