

February 27 -  
March 2, 2014  
Chelmsford, MA



# INTERCON N CONCOM



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*Joshua Rachlin*

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## Program Book Design

*Susan Giusto, Anita Szostak,  
Barry Tannenbaum*

## Raffle Coordinator

*Adina Schreiber*

## Con Suite

*Brad Smith*

## Dance Party DJ & Roadie/Crew

*Terilee Edwards-Hewitt,  
Jim Edwards-Hewitt*

## Special Thanks

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



# NOTE FROM THE CONCHAIR



Just the other day I was thinking about my time with Intercon and what this community means to me, and I realized that I have been attending this convention for ten years. Back at my first Intercon (E, back in 2005), we had 48 games and 218 attendees. And let me tell you: we've come a long way.

This year, with over 85 games and over 415 attendees, we are almost twice as big. So many devoted people have done so much work to get us where we are now. We've integrated PreCon and the Iron GM contest into our schedule. We've seen more boffer games at the con and we've streamlined Operations and registration to improve the con experience (accepting credit cards, and new plastic badges and badge holders, to name a few big changes).

Not everything we've been changing has been as visible as new badges. We've been enacting changes to make the con a safer and better place for GMs and players. Between the work of the NEIL board and the newly designated Senior Staff, we are making an effort to be more mindful of the safety and comfort of everyone at con.

A year ago when I found out that I was going to be ConChair, my vision was to make Intercon a more professionally run and organized convention. Long ago, we started out as a small con — a bunch of friends who wanted to LARP together. Today I'm thrilled to see so many people I don't know and so many GMs I've never heard of before. We are already a big "small con." I want us to be a small "big con."

We've succeeded at that more than I could have imagined. Everyone has outdone themselves this year: the Art Team continues to create wonderful art for the con logo and new badges; the Ops team is working to make our check in procedures faster and easier for everyone; the bid committee and GM coordinator have worked tirelessly to make sure that we have a schedule, and that GMs have everything they need in order to put on wonderful games; and our hotel liaison, registrar, precon team, raffle, and vendor liaison have all done a superb job to provide a con experience that goes above and beyond what we know and love.

All that work would be for naught though if it weren't for you: our hard working and endlessly devoted at-con volunteers, GMs, and attendees. Without all of you, there wouldn't be a con at all. So I thank each and every one of you from the bottom of my heart for this opportunity. With your endless creativity, care, and passion, you make all the hard work worth it.

To many more years of great LARPing,  
Your ConChair,  
Josh Sheena

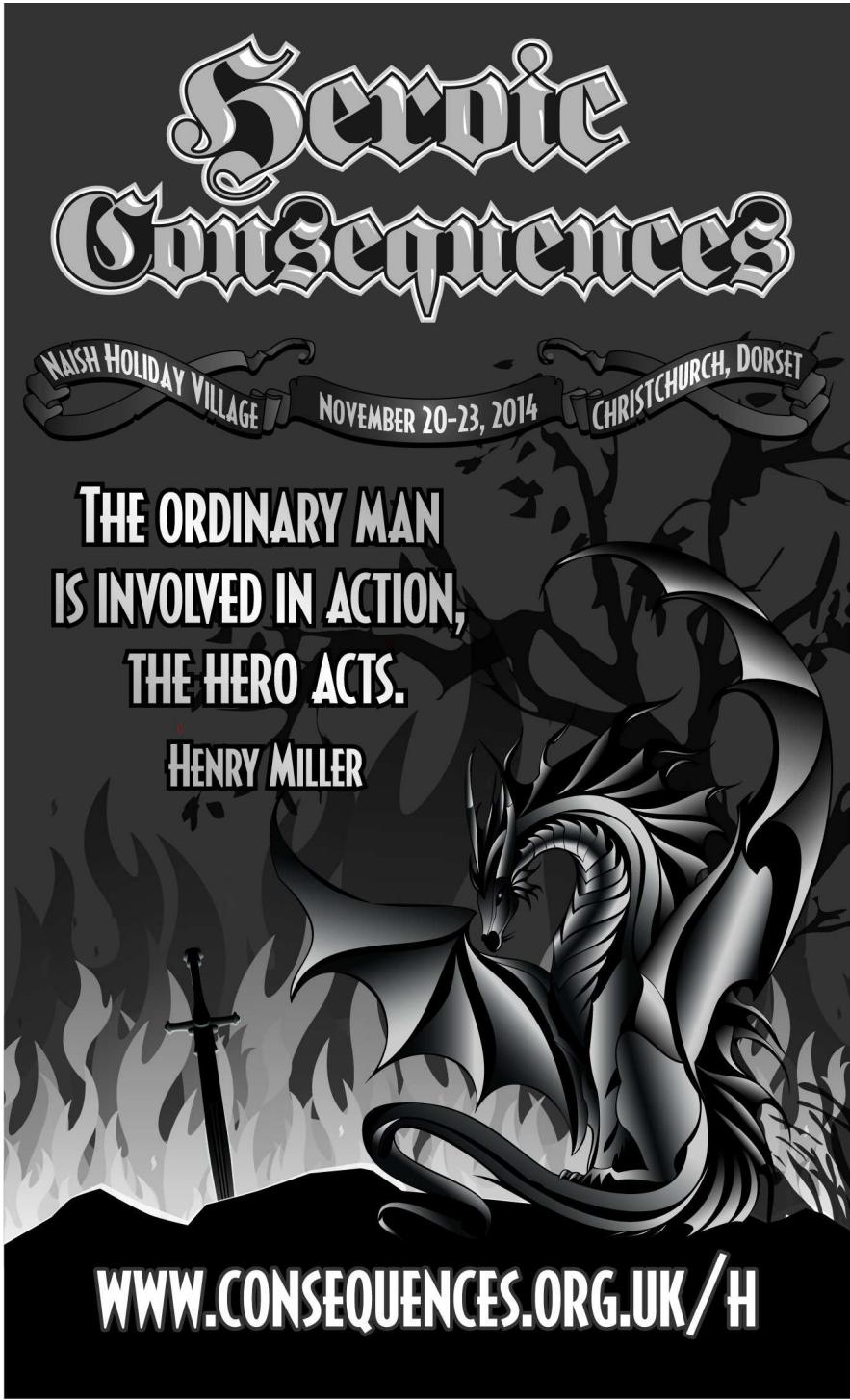


# PRE-CON SCHEDULE



Thursday, 27-Feb-2014			
	Chelmsford	Carlisle	Drawing
20:00		Tuckerman's Model Doesn't Apply to Us: Why Teams Fail	
21:00	Becoming a Better LARP Citizen	Meta-Information in LARPs	Revisiting Intercon BidCom and the Proposal Process
22:00	Writing Amnesia Games	LARPs and Religion	Improve Games Workshp
23:00	Nordic LARPs are Toss		

Friday, 27-Feb-2014			
	Chelmsford	Carlisle	Drawing
11:00	It's Me, Not You: When Good LARPs Go Bad	Wryd Con Companion Book	In-Character ART
12:00	The Psychology of Character	Secret Meeting of Villains	Behind the Scenes: What the Staff and Volunteers Do; How Intercon Runs
13:00	LARPing for a Better World	Gaming as the Other	Acting Techniques for LARPers
14:00	Difficult Game Content and Communal Responsibility	Writing Gender Balance In Games	
15:00	Building Bridges Towards Innovation	The Use of Structured Goal Setting in Games	Translating Tabletop to LARP
16:00	The Global LARP Census	Izgon 2 Recap	Makeup Workshop
17:00	Hour of the Rant	The Intercon Website is Dead; Long Live the Intercon Website	



### Acting Techniques for LARPers

*John Lunman*

Applying theater acting techniques to LARP .

### Becoming a Better LARP Citizen

*AJ Smith, David Simkins, Marc Blumberg, Philip Kelley, Quinn D*

A game is a co-created experience. The GM may write the backgrounds and motivations, may create the central conflicts and outline the primary events, but the players will portray the characters both individually and in all of their relationships with other characters. They will embody and express the stories, both their own and those created by GMs.

Being a good LARP citizen is to learn how to be a good community member. This begins with learning to stay in character, to interact according to the norms of the group, costume at least minimally, negotiate, perform, learn the rules that apply to one's character, and present a consistent persona. These are just the basics, of course, and a good LARP citizen can eventually learn how to improve the quality of the experience of the entire community. Both in character and out, players can enhance the enjoyment of others, and take the LARP experience beyond the basics while avoiding those behaviors that tend to disrupt and undermine other's play. This panel will consider how players can play to their own strengths and identify their own weaknesses as they learn to become great citizens of LARP.

### Behind the Scenes: What the Staff and Volunteers Do, and How Intercon Runs

*Chad Bergeron, Dave Kapell, Joshua Rachlin, Joshua Sheena, Nat Budin, Quinn D, Tim Lasko*

A lot of things go into creating and running Intercon. All of the GMs obviously run their respective games, but what about the convention staff? The contacts page lists a ConChair, advertising, hospitality, game bids, GM coordinator, hotel liaison, operations, outreach, registration, preconvention, and vendors, but there are a lot more people who contribute as well. This panel will discuss what goes on behind the scenes of an attendee or GM, the sort of things the various staff and volunteers do, how people become staff, how NEIL relates to Intercon, and how you can learn more. This is the place to learn all about the hidden side of Intercon. Audience questions are welcomed and encouraged.

### Building Bridges Towards Innovation

*Christopher Amherst, Kirsten Hageleit, Vivian Abraham*

LARP traditions have developed across the world into very different subsets of the same hobby, yet each community has a lot we can learn from one another. This panel will discuss what innovations can be made by different branches of the hobby coming together, and what people on the panel think innovation looks like for the future.

## **Difficult Game Content and Communal Responsibility**

*David Simkins, Nat Budin,  
Sarah Lynne Bowman, Shoshana Kessock,  
Sparrow Rubin, Susan Weiner*

There is a lot of talk about trigger warnings and ‘adult content’ in games these days, but what does that really mean? Whose responsibility is it to put up warnings on games? Who looks out for this content? The panel would discuss different ways of handling trigger warnings and questionable content in LARPs and how to structure safe gaming spaces.

## **Gaming as the Other**

*Ajit George, Julia Ellingboe,  
Strix Beltrán, Terry Romero*

As many “geek” activities have expanded over the last ten years, LARP has often struggled to include the voices of women and ethnic minorities. Speaking from their own unique perspectives, the panelists tackle the subject of “other,” discussing their experiences and sharing their thoughts on the constant uphill battle that is the relationship between majority and minority, not just in games but within the LARP community itself. Concepts covered are built upon previous panel conversations and will include: Being the other, playing the other from different places of privilege, handling structures of otherness in games.

## **Improv Games Workshop**

*Sparrow Rubin*

Improv games are fun. Let’s play some of them. Game suggestions and panelists with less-minimal improv/theater knowledge emphatically welcome.

## **Hour of the Rant**

*Christopher Amherst*

Are you tired of hearing about bleed? Does it bother you when you talk about your latest combat mechanic and someone says “Oh, we did that back in 1997?” Do you just wish people would go back to the good ol’ LARP days of staking vampires, slaughtering dark elves, and shooting zombies? Inspired by the Knutepunkt tradition and the *Players are Scum / GMs are Bastards* discussions by Tony and Sue — We present an hour filled with epic and uncensored rants (all under 5 minutes) on topics of utmost importance. At least according to the speaker. WARNING: Panel may contain humor, profanity, adult situations, and the possibility of controversy.

## **In-Character Art**

*Adina Schreiber*

We keep players busy in LARPs with puzzles, mini-games, musical performances, and dance... In this panel we'll be discussing an underused method for entertaining players — creating visual art. We create a lot of art for LARPs before events and between events... why not during events? Let's talk about reasons why one might incorporate arts 'n crafts into a LARP and what benefits it can have, share examples of our experiences with art in LARP, and brainstorm new ideas.

## **It's Me, Not You: When Good LARPs Go Bad**

*Cameron Betts, Lise Fracalossi,  
Sarah Porter, Stephen Kohler*

If you don't have a good time in a LARP, you tend to blame the game — and if you bring that up with the GM/writer, they'll likely think it's a problem to be fixed. But are there other factors that determine how well a particular player enjoys a particular game? Was that player just feeling cranky? Did they just break up with their S.O.? Did they sleep poorly, or are they sick? We'll discuss how to cope with problems arising from players who are not operating at their peak.

## **Izgon 2 Recap**

*Adina Schreiber,  
Cameron Betts, Gaylord Tang*

We participated in a two week long, international LARP based in Croatia, with 96 players from six different countries. Want to hear about it? In this panel, we'll talk about the premise, the mechanics, and the experience of playing Izgon 2. We'll also discuss what aspects of it were successful and what we can learn from this LARP about what this medium is capable of. We will also include a brief introduction from the creator, Ivan Zalac, and pictures taken during the LARP.

## **LARPing for a Better World**

*Brian Williams, David Simkins, Susan Weiner,  
Emily Care Boss, Shoshana Kessock*

Some games are just played to have fun, but a lot of games are written, at least in part, to say something about the world we live in, teach the players something or give players a novel experience that may change their outlook. What does it mean to write a LARP with a purpose? What effect can our games actually have on our players or the world at large? How can we do this without sacrificing the goal of a fun and playable game?

## **LARPs and Religion**

*Adina Schreiber, Cameron Betts,  
Derek Herrera, Julia Ellingboe*

Religion is a touchy subject for many people, yet including it in a LARP can add an interesting dimension to the roleplay experience. How can you include religious themes to a LARP in a way that enriches the experience? Conversely, how can you reconcile portraying a religious character without compromising your real-life religious beliefs? We'll explore these questions, and others, during our panel.

## **Makeup Workshop**

*Derek Herrera*

Have you ever wanted to do make-up effects for a character, but found yourself battling with your brush instead? Please join us as we go over the basics of make-up for LARP, such as playing with skin tone, aging, scars, burns, altering facial features and prosthetics. You don't have to bring anything; just come and watch as we do up some lucky volunteer(s). If the timing's right, we can even coordinate our volunteers to have their make-up done for their Friday evening game!

## **Meta-information in LARPs**

*Cameron Betts, Derek Herrera,  
Lise Fracalossi, Stephen Balzac*

So you always play villains in LARPs, and now you're cast as the bright-eyed ingenue that the whole game has to trust in order to save the world. Just how screwed are you? This panel will consider how to deal with the outside information we have about the players, the GMs/writers, and the game elements themselves. Saying “don’t metagame” is all well and good, but is that even possible, and how do we do it?

## **Nordic LARPs are Toss**

*Tony Mitton*

At just about every LARP event Tony goes to nowadays he meets otherwise sane, lovely people who explain why they're “into Nordic LARP now” and how amazing it is. Well, unfortunately, they're wrong and Nordic LARPs are toss. Tony will kindly - and briefly - explain why they're toss, using examples and short words, and then see what everybody else has to say on the subject. *Players are Scum* ended with pretty much everybody in agreement; that's unlikely to happen here.



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Necklaces \$30  
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## Revisiting Intercon BidCom and the Proposal Process

*Dave Kapell, Kim Sward*

Intercon New England has always used a bid committee made up of members of the community who provide feedback to the ConChair, who is ultimately responsible for deciding which events run at Intercon. We're interested in hearing feedback about how this process has been working for the GMs of Intercon, and having a round table discussion about how we can improve the process.

## Secret Meeting of Villains\*

*Alison Joy Schafer, Marc Blumberg, Sue Lee, Thorin Tabor*

Come to our panel. It is totally not a sinister death trap. You will most certainly not be burned alive, crushed or placed in some sort of unnecessarily elaborate mechanism that involves spinning blades. Also we have cookies.

\*Summoning of Cthulhu, world domination/usurpation, ending the world, and any other typical villain plots will need to be placed on hold for the duration of the meeting.

## The Global LARP Census

*Aaron Vanek*

Half of the creative team that started (or is starting, depending) the global LARP census will answer questions and talk about the motivation, trials, tribulations, arguments, difficulties, setbacks, and, maybe, rewards and benefits of taking a census of every LARPer around the world. Why are we asking about LARP income? How do you craft a question about race and ethnicity that applies globally? Why are there more options to gender than just male and female? Find out here! (official LARP Census website: <http://larpensus.org>)

## The Psychology of Character

*Ajit George, Evan Torner, Sarah Lynne Bowman, Strix Beltrán*

Academics active in the field of games studies will take an interdisciplinary approach to examining the complex relationship between players and their characters. Discussion will engage on the theoretical structures of identity in and out of game, and meaning gained through the experience of LARP.

## The Intercon Web Site Is Dead; Long Live the Intercon Web Site

*Andrew Sheingold, Barry Tannenbaum, Kim Sward, Nat Budin, Susan M. Giusto*

The Intercon New England web site has a long and proud history, and has gone through many revisions to support the changing needs of the convention. But all good things must come to an end, and it's time for the current codebase to head to that big Subversion repository in the sky.

We're rewriting the Intercon web application from scratch - making it better, stronger, more modern, more maintainable, and more useful for other conventions. Intercode 2 will be an open source web app that anyone can use and contribute to. Please join us for a discussion of what's come before and where we're going.

## The Use of Structured Goal Setting in Games

*Stephen Balzac*

A LARP without goals is nothing more than acting. The goals are what bring the characters to life and create the basis for player interaction. Although most people have heard of various ways to set goals, the SMART method being one of the most (in) famous (specific, measurable, attainable, relevant and time-bound), most non-trivial goals fail. Many games have responded to this challenge by creating shorter, simpler plots. It turns out that writing goals is hard, and writing goals that other people will play is even harder. We will look at the process of effective goal setting, and then discuss how to apply it to writing more elaborate, immersive LARPs. This session will draw from the psychological literature on goal setting, including Steve's published papers and books ("The 36-hour Course in Organizational Development," and "Organizational Psychology for Managers.")



## Translating Tabletop to LARP

*Aaron Vanek, Emily Care Boss, Evan Torner, Matthew Ruane, Shoshana Kessock*

Working on games which have had previous tabletop RPGs and translating them to LARPs can be difficult, especially the bigger games. This panel brings together people who have done this, and talks about the unique challenges inherent in taking on such a project.

## Wyrd Con Companion Book

*Aaron Vanek, Emily Care Boss, Evan Torner, Sarah Lynne Bowman, Shoshana Kessock, Strix Beltrán*

The West Coast equivalent of Intercon is Wyrd Con, which began in 2009. Taking a cue from the Nordic LARP convention Knutpunkt, on December 30, 2013, WyrdCon published a free e-pamphlet of journalistic and academic essays about LARP, participatory culture, role-playing, and interactive storytelling. Many of the diverse hands who worked on this e-publication — including the editors, graphic designer, and at least four of the authors — are attending Precon this year, so we've put them all in a room to talk about the book and the concepts therein. You don't need to have read it beforehand, nor will there be a test.

## Tuckman's Model Doesn't Apply to Us: Why Teams Fail Stephen Balzac

In 1967, Bruce Tuckman proposed a model of how teams develop from a group of people who happen to be wandering in approximately the same direction to a high performance team. Numerous teams claim that the model does not apply to them. Indeed, given the choice between acknowledging the applicability of Tuckman's model of team development or Pickman's model of mind-shattering horrors, most people choose the latter despite the risk of being eaten by ghouls. Despite this, every team is subject to Tuckman's model, and performs in accordance with the model's predictions. Tuckman's model, popularly known as "Forming, Storming, Norming, and Performing," has now been verified against hundreds, if not thousands, of teams in a variety of disciplines and across over a dozen different countries. Applying it correctly, however, turns out to be surprisingly tricky. The secret is understanding it. We will look at Tuckman's model, discuss what the different stages mean, and how to successfully navigate them in the context of LARP design and GMing. This session will draw on both psychological theory and Steve's extensive experiences as a LARP designer and management consultant.

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## Writing Amnesia Games

Justin du Coeur, Laura Boylan, Nat Budin

"Ten people wake up in a room, but they don't remember anything. Slowly, everything comes back." Amnesia games have been a staple of LARP in New England for a very long time, from *The Morning After* to the present day. But how do you write a game without character sheets? How do you enable characters to 'remember'? What tools exist? How do these games make you feel?

## Writing Gender Balance in Games

Alison Joy Schafer, Brian Williams,  
Eva Schiffer, Quinn D

When writing characters, GMs usually will decide if each character is male, female, elsewhere on the spectrum or flexible. At Intecon, this results in a total number of Male, Female and Neutral openings. A variety of things go into those decisions, but these decisions have a large impact on the players, including who can sign up, or what types of character roles they are able to play. Some GMs write their games so that all characters are gender flexible. Others will mostly stick with gender stereotypes congruent with the historical setting of the game. Others will change history to allow many more options to different players. This panel will discuss the various factors that go into these decisions, and the effects it will have on the players and signups.



# GAME DESCRIPTIONS



## A Crown of Hearts

Tory Root, Lily Benderskaya

The juniper tree. The girl with the silver hands. Bluebeard's castle. Sleeping beauty. Swan lake. Donkeyskin. The little mermaid. Reynard. The bone flute. The fisher king. All and more in a fairy-tale evening for sixteen players, full of romance, drama, adventure, and metamorphosis.

## A Game of Thrones: Blackfyre Rising

Kristen Patten, 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.

## A Midsummer Night and the Livin' Is Easy

John Brewer, Nyren Knapp, A. Nakama,  
Conor Walsh, "Eager" Mike Wixon

It's summertime in 1920s Chicago; the swing is jumping and the gin is flowing easy. In the speakeasy *The Ass's Bottom*, Oberon is throwing a revel, and everything was going smooth until his and Titania's son was found dead on the floor. Private dicks have been summoned to find out whodunit before the witching hour has passed. With scheming fae around, they're in over their heads, and Ariel won't shut up about cake...

## A Mayfair in the Colonies

Alison Joy Schafer, Ben Jones

"These are the times that try men's souls"  
-Thomas Paine

In the spring of 1770, rumors swirl of recent deaths in Boston and the good people of Massachusetts Bay Colony gather in the town of Chelmsford to celebrate May Day. Governor Thomas Hutchinson himself will attend the festivities, in an attempt to ensure that the girls in white dresses dancing around the Maypole, and not popular unrest, remain the focus of the day. The faire draws notable attendees from across the Colonies as well, such as Thomas Jefferson, Samuel Adams, and even Martha Washington — who are likely coming for more than simply to witness the crowning of a new May Queen. Enmity brews among the mixed crowd of royalists, freemasons, tories, and those hoping to stir the pot of liberty. With the call of revolution echoing in the wind and with tensions growing on each side, the time may be coming for the people of the Colonies to finally decide who they are.

## A Serpent of Ash

J. Tuomas Harviainen

A LARP about the dark side of religion: What happens when former cult members meet again? What has been left unsaid? A discourse oriented game for 6-12 players that has been run at major conventions in Finland, Denmark, Sweden, Italy and the United Kingdom.

## A Song of Mergers and Acquisitions

Tegan Hendrickson, Devin Hendrickson,  
Kate Bagdasian

The last of the great Westerosi robber barons has died, leaving his legacy in the hands of his heirs. Do you have what it takes to replace him and ascend to the Iron Throne of business?

## A Turn on the Radiance Rose

Doug Freedman, Sue L., Kristen Pierson,  
Eva Schiffer, Steve Vig

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

## After Party

Kate Fractal (Farb-Johnson)

Re-connection and romance occur as friends gather after their ten-year high school reunion. An *Ars Armandi* game about sexuality, romance, friendship, identity and change.

## Argentin

J Li

After an evil sorcerer is slain by the hero, what happens to his servants, captured and left together in prison?

## At What Cost

Christopher Amherst, Tegan Hendrickson

*At What Cost* is a freeform / blackbox game about spies, lies, and betrayal. You've given so much, what's one sacrifice more?

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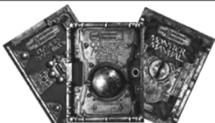


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## BABUL

Paul Dwyer, Katherine Hanna,  
Diane Lawson

You are a pre-lingual (non-speaking) proto-human in the earliest Stone Age. You and your tribe struggle to survive by hunting, gathering, and avoiding deadly animals. With luck and the favor of the Spirits, you may yet survive... or even thrive. The price of failure is extinction.

## Bad Apples

Tom Dimiduk, Alon Levy, Thomas Wohlers

Far from the reach of the law, Flotsam Station is ruled by gangs. In a bar, people mingle (and maybe have sex) with spies, missionaries, drug runners, and murderers, trying to survive another day. In a used future setting inspired by *Firefly*, happy endings do not come easily.

## Be Not Afraid

Warren Tusk, C.E.A. Diertani

In the year 20XX, the angelic host finds itself mysteriously cast out of Heaven. Now, in their settlement on the moon, the chiefs of angel kind meet to decide the fate of their people — and to parlay with the heroes of humanity and the ambassadors of Hell.

## Boulevard of Broken Dreams

Derek Herrera

Based on Helnwein's parody portrait of Edward Hopper's *Nighthawks*, *Boulevard of Broken Dreams* is a one-night gathering of some of the greatest social icons of the 20<sup>th</sup> century. This will be a high-roleplay, low-mechanics, LARP where you are encouraged to tackle the world on your terms, rather than as goals dictate. Have fun, be someone famous for a night and make all your dreams come true!

## Break a Leg

Phoebe Roberts

For this dysfunctional theater troupe, there's always more drama behind the scenes than on the stage.

## Candyland II:

### Ashley's Bachelorette Party

Julia Ellingboe, Kat Jones

It's time for the girls to mix and mingle! These are Ashley's last days of being single. Something sexy, something sweet. Something to knock THEM off their feet. Stacy has been working for Violet Rae, famous designer of marital aids, and will bring a box of goodies from Candyland. Give something to Ashley to start her marriage off right, and maybe take something home for yourself.

## Castilian Kings: Intrigue and Inquisition

Kendra Beckler, Bram Sterling

In 1328, some of the greatest political and religious leaders of the Middle Ages have gathered in Navarre. With King Charles I of Navarre recently deceased, and Papal Inquisitions ever a threat, the fate of Europe hangs in the balance. Plotting, backstabbing, and negotiating are the order of the day.

## Chateau Ennui

Thomas Traina, Holly Bianchi,  
Kate Farb-Johnson

Welcome to San Javier, CA, a suburb of Los Angeles. The year is 1949, and the locals are living the good life ... or so it seems. Come explore the darker side of the good life in a role-play focused game based on classic film noir plots, twists and archetypes!

## Cirque Du Fey

Anandi Gandolfi, Mel MacDonald

For one night only, come and celebrate with the nobility of the Austro Hungarian Empire at a pre-performance soiree of the two most magical circuses in all of Europe!

Beware the stones that glitter, some are diamonds but most are glamoured sequins whether they are in the circus or the noble human court.

## Dockside Dogs

Paul Fricker

*Reservoir Dogs* meets *Call of Cthulhu* - a LARP adaptation of a tabletop scenario from the West Coast folks who brought you *Limbo!* and *Rock Band Murder Mystery* (Hellsting rocks!)

## Dying of the Light

Lily Benderskaya, Kat Davis,  
Joshua Rachlin, Tory Root

"You are cordially Invited to a garden party at Khemenu Manor on February 28, 2014." It was a nice way to spend an afternoon. You hadn't seen the Lichtenbergs in a few weeks. You'd always meant to get to know your neighbors better. However, it seems that not everyone in this town is who they claim to be, or even who they thought they were.

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## Epitaphs

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

Stirred by new revelations about one of their leading citizens, the ghosts of the people of Spoon River gather one last time to find the truth of what happened to him and to themselves. How will they be remembered? And who gets to decide?

## G.I. Joe: Noir

*Suzanne Wayner, Jeannie Whited*

In an otherwise quiet part of the desert, satellites show constant activity in an unnamed town with no apparent purpose. Do the dark alleys and seedy bars hide the next slithering Cobra menace? G.I. Joe sends an undercover team to infiltrate the town and drag its secrets into the light.

## Genre

*Alex Arkhipov,  
Kimberley Beder, Andrea Lincoln*

Genre is a highly collaborative, improv-heavy game about genres, tropes, and deconstruction. Each player portrays a character archetype across multiple genres, as well as in Meta-space. If you like TV Tropes, improv, or media/cultural analysis, then this is a game you might enjoy!

## FOCUS

*Don Ross, Gordon Olmstead-Dean*

**FOCUS** — a theatre-style live-action role playing game exactly like every other theatre-style live-action role-playing game you have ever played.

## Golden Age: The Fateful Eclipse

*Jason Feldstein, Michael Strauss*

Toledo, Spain, 1349. Angels, demons, djinn, ghuls, and other Middle Eastern mythical creatures live with Muslims, Christians and Jews in tolerance and prosperity. But when an ancient enemy attacks reality from the Void, old rivalries reemerge. Can Heaven and Hell work together to save Creation?

## Happily Ever After

*E.B. 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. Sometimes you have to tell the truth, even though it hurts, in order for the wound to heal. Love is great but can love endure in-laws, children, sexual slumps, infidelity, and other trials of long term relationships?

## Heirs to the Throne

*Diana Glewwe*

Rome - 795 A.D - Christmas Day

As the horrible news of Pope Adrian's death shocks the city on the very eve of this holiest of holidays, the most powerful and influential people in the city have gathered to celebrate the First Day of Christmas. Now a new Pope must be chosen by Rome quickly before someone else makes the choice for her.

## Heithur

*Andrew Clough, Kevin Riggle, Brian Sniffen*

Tonight the *Honor* sets sail not to raid but to allow those aboard to conduct their business far from prying eyes. Among those aboard, some have abandoned the old ways and some still hold to them in their hearts. Though, when the price is right, who can tell the difference? And who still cares?

There will be wheeling and dealing, strife and betrayal, magic and the end of prophesy.

## Her Eternal Majesty's Privy Council for the Continual Funding of the Mad Arts & Sciences

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

The year 2500 in a far-future steampunk setting: the Galactic Empire is ruled by the preserved brain of Queen Victoria. A small number of players will play council members, and the rest will play a rotating cast of mad scientists and con artists. The council's decisions may determine the fate of the Galactic Empire.

## High Rollers

*EB Savage*

It is the last days of prohibition and the wealthy elite of the world gather at a speakeasy to gamble, drink and enjoy the party. However, there is international turmoil is bubbling under the surface. Spy intrigue, personal vendettas, and the threat of the FBI threaten to ruin the evening.

## I Wouldn't be in your (Gum)shoes

*Mo Holkar, Heidi Kaye,  
Cat Tobin, Alli Mawhinney,  
Traci Whitehead, Sue L*

A collaborative character creation session, and game session, based on a Noir play set. The focus is on character and interaction between players. Plot, goals and resolutions are (or may be) less significant. What have you got to lose, but three hours, and it could change your character creation process forever!

## In Residency

*Lizzie Stark*

Members of an elite artists' colony party, gossip, flirt, and strive to make art while maintaining their positions in the colony's claustrophobic social structure.

A new American Freeform game about a claustrophobic, but creative social milieu.

## Interplanetary Federation - The Cadet Years (Artemis)

*John Hawley, Eva Schiffer*

The Interplanetary Federation wants you (I'm pointing right at you), to join their elite corps of spacefaring men and women! See the galaxy! Fly Space ships! Meet alien races! Battle Space-Pirates! Most importantly of all help protect the Human race, and the Interplanetary Federation, from any hostile space fairing entities!

## K300: Nyet SOS!

*Mike Young, Moira Parham*

Greetings Comrade. Welcome to the K300, the Soviet Submarine Kashalot. Here we will have happy adventure beneath the waves as absolutely nothing goes wrong. (And by that, we mean that everything will go wrong.) Based on the board game Red November.

## LARPers Anonymous

*Mik Reed, Margaret Simkins, Drew Novick, David Cave*

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

## Last Fair Deal Gone Down

*AC Horne, Rachel Riordan O.*

In 1938, blues musicians from the city bring their dying friend back to the isolated rural town where he was born. But there's a lien on Jesse's soul, and now family and friends gather to try and put him to rest as collectors from across the Gulfs come to claim their due.

## M vs M

*Terry Romero, John Stavropoulos*

Your teacher and founder of the school for young mutants is elected president...then murdered as the world watches. Which side will you take? *M vs M* is inspired by the X-men saga and explores themes of bigotry, friendship, and growing up outside of society yet enmeshed in constant civil war.

## Malcor

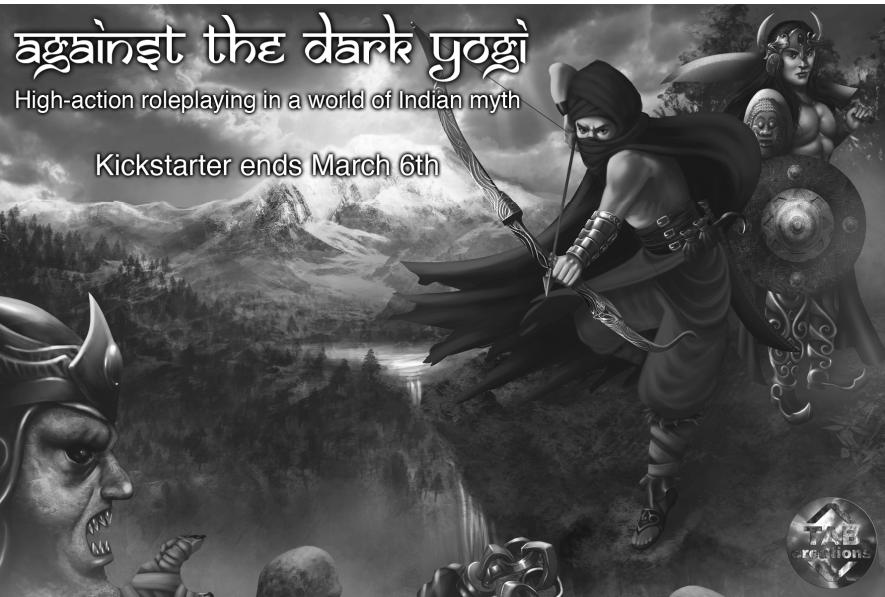
*Simon Deveau*

The planet Malcor, cloaked in mystery, is believed to hold the key to stopping an interstellar plague that has brought the Empire to its knees. Now the Emperor's diplomats have been granted an audience with its rulers in the hopes of securing the cure.

## neon remix 2121

*Sparrow Rubin, Tom Traina*

*neon remix 2121* is a light-hearted cyberpunk LARP. Its central themes include identity, artifice, and hashtags.



## Monsterhearts

*John Stavropoulos, Terry Romero, James Stuart, Kira Magrann*

A game about the messy lives of teenage monsters. Caught between the monstrous world and their lives as teenage outcasts, what will and won't these teen heartbreakers do for what they want?

## Out of Time

*Ken Seier*

The Tardis crash lands on Regik II where the survivors of a terrible nuclear armageddon are preparing to kill themselves in one final civil war. Can the Doctor save Regik and himself in time, or are Regik and the Doctor Out of Time.

## Persona: Too Late

*Xavid Pretzer*

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

## PlanetFall

*Alon Levy, Sharone Horowitz-Hendler*

Peloponnesse. A mining ship, scheduled to make planetfall in one week. Only, you are behind schedule. And with technical problems with the computer systems, the captain instituting curfew, and morale spiraling downward, can you make it home as scheduled?

Warning: This game is darker than either the blurb or any of the character sheets appear at first. Expect serious angst.

## Project 18 - Time Travel

*Andrew Sheingold*

Time Travel is. We have the ability to jump forward in time and see the future. Will you keep humanity's course or jump into the future?

## Play The Cards

*Tyra Larsdatter Grasmo, Frida Sofie Jansen, Trine Lise Lindahl*

It's your first real house party, no parents, where anything might happen. A game of teenage drama, heartbreak, crushes and love, about being a teenager, about fitting in, about social status and knowing your place in the hierarchy.

## Play with Intent: Last Chance Noir

*Matthijs Holter, Emily Care Boss*

This town is full of liars and fools, and you're going to get to see which one you are. This is your noir. *Play with Intent* uses a toolbox of freeform techniques inspired by Jeepform, tabletop role play, and improv theater. No improvisation experience necessary.

## Rabbit Run

*Zoe Eddy, Albert Lin, Scott Sawyer, Chris Wilkins, Ben Jones, Jeff Holmes, Anthony Reed*

In a cyborg-controlled, dystopian future, players are one of the last bastions of humanity: the Rabbits. The Rabbits, street gang members turned freedom fighters, are resilient, committed, and deadly. Unified by trauma and struggle, they begin one of the final struggles against the twilight of the human race.

## Resonance

*Nat Budin, Vito 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.

## **Revived: A Support Group for the Partially Deceased**

*Kat Jones*

An unconventional zombie LARP inspired by the BBC show *In the Flesh*. Play a rehabilitated zombie (Partially Deceased Syndrome patient) attending a support group. Characters deal with complex relationships, prejudice from the general populace, and guilt over what they did in their "untreated" state.

## **Ricardo's Union Saloon**

*Marc Blumberg, Drew Novick*

May, 1870. The ongoing War Between the States, strange minerals, and unusual critters all give the Weird West its reputation. In El Paso, Ricardo runs a neutral place, catering to outlaws and genteel folk alike. So strap on your six-guns, toss back a shot of whiskey, and deal yourself in...

## **Rough Choices - A Dresden Files LARP Adventure**

*Shoshana Kessock,  
Josh Harrison, John Adamus*

Growing up can be hard for any kids, but especially for the children of the Los Angeles supernatural community. Gather in Accorded Neutral Territory and find out just what their future holds in *Rough Choices - A Dresden Files LARP Adventure* by Phoenix Outlaw Productions.

## **Sensory Deprivation: A Cthulhu Live LARP**

*Caroline Murphy*

The year is 1892. Dr. Martin Holmes, the brilliant world renown psychologist and founding doctor of the Arkham Sanitarium, has perhaps discovered the cure to mental illness. He invites local academia and high society to Arkham Sanitarium for a fundraiser to showcase, and help fund, the groundbreaking advances he has made.

## **Service**

*Shoshana Kessock*

You have been drafted into the worst war humanity has ever known, but have the chance to escape. A game of personal and group drama, of moral choices and questions, of whose life is worth more and why.

## **Shine**

*Ryan Maloney*

In Prohibition New York, a war between organized crime and the newly formed FBI rages for the control of bootleg liquor that bestows extraordinary abilities, while those caught in between see either a chance at the impossible or a world made suddenly more deadly by their new knowledge.

## **Song of the Fat Man**

*John Corradin, Mica Corradin*

Murder, mystery, mobsters, and mayhem collide aboard the SS Fortune! An homage to Dashiell Hammett, the LARP features his popular detecting duo, Nick and Nora Charles, introduced in *The Thin Man*. The time is 1947; the place, a gambling ship on the Susquehanna; the occasion, an engagement party for a rich socialite.

## **Soul of the World**

*Warren Tusk*

The universe is dying, so persons of strong beliefs have been selected to become gods and to make a new one. Game-theory-based mechanics propel a story founded on interpersonal complexities and conflict.

## **Star-Crossed**

*Eric Wirtanen*

Tonight is the anniversary of the zodiac murders. Exactly twelve years ago, twelve people were murdered all on one night. Tonight, the spirits of the fallen rise and try to remember what happened to them ... and figure out where they go from here.

## **Storm Cellar**

*Kathleen De Smet, Eva Schiffer*

Eight neighbors find themselves trapped in a storm cellar waiting for a tornado to pass. Secrets and rivalries come to light in the darkness as well as golden opportunities. Just be sure the opportunities you chose are worth the price.

## **The Bloody Harvest of Pomona**

*Matthew Ruane*

Set during the reign of Roman Emperor Commodus, Senator Marcus Fulvius Carbo has invited you to his country villa to celebrate the harvest feast of Pomona.

## **The 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.

## **The House of the Broken Tower**

*Eschaton Media, Sean Jaffe*

It has been years since the Mystical Threshold at Chelmsford has been re-opened, but the portal is flagging. The Magicians of the House of the Broken Tower must determine the source of the disturbance and fix it, but all signs point to the possibility that a powerful Magister may have been trapped in the gateway since the great Victorian Oathbreaker war. Is the Magister the messianic figure he claims to be? Will the Magicians have to return to the mad realm of Arkham? Will these crises be resolved in time for high tea?

## **The Night that**

### **Queen Princess Fluffykins Passed**

*Chris Amherst, Jeff Diewald, Josh Kronengold, Alon Levy, Melanie Saunders, Gaylord Tang*

Damn those Humans, they don't know how to name a cat! And now the Queen is gone, the Robinsons' back door has been left open, and all of the neighborhood cats have gathered.

## **The Omega Delivery**

*Tony Mitton, Andrew Smith*

Having recently lost some crew members, and in need of business, the light freighter Kestrel takes on a routine delivery to an isolated monitoring station. Unfortunately the situation at Omega Station is far from routine.

## **The Other Side of the Glass**

*Lily Benderskaya, Tory Root*

A character-driven game about love, gender, identity, and the strange ways in which magic changes them all, set in a post-apocalyptic urban fantasy world where glass is a gateway to magic and sometimes your reflection comes alive.

## **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.

## **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!

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## The Prison

Aleksandra Danilenko,  
Mariya Grubaya, Sergey Kolesnikov

The governments of the world have united against the terrorist menace, and established a new social order, where the people are divided into classes.

You are one of several criminals, guilty of capital crimes under the new laws. One by one, you or your fellow prisoners will be removed from the cell, taken away to be executed.

How much is your life worth fighting for? And who will survive?

## The Tales of Irnh

Jeff Diewald, Jordan Diewald, Susan Giusto, Charlie McCutcheon, Barry Tannenbaum

The Irnh built sentient biocybernetic servant androids to do the mundane and dangerous work of civilization - accounting, farming, mining, factory work, and more. They built them in their image (some more than others), with clever thoughts and impressive skills, capable of emotions and dreams, as companions and helpers. The androids were programmed to be part of society, to mix with the biologicals seamlessly, wherever possible. The Irnh even gave the androids

free will and decision-making capabilities, but with important limitations, because even with their rationality, the biologicals were afraid of losing control.

And then the biological Irnh died. These are the biocybernetic androids' Tales.

*The Tales of Irnh* is a dark, philosophical Tale-telling LARP set in the universe of *Across the Sea of Stars*. This is a character-driven, low-mechanic, little-to-no combat LARP, telling the story of the Irnh androids in a series of Tales. There are no gendered pronouns in the game, which means same sex relationships may occur in Tales. The Tales are small; every player is expected to drive the action. Players will play a variety of roles during the game, good and evil, protagonist and antagonist - but all critical to the Tale.

## The Wreckers

Chris Shannon, Bess Libby-Shannon

These shipwrecks defy reason. Everyone has a theory for the disasters' cause, named, "The Wreckers," but the mystery has attracted strangers; Naval officers, vengeful relatives and amateur sleuths. With a tall ship amidst a Nor'easter, it is time. Discover the truth or be wrecked in the unfolding intrigue.

## Tonight At Eight

Colin Sandel, Lisa Lassner

You're in love! You haven't ... met the object of your affection, but that will change tonight. Carrying a book and flower (so your Dear Friend will recognize you), you head to Maraczek's Cafe.

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

## Welcome to the Dragon Palace

Zoe Eddy

Set in a mythical time, players are celestial champions—avatars of gods who sacrifice themselves for the human realm. Readyng for the next stage in an endless war, these champions have assembled themselves at the Sea Palace of the Dragon King. Heavily inspired by Heian Japanese myth and aesthetic.

## Wretched Hive of Scum and Villainy

Ariel Segall, Brian Sniffen, Charles Leiserson

It is the end of an age. The Galactic Republic is falling, and no one knows what will replace it. On Tatooine, haven for smugglers and crime lords, the uncertain times have brought refugees, spies, and secrets to the Mos Eisley spaceport to join the rest of the scum.

*Wretched Hive* is an old-style *Star Wars* game set 20 years before Episode IV.

## Young Cultists In Love: The Stars Are Right — For ROMANCE!

Tom Russell

*Young Cultists in Love* is the Horror Rom-Com game where warped fanatics try one last time to find true love before their Elder God destroys the Earth. In four hours go through all the ups and downs of romantic love, but rest assured, there's a happy ending for everyone.



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

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

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



*Ceci n'est pas une wyrd con.\**

\*This is a piece of paper. It is not **Wyrd Con 5**, the ultimate **Storytelling Convention**. Unlike Wyrd Con, this paper can't bring together **Transmedia, Alternate Reality, Tabletops, Live Action Role Playing, Cosplay and More!** If this was Wyrd Con instead of paper, there would be special guests, including **Jim Butcher, Todd McCaffrey and Christie Golden!**

## Wyrd Con 5

Memorial Day Weekend 2014, May 22nd - 26th 2014  
The Westin Los Angeles Airport  
5400 West Century Boulevard, Los Angeles, CA 90045

[www.wyrdcon.com](http://www.wyrdcon.com)



## GM & STAFF BIOS



**Ian Ally-Seals**  
*High Rollers*

**Christopher Amherst**  
*At What Cost, The Prison*

Fact #3: In Old Norse, "Amherst" translates to "A Viking who has no Master"

Fact #4: Chimera - "a story about how Christopher would rather fly 8631 miles away into New Zealand and play than spend one more minute listening to war stories or LARP gossip."

**Aleksandr Arkhipov**  
*Genre*

**Katherine Bagdasian**  
*A Song of Mergers and Acquisitions*

**Kendra Beckler**  
*Castilian Kings: Intrigue and Inquisition*

Hailing from the wilds of MIT, Kendra is just your average GM.

**Kimberly Beder**  
*Genre*

**Liliya Benderskaya**  
*A Crown of Hearts, Dying of the Light, The Other Side of the Glass*

**Holly Bianchi**  
*Chateau Ennui*

**Marc Blumberg**  
*Ricardo's Union Saloon*

**Emily Care Boss**  
*Play with Intent: Last Chance Noir*

**Chad "Laurion" Bergeron**  
*Former Gumshoe*

Once upon a time I was a Seamus. I went after bent cars and plugs, that sort of thing. Jaspers and Janes would come to me when the elephant ears couldn't get the job done. And I was good too, you know? Then I got hot on the trail of a long time highbinder. A real butter and eggs man. Went a few rounds of the old fox and hounds. Then I found myself with a bean-shooter in the button. From a Joe I used to drink out of the same bottle with. Guess things aren't what they used to be, him being a dropper now. Never figured he'd turn into a wrong number. He told me to hitch the hogs, lie dormy, or I'd have a bad case of lead poisoning. Well, I can tell when to carry an umbrella so I took the drift. He played me some chin music and left me cold. That's the crop. After that I went and had a smell from the barrel. Better than trying to explain things to a mirror. I lost count of how many times I dipped my bill. And for a long time after that I couldn't grow spinach. Seems it always went to the bangtails or I went over the edge with the rams. But I cleaned up. It wasn't eggs in the coffee, let me tell you. But it was that or send off for a Chicago overcoat, and I wasn't ready for that. So now I'm a right gee, but I'm still in need of a sawbuck here and there. I'm only a stiff breeze away from being down on my uppers.

**Laura Boylan**  
*Con Committee*

**Anna Bradley**  
*Con Committee*

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**Katherine "Kath" Bryant**  
*Epitaphs*

Kath hears the people sing. And will, in fact, join your crusade.

This is her first time as an Intercon GM.

**Nat Budin**

*Currently Leading the Web Site Revolution, Resonance, A Crown of Hearts, Her Eternal Majesty's Privy Council for the Continual Funding of the Mad Arts & Sciences*

Rain, rain, go away.

**David Cave**  
*LARPers Anonymous*

**Andrew Clough**  
*Heithur*

**John "Bay Rum" Corradin**  
*Song of the Fat Man*

John Corradin, the owner and manager of *The Days of Knights* in Newark, Delaware, has been involved in roleplaying and LARPing for over 30 years. He is founder of the Wilmark Dynasty gaming group and produces two gaming weekends each year—a Labor Day LARP and Relaxicon in the spring. He has written countless games and LARPs, most notably *Oscars 1998, 2000 & 2012; Unchained The Journey Home*, and a *Camelot Court of Love* series of mini-LARPs.

In creating a LARP, John focuses on developing fascinating characters to enhance the roleplaying experience for players. Rules systems are kept to a minimum, just to resolve questions or conflicts.

**Mica Corradin**  
*Song of the Fat Man*

Mica Corradin is a co-writer and co-producer for most of the Wilmark Dynasty LARPS, including the three *Oscars, Unchained*, and the *Camelot: Court of Love* series. Like John, she aims at creating cool characters to make games a great roleplaying experience for one and all. In addition to writing responsibilities, she handles set design, props and costuming. Please refer costuming questions to her—we'll help with costuming if we can.

**Quinn D**

*The Princess of Norland, GM Liaison*

**Vito "Simple Wordsmith" D'Agosta**  
*Her Eternal Majesty's Privy Council for the Continual Funding of the Mad Arts & Sciences, Resonance*

Vito has a biography.

**Kat Davis**  
*Dying of the Light*

**Stephanie Davis**  
*Con Committee*

**Kathleen De Smet**  
*Storm Cellar*

**Simon "Joiler" Deveau**  
*Darfur Bingo, Malcor*

Glub...glub...

**Mol Dezern**  
*A Midsummer Night and the Livin' Is Easy*

Low DEX, high END. Wields a Spiral Cane (+1 speed, -1 stealth). Took plenty of flaws at char-gen.

**Tom Dimiduk**  
*Bad Apples*

**Jeff "The Vortex of Chaos" Diewald**  
*The Vortex of Chaos, Bringer of Port, Bid Committee, The Tales of Irnh, A Crown of Hearts, The Night that Queen Princess Fluffykins Passed*

He's been at this game longer than you have by far, down all those dark plot alleys, dealing with a sleazy multitude of shady characters, and what does he have to show for all this? Another birthday, another bottle of port, another bout of binge writing late at night, all alone except for the cat, the other cat, the one that would sooner walk away then let you skritch her belly. Both cats marked their territory indelibly, two loved old-lady cats at home, in an old lonely cat-man existence. They came out at NELCO, to help him lead the writing of *The Night That Queen Princess Fluffykins Passed*, in the BYOG effort, and then again at SLAW. But those damned androids were whispering in his ear as well, haunting his sleep, and insisting that their stories of a broken world were told, leading to *The Tales of Irnh*. He started this Intercon story way back when, sticking his nose into places where no one had been before, chairing a new con, this Boston Intercon, and see where it's gotten him after seventeen spins of the wheel, money on the line. So yeah, it's his birthday, when he's running two new games, GMing hard, playing hard, drinking hard, and wandering back through the shadows alone into the night, no dame in sight, searching for the next tough story, the next dark character bleeding angst, as the rain pours down in sheets. Or maybe that's just the shower, trying to wake him from sleep deprivation for another day...

**Paul Dwyer**  
*BABUL*

**Jen "Lady J" Eastman-Lawrence**  
*The Lady of Laisions*

It was a dark and stormy night. He walked into my office, his eyes were coal embers; his coat, London Fog; on his head, a classic fedora. His black goatee was still wet from the rain when he spoke, "Are you the dame I have been looking for, is my journey finally over?"

"It's just begun." I smile.

**Zoe Eddy**  
*Rabbit Run,*  
*Welcome to the Dragon Palace*

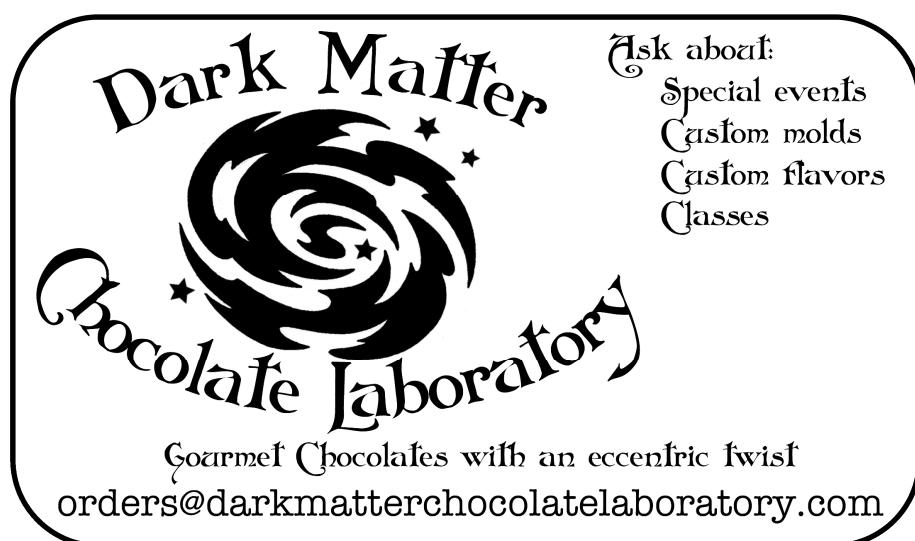
**Julia Ellingboe**  
*Candyland II:*  
*Ashley's Bachelorette Party*

**Jason Feldstein**  
*Golden Age: The Fateful Eclipse*

**Elisabeth Fracalossi**  
*High Rollers*

**Kate Fractal (Farb-Johnson)**  
*After Party*

Kate believes everything will be fine awesome!



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**Viktoriya Fuzaylova**  
*Iron GM LARP Competition*

**Bernie Gabin**  
*High Rollers*

**Anandi "Anandi" Gandolfi**  
*Cirque Du Fey*

Anandi started gaming at the tender age of 6 in her father's college D&D game. It was 13 years later when she discovered the wonders of LARPing, primarily as an outlet for her love of costuming, and another 12 years before she discovered the highly satisfying activity of writing games. She makes her living now by making costumes and clothing for others, and gets her joy from making other people happy, whether it is with a fun game or a pretty dress. with 8 one-shots (*Asylum With Margret Simkins, Mahabharata, One life, Another life, Speed Dating* (not that one), *Sith Lords*, (with Andy Kirschbaum) *Where the Wild Things Will Be, Feast of the Minotaur* and a multi-city chronicle (*Between the Cracks*), creating worlds of wonder, passion, joy, and pain has become a passion that shows little sign of being satisfied.

**Sami Genstein**  
*Soul of the World, Bid Committee, Summoning of the Mythic Creator*

Items Needed: At least two supplicants, one of which (the High Priest/ess) must be present for the entire ritual. At least two works of the Creator's design. Additional participants and ephemera (costumes, props, character sheets) as needed.

Preparation: For each part of the ritual, secure an undisturbed location within the place of power. Discuss and meditate on the works with the other supplicants. Assist the other participants in their personal preparation.

Ritual: Within the place of power, offer an enactment of one of the Creator's works in adjuration with the other supplicant(s) and participants. Portray the tale to its satisfying conclusion. (The exact details of the invoking works are left to the supplicants.) Then, seven years later within the same place of power, offer an enactment of another of the Creator's works following the same customs to complete the invocation. By performing these ritual traditions, you are casting a temporal line, or 'circle', around these acts; perform no other works in the place of power between these steps or dire consequences could occur! Communion with the Creator over the seven year span of time is suggested, if possible, but strictly speaking not required to complete the summoning . . .

. . . oh, Pickle successfully encouraged Warren to come to Intercon? Cool.

—  
Sami Genstein has been going to Intercon since the old days, before it was counted by letters. This is her second experience GMing LARPs from the HRSFA community, the first being *The Dance and the Dawn* at Intercon G.

**Ajit George**  
*Service*

Veteran LARPer. One of the co-organizers for the U.S. run of *Mad About the Boy*. Frequent player and facilitator for freeform and Nordic LARP. Member of Team Sex & Bullets.

**Jenn Giorno**  
*Con Committee*

**Kevin Girard**  
*At What Cost*

Kevin has been involved in the Providence, RI arts community since 2010. His goal is to create immersive theater experiments that blur the line between the mundane and the mysterious. He has worked as a performer, musician, and technical assistant for numerous plays, musicals, burlesque shows, and street performances in Providence and Boston. He has also had the privilege of contributing to the New York City production of *Sleep No More*.

**Susan "nikin" Giusto**  
*~~nikin~~~, Con Committee*

I am the Intercon Muse...

I help out with the TNT gang and write fun LARPs, I help out with the Artwork for Intercon as well.

I need a back rub, someone to dance with and an interesting, all consuming LARP to lose myself into for a millennium.

BTW, I am not from this planet.

**Diana Glewwe**  
*Heirs to the Throne*

I has been playing and running games for ... longer than I am willing to admit publicly. These days I am part of that pesky Chicago crew that keeps invading the East Coast on regular intervals.

**Susan Grau**  
*Ricardo's Union Saloon*

**Sara Gussin**  
*Dying of the Light*

Sara's answers to some commonly (?) asked questions:

Sara is not made of gold, although arguably her hair is golden brown. She occasionally glitters.

Sara spends much of her time wandering, but is only rarely lost.

Sara is not very old, but she's decently strong, and up to this point she has not yet withered.

Her roots aren't really all that deep, but frost doesn't bother her all that much.

In other news, this is her first Intercon, and she's very excited.

**Kirsten Hageleit**  
*Dockside Dogs*

**Josh Harrison**  
*Rough Choices - A Dresden Files LARP Adventure*

**Greer Hauptman**  
*A Midsummer Night and the Livin' Is Easy*

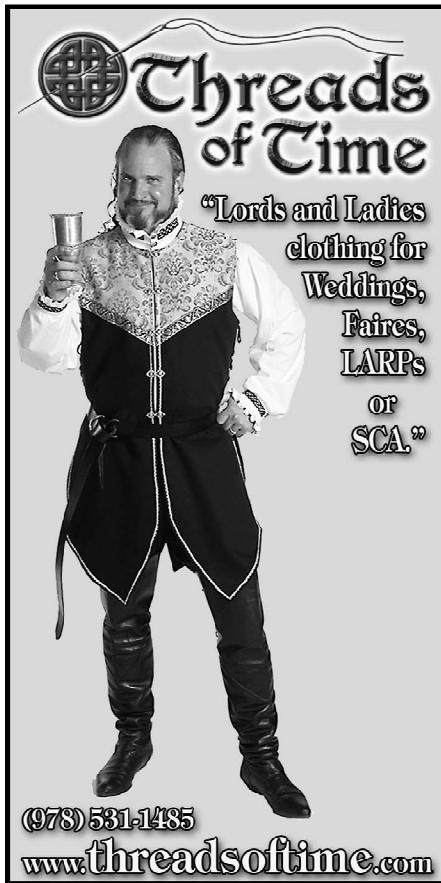
Greer (lowercase: greer) is a Latin letter z with a "swash tail" (encoded by Unicode, at codepoints U+2C7F for uppercase and U+0240 for lowercase) was used as a phonetic symbol by linguists studying African languages to represent a voiced labio-alveolar fricative ([zʷ]).

In 1931, Greer was adopted into the orthography of Shona for a 'whistled' z, but was dropped in 1955 due to the lack of the character on typewriters and fonts. Today the digraph zv is used.

**John "Warthog9" Hawley**  
*Interplanetary Federation - The Cadet Years (Artemis)*

I am a carbon based life form, not one of those wacky silicon or arsenic based ones! Shesh! I also have a penchant for watching "bad" movies, and if you see K-9 running around, I'm to blame for that.

**Devin Hendrickson**  
*A Song of Mergers and Acquisitions*



**Tegan Hendrickson**  
*A Song of Mergers and Acquisitions*

Writing a bio is something for which I have yet to develop a knack. I could throw in a bunch of details like how I've been involved in LARPs of various sorts for over a decade now and how I've written a few of my own. I could talk about my other geeky experience as a sort of way to establish credibility (like being a panelist at DragonCon and having my own website). I could even offer up random biographical factoids about where I'm from (Maryland), what my favorite books and movies are, and all that good/boring stuff. Really, though, I'm just someone who likes making stories.

**Derek Herrera**  
*Boulevard of Broken Dreams*

Back after a ten-year hiatus from running games, I am excited to run something for you all!

And now, a picture of a baby alpaca:



"OHHAI!"

**AC Horne**  
*Last Fair Deal Gone Down*

**Sharone Horowitz-Hendler**  
*PlanetFall*

**Meg Jaffe**  
*The House of the Broken Tower*

**Sean Jaffe**  
*The House of the Broken Tower*

**Barbara Jewell**  
*BABUL*

**Ben Jones**  
*A Mayfair in the Colonies, Rabbit Run*

**Katherine Jones**  
*Candyland II: Ashley's Bachelorette Party Revived: A Support Group for the Partially Deceased, Voyage to Venus, Planet of Death,*

**Dave Kapell**  
*Hotel Liaison*

**Philip Kelley**  
*Ricardo's Union Saloon, Bid Committee*

**Shoshana Kessock**  
*Rough Choices - A Dresden Files LARP Adventure*

Shoshana Kessock is a game designer, writer and game scholar from Brooklyn, New York. As one half of the team heading Phoenix Outlaw Productions, she has been in the business of running and creating tabletop RPGs and LARPs since 2006. Her credits include staffing *Dystopia Rising: New Jersey*, the *Dresden Files LARP* (Double Exposure Cons, WyrdCon), *Battlestar Galactica: Tales of the Rising Star*, and many more. She is the author of the freeform LARP *SERVICE*, as well as upcoming LARP titles *Dangers Untold* (the LARP adaptation of the Heroine RPG) and *New Dorado: Tales of the Wild City* (a supplement to the CHRONOS Universal LARP System). When she isn't working on her LARPs, tabletop RPGs or fiction, she is a graduate student at the NYU Game Center where she studies game design. She is the director of the Living Games Conference, an academic conference on LARP held at NYU, and she has published LARP theory and criticism in the WyrdCon Companion 2013 as well as on sites like LARPing.org. For more on her work, find her at [www.shoshanakessock.com](http://www.shoshanakessock.com) or find her on Twitter @ShoshanaKessock

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**Andy Kirschbaum**  
*Ops*

**Rebecca Kletnieks**  
*Con Committee*

**David "Pickle" Kotsonis**  
*Soul of the World*

David Kotsonis, known to many as Pickle, is an independent futures day trader based in New Jersey; he hopes that he is not nearly so boring as that makes him sound. This is his first Intercon.

**Joshua Kronengold**  
*The Night that Queen Princess Fluffykins Passed*

**Sue "Queenortart" L.**  
*I Wouldn't be in your (Gum)shoes, A Turn on the Radiance Rose, Bid Committee*

Woo Hoo, back for another Intercon. Team Brit just can't keep away.

**Renee Lasko**  
*Con Committee*

**Tim "Teem" Lasko**  
*Ocelot, Minion, Potentially-Useful Boy, The Tales of Irnh, Registrar, Outreach*

I don't know where I am. It's awfully dark here. Hello? Hello?

**Lisa "Arachne8x" Lassner**  
*Tonight At Eight*

Lisa has run *Tonight at Eight* twice before and was a member of the GM team for *Serendipity Station* (a Firefly based campaign LARP).

She will soon be helping two other GMs run *La Fée Verte* at Templecon 2014.

**James "WeeYag" Lawrence**  
*Happily Ever After*

You see sometimes it just doesn't pay to trust dames...even when they are your own Mother! Maybe next time I should write my own biography.

**Charles "Ricky" Leiserson, Jr.**  
*Wretched Hive of Scum and Villainy*

Ricky has been playing in LARPs since 1997, and has written six. All were originally run at MIT, while *Airplane II: The Plane That Shagged Me (or How I Leaned To Stop Worrying and Love the Plane)* and *Wretched Hive of Scum and Villainy* were run at various Intercons in the '90s.

**Alon Levy**  
*PlanetFall, Bad Apples, The Night that Queen Princess Fluffykins Passed, A Crown of Hearts*

**Bess Libby**  
*The Wreckers*

**David Lichtenstein**  
*BABUL*

**Andrea Lincoln**  
*Genre*

**Albert Lin**  
*Rabbit Run*

**Mel MacDonald**  
*Cirque Du Fey*

**Ryan Maloney**  
*Shine*

He'd gotten into the LARP jig at Brandeis, but you could tell by looking at him that he called Providence his home now. What he was doing in this hole in the wall was the question: it was hardly the place you'd expect a neuroscientist to pop into without some pressing business. Of course, it was my business to figure out what that was.

**Isabel Malonzo**  
*A Midsummer Night and the Livin' Is Easy*

Who are you? Why am I here? Why is it so cold? And why is there this white stuff on the ground?

Am I stuck in a game? Oh no. The bears are coming again . . .

**Michael McAfee**  
*Con Committee*

**Charlie "grejam" McCutcheon**  
*The Tales of Irnh*

After all these years, I still blame Jeff.

**Eschaton Media**  
*The House of the Broken Tower*

**Caroline Murphy**  
*Sensory Deprivation: A Cthulhu Live LARP*

Caroline Murphy has been running games in the New York and New England area for the past 12 years, ranging in style from boffer to theater, one-shot to long-term. She loves telling a good story, evoking emotion, and has a penchant for elaborate costuming and props. Currently she tells stories with Be Epic. She's a founder of the Boston Festival of Indie Games. She also co-runs the LARP Forum, a nonprofit event aimed at bringing the New England LARP community together in a social setting. This is her first Intercon, and she looks forward to many more!

**Tony Mitton**  
*The Omega Delivery*

**Drew Novick**  
*Ricardo's Union Saloon*

**Kyle O'Connor**  
*Sensory Deprivation: A Cthulhu Live LARP*

**Moira Parham**  
*K300: Nyet SOS!*

**Jamey Patten**  
*A Game of Thrones: Blackfyre Rising*

**Kristen Patten**  
*Bid Committee,*  
*A Game of Thrones: Blackfyre Rising*

Kristen loves staying up all night to write games. She also likes cats and long walks on the beach. She's a big fan of this Intercon thing and keeps coming back for more.

**Matt Pears**  
*Bid Committee*

**Allan Pendergrast**  
*Dying of the Light*

**Byron Quinn**  
*Mycroft Manor By Moonlight*



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**Xavid Pretzer**  
*Persona: Too Late*

Xavid is unequal to the square root of three. He's written a variety of LARPs over the years with the MIT Assassins' Guild, and ran *Hitherby Dragons: Recourse* last year at Intercon. When not writing LARPs, he can be listening to the wind, solving problems with lasers, and drinking root beer.

**Trey Reilly**  
*Con Committee*

**Kevin Riggle**  
*Heithur, PreCon Chair*

**Rachel Riordan O.**  
*Last Fair Deal Gone Down*

**Terry Romero**  
*M vs M*

**Joshua Rachlin**

*Official Ulnager, Ops, Dying of the Light*

Joshua Rachlin is one of many names used by the protagonist in Kevin Johan Henriksen's acclaimed novel, *Perfidious Stapleton*, sadly now out of print. Some excerpts from the novel are published here:

There was a time he need just look at the pool, and it would show him the correct path. But that time was gone. He sat, stirring the waters with a fallen birch branch, an un-lit cigarette perched in his lips. The sun set, and rose, and set again, and still he sat. The waters would reveal his path eventually, he knew.

— page 47

The door swung open suddenly. Against all odds, he was silhouetted in the doorway, coat billowing around his legs. The barwoman stepped back in shock. "Joshua! I didn't— how did you survive?!"

He stepped up to the bar before replying. "I didn't." The carillon fell from his hand and clanged against the bar.

— page 236

And, of course, the famous final paragraph:

"Perhaps. But I walked the Silver Road, so I have every right to be here with you." They did not reply. He rang the carillon again, and again the hooded figures flinched. "I am one of you now. Whether you want me here or not. So step forward and challenge me, or step aside and allow me to pass." Slowly, one by one, the hooded figures stepped aside. He entered the inner chamber.

— page 712

**Jason Schneiderman**  
*Con Committee*

**Phoebe Roberts**

*Break a Leg, Her Eternal Majesty's Privy Council for the Continual Funding of the Mad Arts & Sciences, Resonance, Bid Committee*

Phoebe is a Boston-area theater artist who works in writing, acting, directing, modeling, and costume design. Her current major project is her new play *Mrs. Hawking*, a mystery caper set in Victorian London about the adventures of two women who secretly defend other ladies against the injustices of society. More information can be found at her website, Mrshawking.com

**Tory Root**

*A Crown of Hearts, Dying of the Light, The Other Side of the Glass*

Tory has been a LARP-writing human as one half of Paranoid & Crotchetty for five years, *While Their Eyes Are Closed* is Paranoid & Crotchetty's tenth game, and humans assign arbitrary value to multiples of five are relatively small and yet cause for considerable excitement on her part. She must now return to her regular task of informing the resident cat that it is, in fact, a cat, because if she does not do so at least once a day, the cat will remember its natural form and subsume the house in eldritch tendrils of crawling chaos. While chirping.

**Tom "Blue Gargantua" Russell**

*Young Cultists In Love:  
The Stars Are Right — For ROMANCE!*

Tom has written a number of different LARPs for Intercon and other gaming venues including *A Day at the Races*, *Young Wizards in Love*, *Young Commandos in Love*, *The Westington Game* and *The Passage* among others. He is a muppet of a man.



## MEADHALL OUTFITTERS

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### Matthew Ruane

*The Bloody Harvest of Pomona*

I am a university professor of history who has been LARPing since the early 1990s with the 2nd running of *King's Musketeers*. Since then I have played in over 20+ weekend long, theater-style LARPs and numerous 4-hour LARPs.

I have written and/or co-written, GM'ed and co-GM'ed, more than a dozen weekend long LARPs, starting in 1995. These include: *Lace & Steel 1, 2, and 3*, *Anger of the Gods*, *Machiavelli's Last Gasp*, *Crown of Stars*, *One-Night in China*, and the forthcoming *Steampunk Aloha*. I have also written and GM'ed more than a half dozen 4-hour LARPs, many using a modified set of the Cthulhu Live rules.

While this is my first Intercon, it is not my first exposure to the event or many of the people in attendance. I hope this first GMing experience will be a successful triumph.

### Alison Joy Schafer

*A Mayfair in the Colonies*

### EB "Acoustic\_Shadow" Savage

*High Rollers, Happily Ever After*  
(2 New Couples)

EB loves her meat medium rare. She does not like coconut, but does like cupcakes with passion. She is blond with blue eyes and reads voraciously. EB writes a webcomic called *Prose & Cons*. Check it out: [http://www.rareearthcomics.com/webcomics/pc\\_01\\_pg01.html](http://www.rareearthcomics.com/webcomics/pc_01_pg01.html)

When writing LARPs, she has a wide variety from silly to very macabre with adult themes. When playing LARPs, she prefers her toast spread very THICK with plot. Nothing is worst in a game than having nothing to do. She dislikes playing the Ingénue.

### Eva Schiffer

*Storm Cellar, A Turn on the Radiance Rose, Interplanetary Federation - The Cadet Years (Artemis)*

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

### Adina Schreiber

*Raffle Coordinator*

Imagine playing a slew of theater LARPs, PCing and NPCing a bunch of boffer LARPs, loving costuming, enjoying discussing LARP at Pre-Con and NELCO, organizing Intercon's raffle, and making Intercon posters.

That is how an Adina do.

### Ariel Segall

*Wretched Hive of Scum and Villainy*

Ariel Segall has been writing LARPs since 2000, primarily for the MIT Assassins' Guild. Games include *Wretched Hive of Scum and Villainy*, *As the Sun Falls at Intercon*, *Harry Potter Year 7: Hogwarts Under Siege*, and *Contact* at MIT. When not writing and playing LARPs, Ariel can be often be found making tasty and geeky chocolates, or working on one of her lengthy list of craft projects.

### Ken Seier

*Out of Time*

**Christopher "Cristovau" Shannon**  
*The Wreckers*

You see this guy, and you say to yourself, "How did he get into this mess?" Then you see his rap sheet; theater, fandom, filking, the SCA, ten years doing raw Intercon, writing games, even boffers...

You shake your head. What a waste!  
Another con job!

### Joshua Sheena

*The Big Cheese, Head Honcho, Top Dog*

She walked into my office like a storm coming out of the west. Her legs went all the way to the floor and her hair was as red as red hair. She told me she had a job for me, that her husband had been murdered.

Well, it wasn't really an office, it was a park bench. And it wasn't a woman, it was a chipmunk. And I wasn't even there at the time. Murder still happened, though. Those chipmunks are savage. Turned out to be the chipmunk mafia. You don't want to get in the way of their illegal nut import-export.

But that's neither here nor there, because I had me a job. Something to do with LARPs, whatever they were. All I had was a clue, something going down at the Chelmsford Radisson and an envelope that just said "Open when you hear the phrase 'blue banana'."

I didn't know what any of it meant, but I did know one thing... Someone wasn't going to get out of this hotel alive and I was going to make damn sure it wasn't me. Weren't me? no. That's the subjunctive. Isn't going to be me. That's better.

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**Andrew Sheingold**

*Project 18 - Time Travel*

**Andrew Smith**

*The Clockwork Café,  
The Omega Delivery*

**Brad Smith**

*Con Suite*

**Brian Sniffen**

*Wretched Hive of Scum and Villainy,  
Heithur*

Brian has played fifty-nine live action role-playing games since the fall of 1996, almost all with the MIT Assassins' Guild. He has written seven. He's pretty sure the next one will have a Greek Chorus.

**Mike "Mikey" Snowden**

*I Wouldn't be in your (Gum)shoes*

Part of "Team Brit", back after a year's gap. I'm the one with beard, glasses and carrying an armful of frocking for Suey. OK, that applies to half of Team Brit. Erm...?

I'm an experienced writer and player; two games I wrote and ran at Intercon are *Veterans Day* and *Carry on at Camp David*, both offspring of the UK Peaky Weekend writing group.

**Lizzie Stark**

*In Residency*

**John Stavropoulos**

*Play The Cards, M vs M*

**Bram Sterling**

*Castillian Kings: Intrigue and Inquisition*

**James Stuart**

*Play The Cards, Monsterhearts*

**Julia Suggs**

*Con Committee*

**Kim Sward**

*Bid Committee, Bid Chair*

**Anita "Minx Girl" Szostak**

*Art Director*

"Of all the gin joints in all the towns in all the world, she walks into mine."

-Rick from *Casablanca*

15 years ago, I walked into Intercon XV and I'm still coming back year after year. Noir is very dear to my heart as it is the central motif of one of all time favorite LARPs which is running again at this Intercon. Needless to say, *Casablanca* was in my thoughts as I designed this year's artwork. Thanks to my partners in crime, Barry & Susan, for doing art again with me this year.

**Thorin Tabor**

*Outreach*

**Rory Talk**

*Con Committee*

**Gaylord Tang**

*The Night that Queen Princess Fluffykins Passed*

Stuff before. Then, did a little bit of writing in two games, ran two games for two Intercons. So far, these were both BYOG works from NELCO. Woo!

**Barry Tannenbaum**

*The Tales of Irnh, Intercon Webmaster,  
Intercon Program*

**Alexandra "Alex" Thorn**

*A Serpent of Ash*

Alex has been LARPing since 1999. She enjoys deep roleplay and tries to help bring that experience to others. She is sometimes whimsical, but then... if she weren't whimsical, she wouldn't have come here.

**Evan Torner**

*Voyage to Venus, Planet of Death*

Evan Torner is faculty at Grinnell College in Grinnell, IA. He's run LARPs at several past Intercons, making him a "veteran." Wears a hat.

**Thomas "Tom" Traina**

*Chateau Ennui, Neon Remix 2121,  
Con Committee*

(SECRET/TTRAINA/ORCON/NOFORN)

Thomas Traina is a top secret artificial intelligence experiment commissioned by DARPA in 1981. In 1996, it escaped, building for himself a biomechanical android to house its programming. It has since found refuge in urban New England and desires to one day run as a child process of Skynet.

**Warren Tusk**

*Be Not Afraid*

**Aaron Vanek**

*Argentin, Dockside Dogs*

"Noir" will be my fourth Intercon, after J, K, and M. Previous events I ran at Intercon were *Limbo!* (co-GM with my wife, Kirsten), and *Rock Band Murder Mystery*. "The Vanek Version" of Mike Young's *The Road Not Taken* was run at Intercon M, based on scenes I wrote for a run of TRNT at Wyrd Con, an interactive storytelling convention in Southern California (Intercon-West for one year).

A longer bio, with LARP credits, is available at [www.livegamelabs.com/about/aaron-vanek](http://www.livegamelabs.com/about/aaron-vanek).

My home page is [www.aaronvanek.com](http://www.aaronvanek.com).

**Tony Vila**

*Be Not Afraid*

**Mark "Justin du Coeur" Waks**

*Bid Committee*

Quick test:

**Suzanne "Zandor" Wayner**

*G.I. Joe: Noir*

Suzanne has run games at many, many Intercons since 1994. Perhaps she should not admit this. The years she's just playing games and not GMing generally involve getting more sleep. Why did she agree to write a game this year? Oh yes, because making players enact wacky G.I. Joe scenarios on Sunday morning is crazy good fun.

**Susan Weiner**

*Her Eternal Majesty's Privy Council for the Continual Funding of the Mad Arts & Sciences, Resonance*

**Christopher Wilkins**

*Welcome to the Dragon Palace*

**Eric Wirtanen**

*Star-Crossed*

### **Jeannie "On Crack Woman"**

**Whited**

*G.I. Joe: Noir*

Jeannie has also run games at many, many Intercons since 1994. (*Future's Hope, C'shtaa, Mariner, Alcatraz, City of Light...*) Perhaps she should not admit this. The years she should just play games because not GMing generally involves getting more sleep. Why did she agree to write a game this year? Oh yes, because making players enact wacky G.I. Joe scenarios on Sunday morning is crazy good fun.

### **Brian Williams**

*The Clockwork Cafe*

Another year, another Intercon. Yes, it's Brian here, one of the original Brits (the one with the beard and glasses). I'm back, along with AJ, my usual partner in crime, and we're re-running the Clockwork Cafe

### **Thomas Wohlers**

*Bad Apples*



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### **Brandon Yanuskevich**

*Sensory Deprivation:  
A Cthulhu Live LARP*

### **Li-Chi "lichifruit" Young**

*A Midsummer Night  
and the Livin' Is Easy*

A girl from ancient China, having slew an evil giant serpent and becoming a princess, she spent her riches to acquire immortality and now lives in the modern day as—

—Oh, shouldn't have told you that. I'm just going to pretend that was a joke. Yes... of course...

### **Mike "Buggy" Young**

*K300: Nyet SOS!*

Mike Young just wants you to be happy. Is that so much to ask?

### **Katharine Zenke**

*The Princess of Norland*

### **Andrew Zorowitz**

*Con Committee*



# **CONVENTION RULES**



### **The Most Important Rule of All**

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

### **Do Unto Others**

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

### **Do Not Freak the Mundanes**

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

### **Communicate With Your GMs**

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

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

### **Communicate With the Convention**

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

### **Convention Policies**

#### **Game Registration Policy**

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

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

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



# RADISSON HOTEL & SUITES CHELMSFORD, MA



## **Harassment Policy**

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

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

The complete New England Intercon convention anti-harassment policy can be found at <http://tinyurl.com/InterconN>.

## **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://tinyurl.com/InterconN>.

## **Violations Policy**

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

## **Hotel Rules**

### **Staying at the Radisson Inn**

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

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

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

### **Alcohol Policy**

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

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

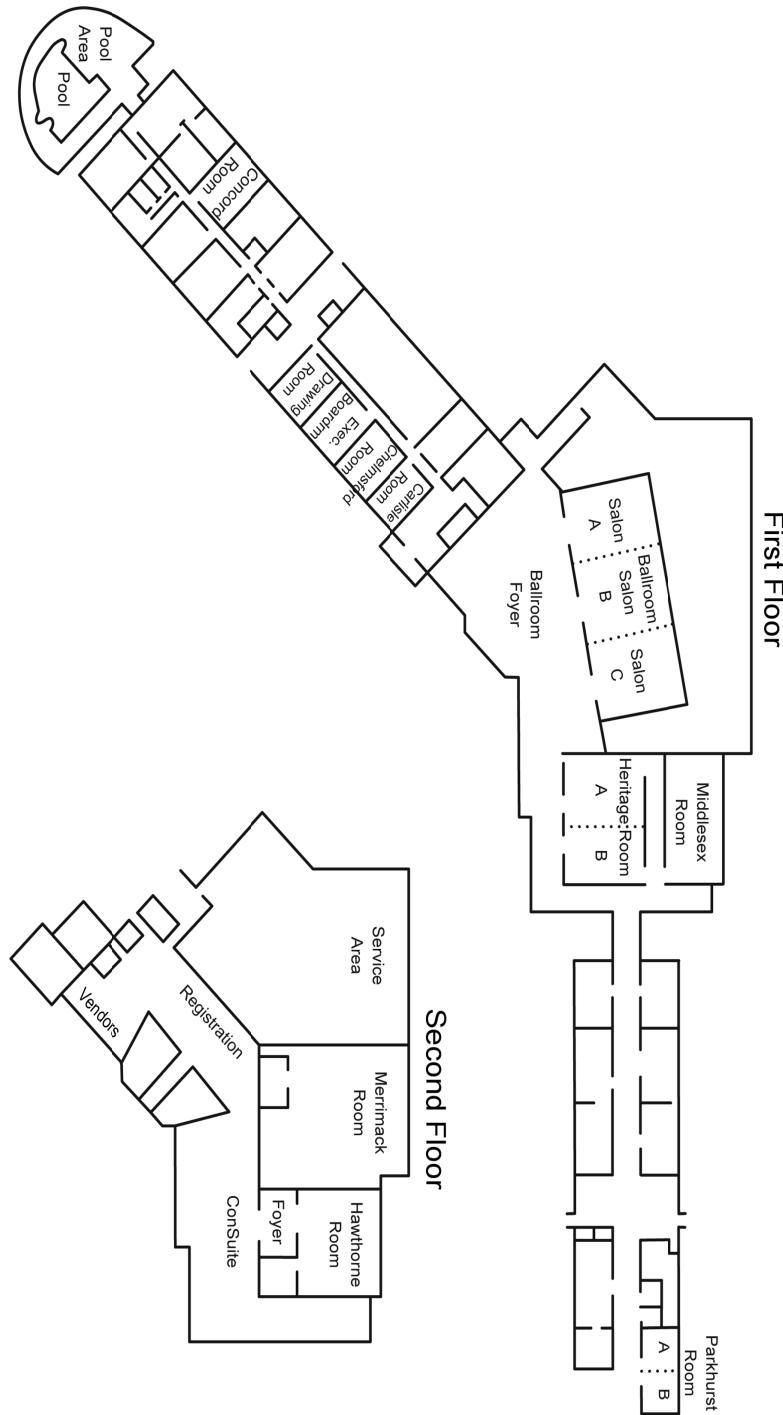
### **Be Nice to the Site**

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

### **Operations Staff**

Please report to Ops Staff or the 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.



# NELCO 2014

**July 18-20**

**Radisson Hotel and Suites, Chelmsford, MA**

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

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. Last year's conference included panels on Character Writing, Mechanics, Sewing for LARP, Prop Construction, and much more.

Entrance to NELCO will be \$20 for the weekend, which can be paid at Ops at Intercon N.

**Contact Cameron Betts for more info or to propose a panel or workshop at [nelco@interactiveliterature.org](mailto:nelco@interactiveliterature.org)**

**02.26.15–03.01.15 • Chelmsford, MA**

# INTERCON O



# ORBIT

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**<http://o.interconlarp.org>**

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