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



## Note from the Conchair



Welcome to Intercon K: Karma!

This is and has been an exciting year of change for Intercon New England. Chief among these changes is, clearly, the new hotel. We spent a remarkable amount of time coming to the decision to move, and, in the end, we felt that for Intercon to grow, we needed to change venue. You, the attendees, seem to agree. At the time of this writing we have 323 attendees, which is significantly more than we've ever had before. Many of these attendees are new to Intercon and we're thrilled to welcome them the convention.

As a side effect of the move, we no longer have the ability to provide food for free in the Con Suite. Giving this up was one of the hardest parts of the decision to change hotels, and I want to thank everyone who volunteered to run Con Suite food at the Radisson over the past 10 years. We have arranged for the hotel to serve meals à la carte at a reasonable cost. Please let us know via the post-con survey how this arrangement worked for you and what your experiences with it were.

Moving to Waltham, land of a thousand restaurants, has also allowed us to run an official Dead Dog after the convention this year. At the time I'm writing this, there are only 18 tickets left. If we still have any tickets available, they will be on sale at the Ops Desk. Come join us on Sunday, after the convention, and share your stories!

Intercon could not happen without all our terrific volunteers whose support has carried this convention into reality. The full list of volunteers is included at the front and back of this program, so I won't repeat it here, but I would like to specifically thank Nat Budin and Barry Tannenbaum for all their work on my random requests for the website, Chad Bergeron, for managing registration, Laura Boylan and Julia Suggs for running Operations this year, Trey Reilly for her work running Bidcom and Alex Bradley for his work finding and negotiating with the new hotel. I also want to thank all the GMs, without whom we wouldn't have any games. Most importantly, thank you, the attendees, for coming to the convention. It's always a joy to see so many of the same people every year and to meet new ones.

This year we've placed the vendors closer to the Con Suite area to make it easier to see what they have to offer, so please check them out. Remember, we have a raffle on Sunday during the Closing Ceremonies with lots of fabulous prizes. You can see the items available and purchase tickets at the Ops Desk.

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

If there's anything I can do to make your con experience better, please feel free to let me know. I'll be at the Ops desk for most of the con and very findable. I hope you have a great time at Intercon K!

-- Dave Kapell, Conchair



## Game Descriptions



### **10 Bad LARPs: C-Section**

*Nat Budin, Susan Weiner, Joshua Sheena, Vito D'Agosta, Greer Hauptman, Adina Schreiber, Andrew Zorowitz*

Four Hungry Emo Kids in a Cage with a Badger meet The All-Jesus LARP, NAMBLA Speed Dating, Colonoscopy: the LARP, and more in the latest and greatest (?) installment in the infamous 10 Bad LARPs series. Adult improv comedy for the ADHD-enhanced.

### **A Game of Thrones: Blackfyre Rising**

*Kristen McFadyen, Jamey Patten*

A dying Targaryen king legitimizes his brood of bastards, the Great Houses have called their banners and marched to King's Landing, and Westeros is at the brink of war. A game of politics, intrigue, and romance, set in the world of George R.R. Martin's *Song of Ice and Fire* series, a century before the books.

### **Aces Over Arkham**

*Joshua Jaffe, Megan Jaffe, Sean Jaffe, Matt Volk*

Take command of one of the most powerful Aetherships of all time in the third installment of the Ex Arcana saga at Intercon. In this event, two LARPs will match wits in a battle to dominate the Aetheric skies over the ruins of Arkham. Will you join the noble Arcanum in the legendary Nautilus to re-open the Threshold? Or will you throw in with the mad Oathbreakers aboard the Leviathan in a desperate bid to stop them?

### **Archangels**

*Evangelos Hugo Paliatseas*

This is a free-form game that takes place at the dawn of time for sixteen *Archangels*. Before creation, the archangels debate and perhaps do battle for control of the future of the whole universe.

### **Battle For Control of the Soul of the GOP: The Next Generation**

*Thomas Traina*

The Republican Party again tries to pick a Presidential candidate. Who will it be? An evangelical Christian? A self-made business tycoon? A gay ex-governor? An alien spy?

### **Better Off Dead - The Necropolis Senior Prom**

*Haz Harrower, Adam Nakama*

Necropolis High is surprisingly like a quintessential coming-of-age '80s movie chronicling the follies of youth - and it's time for their senior prom. Being a teenager is hard enough, but being a teenager in the Necropolis? Getting a date is the least of your problems.

### **Bitter Tears at Sad Mary's Bar and Girl**

*Scott Beattie, Tonia Walden*

Tonight is New Years Eve, and far off on a bizarre little Mediterranean island ten customers have gathered in the seedy establishment of Sad Mary's Bar & Girl to enjoy a quiet night away from the rampant celebrations, thefts and violent crime. It looks like it is going to be a quiet night. Wrong.

### **Camelot, Court of Love: The Woeful Case of Poor Sir Owain**

*Mica Corradin, John Corradin*

Poor Sir Owain! His protestations have fallen on deaf ears. Can he reclaim his love or are their mysterious forces at work which will thwart his desires. Can you help this downtrodden knight? Queen Micaela has been offended but her heart may still be soft towards this noble knight. Perhaps you can help her see the light!

# EXTRAORDINARY CONSEQUENCES



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We all have the extraordinary coded within us, waiting to be released.  
– Jean Houston

[WWW.CONSEQUENCES.ORG.UK/E](http://WWW.CONSEQUENCES.ORG.UK/E)

## Clerical Error

*Kathleen De Smet, Mark De Smet*

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

## Concordance Station

*Ryan Maloney*

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

## Diamonds and Coal

*Emily Boss, Julia Ellingboe*

Newcastle-Upon-Tyne, 1852, near the heart of England's mining industry, a strange illness takes over the locals making them feel empty and hollow. As more people fall ill with the Sickness, a number of powerful people who understand the supernatural source of it descend upon Newcastle. Those afflicted must seek help from all whom they meet: mortal, mage, ghost and spirit. And help each other along their own road to redemption or perdition — everyone's fate hangs in the balance.

## Dustpan: The LARP

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

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

## Expedition: Riders on the Storm

*Joshua Sheena (with lots of help)*

It a new age of exploration for humankind. The human race has begun to colonize planets outside the solar system, and a new technology has allowed us to go further and faster than ever before.

The crew of the Expedition was carefully chosen to take part in this mission. The ship is almost completely automated and needs very little from its crew. But they're there in case something goes wrong.

## Expedition: Those Left Behind

*Joshua Sheena (with lots of help)*

It a new age of exploration for humankind. The human race has begun to colonize planets outside the solar system, and a new technology has allowed us to go further and faster than ever before.

One of the deep space probes finally found a planet suitable for human habitation. It's got decent atmosphere, water and plant life similar to earth. It seems perfect.

## Expedition: Voices from Afar

*Joshua Sheena (with lots of help)*

We've entered a new age of scientific discovery and understanding of our world. We've created rockets that could go further and further out into the void. We wanted to learn more. We understood so little of our place in the universe, but we understood ourselves to be alone in it.

Then something fell from the sky.

## Galaxy Comics Presents: Identity Crisis

*Paul Wayner, Suzanne Wayner,  
Brian Altmiller, Brandon Brylawski*

In the back alleys & boardrooms of the great metropolis of Seaboard City evil masterminds plot their nefarious schemes while the brave defenders of the city struggle to save it from destruction, or worse. An homage to the classic superhero comics of the '70s, '80s and '90s with a fast-paced format mixing action and inter-personal drama.

## **GhostFu: The Jade Emperor's Celestial Tournament**

*Elizabeth Bartley, Stephen Tihor, Joshua Kronengold, Lisa Padel, Julian Lighton*

Twelve years ago the great Kung Fu tournament was just starting when all the participants were murdered. Today they finally get to start the first round. Of course all contestants are dead but... it's unfinished business. Kung Fu Fighting, Elegant Ladies, Evil Eunuchs, the Afterlife. And something smells odd there...

## **Grimm Tales: The Immortal Jade Court**

*Will Wagner*

The Emperor is growing old. Is he truly the Immortal Son of Heaven, as he claims? Is he even a fable? What would become of the Immortal Court if he dies? Who will be the next Emperor?

Although the courtiers are unfailingly polite, what schemes do they hide behind those fans that shield their faces and their thoughts? Come join the Immortal Court for political intrigue, murder and possibly even some mayhem.

## **Her Majesty's Parlour Adventurers: An Evening of Indian Intrigue**

*Alex Newman, Beth Kelly*

On a stormy March night in 1888, Her Majesty's Parlour Adventurers are gathering for their newest 'acting evening' — and you're one of the guests. It's a chance for you to cast off England's inhibitions and to explore the ancient temples and alabaster palaces of exotic India... all without ever leaving London.

Players in this popular game from Beth Kelly & Alex Newman are guests at a Victorian gathering — who are then cast in a game-within-a-game set in a mythical version of India.

## **High Rollers**

*EmillyBeth Savage*

Players find themselves blockaded in an old wine cellar richly decorated and filled with a variety of international poker players. Intrigue, lies, murder and political unrest are heavy in the air. The game must go on and the door will only be unlocked again once the poker game is finished and there is a winner declared. The tension is high. A murderer is among you. Who can you trust and do you even want to risk trust?

## **Interesting Times**

*Kreg Segall, Eric Wirtanen, Cameron Betts*

Interesting Times is a game of revenge, betrayal, intrigue, romance, rivalries and of course, singing. Characters will find themselves singing their secrets without meaning to. The game will be a superheroic steampunk musical with a sense of humor, inspired by such sources as *Dr. Horrible*, *The Tick*, *Venture Bros.* and *Middleman*. And whatever else we happen to be into at the time.

## **Intrigue Beneath the Waves**

*Dean Edgell, Dana Edgell*

The Year is 1887. The World is not quite our own. Queen Victoria rules Britannia and all her colonial possessions. The Great Powers of Europe stand on the brink of war. Join us on a voyage of discovery to the bottom of the sea aboard a miraculous new bathysphere.

## **Kind Friends Together**

*Cynthia (Wakefield) Cooper*

*Kind Friends Together* by Cynthia (Wakefield) Cooper is a drama in two acts on the topics of art, sex, death, and trust.

## **Life at the Securemarket**

*Colin Sandel*

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

## **Magic Eyes**

*Will Fergus, Nick Milano*

Welcome to the annual Partially Obscured Telescopic Alien Transportation Object (POTATO) Watchers Gala! Here in idyllic Pecos, TX, only 150 miles away from the famous Roswell, NM, you will hear the disputed truth from the lips of many other "conspiracy enthusiasts" just like yourself!

## **Metropolis**

*Evan Torner*

*Can the Head and the Hands be mediated through the Heart?*

Ever marveled at the German expressionist sci-fi film *Metropolis* (1927) but thought the ending was cheesy? Here's *your* chance to change that in this parlor LARP.

## **Michael Clambino's Bowling Night**

*John Kammer, Shelly Mohnkern*

Even crime families occasionally need a relaxing night out. The Clambino crime family takes a load off at the local bowling alley. But when the opposing crime family led by John Coddy shows up you know there are going to be problems. And that's before the Triads come in to pick up a spare.

## **Miss Maypole and the Christmas Pudding Affair**

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

From the team that brought you *Diamond Geezers* and *Carry on at Camp David*, comes a new franchise, inspired by Our Agatha.

It's December 24th, 1933 and tonight is the traditional Christmas Eve party which has been hosted by the Asquith-Jones family of Cerne Abbas, Dorset for at least three generations. Their next door neighbour and guest Theodore St-John Smythe had the audacity to die last night and it's thrown the seating arrangements for dinner right out.

Join the Asquith-Jones, the St John-Smythes and their friends for Christmas Eve and ensure this is a party that will go down in history.

## **Never, Never Again**

*Andy Kirschbaum, Mel MacDonald*

Who will survive when Neverland is dying? Children are no longer feeding the world with their imaginations and now the residents of Neverland must decide who will live, who will adapt, and who will perish forever. And will Peter Pan even notice the difference?

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- 



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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## Purging Purgatory

*Chris Shannon, Bess Libby-Shannon*

Attention denizens of Purgatory. The Pope has declared that we no longer exist. Please proceed to final judgment. Have a happy eternity! Come enjoy a light-hearted, horde-style, metaphysical mystery as you determine the final fate of the original afterlife alternative.

## Resonance

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

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

## Rock Band Murder Mystery

*Aaron Vanek, Morgan Joeck*

SEX, DRUGS, DEATH AND ROCK AND ROLL! Feel the thrill of being a rock star... hear the raw power of amplified guitars... smell the leather... taste the fame... see the blood.

*Rock Band Murder Mystery*, an Enigma Live Game Labs LARP designed by Aaron Vanek and Morgan Joeck.

## Sam & Max Hit the Afterlife

*Alex Bradley & David Kapell*

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

## Screwed 3: Philip's Revenge

*Moira Parham*

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

*Screwed* games are loosely based on the *Saw* movies, and like the movies, sequels have only a tenuous relationship to previous ones, so don't worry if you haven't played *Screwed* or *Screwed 2*. Adult themes. Players may get wet. They may get washable fake blood on them.

## Sky No Longer Blue

*Peter Litwack, Laura Boylan, Rory Talk*

A research and salvage vessel becomes mysteriously stranded in a dangerous area, the crew is afflicted with some sort of memory loss, there appear to be several stowaways and someone is already dead. *Sky No Longer Blue* is a game of amnesia, paranoia and betrayal set in a post-apocalyptic future.

## Snaf University

*Josh Rachlin, Nat Budin, Josh Marcus,  
with S. Hariton, J. Sagotsky, V. Fuzaylova,  
D. Durschlag, A. Militello, J. Sheena*

1996 – Inverness, Scotland. Snaf University is hosting an open house... but people are running late, strangers in trench coats with magnifying glasses have arrived, and the biology lab animals are agitated. *Snaf University* is a light comedy/science fiction LARP.

## Speed Dating (The LARP)

*Trey Reilly*

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

## Stars of Al-Ashtara

*Brian Richburg, Alison Joy Schafer*

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.

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### Stars Over Atlantis

Lily Benderskaya, Tory Root

Forbidden love! Eternal friendships! War and intrigue, magic and betrayal! *Stars Over Atlantis*, the new fantasy novel by bestselling young adult writer Rhiannon Sinclair, has it all! The author will be doing an early promotional reading at the Crook and Flail in Providence, RI. 18+ only, please RSVP.

### The Anthropophagy Society

Julia Ellingboe

The Anthropophagy Society of the Pioneer Valley holds its annual New Member Induction Ceremony this evening. This is the Society's 273rd induction meeting, and Mrs. Eleanor Ironwood, three-term Chairwoman of the Society, will host at her lovely and secluded home on 27 acres in Orange, MA.

### The Calling: Defending the Vale

Ben Jones, Scott Sawyer, Jeff Holmes

Trapped by an avalanche the heroes must use guns, spells, swords and sometimes a little gremlin humor to defend against the approaching goblin hoards. Unfortunately, some of the most dangerous foes come from inside the walls....

### The Clockwork Café

Brian Williams, AJ Smith

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.

### The Devil's Karma

EmillyBeth Savage

Ain't Karma a bitch? You didn't plan during life, now you're stuck in purgatory with 2 hours to get enough karma to balance out your sins... and boy did you sin! The Devil was watching, and now he wants your soul!

### The Ducetown Diner

Jim "Mac" MacDougal

George, West Virginia, the home of the greatest concentration of super humans per capita in the world. Supers with lame powers, but supers none the less.

You would not think of George as a target for an Alien attack, but the Aliens stole the Ducetown Diner from right off Main Street in George.

Now the crowd in the Diner are held in a force field, flying east at 60 miles per hour and 500 feet off the ground. Can they use their lame super powers to escape the Alien death trap?

### The Linfarn Run

Tony Mitton, AJ Smith

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

### The Other Other\*

### All-Batman Game

Philip Kelley, Jennifer Kelley, Valerie Kelley

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

### The Perry Stringer Show!

Jamie Picon

It's time for the Perry Stringer show! The place where you and the rest of The Broken Axle Trailer Park Motel and Resort can come to find out the dirt and sling mud in each others faces.

### The Presidential Election of Freedonia

John Kammer

The Peoples' Democracy of Freedonia is holding their presidential election. Parties are vying for the office in a no-holds-barred campaign devoid of civil debate and mutual respect. *The Election* is a comical game of campaign absurdity doing nothing to seriously explore present day issues but rather mocking them.

### The Princess of Norland

Katie Zenke

The youngest princess of Norland is getting married, but the identity of groom is still being worked out and some of the people involved in the negotiations are thinking of other things. This is a fairytale-themed LARP where happily ever after might not be so easy.

### The Stand

Phoebe Roberts

Reston is usually a quiet little cattle town in northern California, but with Indian relations, railroad planning, news of discovering gold, and the threat of an impending bandit attack, somebody's got to take a stand.

### The Yellow Fleet

Anna Bradley

The Yellow Fleet was the name given to a group of fourteen ships trapped in the Suez Canal (in the Great Bitter Lake section) from 1967 to 1975 as a result of the Six-Day War.

Will you make history? Will you influence politics? Will you, after 8 years, get home? There will be politics, intrigue, history and camaraderie. And perhaps, a few surprises.

### Three Nations

Shaughn Bryant, Craig Perko,  
Noah Abrahams, Mike Galvin,  
Mike Wixon, Conor Walsh

War is hell — diplomacy is worse. When the threat of Mutually Assured Destruction becomes dangerously probable, Three Nations meet to discuss terms for peace.

## Victoria Junction - All change

please, all change!

Nickey Barnard, Jerry Elsmore, Alex Jones,  
Sue Lee, Tym Norris, Mark Steedman

The sleepy junction station at Temple Normanton, where the privately owned Woodthorpe Junction Railway meets the North Midlands Railway, has become a hive of activity today as it prepares for the arrival of Her Imperial Majesty Queen Victoria.

This is a horde game which will have 6 cast characters who will remain as the same characters throughout the game and then a horde group who will play roles for as little as 30 seconds up to an hour or so, as passengers, hotel guests, and assorted others. We aim for things to stay *on track* and for no-one to get ideas above their *Station*



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# GM & Staff Bios

### Emily Care Boss

*Diamonds and Coal,*  
*Pre-Convention Presenter*

After writing several tabletop role playing games, Emily was introduced into the wonder of LARP, and has never been the same. She ran *What to Do About Tam Lin?* with Julia Ellingboe at Intercon J, and has run her nordic freeform inspired game *Under my Skin* here in the past. If you wonder about her manners, Emily does indeed live in a barn.

### Alex "Mahalexatman" Bradley

*Sam & Max Hit the Afterlife,*  
*Bid Committee*

.ebyaM .no won morf sdrawingcab soib ym gnitirw ylno m'l

### Anna "T'Pau" Bradley

*Queen of All She Surveys,*  
*Expedition: Voices from Afar,*  
*The Yellow Fleet, Bid Committee,*  
*Pre-Convention Presenter*

Annas are prickly.

### Chad Brinkley

*Intrigue Beneath the Waves*

### Nuance Bryant

*Pre-Convention Presenter*

### Shaughn Bryant

*Three Nations*

### Brandon Brylawski

*Galaxy Comics Presents: Identity Crisis*

Brandon Brylawski has been LARPing since 1991 and is finally starting to get it right.

His past contributions to the art of LARP include *Tales of Pendragon*, *Starship Edsel*, and *Arkham on Five Sanity Points a Day*.

### David Cave

*Intrigue Beneath the Waves*

### Daniel "Anu3bis" Abraham

*Divus Ex: In Nomine Mexica*

Dan is the eternal Sancho Panza to Trey's Donna Quixote.

### Ian Ally-Seals

*High Rollers*

### Brian Altmiller

*Galaxy Comics Presents: Identity Crisis*

### Chris Amherst

*Pre-Convention Presenter*

### Elizabeth Bartley

*GhostFu: The Jade Emperor's Celestial Tournament*

### Liliya "Lily" Benderskaya

*Stars Over Atlantis*

Lily is probably shorter than you.

### Chad Bergeron

*Registrar, Pre-Convention Presenter*

I wrote you a bio, but I eated it.

### Cameron Betts

*Interesting Times*

### Holly Bianchi

*Battle For Control of the Soul of the GOP: The Next Generation*

### Marc Blumberg

*Intrigue Beneath the Waves*

### Laura "Laura47" Boylan

*Sky No Longer Blue,*  
*Bid Committee, Registrar, Ops,*  
*Pre-Convention Presenter*

I am become GM, shaper of worlds.

I am become Ops, shaper of paper products.

BRANDON SANDERSON WHEEL OF TIME:  
THE GATHERING STORM MISTBORN THE  
WAY OF KINGS WARBREAKER ELANTRIS  
AUSTIN GROSSMAN SOON I WILL BE  
INVINCIBLE HOLLY BLACK THE VALIANT  
IRONSIDE SPIDERWICK CATHERINE ASARO  
THE QUANTUM ROSE THE RUBY DICE THE  
NIGHT BIRD SARAH SMITH THE OTHER SIDE  
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**Nat "Pudding" Budin**

*Unterwebmeister and Prechair,  
Snaf University, 10 Bad LARPs: C-Section,  
Resonance*

Ever since Intercon XXI, Nat's bios have been extremely short.

**Kate "The Wrong Kate" Bunting**

*Archangels*

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 (twelve-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 staffed three seasons of the *Threads of Damocles* campaign. Her writing and GM credits include the full-weekend LARP *Drink Deeper* & occasional scenarios for DC-local campaign games. This is the fourth time Kate's come to Intercon floor GMing for other peoples' games, including *Intrigue in the Clouds* for Dean Edgell; *Railways & Responsibility* with Team Brit, and *Tithing Times* with Tegan Hendrickson, apparently making it a habit. Despite (persistent) rumors to the contrary, Kate is not a narc.

**David Clarkson**

*Con Committee*

**John Corradin**

*Camelot, Court of Love:  
The Woeful Case of Poor Sir Owain*

**Mica Corradin**

*Camelot, Court of Love:  
The Woeful Case of Poor Sir Owain*

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

*Resonance*

Vito writes generic bios about himself in the third person.

**Brian De Smet**

*The Princess of Norland*

**Kathleen De Smet**

*Clerical Error*

**Mark De Smet**

*Clerical Error*

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

*NEIL Board, Bringer of Port,  
Dustpan: the LARP, Bid Committee,  
Pre-Convention Presenter*

Twenty five years ago, someone told me about this LARP thing, and then told me that I couldn't play, because the weekend murder mystery games of the time were always full. That didn't seem fair, so I wrote a game so that I could play. I've been writing and running games ever since.

When I found out that there were other people writing and running games, I wanted to play, and it was great. When I found out that there were whole conventions filled with games, I went and had an extraordinary time. It was always a big deal to travel so far to play, so I, along with many others, decided that we needed a convention closer to us. That birthed the modern northern Intercons, and I've been a part of the con staff since the very beginning.

I certainly didn't expect that we'd be where we are today. I love it. This con and these games rock. I'm proud of my contribution to the effort.

Come drink some port with me to celebrate twenty five years at this!

**Justin du Coeur**

*Bid Committee*

**Jen "Lady J" Eastman-Lawrence**

*Vendor Liason, Lover of Liasons.  
ConCom*

Now that I have found you, in the cool fire of your evening smile, or the shade of your parasol and your love flows through me. Though I drink at your pool, I burn for you.

**Amelia Ellingboe**

*The Anthropophagy Society,  
Pre-Convention Presenter*

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### Julia Ellingboe

*Diamonds and Coal,  
The Anthropophagy Society*

Julia Ellingboe rarely talks about herself in the third person. Julia is the designer of the small press published table top RPG *Steal Away Jordan* (LARP version available when hell freezes over), and the perennially forthcoming *Tales of the Fisherman's Wife*, among other things. She recently penned a campaign frame for Galileo Games' *Mortal Coil* called *Hag Ride*. She and fellow Western Mass game designer Emily Boss put together *What To Do About Tam Lin?* for Intercon J, and then *Fastaval* in Aarhus, Denmark. When Julia isn't thinking about games, she works with developmentally disabled children, and is working towards certification as a Behavior Analyst. Julia plays the autoharp and always sets off the metal detectors in airports. She has two children, three hateful cats, and a African Clawed Frog that no one cares about but her. She is a Virgo, her favorite color is purple, favorite food is sushi, and doesn't understand America's obsession with bacon and *Dancing with the Stars*.

### Jacob Evans

*Life at the Securemarket*

### Will Fergus

*Magic Eyes*

### Elisabeth Fracalossi

*Pre-Convention Presenter*

### Lisa Forney

*The Yellow Fleet*

### Viktoriya "vik" Fuzaylova

*Kind Friends Together, Snaf University,  
Pre-Convention Presenter*

Vik is a force of chaos and confusion in a giggly, tactless, fleshy wrapper. She enjoys activities such as standing things on their heads, poking at wasps' nests, and asking deliberately obtuse questions. In her free time, she likes dry scholarly papers about playing games and playing games about difficult and devastating human experiences.

### Bernie Gabin

*The Stand*

### Adrienne Gammons

*The Presidential Election of Freedonia*

### Jennifer Giorno

*GM Liaison*

### Ethan Gilsdorf

*Pre-Convention Presenter*

### Susan "nikin" Giusto

*Intercon Muse, Dustpan: the LARP,  
Miss Maypole and the Christmas  
Pudding Affair, Con Committee,  
Pre-Convention Presenter*

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

This year the TNT gang and I bring you Dustpan... Have you spoken to what lurks beneath your sofa lately?

As the Intercon Muse I help provide 'motivation' and 'inspiration' to various functions of the Con. Things like artistic support and when we used to have a Con Suite I would cook yummy food so we could survive the battles of characters unmet and yet unconquered.

What keeps me going... dark chocolate, dancing and a good massage. Oh and the hair tussling! :-)

I am the Intercon Muse; injecting creative energy, frivolity and just the right amount of chaos when needed. :-)

Should you need a little muse in your life — give me a call!

### Kirsetn Hageleit

*Pre-Convention Presenter*

### Sam Hariton

*Con Committee*

### Haz Harrower

*Better off Dead —  
The Necropolis Senior Prom*

Haz likes to write mashup games. First was the Bible and The Gong Show, then demons and Martha Stewart, then superheroes and dog training. Now it's John Hughes and the Necropolis - maybe if she starts doing drugs, she can write normal games.

### Derek Herrera

*Pre-Convention Presenter*

### Diana Hsu

*Expedition: Riders on the Storm,  
Pre-Convention Presenter*

### Jeff "Ginger" Holmes

*The Calling: Defending The Vale*

As you enter the western caves, an unearthly chill goes down your spine. Suddenly, the fiendish monster, summoned by the raffle-troll to plague the Kingdom of Intercon, rises up out of the mist. He brandishes a deadly boffer blade at you, and you quake in your boots. This is no mere common ghast; it is a Soulless Redhead! Luckily, you know how to defeat the demonic Redheads. You say, "Semloh Ffej, Semloh Ffej, Semloh Ffej!" and he shrieks and disappears in a ginger colored Poof of Evil.

If you decide to celebrate your victory at the Merry Captain's Tavern, turn to Ben Jones's bio.

If you decide to take revenge on the raffle-troll for inflicting the Redhead on the blessed Lands of Intercon, turn to Adina Schreiber's bio.

### Sean Jaffe

*Aces Over Arkham*

### Morgan Joeck

*Rock Band Murder Mystery*

Morgan Joeck is a UCLA alum and member of Enigma, UCLA's Science Fiction, Fantasy, and Roleplaying club. He is a gaming geek, math nerd, and all other kinds of awesome. He teaches high school mathematics in Los Angeles.

He first began developing LARPs in 2003 as experiential education activities when he was a challenge course facilitator at UCLA's Outdoor Adventures Challenge Course and before he knew they existed in their own right.

### Dave Kapell

*Conchair, Sam & Max Hit the Afterlife,  
Pre-Convention Presenter*

### Philip Kelley

*The Other Other\* All-Batman Game*

### Beth Kelly

*Her Majesty's Parlour Adventurers:  
An Evening of Indian Intrigue*

**Ben "Cpt. Von Sassy Pants" Jones**

*The Calling: Defending The Vale,  
Stars of Al-Ashtara*

You push open the door of the Merry Captain's Tavern and spot a patron in the center of the room, with a buxom wench on either arm. He bears the mark of the Heroes of Ashcroft, and seems slightly tipsy. "Welcomel!" he calls out to you. "This," he gestures to the saucy trollop in yellow on his left, "is Darlene, and this," he squeezes the brazen strumpet in silver on his right, "is Sheila. Wanna do me a favor? I have a message that needs to be delivered to Alison and Brian. Tell them they need to find me more NPCs for The Calling, or them bitches is gonna be unhappy. Now... why is my tankard empty?"

If you decide to deliver the message first to Alison, go to Alison Joy Schafer's bio.

If you decide to deliver the message first to Brian, go to Brian Richburg's bio.

**Katherine Jones**

*Metropolis*

**Andy Kirschbaum**

*Never, Never Again,  
The Presidential Election of Freedonia*

This space for rent. Reasonable rates.

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**John "Fear-Me!" Kammer**

*Michael Clambino's Bowling Night,  
The Presidential Election of Freedonia*

Critically acclaimed LARP author John Kammer briefly returns from Old Europe bringing two newly created-for-Intercon games to all places, Intercon.

Games previously written by Kammer include: *A Good Day to Die*; *Michael Clambino's Fundraiser*; *The League of Extraordinary Breakfast Cereals*; *Michael Clambino's Poker Night*; *Wizards*; *In Og No One Can Hear You Scream (Technically, that's a lie)*; *Altered Realities Campaign*; *Terminus (and other supporting writing)*; *Threads of Damocles*: Seasons 1-3 Primary campaign arc.; *Threads of Damocles*: *New Celia*; and have run at such conventions as Intercon, KWEST, DexCon, Origins, GenCon, and a few others of which he is only vaguely aware.

**Arnis Kletnieks**

*Purgung Purgatory*

**Rebecca Kletnieks**

*Purgung Purgatory, Con Committee*

**Joshua Kronengold**

*GhostFu: The Jade Emperor's Celestial Tournament*

**Renee Lasko**

*Con Committee,  
Pre-Convention Presenter*

**Tim "Teem" Lasko**

*Minion, Ocelot, NEIL Board,  
Dustpan: the LARP, Con Committee,  
Pre-Convention Presenter*

No one of consequence.

**Sue "Queenortart" Lee**

*Victoria Junction - All change please,  
all change!, Miss Maypole and the  
Christmas Pudding Affair,  
Pre-Convention Presenter  
Bid Committee,*

**The Cricket Bat Manifesto**

If AJ or Suey should attempt to run more than two (2) games at a single Intercon, the offending party shall be awarded three (3) thwacks with a (very English) cricket bat, as punishment for extreme silliness.

**The Cake Manifesto**

There are few things in life which cannot be improved upon by the application of cake.

**Bess Libby**

*Purgung Purgatory*

**Julian Lighton**

*GhostFu: The Jade Emperor's Celestial Tournament*

**Marissa Linzi**

*Concordance Station*

**Peter Litwack**

*Sky No Longer Blue,  
Pre-Convention Presenter*

**Mel MacDonald**

*Never, Never Again*

**James MacDougal**

*The Ducetown Diner,  
Pre-Convention Presenter*

**Kelly MacDougal**

*The Ducetown Diner*

**Ryan Maloney**

*Concordance Station*

**Eileen Malony**

*Intrigue Beneath the Waves*

**Josh Marcus**

*Snaf University*

**Nick Martucci**

*The Devil's Karma*

**Michael "Michael, the Chaotic" McAfee**

*Archangels, Con Committee*

Michael McAfee has been LARPing since the late 1980s. He has played in, written, co-written, GMed, co-GMed, been a conchair, concom, board member and treasurer for various and sundry LARPs, conventions, organizations and other trans-dimensional shenanigans (such as *Collision Imminent*, *Commedia dell'Arte*, Intercon C, NEIL and \*CLASSIFIED INFORMATION DELETED\*). He is also keeper of the famed Big List of LARP Ideas, so if you'd like to help him flesh out a LARP or two, feel free to flag him down and make an offer.

**Kristen McFadyen**

*A Game of Thrones: Blackfyre Rising*

**Andrew Militello**

*Con Committee*

**Tony Mitton**

*Victoria Junction - All change please,  
all change!, The Linfarn Run,  
The Clockwork Café*

**Shelly "Evil Twin" Mohnkern**

*Michael Clambino's Bowling Night,  
Official Chick Gone Bad*

Shelly was introduced to LARP by being beaten repeatedly with plumbing supplies. In other words, her entrance to the LARP universe was through *Dagorhir*, a live combat battlegame, just a year or so after that game was founded. She has not looked back since then.

Shelly has written for several campaigns, including *The Alternate Realities Campaign (ARC)*, *1948: Signals*, *1936: Horror*, and *XPI*.

Stranger Ways is a dark modern folk band that plays a mix of traditional and original music with heavy harmonies and a macabre sense of humor.

Also, every member has been attending Intercon for years.

For more info about the band and our new album, "Strangers at the Gate," please visit our web site at:

[www.stranger-ways.com](http://www.stranger-ways.com)



She has also collaborated on some stand-alone works, such as *Ogun's Birthday Party*, *Drink Deep III*, *Worlds End* and *The End of Sacred Months*. She has threatened to write a game based solely on Bloodhound Gang lyrics, but so far the medication is working.

Shelly swears this game is totally all John Kammer's fault...

**Alex "Oh...The Villain is here" Newman**  
*Her Majesty's Parlour Adventurers: An Evening of Indian Intrigue, Con Committee*

The legendary Alex Newman was raised on a parallel Earth where his plane crashed in the Himalayas – er, the parallel Himalayas.

Not ours.

There he was taught the secret of clouding mens' minds by monks. Parallel monks. Stop laughing. He fought crime for many years until a group of his arch enemies (can you have a "group" of arch enemies?) banded together in a sinister plot to exile him through a hole in the space-time continuum into a parallel universe. That is, parallel to that one. Which they thought of as the real universe but which you think of as a parallel universe. Unless you're also from there, in which case you think of this one as the parallel... Oh, screw it.

Alex Newman is the founder of *The Boston Babydolls* ([www.BostonBabydolls.net](http://www.BostonBabydolls.net)) and has been involved in various aspects of Intercon on and off for many years.

### Adam Nakama

*Better off Dead — The Necropolis Senior Prom, Pre-Convention Presenter*

### Drew Novick

*Intrigue Beneath the Waves*

### Lisa Padol

*GhostFu: The Jade Emperor's Celestial Tournament*

### Moira Parham

*Screwed 3: Philip's Revenge*

### Jamey Patten

*A Game of Thrones: Blackfyre Rising*

### Jamie "Jeeves" Picon

*The Perry Stringer Show!*

The story of one busy life. Full time executive chef, part time culinary instructor, landlord, involved in a few campaign LARP's both playing and writing and still manages to find time to take care for three amazing fur kids, a house, and bring you quality chair throwing, neck shaking freak shows like Perry Stringer.

I play *Endgame* as a PC, staff *The Calling*, and have been an NPC to past games such as *Radiant Dragon*, *Pirate Island*, and *Valiant*. I have also helped staff *Secrets of the Mesa* and have NPC'd for *Seven Virtues*. I have written a really cool space opera campaign but due to a number of reasons it is on permanent hold. Anyone wanna slightly dusty game to run? :)

### Allan Pendergrast

*Magic Eyes*

### Joshua "blee" Rachlin

*Secret Time Traveler, Bid Committee, Expedition: Those Left Behind, Snaf University*

Place your cybernetic reader here to retrieve blee's interactive bio.

### Kate Rafey

*Pre-Convention Presenter*

### Danielle Reese

*Resonance*

### Trey Reilly

*BidCom Chair, Divus Ex: In Nomine Mexica, Speed Dating (The LARP), Pre-Convention Presenter*

Trey Reilly has written, co-written, and run a number of LARPs over the years, including *Svaha* (a 3-year sci-fi LARP campaign), several *Divus Ex* games, and the previous run of *Speed Dating*. Her convention staff credits include Intercon 18: Intercon Gazebo, A Gazebo of Games, Lollagazebo, and the Origins Game Fair.

A theater-style gal at heart, she recently added more boffer LARP to her portfolio, and is happily involved with *Seven Virtues*, *Madrigal*, and *Mirror Mirror*. Her costuming budget may never recover.

### Brian Richburg

*Stars of Al-Ashtara*

You make your way to the eastern shores of the Kingdom of Interconk and find a large pirate ship at the docks. The captain of the Philosophical Salmon is standing on the dock, enjoying his own homebrewed beer. He waves down to you. "Ahoy, matey! Would you be interested in a treasure hunt? I've sailed all over the world, from Redemption, Arizona to Al-Ashtara in Arabia, and I've got a map that will lead you to buried treasure!" He offers you a scroll covered in dotted lines and Xs.

If you follow the map to Castle Engineering, go to Alison Joy Schafer's bio.

If you follow the map to the Merry Captain's Tavern, go to Ben Jones's bio.

### Tory "paranoid and crotchety" Root

*Stars Over Atlantis*

Tory is a series of strange ideas that emits LARPs on a semi-regular basis, which contain such anomalies as malevolent space geese, a Greek chorus of improv comedians, and bisexual polyamorous primitives who ride saber-toothed tigers.

### Colin "Dog" Sandel

*Life at the Securemarket*

The years, like dust, they scatter in the air  
My soul doth quail to see them past and gone  
But now my loins I gird, my soul prepare  
For this my seventh time at Intercon.  
How short the time has seemed, in mine own view

Since last I walked to consuite, feet unshod  
To stuff my face with onion dip and stew  
(Provisions for the man who would play god).  
But now, my stars! What changes have been wrought?

A new hotel? Will my nostalgia grown  
Fall victim to the shock of being brought  
To somewhere that my soul has never known?  
And yet, by heaven, this cannot be wrong:  
My Intercon, my home, here I belong.

### EmillyBeth "EB or

*Acoustic\_Shadow" Savage*

*The Devil's Karma, High Rollers*

So, my name is EmillyBeth Savage. I'm known online as Acoustic\_Shadow, and for those who think my name is too long as EB or MBeth. Please don't call me just "Emilly". I don't know much else to say about myself other than that...

I helped to write, organize and run a mass World of Darkness campaign LARP for the Bridgewater State College Campus while I was an undergrad. I ran the Sunday morning game *ANGRY VOLCANO GOD* at Intercon J where much hilarity and virgin sacrifices ensued. I wrote *Nepenthe a Surgease of Sorrow* that had its maiden run on the WPI campus this fall and will be run again at WPI's SLAW. At Intercon K, I am running *High Rollers* and the Sunday morning game *The Devil's Karma* (a sister game to the *ANGRY VOLCANO GOD*)

Oh... I love peas! You will know you have met before if you remember a short blond chick asking you if you like peas.

# Enjoying the Con? Sign Up for Intercon L Now!



## Phoebe Roberts

*The Stand, Resonance*

Phoebe's good. I like Phoebe.

## Melanie Saunders

*Magic Eyes*

## Alison Joy Schafer

*Stars of Al-Ashtara,  
Pre-Convention Presenter*

You make your way to Castle Engineering. As you approach, the drawbridge is lowered by robots and before you stands the Lady of the Castle. "Welcome, brave adventurer" she greets you. "Since Mario and Link are busy, we have great need of a hero to fight the monsters that plague the lands of Intercon, and we have chosen you. You must choose a quest. To the south, there is a raffle-troll dwelling beneath the Bridge of Lost Languages, and now will not let travelers pass. And to the west, a soulless ghast has been summoned to haunt the caves located there. You must defeat one of these monsters and bring me back the head as proof of your victory. But first, rest and enjoy some dessert." As you enjoy cake artistically frosted with fondant, you notice tapestries on the walls, depicting scenes from a Western town called Redemption, the Arabian city of Al-Ashtara, and the magical lands of Elanthia.

If you decide to seek out the troll after eating, turn to Adina Schreiber's bio.

If you decide to confront the ghast after eating, turn to Jeff Holmes's bio.

## Christopher Shannon

*Purguing Purgatory*

## Kreg Segall

*Interesting Times*

Kreg has been a writer for a dozen or so LARPs over the past fifteen years, including *The Morning After, Orgia ad Domus Lomaximus, The School for Young Women Specializing in the Arts of Grace and Maidenly Submission, Hell to Pay, 'Tis No Deceit to Deceive the Deceiver, and Story Wars*. He is the romantic swashbuckling, lyrical member of the three-man team who brings you *Interesting Times*. To say that Kreg likes pirates would be to sorely underestimate the matter.

## Ian "Schmendrick" Schleifer

*Kind Friends Together*

When Ian's middle school teachers would accuse him of being a "space cadet," he would respond, wide eyed, "I am?!" He believes it to this very day.

## Adina Schreiber

*Raffle Coordinator, Con Committee*

As you set foot on the Bridge of Lost Languages, you hear a cackling. Out from under the shadows beneath the bridge steps the fearful little raffle-troll. It has been haunting the Kingdom of Intercon for 5 years, though it bears the mark of the Heroes of Ashcroft. Before it can start to babble about costuming or skiing, your knees begin to shake with fright. "I am the Troll of—" it begins, but before it can say anything more, you are overcome with terror, drop your lunch, and flee in a blind panic.

If you run screaming towards the pirate ship, the Philosophical Salmon, while the troll eats your lunch, turn to Brian Richburg's bio.

If you run screaming towards the Merry Captain's Tavern while the troll eats your lunch, turn to Ben Jones's bio.

## Joshua Sheena

*Expedition: Riders on the Storm, Expedition: Those Left Behind, Expedition: Voices from Afar, The Yellow Fleet, Bid Committee, Pre-Convention Presenter*

Joshua Sheena is a figment of your imagination. He's not really here. All of the contributions he has made to Intercon were actually made by an elite squad of ninjas and elves. Anytime you see him, you are just seeing an elaborate hologram system.

## Andrew "AJ" Smith

*The Clockwork Café, The Linfarn Run, Intrigue Beneath the Waves*

### The Cricket Bat Manifesto

If AJ or Suey should attempt to run more than three (3) games at a single Intercon, the offending party shall be awarded two (2) thwacks with a (very English) cricket bat, as punishment for extreme silliness.

## Julia "Juldea" Suggs

*Assistant Ops Head*

Julia is earning Intercon karma (har har) by volunteering for Ops.

## Kim Sward

*Bid Committee*

Ummmm....eep?!... but but,... you could use this to track me down, and root through my trash and discarded junk mail! Oh wait, you could probably do that anyway.

Kim Sward can frequently be found on the seacoast of New Hampshire, plotting, writing, and talking about Nuclear Power. Kim has been LARPing since some time in the late 90s, and is active in both boffer and theatre style LARPs.

## Anita "Minx Girl" Szostak

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

This is my 10th year anniversary of doing Intercon artwork. I'm sure this can only lead to good Karma. Barry and Susan are the best partners I could ask for in doing this job. Thank you as always for your help and guidance.

## Brad Smith

*Resonance*

## Thorin Tabor

*Bitter Tears at Sad Mary's Bar and Girl, Outreach*

## Rory Talk

*Sky No Longer Blue, Ops*

## Barry Tannenbaum

*Dustpan: the LARP, Webminion*

## Evan Torner

*Metropolis*

Evan Torner is a Ph.D. candidate in German and Film Studies at the University of Massachusetts Amherst. He has been an avid convention GM for over 15 years, and grew inspired to write his own LARP scenario after attending Fastaval 2010 in Aarhus, Denmark. His head is often concealed by a well-placed hat.

## Stephen Tihor

*GhostFu: The Jade Emperor's Celestial Tournament, Pre-Convention Presenter*  
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 Intercon NJ) 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 Episcopal Church, a NERO game, and other such diversions. He also owns a small piece of a record.

Current projects include the *Jamais Vue* series of amnesia game and the *Bathes* series of hot tub games — 'cause hanging in the pool while gaming really does mellow out power politics.

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

**Thomas Traina**

*Battle For Control of the Soul of the GOP:  
The Next Generation,  
Pre-Convention Presenter*

**Aaron Vanek**

*Rock Band Murder Mystery,  
Pre-Convention Presenter*

Aaron Vanek has been LARPing for nearly 25 years. He wrote and published an essay on the art of LARP entitled *Cooler Than You Think: Understanding Live Action Role Playing* that is available as a free PDF download here. He serves as Secretary on the Board of Directors for LARP Alliance, a nonprofit advocacy group. He is a founding member of Enigma Live Game Labs, a loose collective of veteran LARPwrights and designers associated with Enigma, UCLA's 24-year-old genre fan club.

Karma marks his second visit to Intercon. He lives in Los Angeles with his wife.

**Will Wagner**

*Grimm Tales: The Immortal Jade Court*

**Conor Walsh**

*Three Nations*

**Paul Wayner**

*Galaxy Comics Presents: Identity Crisis*

Paul Wayner was a writer of 1897, *Queen Victoria's Diamond Jubilee*; *The Torch of Freedom*; *Tales of Pendragon*; *Brassy's Men Game 2, 3, 4, 5, 6, Africa*; *The Island*.

**Eric Wirtanen**

*Interesting Times*

**Suzanne "Zandor" Wayner**

*Galaxy Comics Presents: Identity Crisis*

Suzanne has written and run the full weekend game *City of Light* twice at Intercons, stand-alone weekend games *The Island* and *When the Wind Blows*, campaign weekend game *ARC: Curse of the Mummy*, and continuity-checked and floor-GMed full weekend games *Torch of Freedom* and campaign game *Brassy's Men* episodes 2-6. She has also written and run many minigames at Intercon, including: *Little Petshop of Horrors*, *Csh'taa*, *Alcatraz*, *Hairball*, *Mariner Station*, *Future's Hope*, *City of Flashlights*, *Lord of the Two Lands*, and probably some other stuff she's forgetting at the moment.

**Susan "Dybbuk" Weiner**

*Resonance, 10 Bad LARPs: C-Section,  
Pre-Convention Presenter*

Bios? We don't need no stinkin' bios.

**Brian Williams**

*The Clockwork Café,  
Pre-Convention Presenter*

After many years away, he's back! The bearded half of the writing team that brought you the *Man in Black*, *Council of Fennas Drunin*, *Cardolani Succession* (aka *Under Angmar's Shadow*) and *House on the Hill* (twice) is now back with his first new game in eight years: *The Clockwork Café*. Is it worth the wait? You bet it is...

**Katharine Zenke**

*The Princess of Norland*

**Andrew Zorowitz**

*Con Committee*

**The Most Important Rule of All**

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

**Do Unto Others**

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

**Do Not Freak the Mundanes**

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

**Communicate With Your GMs**

Your GMs will communicate with you in advance about the game(s) you have signed up for, both to be certain that you are cast well and to help ensure your and everyone else's enjoyment of the LARP. For most games at our convention, there is communication back and forth before the date of the convention. Please help yourself and your GMs by responding to them in a timely fashion. There are some games where you need not prepare anything in advance (for example, information is given "at the door"), but those cases will be made clear by the GMs. It is best to assume that some advance communication will be necessary for all games. If you have any questions, please contact your GM.

If you know in advance that you cannot make a game, please let the GMs or Operations Staff know, so that the GMs can make proper arrangements. If you are more than 10 minutes late for a game, you may be recast at the GMs' discretion.

**Communicate With the Convention**

If you have any questions about our convention, please feel free to contact us by email before the convention or at the Operations Staff desk at the convention. If there is only a short time before our convention and you have not heard from the GMs of the game(s) you signed up for, please let us know.

If you know in advance that you cannot attend the convention, please let us know so that we can help let the GMs of any games you have signed up for know.

**Convention Policies****Game Registration Policy**

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

Some games at the convention may have restrictions that exclude certain players from participating. For example, if a game is a boffer combat game, there may be insurance reasons that require restrictions such as insurance waivers for pregnant women and players under the age of 16. Other games may deal with adult subject matter and therefore be inappropriate for minors. If a game has such a restriction, it will be made clear in the game description. If you fall into a restricted category and still sign up for a game with restrictions, you may have your registration revoked by the convention Registrar.

Many games at the convention are tightly plotted and depend on the active participation of all the players who sign up for the game. Once you have signed up for a game, your GMs may need to hear from you before the convention, especially if they have provided specific casting information, to be sure that you are aware of the details of the game and to give them assurances that you will be attending. (See Communicate with your GMs, above.) GMs who have concerns about non-responsive players should contact the convention GM Liaison, who will also attempt to contact the player. If a player appears to be non-responsive to GMs and convention staff, he or she may be dropped from the game by the convention GM Liaison.

**Ops Needs You!**

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

Many hands make light work!



# Westin Waltham Boston • Waltham, Massachusetts

## **Harassment Policy**

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

## **Weapons Policy**

The staff of New England Intercon recognizes that you may need a weapon as part of a game or costume. However, weapons are not to be used outside of the game space. This includes toy weapons, "boffers," or anything that is liable to trip others. Please use common sense when choosing a weapon for your game.

Per hotel policy, no knives of any kind are allowed as weapons. Note that if a guest is observed with any type of weapon, the hotel may notify the police.

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

## **Violations Policy**

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

## **Hotel Rules**

### **Staying at the Westin Waltham-Boston**

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

### **No Smoking in Hotel and Convention Areas**

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

### **Alcohol Policy**

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

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

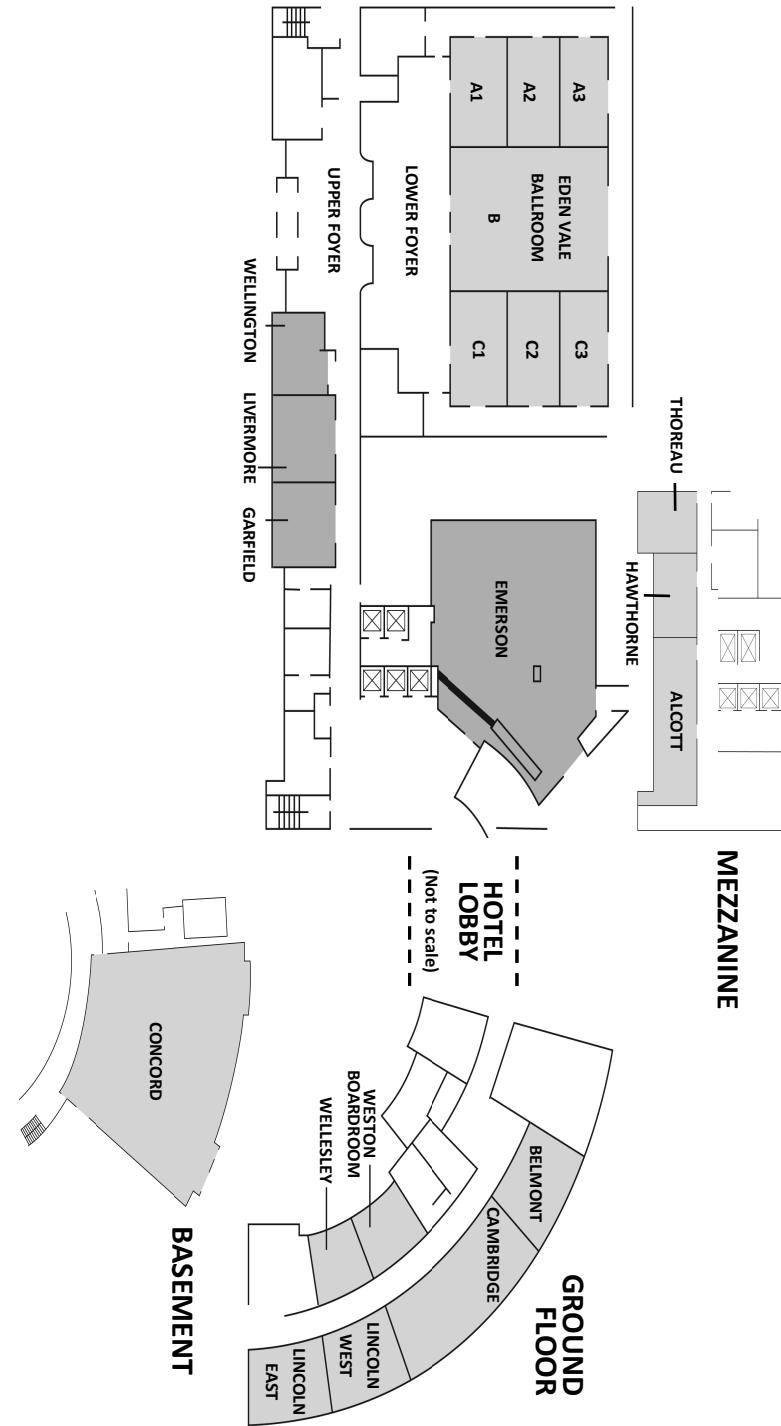
### **Be Nice to the Site**

You may only tape something to the walls if you use blue painter'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. Nothing may be attached to polished wood surfaces at the Westin.

### **Operations Staff**

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

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



**Life returns to LARP**



# Intercon L Labyrinth

**REGISTER NOW!**

**[WWW.INTERCON-L.ORG](http://WWW.INTERCON-L.ORG)**

*Game bids are now being accepted!  
Join the Con Committee!*

**SIGN UP DURING INTERCON K  
FOR ONLY 25 DOLLARS.**

*Early March, 2012  
Waltham, MA*

