intercon-e
(intercon-new england)

LARPING
AT THE SPEED OF LIGHT
E=MC^2

march 4-6, 2005

join the con committee!
game bids now being accepted!

register now!
www.interactiveliterature.org/E/

CHELMSFORD, MA
MARCH 12-14 2004

YOU'VE HAD THIS MUCH FUN BEFORE!!!
Thanks for coming to Intercon D! Have you had this much fun LARPing before? If so, we've done our job. This year, D stands for Déjà Vu. Our previous conventions have had so many great LARPs that so many people wanted to play that by far the biggest comment we get is “When will X run LARP Y again?” I've asked that question myself more than once. So, this year, we asked GMs who've run fantastic LARPs at past conventions to consider bringing them back again for an encore at Intercon D.

But there are also plenty of new LARPs debuting here at Intercon D! And we're sure that they will be received with the same enthusiasm. Intercon is not only about playing LARPs but also meeting other LARPers. This convention draws players and LARPs from around the country and even Europe. There are representatives and information from several different LARP groups, ongoing LARP campaigns and other conventions that you'll want to check out. We're having both a Friday night and Saturday night social event this year to give you the chance to catch up with your fellow LARPers or meet them for the first time. If this is your first Intercon, or even your first time LARPing, I hope you have so much fun that you'll want to tell your friends and bring them next year.

I want to thank all of the people who've done so much for Intercon D: the GMs who created the many fine LARPs running here, the Convention Committee (ConCom) who have given their time and effort since the last convention, the Con Suite team for their work in the last few weeks and the on-site staff and volunteers who are keeping things running smoothly and running other events. Thanks to your efforts, this is going to be a great weekend of fun. (And if you have a some time to help out, drop by the Operations desk to see if any volunteers are needed.)

Intercon D is the latest of a long line of all-LARP conventions descended from the original SILicon conventions, run by the Society for Interactive Literature (SIL), and the early Intercon conventions, run by the Interactive Literature Foundation (ILF). This is the fourth convention organized by New England Interactive Literature (NEIL), with help from the Live Action Roleplayers Association (LARPA), and one which we hope will be the best Intercon yet. NEIL also exists to help promote LARP in this area and we are always interested in what more we can do.

Next year, Intercon E comes to Chelmsford. Dave Clarkson, our next Con Chair, is already planning for the next convention and we always need more volunteers to work during the year leading up to the convention and ideas to make Intercon even better. Come talk to Dave, another staff member or myself to find out about how you can help.

Thanks for coming to LARP with us this weekend!! I hope you’ll have a great time.

Tim “Teem” Lasko
Con Chair for Intercon D
New England Interactive Literature
**GAME SCHEDULE**

**FRIDAY 3/12/04**

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**OPS NEEDS YOU**

Running this convention requires a lot of effort throughout the weekend. If you find yourself with free time, or if you can help set up before your next game begins, please stop by the Ops Desk, at the top of the main stairs, next to Registration. Many hands make light work!

**ENJOYING THE CON? SIGN UP FOR INTERCON E NOW!**

Intercon E will be held March 4-6, 2005 in the lovely Chelmsford Radisson (the very same hotel you’re at now) with all the atmosphere, food and fun you’re experiencing this weekend here at Intercon D and then some. Why not save yourself a headache and sign up now at the Registration desk? Intercon E memberships are currently only $20! If you forget to sign up this weekend, register online at www.interactiveliterature.org/E/, and keep checking back for games and announcements.

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**SATURDAY 3/13/04**

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**HAVE LUNCH IN THE CONSUTEHH**

**EAT DINNER AT THE CONSUTEHH**

**BUY SOME RAFFLE TICKETS**

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**NOTE:** Rooms may be subject to change at the last minute, check at Ops for details.
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 meals that are prepared for you by other attendees of the con, which you should partake in 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.

**SUNDAY 3/14/04**

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**FOOD!! THE EATING**

**CHEAPASS GAMES**

**Tabletop Gaming**

For a relaxing time with friends when you are taking a break between LARPs, Intercon D will have tabletop gaming available all weekend in the Con Suite outside of the Hawthorne Foyer. There will be a large collection of card and board games that can be signed out. Please feel free to play a game and relax with your friends during dinner time. Please treat the games well as they are lent to us by members of our ConCom for your use.

**Tabletop Gaming**

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Mar-Vista Enterprises LLC
http://www.trollbait.com/
cpreble@mar-vista.com
Cathy Preble
Selling games of all types, gaming accessories, LARP accessories including phys reps, dice, pouches and other items, and taking reservations for our LARP, Wayfarer’s Rest.

Centred Holistic Bodywork
http://www.livecentered.com/
massage@livecentered.com
Julie Copp, M.Ed., LMT
41 North Road Suite 204
Bedford, MA 01730
781-275-3888
Offering Holistic Bodywork, Massage Therapy and Reiki.

By J
http://www.woollycat.net/
Jeanine Swick
jeanine@woollycat.net
113 Townsend Harbor Rd.
Lunenburg, MA 01462
978-582-7351
Selling garb, cloaks, hoods, shirts, pants, harem outfits, and accessories.

Interactivities Ink
http://www.interactivitiesink.com/
mike@interactivitiesink.com
Mike Young
Offering Rules To Live By, ready-to-run LARPs, Video Games, and the now-famous Bi-Cubic Randomizer. Rules To Live By is a system for developing your own live action roleplaying games.

Atlas Adventures
http://www.larp.com/atlas
atlas@actionball.com
Atlas Adventures
c/o The Adventurer’s Outlet
167 Forbush Mill Road
Bolton, MA 01740
Atlas Adventures is a live action role-playing game of high adventure, exploration, and mystery set in 1911 Morocco, in a familiar yet fictional version of our world.

A Murder Mystery
Mark Dobson
“A Murder Mystery” is a game for 10-20 players who take the roles of cliché murder mystery characters involved in a cliché-filled murder mystery. The game is tongue-in-cheek, and rules-lite, emphasizing fun role-playing and wits over conflict, while everyone tries to solve the murder mystery before the police can arrive and dig too deeply into secrets they’d rather weren’t revealed.

Asylum
Margaret Landreth, Anandi Gandalfi
The descent into madness is a story that the inmates on Ward C of the Remsford Mental Health facility can tell, but be forewarned that the language of the insane is often hard to sort through. Delusions, hallucinations, compulsions, multiple personalities and memory loss have a way of shrouding reality. But don’t worry. As the inmates of Ward C will tell you, reality is an arguable concept, and fact and fiction are more interwoven than you might think.

Apollo ’79
by Don Ross, Mike Romatelli, Lee Rosenberg
On July 11, 1979, the SKYLAB space station fell to earth, after spending over five years in orbit as an abandoned derelict, just another piece of flotsam in space.

It didn’t have to.

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.

Byrne’s Bane Revisited - The Captain’s Revenge
NERO Mass/Ravenholt Staff
This adventure takes place on the world of Tyrra, of the NERO™ International Game System, a high fantasy buffer LARP. Create a character (fighter, scholar, templar, rogue) and join us in solving the mystery of the (un)dead Cap’n Razzor, killed but one year ago on the island of Byrne’s Bane.

City Council of Hound’s Teeth
Susan Weiner
The Hound’s Teeth City Council is meeting tonight, and the whole town is there. Between zombies in the fields, adventurers who want their law-breaking party-member returned, a loose mage’s apprentice playing pranks, everyone has a complaint. A horde LARP based on every tabletop fantasy city council meeting.
your Dreams come true, can your Nightmares be far behind? Treacherous and intrigue-filled land of Faerie. When all Oberon disappears without any warning or explanation. (least for four hours) in that most magical, wondrous, The perfection of Faerie Land is shattered when High King elements, crush empires on a whim. Mortals build altars and temples in your name, lie prostrate before you, and obey your every word. You are a god. Think it's all nectar and ambrosia up here? Think again.

A star as bright as any among the heavens, the exploration Then it all began. First, lost communication. Then the mutiny. The ship, damaged. Now, pausing for breath, the little ship waits for the planets and stars to be right before making the last jump home. Csh'taa is a game of alien politics, intrigue, and mystery inspired by C J Cherryh’s works, but is not based in them.

Wednesday: Greece
Trey Reilly, Paul Manjourides
You gaze down upon Greece from your home on Mt. Olympus. You alter the destinies of men, control the elements, crush empires on a whim. Mortals build altars and temples in your name, lie prostrate before you, and obey your every word. You are a god. Think it’s all nectar and ambrosia up here? Think again.

Divus Ex: Greece
by Andy Kirschbaum
The perfection of Faerie Land is shattered when High King Oberon disappears without any warning or explanation. The Land cannot be without a ruler, so all the Princes and Lords of the Sidhe have come to the High King’s Palace to choose a new ruler. Come join us For Ever And A Day (or at least for four hours) in that most magical, wondrous, treacherous and intrigue-filled land of Faerie. When all your Dreams come true, can your Nightmares be far behind?

Elfwhere
by Andy Kirschbaum
The perfection of Faerie Land is shattered when High King Oberon disappears without any warning or explanation. The Land cannot be without a ruler, so all the Princes and Lords of the Sidhe have come to the High King’s Palace to choose a new ruler. Come join us For Ever And A Day (or at least for four hours) in that most magical, wondrous, treacherous and intrigue-filled land of Faerie. When all your Dreams come true, can your Nightmares be far behind?

Friday Night Coffeehouse
Stephanie Olmstead-Dean
Come to the Intercon coffee shop and hang out with your fellow LARPers, listen to cool music, wear a beret and pretend you’re a beatnik and even have some coffee.

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Grand Guignol
Paul Dwyer
Grand Guignol is an extreme recreation of the early 20th century Parisian theater of shock and horror; players must be responsible for their own mental and emotional well-being to participate.

Grimm Tales
Will Wagner
Fairy Tales characters are secretly living in Victorian London. Will all the recent murders occurring in the area, could one of them be the killer? Can the Fables solve the crimes before the “normals” discover their existence? It’s a time to draw together, and yet some see this as a way to bid for power and overthrow the obviously ineffective regime of King Henry, the Frog King.

Heimdall’s Children
Eric Smith, Scott Mohnkern
with additions by Brett Bakke
Heimdall’s Children is a game of early Iceland in the World of Darkness. Come join Norsemen, Norsewomen and the Blood Chosen of Odin as they try to survive the winter, hunger, bloodfeuds and other things. NOTE: Most characters are NOT vampires.

House on the Hill
Brian Williams, AJ Smith
Stranded in a hotel for the evening! How hard can that be? Well that depends on who the other guests are, doesn’t it? Play in the 1924 or 2004 version of the game. The events of the past can influence the future, but can the future influence the past?

Humans vs. Monsters: Cow Day!
by Mike Young
The kingdom of Petenia has developed a unique way of dealing with criminals: dress them up like cows and send them to run through a forest full of hungry trolls and goblins. If they can get through the forest without being eaten, they have earned their freedom. This game recreates that fateful day.
This will be a live combat game. Some players must dress as cows.

Intercon Sunday Breakfast
David Clarkson, the Hotel Staff
Come enjoy a buffet breakfast with all your Intercon friends. It’s free with the complementary breakfast vouchers that come with your room. Costuming is optional; clothing is not. There will be no combat and no mechanics. The buffet line will be simulated by a buffet line.

It’s Just a Game
Christopher Buck
In every [Millennium] game since each representative has come with a shopping list: trade agreements, mutual protection pacts, cultural exchanges, technology transfers, colonization arrangements, etc. At every Game, the fate of the player’s world for the next millennium is driven by the arrangements made at the Games.

Long, Cold, Night
Alex Newman, Beth Kelly
A weekend at a Utah ski lodge turns into a nightmare when a blackout, an unexpected blizzard, and a man-eating monster come together to trap the guests and staff inside. But is what’s outside worse than the horrors inside the lodge?

Lost in the Stacks
by Mike Young
Lost in the Stacks is a game of Occult Adventures set in the Dark Summonings Universe. Three students are attempting to finish a last minute research project, when suddenly some of them are elsewhere. And there is ...something... in the library that shouldn’t be. Can the intrepid students put things to right in time to stop a full scale invasion of our universe?..
Returning to Watership Down
Matthew Ender, Bess Libby
Immerse yourself in the world of Watership Down as the rabbits face their greatest challenges since the founding of the warren, without their beloved Hazel rah to rely on.

Revenge at the Broken Nose Bar
Sharon MacFarlan, Catherine Preble, Brian Preble
Deery Rosebud tries to make amends for all the trouble she caused last year at the Broken Nose Bar. But will her solution create more problems for the owners and patrons?

Road to Impunity
Ken Clary, Peter Litwack, William Lowenthal
The Boss of Springfield is dead. His final request was to be buried in his birthplace of Impunity, Illinois, now a ghost town. All persons of import from Springfield have made their way to Impunity for the Boss’s wake and funeral, and now many of them have headed back.

A few remain to attend to some important business.

Snaf University
Josh Marcus, Hat Bodin, Josh Rachlin, Jon Sagotsky, Sam Hariton
1996 - just southeast of Inverness, Scotland. The highly-regarded technical college Snaf University is hosting a prospective students’ summer open house. But a few key people are mysteriously gone. And what’s with all those pigs running around...?
ATLAS ADVENTURES
Live Action Role Playing in the Year 1911

JOIN THE EXPLORATION OF THE MYSTERIOUS ISLAND OF PUERTO DE MAIO JUST OF THE COAST OF AFRICA. RICHES AND REWARDS FOR THE BRAVE AT HEART.

OOG: Atlas is a boffer style live Action Role Playing game that runs 4 weekends a year in Sharon, MA. Minimum player age is 18. For more information, stop by our table at Intercon or visit our website: www.larp.com/atlas.

At Intercon, make sure you stop by and test your skill at our Free shooting gallery and see our wide selection of LARP guns, boffer weapons and equipment.

Wretched Hive of Scum and Villainy
Charles Leiserson Jr, Ariel Segall, Brian Sniffen
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.

Three Nations
Shaughn Bryant, Mike Galvin, Craig Perko, Mike Wixon, Conor Walsh, Noah Abrahams
War. War is Hell. Diplomacy is worse. When the threat of Mutually Assured Destruction becomes dangerously probable, Three Nations meet to discuss terms for peace.

From the same people that brought you Care Bears: Call of Cthulhu and FUNKANOMICON comes an elaborate parody of the time honored Peace Summit LARP.

GM AND STAFF BIOS

Noah “Drakmar” Abrahams
Three Nations, Head of ConSuite
Noah was born as Zephyl Yardhammer to a family of oversized Caimans, living in Rhode Island. It wasn’t until the tragic “living chair” incident that he became known as Drakmar, and started gaming. That was about 15 years ago, and he’s still going strong. You may remember some of his work from “The Red Sun Trilogy,” “How to Draw a Man with Chili” at Intercon B, and the feature film “Rabies: Fun but Deadly.”

For this particular Con, Noah will be Chair of the Con Suite (not the Chili Suite) and a contributing writer to “The Three Nations.” If he gets off his butt in time, there may be a surprise or two, for YOU.

Alex Bradley
Multiplied Loyalties: the Vor Game, Game Bid Committee, Outreach Team
Alex Bradley dislikes writing this sort of miniature biography that gets included by tradition but doesn’t really tell you anything. Perhaps if he had run more than five games he would wax lyrical about his glorious history. Probably not.

He might feel obligated to tell you all about his work on the Bid Committee, Outreach Coordination, Miscellaneous ConCom work... no, really, I don’t. If you’re actually fascinated by all that, sod off, it’s deadly boring stuff and I’d rather get back to gaming.

Saif Ansari
The S.H.A.D.E.

GM AND STAFF BIOS

Christopher Amherst
Vendor Liaison
Anna “TPau” Bradley
Multiplied Loyalties: the Vor Game, Game Bid Committee, Outreach Team

Wretched Hive of Scum and Villainy
Charles Leiserson Jr, Ariel Segall, Brian Sniffen
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.

Three Nations
Shaughn Bryant, Mike Galvin, Craig Perko, Mike Wixon, Conor Walsh, Noah Abrahams
War. War is Hell. Diplomacy is worse. When the threat of Mutually Assured Destruction becomes dangerously probable, Three Nations meet to discuss terms for peace.

From the same people that brought you Care Bears: Call of Cthulhu and FUNKANOMICON comes an elaborate parody of the time honored Peace Summit LARP.
Adrienne Amerman  
**Apollo '79**  
Adrienne Amerman started gaming in 1992 with the beginning of what was to become XPI Productions. After marrying Shane Amerman and moving to Baltimore area she became involved with the LARPA (then the IFL) crowd and was towed back to the gaming fold when she played in the Full Length Theater Style game, “Drink Deep” and Gordon Olmstead-Dean’s “Mesorinne Medieval Fantasy Campaign.” Her first campaign effort was “Gold Bug” for Mike Young’s “Dark Summonings Campaign.”

Her projects include writing and production of “Callahan’s Continuum,” with Shane Amerman and “1920s Cocktail” with Gordon Olmstead-Dean for Intercon. In 2002, she ran “Drink Deeper,” a sequel to “Drink Deep,” with Kate Bunting, Scott Mohnkern and Eric Smith. She was 2002, she ran “Drink Deeper,” a sequel to “Drink Deep,” with Kate Bunting, Scott Mohnkern and Eric Smith. She was with Margaret Landreth), Marc expects very little (written and run with Chad Brinkley) and “Asylum” (run and written with Chad Brinkley) and “Asylum” (run with Margaret Landreth), Marc expects very little

From 2000 to 2003 Adrienne worked with Gordon Olmstead-Dean as the Primary Writer and GM of the highly successful “1936: Horror Campaign.” She is currently playing and working as a Supporting Writer for the successor “1948: Signals Campaign.”

Marc “Jokeboy” Blumberg  
**Evermore: Faerie Tales From the Dark Side**  
Marc is thrilled to be back at Intercon representing the Chicago Crew with not one, but two brand new games. Between “Evermore: Faerie Tales from the Dark Side” (written and run with Chad Brinkley) and “Asylum” (run with Margaret Landreth), Marc expects very little down-time this weekend. He is never going to see the Ben & Jerry’s factory this way...

Chad “Laurion” Bergeron  
**Head of Operations, Game Bid Committee, NEIL Board Member, Ops Track, Master of Cups**  
This bio is a Mad Lib. Fun for you and your friends. If you are unfamiliar with Mad Libs, please find Chad and he will beat you over the head with a/an (adj) ______ (noun) ______.

Chad has been LARPing for (number) ______ years. It all started way back when he was a (noun) ______ in college. Some friends of his invited him to sign up for a (noun) ______ called All The (title of a leader) ______’s Men. Since then he has (past tense verb) ______ in or (noun made into a paste tense verb) ______ too many games.

With the advent of (prefix) ______ con B, he started taking a/an (adj) ______ (noun) ______ in the LARP (noun) ______. This is due to his tendency to (verb) ______ too much. This year (name) ______ can be found running Ops.

If you have any questions, please talk to (nickname) ______ @ (organization) ______ (punctuation mark) ______ (TLD) ______. He can be most frequently found at (geographic location) ______.

Chad Brinkley  
**Evermore: Faerie Tales From the Dark Side**  
Chad is a full time student in the school of life with a graduation date no where in sight. On his days off, he devotes his time to railing against humanity, waltzing in graveyards, and furthering the causes of small, dejected animals (like Goths). Chad hopes to one day put an end to subculture rivalry, cure all mental illness, dull one half of love’s razor edge, and have time for a tea break each and every afternoon at 3 PM. In the meantime, he has settled for writing modern gothic fantasy novels in interactive form.

Chad “Gring” Brinkley  
**Evermore: Faerie Tales From the Dark Side**  
Chad is a full time student in the school of life with a graduation date no where in sight. On his days off, he devotes his time to railing against humanity, waltzing in graveyards, and furthering the causes of small, dejected animals (like Goths). Chad hopes to one day put an end to subculture rivalry, cure all mental illness, dull one half of love’s razor edge, and have time for a tea break each and every afternoon at 3 PM. In the meantime, he has settled for writing modern gothic fantasy novels in interactive form.

Christopher Buck  
**It’s Just a Game**  
I was born seven weeks early, and, truth be told, I was born naked. Inmaturity might have been the sole reason that I was kept back in first grade. I was nearly two months younger than I was, and could not handle it. That, and while the teacher was all for social passing, the principal was not.

Extrapolate, if you will, the rest of my life from the theme of these early experiences: nudity, temporal anomalies and ambiguous social expectations.

John Brewer  
**METEOR!**  
Craig’s Red Shirt GM #545, otherwise known as pal, buddy, hey you, Max, John, Bronzite, that guy, Mr. Evil, commander, the Admiral, the arrogant one, and several other names not fit to print.
Shaughn Bryant  
Three Nations  
Shaughn is best known for his masterwork tabletop  
game “Care Bears: Call of Chobolhu.” An avid gamer for  
many years, “Three Nations” is his first LARP for Intercon.  
Nobody will like it, and he’ll be drummed out of town,  
but he’ll have the last laugh. Oh yes, he will laugh last.

Rebecca Corrado  
Grand Guignol

Jeannette Cawood  
Divus Ex: Greece  
Kenny has been gaming for about 4 years. He earned his  
nickname of Kenny by starting in a RPG campaign, and  
in the second session of the game, the character died. Well,  
everyone thought he would get discouraged and give up,  
but sure enough next week he had a new character...  
which died after another 2 sessions. The next character  
Kenny made... for the same game... made it 4 games till  
the end of the story. Since there was a new story starting  
up... Kenny had to make another character... this character  
died after 4 sessions. At this point it was obvious... if you  
killed him, he would just be back for the next episode...  
and thus Kenny was born. Since then he was been  
involved in numerous LARPs and works with Wild Gazebo  
in running some of the best cons on the east coast.

Nat Budin  
Snaf University  
Described by the “New York Post” as “an enigma of  
questionable character” and by the “Chicago Sun-Times”  
as “a unique individual, in the worst possible sense”, Nat  
Budin has been missing since last November. Some  
speculate that he joined a kibbutz in Scranton,  
Pennsylvania, whereas others hotly contend that he is  
living with Elvis Presley in a condominium outside  
Manchester, UK. Before his disappearance, Budin could  
often be found skulking around the backs of seedy dives,  
hawking Ultima Online and Everquest items.

Jeremiah Chaplin  
METEOR!  
Craig’s Red Shirt GM #546, otherwise known as  
thug, soldier, man in suit, Russian bad guy, or simply  
random mook.

Ken Clary  
Road to Impunity  
Fact: Ken is a mammal.

Ken has also written and run many games of various sizes  
under the auspices of the MIT Assassins’ Guild over the  
past 6+ years. At Intercon, he ran “Airplane Z” (3 years  
ago) and helped run “The Hitchhiker’s Guide to the  
Galaxy: B-Ark” (5 years ago).

John Corrado  
Grand Guignol

Jeff “The Vortex of Chaos” Diedwald  
Game Bid Committee Chair, Con Scheduler,  
NEIL Board Member, Webminion  
in-sti-ga’torn. [Lat. instigare] 1. One who urges on,  
goads. 2. One who incites. (Example: Jeff Diedwald is one  
of the instigators behind the scenes of NEIL and Intercon.)  
Jeff started LARPing in 1986, when he was told he couldn’t  
get into a series of weekend murder mysteries. Having  
seen one character sheet, he made the mistake of saying  “How hard could it be to write one of these?” Six weeks  
later, “Sex, Drugs, and Rock & Roll” was ready to run –  
and it did, successfully. Several more murder mysteries  
followed. “The Treaty of Berlin” ran twice at Intercon 12.5,  
several times in Chicago and many other times in various  
places. “The Idol Hands of Death” has also been on the  
road on several occasions.

In 1996, cosmic forces conspired to get Jeff to Intercon XI.  
He hasn’t missed an Intercon since. At Intercon II, Jeff  
was named the con-chair for Intercon the Thirteenth, the  
first of the modern Boston Intercons. He’s been part of the  
staff for every Boston Intercon since then. He’s been on  
the New England Interactive Literature board as well.

He’s written more LARPs since then, on his own, in several  
BYOG efforts, and with TNT Productions. You may have  
played in one of the five runs of “Collision Imminent!” or  “You’ll Be Safe Here,” or the latest, a “Dark Summonings”  
episode called “The Stigmata of Thomas Enfield.” There  
are more coming, but he doesn’t say much about them  
between they’re done. It may take a bit longer for the next  
production; he’s been distracted by a wonderful and  
beautiful woman of late...

John D’Agosta  
City Council of Hound’s Teeth  
47 61 60 69 6E 67 20 69 73 20 74 68 65 20 6D 6F 73 74  
20 6D 79 20 6C 69 66 65 2E 00

John has been working on his first LARP, “The Treaty of  
Berlin,” for several years. He started a campaign in  
1986, when he was told he couldn’t get into a series of  
weekend murder mysteries. Having seen one character  
sheet, he made the mistake of saying “How hard could it  
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beautiful woman of late...

Stephanie Olmstead-Dean  
Friday Night Coffeehouse, Dance Party DJ

Simon “Slippy” Deveau  
Barad-Wath, A Murder Mystery  
Glub...glub...

Matthew Ender  
Return to Watership Down  
Matt was first exposed to LARPing by “Coronation” in the  
eyears of Arisia, and has been hooked ever since. Why  
“Watership Down?” Because everyone loves bunnies!
Terilee Edward–Hewitt
The Eclectic Dance Mix Party, Dance Party DJ
Terilee’s DJ experience became at a time when there were
LPs, not CDs, at a radio station in New Paltz, N.Y. Her DJ
habit continues to keep her in audio geek gear. Over the
years, she has DJ’d events ranging from company Xmas
parties to LARPs to science-fiction conventions. Terilee
has written and produced over 20 LARPs, many with
historical themes. Her first LARP experience was the “Live
Ring” game in the mid-1970s and she has played many
games since then. When she is not LARPing, role playing, or
being a DJ, Terilee is an archaeologist, researcher–writer and
professor in the Washington, D.C. area.

Michael Galvin
Three Nations
Mike is, in fact, a robot specifically constructed by the
notorious Doctor Bryant to help run LARPs. Currently, he
is on loan to Iron Chef Noah for various “lifting” and
“smashing” based tasks.

Joseph Gee
Three Nations
Who needs preparation. Not me. I agreed to do this with
less than two months notice. I figure I haven’t been to a
Con of any kind in the last ten years. No better way to
break back in than helping to run a game.
Not to worry, I am generally considered out of my mind.
In fact, I was institutionalized for 7 years. –)

David Kapell
Multiplied Loyalties: the Vor Game
David is a longstanding tabletop GM, with a fair amount
of experience in playing LARPs, both theatre-style and
boff. He appreciates the emotional content and story-
telling that is possible in the LARP form, and loves
watching his ideas play out. “Multiplied Loyalties” is his
first real LARP authoring project.

Susan “nikin” Giusto
The Muse: Inspiration, sanity and
stealth artistic fool for Intercon D
T-Shirt & Artwork Design, Webminion
I’m small furry and different and NOT from this planet.
Some know me as nikin… I have been acting as the Muse for
Intercon-D which affords me the chance to give inspiration
or counsel to the con–chair when too many members of the
agents of chaos surround him. But, I have a real life too…
I write secret and bizarre LARPs with the TNT gang as well
as on my own. I dance, costume and help execute special
effects extraordinaire. Many of you have played in games
that I have tinkered and blown the mysterious are of
curiosity towards.
Scary thing is that I have been writing all my life, having
been published at the tender age of twelve. The poem still
haunts me to this day; especially these lines:
“I am the alpha to everyone’s omega,
I am the key to all the mysteries.
Enter into the darkness forever,
Before me, hold the light to be free.”

Eve Jones
Grand Guignol

Darius Kazemi
METEOR!
An avid designer of both paper and computer games, this
will be Darius’ very first time as a GM (albeit assistant)
for a LARP. He suspects that his experience using plastic
peanuts to trick squirrels into doing backflips will come
in handy. If you see something orange, you may very well
have found him.

Arnis Kletnieks
V for Victory
We’ve replaced one of the “V for Victory” GMs with
Folger’s Crystals. Let’s see if anyone notices.

John “skykam” Kammer
The League of Extraordinary Breakfast Cereals
John Kammer, self-heralded author of the LARPs: “A
Good Day to Die” and “Michael Clammin’s Fundraiser”
returns to Intercon with “The League of Extraordinary
Breakfast Cereals.” Kammer has been writing LARPs for
well over a year and a half and has run them successfully
at the KWEST, Intercon, Origins, and GenCon game
conventions. Additionally he has joined the writing team for
“ARC” (Alternate Realities Campaign).
Believing that no idea is too silly for a LARP, Kammer is
threatening to write two sequels to “A Good Day to Die”
including “A Better Day to Die” and “The Best Day to Die.”
Look for those in 2005 and 2007 respectively.
When not actually writing, writing games, coaching
girls’ basketball, serving as commissioner of a basketball
league, serving as a meet starter for the community swim
team, doing yard work, sleeping, eating, etc. Kammer also
likes playing in such games as the “1948: Signals”
campaign and the upcoming “Brassy’s Men.”

Andrew Kirschbaum
Elfwhere, Grimm Tales, Generation Gap
Andy runs a game store in Chelmsford, MA called 3 Trolls
Games & Puzzles. He has spoken on a number of panels at
various conventions, and some people actually listened.
He has written and run a dozen or so LARPs beginning in
1998. Does anyone read these things?

Cheryl “Munky” Knoepler
NEIL Board Member
If I tell you, then I’ll have to kill you.

Bess Libby
Return to Watership Down

Margaret “Mags” Landreth
Asylum
Margaret Landreth, part of the “Chicago Crowd” (though
technically from Madison, WI) has brought with her free
samples of cheese! This is her fifth year at Intercon, and
this year, in addition to her own, she is also looking
forward to helping run Marc Blumberg’s and Chad
Brinkley’s game, “Evermore.”

Elizabeth Kelly
Long, Cold, Night
Beth Kelly has been LARPing since 1995 when her
boyfriend’s friends needed a “shiny happy redhead” for a
Vampire the Masquerade game (Beth - bottle of hair dye
- shiny happy redhead). She found LARPing a wonderful
compromise between gaming and theater, where she
could make up her own character, instead of submitting
to a director’s casting whims. Since then she’s PC’d,
NPC’d, G’M’d, done prop design, costume design, and
even calmed down a few alarmed campus security guards.
Several years past her WM college days, Beth’s new
favorite LARP outlet is Intercon. She loves the creativity
of settings and rules systems, and thanks Alex Newman
for saying “So I do this LARP thing… you wanna GM with
me?” She and Alex have put together such hits as “Battle
Beyond Infinity,” “Long Cold Night,” and “Her Majesty’s
Parlor Adventurers.”

William Lowenthal
Road to Impunity
William has written a number of games for the MIT
Assassin’s Guild and has been head and assistant GM to a
number of serial games in Florida. This is his first Intercon.
Tim “Teem” Lasko  
Intercon–D Con Chair, NEIL Board Member, Ocelot, Friday Night Coffeehouse

Teem has been having fun playing, running and writing more LARPs during the last year than ever before, meeting lots of great people along the way and thanking them for flying into imagineum. He finds it hard to believe he has been LARPing for over fifteen years. He’s using his superpowers for good, as promised, by chairing this convention. He has also read everyone’s bio! Assuming his brain doesn’t explode with the effort of chairing Intercon–D, he plans on continuing to write more LARPs with TNT Productions and playing in even more LARPs in the coming year.

Sue “Just Sue” Lee  
House on the Hill

Frick and Tiara Queen of UK Freeforms. I like nothing more than telling other people what to do. Should have been a professional meddler.

I don’t have a beard, but I do have glasses, unless of course I decide to wear my contact lenses.

This is my second trip after Brian said I’d like to GM “House” last year. I had so much fun I made two more people come with me.

Peter Litwack  
Road to Impunity

Peter Litwack has run several games under the MIT Assassins’ Guild. This is his first Intercon. He feels like he should say something here about his unique approach to game writing through attempting to reconcile the standard tricotomy of gaming, simulation and dramatism except that he realizes that this would be horribly pretentious and probably untrue. So, instead, he will just leave you with these words of wisdom, “Play my game; you can wear a cool hat.”

Ben Llewellyn  
V for Victory

Ben Llewellyn seems to recall running this game up here, before. He’s sure of it. He’s run a lot of games at Boston area Intercons, like “Appalachian Wedding,” “Zombies on Ice,” and “Faction Island.” Games planned for the foreseeable future include a run of (May 2004, England, specifics TBD) and “Humans & Offices: The Forbidden Game” (probably in Feb. of 2005, in the Baltimore-Washington area). He does not have any clear memories of drinking human blood.

Josh Marcus  
Snaf University

Josh Marcus was first entranced by LARPing when he played in a run of “The Morning After” during which he met the love of his life. He’d also been in a few LARPs since then, but “Snaf University” is the first he has written. He is quite eager to share this creation with the rest of the LARPing community and rarely bites strangers, except when cornered.

Michael McAfee  
Treasurer

Michael McAfee has been active in LARPing, both as player and GM, since 1989. He chaired Intercon–C, and is currently the Treasurer for NEIL.

Rachel Morris  
Byrne’s Bane Revisited – The Captain’s Revenge

Rachel Morris owns NERO® Massachusetts/Ravenholt, (http://www.neromass.com) the founding chapter of NERO® International (http://www.nerolarp.com). She began LARPing in 1995 as an NPC. Soon hooked, she purchased the game from its founders in 2000, and is now on Ravenholt’s plot team. She earns money to lose to her NERO addiction as an effectiveness consultant.

Scott Mohnkern  
Apollo 79, The League of Extraordinary Breakfast Cereals

Shelly “Evil Twin” Mohnkern  
The League of Extraordinary Breakfast Cereals

Shelly has been involved in LARP since 1980, which, at the time, mostly involved bashing people with padded plumbing supplies, while wearing faux-Celtic clothing.

Since her return to the MD/VA/DC area, Shelly has branched out into LARP playing, writing and GMing. While she still bashes people with plumbing supplies in Xanadria and Daorhir, she can most often be found playing campaign LARPs like “1948: Signups” and “Brassy’s Men,” and casting and writing for “ARC” (Alternate Realities Campaigns).

Shelly’s LARP writing credits include: “1936: Lithuania” (with Stephanie Olmstead-Dean), “1936: Cuba” (with Scott Mohnkern), “1936: Ireland” (with Hugh Eckert and Sean Butler) and a stand-alone LARP “The End of Sacred Months” co-authored with her husband, Scott.

Aaron Moshiaishwili  
Divus Ex: Greece

Once the darling of the indy stunt golfing scene, Aaron has spent the years since his well-publicized ‘trouble period’ painting and working out a quick-and-dirty translation system for Linear B. He wishes to thank the staff at St. Vitus’ Home for allowing him to once again take his place in the Greek pantheon.

Ariel Segall  
Wretched Hive of Scum and Villainy

Alex Newman  
Long, Cold, Night

A tabletop gamer since the dawn of tabletop gaming (a school friend’s older brother went to college with Gygax. We played D&D off of photocopies of handwritten rules that would ultimately become the Wite set), Alex Newman’s first LARP was “It Was Better in Real Life” at Arisia in 1995 (96?), and he’s been hooked since.

He is author of the jingle-movie inspired “Cheesecake and Battle Beyond Infinity!!!!!” – which he ran with Beth Kelly. With his writing partner Beth Kelly, he is author of “Long, Cold Night” and “Her Majesty’s Parlour Adventurers Present an Evening of Indian Intrigue” which ran to great acclaim at Intercon–C.

Catherine Preble  
Revenge at the Broken Nose Bar, The King’s Unplanned Vacation

As her first animal training trick, young Cathy at age 2 decided to catch a Boston Pigeon by falling head first out of her stroller. She has been chasing animals ever since, and now happily lives with a Norwegian Elkhound, an Australian Shepherd, 6 cats, 4 ferrets, 2 rabbits, 2 goats and a husband who has way too many fish. An avid gamer since the early 1970s, she set the World High Score record in the late 1990s for Sega Shooting Master, an obscure arcade machine. She is a musician and actress, and can be seen performing at events throughout New England.

Jen Raymond  
Return to Watership Down

Hello! My very first LARPing experience was at Intercon, and since then I’ve LARPed at, well, Intercon. Well, I’ve played two games that weren’t at Intercon. And guess what? My very first GMing experience will be at Intercon! Please be nice...
Gordon Olmstead-Dean

**Apollo ’79**

Gordon Olmstead-Dean began writing and producing Live Action Roleplaying Games with the administration of a “Killer” Dart Pistol Live Game in spring of 1984. His first written effort was the minigame now known as “A Birthday Surprise,” in June of 1986. In January of 1988, he produced his first full-length work, “Convention I,” with Ken Brown. Currently Gordon has produced over a hundred and ten live action events, and acted as lead writer on more than seventy five live roleplaying events including games in three ongoing campaigns.

In 2003, Gordon completed the three season “1936: Horror” campaign of esoteric adventure, with co-writer Adrienne Amerman. He is one of several principals for the successor Campaign, “1940: Signals.”

Gordon is a past President and current CSO of LARPA (formerly the IFL) and, has served on the Board of Directors and in various other capacities supporting Live Roleplay since 1990.

His current principal goal in LARP is recording and consolidating information to make it easier for new GMs to learn how to run LARP events successfully. He compiles his own notes and data, along with the very valuable insights of other group experiences and suggestions from various partners at his LARPwriting.org website.

When not writing games Gordon relaxes with his wife Stephanie at their decaying Edwardian manse in Hagerstown, Maryland, and pursues a sybaritic lifestyle.

Josh “blee” Rachlin

**SnaF University, Multipled Loyalties: the Vor Game, GM Liaison, Game Bid Committee**

We regret to inform you that the text of this biographical summary was lost when the aero-plane carrying it disappeared somewhere over the Himalayas. We have a search party working day and night to find and rescue the data this plane was carrying. If and when the contents of this plane are discovered, we assure you that the missing text will be personally hand-delivered to you. We are sorry for any inconvenience this may cause.

Catherine Raymond

**The S.H.A.D.E.**

Founder of the Red Headed League, a consortium of Live Action Role Playing games, Cathy has been active in various LARP communities since the early ‘90s. Having run several different genres and systems, she is most well known for the quirky, conspiratorial and strange. For the last three years, she’s been the lead GM for “Rage Across Westchester,” a MET LARP set in the World of Darkness. “The S.H.A.D.E.” is her first attempt at an Intercion game, so of course this year is themed “Déjà vu.” What she’s hoping is that the game goes so well, you’ll never hear the end of it.

When she’s not LARPing or GM’ing... she thinks about writing LARPs or GMing. Sometimes she can also be found prancing around in Fishnets shouting at movie theater screens (usually during “The Omen”) or creating little frogs. She just relocated to the DC Metro area, and is happily looking forward to polluting them with her insanity as well. NY is crazy enough.

Charley Sumner

**ConCom**

Michael Wixo

**Game Bid Committee**

You should play in Don’s game, or corner him and make him play Go with you. Otherwise he might get curmudgeonly.

Trey Reilly

**Divus Ex: Greece**

Trey Reilly found a D&D boxed set sitting in her mother’s closet when she was 12. It was all downhill from there. While at a convention in New Jersey, she committed the ultimate sin: volunteerism. She accepted a staff position on DevCon ’94, and thus was lost to the normal world forever. In 2000, she co-founded Wild Gazebo Productions, and co-wrote WGP’s Svaha LARP, and thus was lost to even the abnormal world forever.

Trey can usually be found playing or running Call of Cthulhu, Mage, Changeling, or Nobilis. She’s been known to write LARPs or GM on no notice at all if you bring her coffee.

Mike Romatelli

**Apollo ’79**

Mike began his live gaming career with the very first run of the since acclaimed weekend long game “The Morning After” back in 1990. The primary author, Don Ross, subsequently drafted Mike to rewrite and rerun the game two years later. Thus began a long career of being drafted by Don to write and run many and various live games, during which time he became known as “Don’s Associate #1.”

Having followed Don from the deep past of alternate timelines to cold desolation at the bottom of the Bay of Alaska, Mike is now returning to space via the resurrected Apollo program circa 1999.

When he can sneak away from Don, Mike also enjoys tabletop and boffer-style live games, but only on weekends that Don doesn’t make him work.

Suzanne “Zandor” Wayner

**Csh’taa**

Suzanne has run LARPs at too many Intercons to remember, starting with Intercon 9.5. Games she’s helped write include “City of Light,” “Future’s Hope” and “Little Petshop of Horrors.” Writing LARPs is a truly crazy hobby, and it takes up far more time than any non-crazy person would spend. It is also pretty fun, so she is back running “Csh’taa” at Intercon D.

“Uncle Don” Ross

**Apollo ’79**

Uncle Don Ross has been writing and running theatre-style Live Action Roleplaying Games since before you were born. Heck, to talk to him, he’s been doing it since before he was born. He is most well known for his weekend-long game “The Morning After” as well as too many other games to count. The personal favorites of his harbied, underpaid assistant who is writing this bio (Don? Can we talk about that raise now?) are “FOCUS,” “All The King’s Men” and “Mop Time.” But that’s just her.

You should play in Don’s game, or corner him and make him play Go with you. Otherwise he might get curmudgeonly.

Matthew “Reverend” Sachs

**City Council of Hound’s Teeth**

Matthew Sachs entered the LARP world when he made his bold escape from the circus, grasping a passing radio traffic helicopter at the height of his cannon-launched trajectory, and plummeting into what would have been his inevitable doom, had his fall not been broken by an unfortunate NPC.

He has an extensive theatre background; most notably, he played Monsignor Arp in the original Broadway cast of “The Story of Ping,” coming straight from his triumphant run as Buremester Furod in “A Very Illuminati Christmas.” He is currently writing an autobiographical puppet show detailing his run-ins with America Online’s lawyers, being stalked by his users, Rich Graves, the Brandeis University Department of Public Safety (it was a grease fire) and almost getting arrested for indecent exposure at an IHOP.

Michael Wixo

**Three Nations**

27
Jon “valadil” Sagotsky  
_Snaf University_

“Jon, if that is his real name, is a Brandeis junior from parts unknown. All we know so far is that he is a licensed archery instructor and either a high powered mutant bent on world domination or a megalomaniacal robot from the future bent on world domination. We’ve joined forces with said mutant/robot out of the hope that when world domination ensues we will be spared and given a trivial portion of the world to govern, such as Delaware or Newfoundland.” - The Other “Snaf” GMs

Rebecca Schoenberg  
_V for Victory_

Rebecca Schoenberg is a very, very boring person. She is utterly undeserving of the space for this bio, and nothing interesting ever happens around her. Despite what you may have heard, she has never made a horse explode, performed CPR on a trained goat, been voted “InQuest Magazine’s” Roleplaymate of the Month, or had the cast of Babylon 5 try to hire her as a dominatrix. She has no idea what this crazy little thing called LARP is all about, and wonders occasionally how she wound up here. She is also what this crazy little thing called LARP is all about, and wonders occasionally how she wound up here. She is also no fun to talk to, and not at all cute. And she absolutely never ever dances.

Don’t say we didn’t warn you.

David Simkins  
_Asylum_

David managed to finagle his way into a Dungeons and Dragons game at a New Year’s Eve party when he was five years old (being the child of the host didn’t hurt), and he has been playing, running, writing and designing games ever since. When not playing games, he drives around the state of Wisconsin looking for county child welfare agencies in need of assistance. He is masochistically looking forward to returning to graduate school this fall after eight years in the work world.

Kreg Segall  
The School for Young Women Specializing in the Arts of Grace and Maidenly Submission

Kreg is back, and he’s better than before. With a new job in New York, Kreg has managed to return from his self-imposed exile in South Texas. And what better way to celebrate his triumphant move than with a LARP about pirates, swashbucklers, and the maidens who love them? Kreg Segall has written or had a hand in a dozen or so LARPs since he began playing in 1994, including “House Meeting,” “Shut up and Play Your Guitar,” “Hell to Pay,” “The Morning After,” “Some Time Later that Day,” and of course, “The School for Young Women Specializing in Grace and Maidenly Submission.”

Andrew “AJ” Smith  
_House on the Hill_

This is AJ’s 6th Boston-based Intercon (he thought that it was his 7th, then realized which integer follows “5”). He’s here as part of the Brit-“ish” [4 Brits - 1 American] contingent that’s running “The House on the Hill” on Friday night. He lives in dread of the day when someone says that s/he’s “running AJ’s game” in a GM bio.

Eric Smith  
Heimdall’s Children

Eric Smith’s first LARP was “Shakespeare’s Lost Play” at a Balticon sometime in the late 1980s. He tried a few more and then proposed to his wife, the lovely Christine, at the “LARP Murder Mystery Weekend.” After more years of LARP, Eric rashly decided to try his hand at writing and running games. His first was “Fete d’Auvergne,” part of the now defunct Mersienne Medieval Fantasy campaign. This was followed by “It Sucks To Be You,” “Heimdall’s Children” (Viking World of Darkness) and “Drink Deeper,” a full weekend write your own character LARP. His latest work is the “1948: Signals” campaign game running in the DC metropolitan area.

Mike “Mikey” Snowden  
_House on the Hill_

This is Mike’s first trip to an Intercon, and he’s looking forward to meeting a whole pile of new players.

While Mike was proofing & packing last year, he offered to GM this year. It seemed like a rational choice at the time.

For recognition purposes, neither Anita nor Sue had glasses AND a beard last time he checked.

For recognition purposes, neither Anita nor Sue had glasses AND a beard last time he checked.

Anita Szostak  
_House on the Hill, T-Shirt & Artwork Design, Program Book Design_

Anita may be the only American GM for “House on the Hill,” but the Brits do need someone local since shipping props across the pond would be silly. Why one American with so many Brits? All I can say is that it’s all Marshall Marc and Combat Cow’s fault.

In addition to helping run “House,” Anita also created the art for this con with Susan Guisto. As well, Anita is designing the program booklet, that is if all the GMs submit their bios.

Barry Tannenbaum  
_Intercon-D WebMaster_

Barry started gaming many years ago with a weekend LARP. That was such fun, he helped write the next one where he got to play a Columbian drug kingpin and watch someone kill off a college professor he’d particularly disliked. NEVER piss off the GM.

Having worked out those issues, he took off a few years, until he was convinced to attend Intercon B. It was all downhill from there. Now he’s once again writing LARPs with TNT Productions and is enjoying his longest running role in Intercon Webmaster: The LARP. It’s not just a job. It’s an Error 404: Page Not Found.

Will Wagner  
_Grimm Tales, Elfwhere, Generation Gap_

Will was born a child to slaves of the cruel king...

Well, actually, he wasn’t, but it sounds much better than the usual story.

So, you really don’t care about most of his life. Will started by playing in “Tabula Rosa 2.” After playing in that game, he decided that he too would write the wonderful stories that make players go “OOH!”. He’s still trying. In the meantime, he paired up with Andy Kirschbaum to write and run several games. “Garwyn’s Tavern” was the first game that he wrote and he has continued in that vein, writing “Grimm Tales” and “Generation Gap” and assisting with the re-run of “Elfwhere” and the original runs of “Elfwhere 2: Heart’s Desire” and “Those Who Serve.”

Don Walsh  
_The Reality Tango_

It’s been too long since I’ve gone out and run a LARP of my own creation, nearly three years now. Since I’ve entered the world of LARPS, I’ve thrilled to playing and running. I started in NERO, and soon after, was involved in their Plot Committee for several years. I’ve run several of their events and stories, and this led to my own games, inspired by ideas that my friends would bring me. Since that time, I’ve run three full campaigns (each at least a couple of years long), and helped my partner in crime Janet with hers on several occasions. Now, I’m itching to get back to it, and the idea of giving Intercon something new, combined with testing myself running for a group of people unknown to me is a challenge I can pass up. So I hope you don’t pass up this one. After all, who knows where it may lead...
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 Radisson 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 Radisson. 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.

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

Weapons Policy: The staff of Intercon D recognizes that you may need a weapon as part of a game or costume. However, weapons are not to be used outside of the game space. This includes toy weapons, “boffers,” or anything that is liable to trip others. Please use common sense when choosing a weapon for your game. Per hotel policy, any knife of any kind is not allowed.

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

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.

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.

Alcohol Policy: By hotel rules, no alcohol is permitted in the function space.

Intercon D Operations Staff: Please report to Ops Staff or the Con Chair any incident in which a member of the convention ignores the rules of the convention stated above. Intercon D 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.

Intercon D is not responsible for any lost or stolen property.

CONVENTION RULES

Susan “Empress” Weiner
City Council of Hound’s Teeth
Susan is one of those people who puts off writing her bio until the last minute in the hopes that she will think of something to say that doesn’t involve purple elephants (oh, crap). Well, having failed that, she will attempt to say something that will distinguish her from the rest of the generic geeks. Except that that’s what all the rest of them are trying to do too. Maybe instead she’ll just babble like a chicken.

Connor Walsh
Three Nations, ConSuite Cook
Connor is notable for three things – his penchant for tie-dye clothing, his small-but-strange collection of hats and his inexorablesense of humor which tends to take over any game he writes. He is a journeyman gamer but doing everything he can to fix that, and will someday write a serious game. Really.

Jeannie “On Crack Woman” Whited
Ch’t’aa
Jeannie has run and written enough games that she has started to forget them. Or maybe it’s because she’s on crack. Or something. Her credits include “City of Light,” “Mariner,” “Future’s Hope,” and “Hairball,” not to mention being a player assistant for the “ARC” (Alternate Realities Campaign). Someday, she will wake up from the years-long daze she’s been in, and wonder (along with everyone else) what is so great about those parrot slippers anyway? In the meantime, she has been spilling into the deepest pits of insanity by the enormously vast selection of white paint samples at Home Depot. And if she doesn’t remember your name, don’t worry – she probably doesn’t remember her own. She also apologizes for Suzanne’s penchant for writing her bios in French.

Brian Williams
House on the Hill
Brian is part of the team running “House on the Hill.” As lead author, he wants to know how come he’s ended up last on the list of GMs on the website! In order to counter this possibility in the future, he is considering changing his surname to Aardvark.

Brian has been attending the New England Intercon for more years than he cares to remember, usually in the company of his partner-in-crime, AJ Smith. This year, even more Brits are being brought over (Sue Lee and Mike Snowden) in an attempt to confuse the natives, plus one native (Anita Sostak) in an attempt to confuse the Brits.

For recognition purposes, Brian (as opposed to AJ) is the one with the glasses and the beard, only AJ sometimes wears glasses and Brian doesn’t have a beard any more. Neither is to be confused with Mike, who has glasses and a beard...

Eric Wirtanen
The School for Young Women Specializing in the Arts of Grace and Maidenly Submission
Eric urges all who are reading this to change their names to Eric(k) or Erika, in anticipation of the day when all those with the name Eric(k)/Erika shall rise up and take over the world. Don’t be left out. Join now before it’s too late. (While supplies last.)

In other information, Eric is responsible for such games as “Timelines,” “Hitchhiker’s Guide to the Galaxy: B-Ark,” and this one. Someone else is responsible for misspelling Wirtanen on the web page.

Mike Young
Lost in the Stacks,
Humans vs. Monsters: Cow Day!
intercon-e
(intercon-new england)

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