

New England's largest
Live Action Role Playing convention

Intercon L



Labyrinth Get Lost in the Game!

March 2-4, 2012 • Chelmsford, MA

REGISTER NOW! [WWW.INTERCON-L.ORG](http://www.intercon-l.org)

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

SIGN UP NOW! JOIN THE FUN!

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SAVE BIG IF YOU SIGN UP TODAY!

\$30 until 9/30/11
Game Sign-ups Open
- November 2011

\$35 until 12/31/11
\$30 until 2/23/12
\$25 at door

REGISTER ONLINE OR BY MAIL!

Register online at www.intercon-l.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 L, c/o Chad Bergeron, 258 Edgell Road, Framingham, MA 01701.



WANT TO RUN YOUR GREAT LARP?

Intercon L needs your games, whether they fit the theme or not. In order to be New England's largest Live Action Role Playing convention, and we need YOU to fill it. We need all sorts of LARPs 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 for LARPs of all kinds. Tell us about your game at <http://www.intercon-l.org> today!

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

Contact our Con Chair, Chad Bergeron at conchair@intercon-l.org

LEARN MORE AT [WWW.INTERCON-L.ORG!](http://WWW.INTERCON-L.ORG)

Intercon L: Labyrinth, the fifteenth 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).

Games at Intercon L...

... AND THE ELECTRIC LABYRINTH

by Stephen Tihor, Lisa Padol, Joshua Kronengold,
Elizabeth Bartley, et al

Two fisted pulp adventure in the world of Studio Foglio's *Girl Genius*.

A GARDEN OF FORKING PATHS

by Susan Weiner, John D'Agosta & Nat Budin

This is a LARP told in scenes. In each scene, four characters face dilemmas and make decisions that affect the course of their lives. At the same time, other players play the same characters. Between scenes, players change groups and face the choices others have made.

AN EVENING ABOARD THE HMS EDEN

by Peter Benach, Henry Kubfeldt & Rita Flaherty

All Aboard! Tickets please. The HMS Eden will be departing London at the top of the hour, steaming towards New York for the World's Fair. Famed inventors, philanthropists, and adventurers are all welcome aboard to participate in a Steampunk enhanced collision between fiction and reality.

BARAD-WATH

by Simon Deveau

The fortress of Barad-Wath in Mordor is nearing completion when construction runs into a few snags: theft, murder, sabotage, and labor disputes. The humans, orcs, and trolls that form the construction team must work hard to resolve the problems before their Nazgul master returns or bad things will happen.

Serve Sauron & clean up the mess at Barad-Wath or else...

BLOODNET

by Evan Torner & Kat Jones

BloodNet is a cyberpunk vampire larp based on the eponymous 1993 *MicroProse adventure game*. Set in Manhattan 2094, hackers and freelancers attempt to overthrow the TransTech corporation while vampires hunt them from the shadows... Mature audiences only. Prior game familiarity unnecessary.

COLONEL SEBASTIAN T. RAWHIDE'S CIRCUS OF THE SPECTACULAR

by Mike Young

High Weirdness at the circus. Easily the best circus LARP you'll ever play.

CONCORDANCE STATION

by Ryan Maloney & Marissa Linzi

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

FEAST OF THE MINOTAUR

by Anandi Gandolfi & Andy Kirchbaum

Fourteen young men and women are sent to Crete every seven years, to be fed to the Minotaur. Before they are chained and thrown to their deaths, they are called to a great feast to dine with those who send them to their dooms. Come to the feast, to dine to plot, to live to love – and then perhaps to die.

GM SPACE

by Sharon Horowitz-Hendler & Jared Hite

GMing group Nameless Dreamings is running the newest game in a popular trilogy based on H.P. Lovecraft's Cthulhu mythos. Of course, it's never as easy as it sounds... *GM Space* is a comedic partial horde game with no shame or decency.

HARMONY QUEST

by Viktoriya Fuzaylova and Nat Budin

What do you want from your relationship? Join us at the Harmony Quest Couples Retreat, an all-day program for couples looking to create a stronger and deeper connection. *Harmony Quest* is an experimental psychodrama LARP about relationships and relationship counseling.

INCARNA

by Aaron Silverman, Constantine Haghighi,
Jerry S., Katie Gordon & Santo Sengupta

Mt. Olympus has sent out invitations to all the Gods to meet for the Turning of the Age in 2012. Come and make your mark on the Age to be, scheme and socialize with your fellow gods, and have a ball at the biggest divine party this Century.

LIFE AT THE SECUREMARKET

by Colin Sandel

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

NIGHT 1002: THE INTRODUCTION

by Mel MacDonald & Tara Halwea

Legend says that after 1001 nights of amazing stories, King Shahriyar discovered he truly loved Shahrazad and spared her life. It says she went on to bear him three children and they lived happily ever after. Legends always make things sound so easy...

ORGIA AD DOMUS LOMAXIMUS

by Cameron Betts & Kreg Segall

You have been lucky enough to obtain an invitation to a wild party at the luxurious villa of Gaius Marcus Lomaximus.

Lowly slaves, wise astrologers, vestal virgins, stately senators, members of the imperial household, and boastful generals all converge on one villa for a night of decadence and riotry at Domus Lomaximus.

PORT HIDALGO

by Philip Kelley, Sean Rhodes, Marc Blumberg, Drew Novick

Pirates, gallants, scoundrels, and worse wait out a raging storm on a remote Caribbean island, but more than rum is in the air... destiny awaits as old feuds, lost treasures, hidden agendas, and secrets long thought forgotten come to a head in the Golden Age of Piracy.

REQUIEM FOR A MASTER

by Ken Seier

The master has been murdered. Under the protection of a magically enforced peace, his followers, friends, lovers, enemies, and rivals gather, to uncover the mysteries of the master's death, to settle old scores, and to claim what is rightfully theirs.

RESONANCE

by Nat Budin, John D'Agosta, Susan Weiner & Phoebe Roberts

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

ROANOKE

by Aaron Newman

Roanoke. England's first colony in the New World, and America's oldest mystery. Beset by hostile Indians, foreign enemies, rumors of mutiny, famine, plague, and perhaps even the dark forces of Hell itself, spring of 1588 finds the colony on the eve of its destruction.

TALES OF THE FISHERMAN'S WIFE

by Julia Bond Ellingboe

The Fishermen leave their Wives for the sea. Ghosts and demons descend upon the parted couples. When the Fishermen return, are all who they say they are? Based on Japanese folktales.

THE BEATNIK CAFE

by Jamie Picon

Beatniks and Emos and Goths!! OH MY!! Can the Beatniks survive the Goth and Emo kids of today at the Beatnik Cafe or will they stand their ground and protect their soulful smoke filled turf?

THE DIFFICULT LIFE OF THE COSTUMED HENCHMAN

by Thorin Tabor

Most villains have them: themed, costumed henchmen who aid them with their fiendish heists and dastardly plans. They may appear faceless behind their masks, but those henchmen have lives, too. And their lives are can be difficult. They have to put up with crusading heroes, the cackling madmen who employ them and poor working conditions. It's tough work, for which they get little respect. Something has to be done about this! It's time for the costumed henchmen to unionize.

THE HOUSE OF THE RISING SUN

by Jared Hite & EmilyBeth Savage

There is a house in New Orleans called the Rising Sun, a bordello infamous for debauchery. Now it's the site of a brutal murder, with a courtesan found dead in the arms of a black handyman! As if that weren't enough, the ghosts that haunt the old mansion are restless...

THE KOENIG DEAD

by Tony Mitton

The Koenig Dead is a dark, fairly hard science fiction game loosely inspired by a recent Joss Whedon TV show. It is a semi-sequel to *The Linfam Run* with some characters from that game. It won't suit everybody. Really, it won't.

THE LABYRINTH OF THE MINOTAUR

by Nick Martucci

Get ready for problem solving, scavenger hunting, and all sorts of tomfoolery. If you're looking for a strong plot and character development, look elsewhere. If you want to sing, dance, and have fun just making a fool out of yourself, then be prepared to enter *THE LABYRINTH OF THE MINOTAUR!*

THE LINFAM RUN

by Tony Mitton

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

THE NONARY GAME

by Vivian Abraham

The Nonary Game is a game of mysteries, of puzzles, and of discovery. Nine individuals have been chosen for an experiment with deadly consequences for failure. They must discover who has trapped them, solve the puzzles that hold the keys to escape, and find the door marked 9.

THE SERPENT'S SPIRAL

by Chris Shannon & Beas Libby-Shannon

It's WW1, but in Ireland rebellion spreads across the land. In a remote county soldiers and prisoners take refuge in a hospitable, fortified castle, but there are rumors of ancient powers beneath the fortress and bonfires in the village. Will the Serpent's Spiral unravel tonight?

TRIPLE BLIND

by Mike Young

Come to a party full of diplomatic intrigue. This one hour experimental game creates characters from three sets of randomly chosen backgrounds: a base identity, a group or organization, and a cover identity. Not even the GM will know whom you are playing.

VENEZIA

by Brian Richburg & Alison Joy Schafer

At the close of the 15th century, Italy is a collection of feuding city states. Each of these states is ruled by a powerful family: the Medici family in Florence, the Sforza family in Milan, and the Este family in Ferrara along with the Doge in Venice, the King of Naples, and the Pope in Rome. Locked in constant and bitter rivalry, these prominent personages battled in times of open warfare and competed for economic and artistic dominance in times of peace.

Take the role of one of the greatest men or women of the Italian Renaissance such as Lorenzo D'Medici, Niccolò Machiavelli, the Duchess of Milan, or Leonardo Di Vinci. Scheme and plot over the course of three of the grand Carnevali di Venezia. Between each Carnevale, the years fly by, and the choices you made will determine your own path and influence the fates of others. Marriages will be brokered, alliances will shift, great works will be accomplished, and Italy will be changed forever. Will you end up a prince, apaiser, or the Pope himself?

VETERANS' DAY

by Clare Gardner/Mike Grace/Alex Helm/
Martin Jones/Adrian Smith/Mike Snowden

25 years ago was the age of Superheroes, who saved the Earth from the Alien threat. Today we celebrate the end of the war, and honour their sacrifice, with the last remaining veterans.

You are cordially invited to attend. Formal dress is advised.

VUE TO A KILL

by Stephen Tihor, Lisa Padol, Joshua Kronengold, Julian Lighton

Amnesia game. Modern. A bit Action. A slightly different spin on amnesia games from the GMs who did *Jamais Vu* and *Presque Vu*.

WALK THE LABYRINTH

Meditate peacefully and quietly as you walk our Labyrinth. Start your day relaxed and refreshed.

WHAT RIPPING FUN!

by Kristen McFadyen & Jamey Patten

The feud of rival Renaissance-Italy magician houses is the stage for a conflux of witches, wizards, people from parallel dimensions, curses, transformations, star-crossed romances, and assorted hijinx. Inspired by the children's fantasy works of Diana Wynne Jones (*The Chrestomanci* novels, *Archer's Goon*, *The Homeward Bounders*, *Howl's Moving Castle*, etc.).

Game Sign-ups open
in November 2011