

March 4-6, 2011
Waltham, MA

Intercon K



Karma

Why Register Now?

Game sign ups open in November.

Good Karma comes to those who register early

www.intercon-k.org

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

Sign up now! Join the fun!

Name: _____
Alias (Badge Name): _____
Age: _____ Male [] Female []
Address: _____
E-mail: _____
Phone: (____) _____ - _____ Day [] Evening []

Save BIG if you sign up today!

\$25 until 7/31/10

\$30 until 9/30/10

Game Sign-ups Open – Nov 2010

\$35 until 12/31/10

\$30 until 2/23/11

\$25 at door

Register online or by mail!

Register online at www.intercon-k.org

It's fast and easy and you can pay online! Or, fill out this form and mail it with your check or money order, payable to "New England Interactive Literature," to: Intercon K, c/o Chad Bergeron, 24 Hayes Street, Maynard, MA 01754.

Want to run your great LARP?

Intercon K needs your games, whether they fit the theme or not. With the move to a new location, we're excited about the improved, larger space for games, and we need YOU to fill it. We need all sorts ofLARPs to fill our convention schedule, and we're counting on you to help us out. Whether you're an experienced author, or a first-timer, we strive to ensure that Intercon is a perfect venue forLARPs of all kinds. Tell us about your game at <http://www.intercon-k.org> today!

Want to help out? Have an idea? Just have questions?

Contact our Con Chair, Dave Kapell at conchair@intercon-k.org

Learn more at www.intercon-k.org!

Intercon K: Karma, the fourteenth annual New England Intercon, is brought to you by New England Interactive Literature (NEIL) and the Live Action Roleplayers Association (LARPA). Contact info@interactiveliterature.org for more information or go to <http://www.interactiveliterature.org> (NEIL) or <http://www.larpaweb.org> (LARPA).



Intercon K – Karma

Here are some of our great games:



Divus Ex: In Nomine Mexico

Trey Reilly

You gaze down upon the Valley of Mexico from above. You alter the destinies of men, control the elements, crush empires on a whim. All around, there's romance, drama, mistaken identity, war, betrayal, trickery, laughter, and vengeance – the normal life of a God. Another game in the Divus series, featuring Angels and Aztecs.

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 70's, 80's and 90's with a fast-paced mix of action and inter-personal drama.

Interesting Times

Kreg Segall, Eric Wirtanen, Cameron Betts

Interesting Times is a game of revenge, betrayal, intrigue, romance, rivalries and of course, singing. It is time for the heroes and villains to get together and work out who will be their rivals. Genre is superheroic musical with a sense of humor, inspired from such sources and *Dr. Horrible*, *The Tick*, *Venture Bros.* and *Middleman*.

Resonance

Nat Budin, Jesse Cox, John D'Agosta, Susan Weiner

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

Sands of Al-Ashtara

Brian Richburg, Alison Joy Schafer Salomone

Just beyond the next dune on the Eastern horizon rises the gleaming city of Al-Ashtara, renowned for its exotic wares and exquisite tastes. Enter a world where allegiances shift like the desert sands; where the schemes are as intricate as the silks; and in the bustling marketplace, the only thing more elusive than the sweet smell of incense on the desert breeze is the band of thieves slipping between the merchants' stalls. The *Sands of Al-Ashtara* are filled with enchantment, mystery, and danger lurking around every corner. Intrigue, drama, romance, sorcery, and unlikely people from all walks of life await you in an Arabian bazaar where everyone has a secret.

Sands of Al-Ashtara is a traditional theater-styled LARP that will bring together merchants, royalty, astrologers, thieves, viziers, alchemists, nomads, entertainers, and more.

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 trenchcoats 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 soulmate, 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!

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.

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*.