Con Chair  
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Nat Budin, Sam Hariton

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Renee Cyr

Con Suite Cooks and Elves  
Thanks to everyone who helped feed this year’s hungry horde!

Art Directors  
Susan Giusto, Anita Szostak

Shirt, Flyer Button Designs  
Anita Szostak

Program Book Design  
Susan Giusto, Anita Szostak, Barry Tannenbaum

Dance Party DJ & Roadie Crew  
Terilee & Jim Edwards-Hewitt

Intercon H Party at Arisia  
Chad Bergeron, Alex Bradley, Nat Budin

Special Thanks  
Intercon H ConCom and Staff, GMs, and all the players
Welcome to Intercon H: Heaven and Hell!

First off, let me say that as I write this, we already have over 250 people registered for the con. At this rate, we'll not only break attendance records, we'll blow right through the roof (FIGURATIVELY please - we like the Radisson’s roof, and don’t want to make any holes in it)!

A whole bunch of work goes into making Intercon happen every year, and this year has been no exception. Thanks go out to all the Concom members who work throughout the year to make sure the con happens, all the Ops demons who hand out these booklets and staff the Ops desk through the con, and to Renee and her Consuite angels, who are keeping you fed all weekend. Thanks also to the GMs, who have been quite flexible as we’ve tried to figure out how to squeeze all these amazing games into a finite number of rooms, and to Jim and Terilee, who are going to put on a great dance for you on Saturday night. Most importantly, thanks to each and every one of YOU! Without you here, the con would not be nearly as much fun as it’s going to be.

Speaking of all the work that goes into the con each year, if you want to see what it’s like to run a con, we’d love to have your help. There are so many things the con needs each year, and it’s a lot of fun too! If you’re interested, drop by the Ops desk and let us know.

I should also point out that we have a bunch of great vendors this year, so make sure to make time to check them out. And we’ve also got some fabulous raffle prizes, so don’t forget to buy some tickets.

Anyway, you came here to LARP, not read this, and it’s getting hellishly long. Here’s to another great Intercon - I hope you have a heavenly time!

Josh “blee” Rachlin, Con Chair

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**Note from the Con Chair**

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**Game Descriptions**

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**For Art’s Sake**

Cynthia “C.K. Traveler” Wakefield, Lilya Benderskaya, C. Victoria Root

The Westridge Academy of the Arts provides its students with an ideal environment to hone their creative abilities. Tonight celebrates the reopening of the West Gallery for student use. ... *For Art’s Sake* is a drama in one act on the topics of love, rebellion, honesty and self-expression.

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**10 Bad Modules in 100 Bad Minutes**

Gordon Olmstead-Dean, Eric Johnson

With the Dark Blessings of Nat, Susan, etc., we present *10 Bad Modules in 100 Bad Minutes*, expanding the well loved (yeah right!) *10 Bad* franchise into our specialty - Campaign Games. Play the worst modules ever! Warning, this game will be extremely offensive to almost everyone.

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**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.

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**A Toast to Dean Edgell**

Friends & Acquaintances

You are welcome to join us for an out-of-game toast to Dean Edgell, who passed away December 30th, just a few weeks ago. The room will be available for folks to hang out and share stories and memories of Dean, if they wish to. Contact Kate with questions, if there are any. No signup is necessary to participate -- bring your cup and/or beverage to toast at midnight on Friday night.

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**Alice**

Phoebe Roberts

In Alice, a game of dark fantasy, players take on the personas of twisted versions of the characters in Lewis Carroll’s famous children’s novels, in a strange subreality called Wonderland. Each character’s struggles and intrigues swirl around the strange comings and goings of a lost, troubled girl called Alice, as they work to control, escape, or survive the mad trap that is Wonderland.

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**An Un-Conventional Odyssey**

Kirt Dankmyer, Jon Lemich

Your car had broken down on the way to Ithacon, where you were going to play in that cool Vampire LARP. People keep showing up, but they’re kinda... useless. Stoners, rednecks, creepy truckers and... zombies? A comedic Horde minigame of epic proportions, where the journey comes to the characters as they’re stuck in one place.

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**And They Were As Gods**

Carol Young, Dan Kolligan, Andrew Zorowitz and the Foam Brain Staff

Welcome to the end of the world. After all - you’ve all worked so hard for it, how could you not be excited for the grand finale? Tonight, Old Mimi’s cult shall meet for the final time - and complete its task of summoning things better not spoken. Fortunately, as a member, you’ll have a front row seat for all the fun!
And Thunder Shall Roll
Janet Brennan, Vance Walsh
In Basin, Arizona, the goodly and the wicked tread dusty streets side by side. Slim Thompson’s put together a gunslinger shootout to bring the best of the best to his humble little gold mining town. There’s a storm brewin’ over Basin and the fate of the town hangs on fervent prayers, backroom deals and flying bullets. No one will be safe once the thunder rolls.

Another Life
Anandi Gandolfi
Who Am I? This is the eternal question that stands the center of every life, but how can any life be judged until that life is complete. As every moment redefines every moment that has come before.

As the Sun Falls
Jesse Cox, Danielle Reese, Ariel Segall, Susan Weiner
It is the eve of the Sunfall War. The hosts of heaven are arrayed against each other, and nature turns against itself. The leaders of the tribes of man have gathered for a last council before the darkness falls.

Blackie’s Bar & Grill, Grand Cayman
Kelly & Mac MacDougal
The Grand Cayman Conference was supposed to settle differences between the Super Villain warlords who control much of the world, and the legitimate governments that control the rest. That didn’t workout. Tonight’s reception is the last chance to push some diplomacy and accomplish something, or to accomplish something of your private agenda, or just to have a few drinks before the conference amnesty ends and you have to get of the island fast. Party with the world’s most powerful, dangerous, and unhappy people. Some call this “paradise.”

Boorworms Academy of Magic: Homecoming Weekend
Linda Miller Poore, Cheryl Costa
The wizard community gather annually at Boorworms Academy in upstate New York. Two years have passed since it was revealed that Goblins have had a sinister role at Boorworms. The Headmistress was able to avoid facing irate alumnae and parents by canceling last year’s Homecoming, but she can’t stall any longer: Welcome back!

Brother Ezekiel’s Tent Revival
Will Wagner
Brother Ezekiel is coming to Loman, NE on February 29 and will be holding services for one night only. You only have one chance to hear the Word! If you value your eternal soul, you will come! Come listen to the Word of the Lord from Brother Ezekiel. Come hear the glory of Heaven itself in the angelic voice of Sister Sarah Maria.

Dark Line
Keri Ogorzale, Colin Sandel
You’ve heard the whispers: the inactive New Washington subway tunnels - the Dark Lines - may not be quiescent after all.

*shrug*
That’s not why your gang is down there today.

Technological and magical gang warfare meet pressure-cooker subterranean trap in an abandoned station beneath New Washington. Welcome to Dark Line.

Desperadoes Under The Eaves
Rebecca Kleitniex, Jason Schneiderman
A tale of love, drugs, monsters, fugitives, and shifting perceptions set in an unusual California hotel. Based on the works of Warren Zevon.
...We Knew You'd Be Here.
How did we know? Simple.

(1) You’re widely recognized as an individual of discriminating taste.
(2) You enjoy the company of your fellow SF fans and gamers.
(3) Your postman has been sending us regular reports on you since 1997.

Steve Jackson Games is pleased – nay, gleeful – to help support this convention by providing prizes. Check out the gaming schedule for details.

And, for games that are unspeakably, insanely, exaggeratedly good, look for the Eye in the Pyramid... your assurance that Everything Is Under Control.

In particular, you’ve got to see Munchkin, the game where you kill the monsters, take their stuff, and stab your buddy. GURPS is always popular. And don’t forget Chez, Geek, Frag, Spooks, Strange Synergy, Munchkin Fu, and lots of other great roleplaying, card, and boardgames!

Check us out at www.sjgames.com – or send a long SASE for a free catalog to: Catalog, PO Box 18957, Austin, TX 78760.

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End of Seasons
The Lione Board

Will strangers overcome their differences to defeat a common foe or will they fail and damn the land to darkness? Exploration, adventure, and plenty of fighting await you in this High Fantasy boffer LARP brought to you by LIONE and End of Seasons.

Forgive Me Father
Cynthia Wakefield, Caroline Cooper

The successor to the title of Holy Father of the Dominus Church has been found, and all of the nations of Constantia have sent representatives to the Great City to pay their respects and curry favor. Forgive Me, Father is a lighthearted tale of warmongering, prejudice, deceit, intrigue, and lust, set against a backdrop of not-quite-Middle-Ages -Europe.

Ghost Fu: The Jade Emperor’s Celestial Tournament
Elizabeth Bartley, Stephen Tihor, Joshua Kronengold, Lisa Padel, Julian Lighton

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

L’Enfer, C’est Les Autres
Colin Sandel, Carlos Coral

Seven people connected by a web of deceit wake up in a locked room. They must work together to uncover the history of how they arrived, uncovering some very unpleasant personal truths in the process.

Last Stop
Joshua Sheena

Fifteen people take a perfectly normal subway ride through the heart of Boston.

Miskatonic Class Reunion
Mike Young

Join us for the first reunion ever held at Miskatonic University. It promises to be special...

Muppet Purgatory
Beth Baniszewski, Diane Christoforo, William Lowenthal

The entire cast and crew of the Muppet Show were killed in a tragically hilarious accident. Now they are stuck in Purgatory awaiting Judgment. But the disposition of their souls does not rest upon their earthly deeds. No. They must perform for their salvation. God and Satan are watching.

Mystery at Hart Manor
Stephen Kohler

One week ago, the famous philanthropist James Hart was found in his study with his throat slit. His friends have gathered at his manor for the will reading. Of course, everyone is perfectly safe...despite the fact that the murderer has yet to be found...

Intercon Hertz
Your Intercon Hertz gamemasters

More games per second, ouch.

If you’ve ever found yourself wishing you could play more games at an Intercon, come experience the high frequency thrill of playing as many as four different games in a four-hour block at Intercon Hertz, the worlds most current four-hour Intercon!

Intercon Hertz
Soul Exchange
Adam Nakama

A stock trading game. With souls.

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Hell to Pay
Kreg Segall

A dark comedy that you will think about every time you dine out with friends.

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**Mystery at The Fairy Tale Reservation**
Anna Bradley, Nancy Shaffer

Russia’s Fairy Tales of old are living on a reservation at the center of Moscow. Most of them are satisfied with their lot, some are not. But now, something is dreadfully wrong!

**Oh God, Everybody’s Dying!**
Adam Nakama, Haz Harrower

Post-apocalyptic horde LARP, but not in the usual way. You’re the ones sorting the souls of the newly dead. Or dead. Whatever.

**Only Mighty Guests**
Carol Young and the Foam Brain Productions Staff

In the city of Cityville, the Masked Thief is running rampant. In response, Consumer Corporation’s CEO, Mr. William T. Freeman has called together the best and the brightest to devise a way to stop this fiend... or at least enjoy a free lunch.

**Operation Radial Star**
Jeremiah Genest

Operation Radial Star should have been a routine mission. But something has gone horribly wrong. Now you, the Intellectual Resource Operational Security Interagency Working Group must set things in order. If the life of a professional spy is difficult, imagine when you move against things better left in the darkness?

**Purging Purgatory**
Chris Shannon, Beiss Libby

Attention denizens of Purgatory. The Pope has declared that we no longer exist. Please proceed to final judgment. Have a happy eternity!

Come enjoy a light-hearted, horde-style, metaphysical mystery as you determine the final fate of the original afterlife alternative.

**Railways and Respectability**
N Barnard, P Dall, J Elsmore, S Hatherley, S Lee, T Mitton, D Odd, AJ Smith, M Snowden, J Winnard,

Additional development by S Lee, AJ Smith and J Winter

The Prince Regent’s birthday party offers an excellent opportunity to discuss the building of Railways across the English countryside. However some members of society consider Romance and Respectability to be considerably more important.

Jane Austen and Georgette Heyer, together with a frightening number of Regency Romances meets 18XX.

**Roanoke**
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.

**Salem is Burning**
Scott Bowman, Tim Weaver, Wendy Weaver

Witchcraft and madness rule the night, evil stalks the righteous and worthy. God-fearing people watch their neighbors for signs of corruption.

**Sam & Max Hit the Afterlife**
Alex Bradley, Dave Kapell

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

**Sassy Pirate Wenchens on the Island of Stern**
Eric Wirtanen, Kreg Segall, Cameron Betts

Men are from Scandinavia. Women are from the Caribbean.

Yet somehow they learn to communicate.
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 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 chili runs low.

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

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**Skid Row**  
Simon Deveau, Patricia Smirnoudis

In Big City, USA life on the streets is hell. Who knows when your next drink, smoke, bag or trick is coming as you cling on to the lip of the toilet bowl of life? Hopefully it will arrive before the gang bangers, crazies, cops or strangers get you...

**Survivors of the Naronic**  
Tony Mitton, Sue Lee, A J Smith, David Townsend, Theo Clarke

A rip-roaring game of Victorian adventure and intrigue. The survivors of a shipwreck find themselves taken underwater towards an exploding volcano and a lost civilization.

**The Last Seder**  
Vito D’Agosta, Susan Weiner, Nat Budin, Joshua Sheena

Thirteen friends gather at the home of a controversial figure. Their purpose: to share a meal, to drink some wine, and to recall the story of the Exodus. A science fiction parable across the ages.

**Under my Skin**  
Emily Care Boss

A game about passion, fidelity and definitions of love. Exploring monogamy and polyamory.

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**The Other Other* All-Batman Game**  
Philip, Jennifer & Valerie Kelley

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

**Welcome to Sunnyvale**  
Sage Shepperd, Joshua Sheena

A short, light LARP that takes place in Sunnyvale retirement home. There are creepy old men, hot young nurses, and even creepy old men hitting on hot young nurses! Bad memories, bad vision, and lots of crazy. “Lots of crazy what?” I’m old! I can use the word crazy any way I want!

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**Wonderland 2.1 - Wonderland Reloaded**  
Andy Kirschbaum

Mad Hatters and March Hares, Red Queens, and Lost Little Girls, Tea Parties, Beheadings, and Bullet Time await those who are brave enough to return to Wonderland! Join us for Wonderland Reloaded, Alice in The Matrix. Which pill will you take? And what will you find Through the Looking Glass?

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Running this convention requires a lot of effort throughout the weekend. If you find yourself with free time, or 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!
Jennifer Ash  
Mystery at Hart Manor, Only Mighty Guests

Beth Baniszewski  
Muppet Purgatory

Beth isn’t quite sure how she ended up working on another game without taking a nice break, but who can resist killing Muppets!? They’re so cuddly! Beth is the proud owner of many Muppet skin garments, including Muppet skin socks, a Muppet skin bathrobe, a Muppet lined coat, and a Muppet scarf. She is also aware of the wonders of Muppet pelt blankets.

At previous Intercons, Beth has been a GM for Two Hours in London (E and G), Crisis at Castle Candy (F), and Megaman: Apocalypse (E). She has also run a number of games with the MIT Assassins’ Guild.

Elizabeth “Beth” Bartley  
Ghost Fu: The Jade Emperor’s Celestial Tournament

Beth Bartley was cheerfully grabbed for the Straightjackets Optional team a few years ago. Previous LARPs GM’d include Mad Scientists II (with Stephen Tihor and Joshua Kronengold), the second and third runs of Jamais Vu (with Stephen Tihor, Joshua Kronengold, and Lisa Padol), two runs of Hot Tub I / Day at the Bathes / Night at the Races (with Stephen Tihor, Joshua Kronengold, and Lisa Padol), two runs of Hot Tub II / Hot Tub o’ Magic (with Stephen Tihor, Joshua Kronengold, and Lisa Padol), and one run of Colonel T. Rawhide’s Circus of the Spectacular (with Joshua Kronengold and Lisa Padol.)

Janet Brennan  
And Thunder Shall Roll, Intercon Hertz

Janet Brennan, storyteller. A woman barely alive at Intercon G. Gentlemen: We can rebuid her. We have the technology. We have the capability to build the first bionic GM. Janet Brennan will be that GM. Better than she was before. Better, stronger, faster.

Marc Blumberg  
A Toast to Dean Edgell

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Liliya “Lily” Benderskaya  
... For Art’s Sake

Despite her mild-mannered present-day appearance, in reality, Lily hails from the future—a barren, dystopian world in which the Soviet Union rules all. Yes. Despite having dissolved in 1991. How does that work? Well...let’s just say there was an incident involving a time paradox and an exploding ClichéMatic, and leave it at that.

Having been abandoned in the past by a faulty time machine, Lily proceeded to sit on her ass, write and play in LARPs, and major in Psychology. She swears she’s making every effort to return to her own time. Others, meanwhile, see her scarfing down peach muffins and admiring the sunset, and aren’t so sure.

Chad “Laurion” Bergeron  
Registrar, NEIL Treasurer, NEIL Board Advisor

Your bio here!

Get your bio seen by hundreds of congoers, for only $10.00 a week. Please e-mail bio4sale@gmail.com for more information.

Emily Care Boss  
Under my Skin

Daniel “csandel” Bates  
Dark Line

After first assuming his humanoid form in 1994, Daniel has gone on to write and run a wide variety of games at Intercon and through the MIT Assassin’s Guild, typically about cyberpunk corporate intrigue, or pirates stuck in time loops. He is an on-again-off-again contributor to the Age of Corporations world, closely mimicking his stormy and well-publicized romantic tension with Urban Troubadour Colin Sandel.

Daniel enjoys cooking, a cappella singing, and the strengthening warmth of your planet’s day star.

Scott Bowman  
Salem is Burning

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Kate “The Wrong Kate” Bunting
Railways and Respectability: A Toast to Dean Edgell
Kate was introduced to LARP by nefarious individuals she has known since preschool, who may well be in attendance at this very convention. They know who they are, and apparently feel no guilt about their dastardly deeds. In the intervening time (ten-ish years?), Kate was a player in the DC-based Mersienne campaign, and the 1936: Horror campaign, then sold her soul (or just sold out?) and became a staff member for the 1949: Signals campaign, played the Brassy’s Men series, and is currently staffing the Threads of Democles campaign. Her writing and GM credits include the full-weekend LARP Drink Deeper, occasional scenarios for DC-local campaign games, and ill-advised-but-ultimately-successful forays into bulk cooking and LARP catering. Despite rumors to the contrary, Kate is not a nare.
Kate is honored to be assisting “Team Brit” as the token Yankee delegate for the reprisal of Railways. It has been surmised that being genetically British, and having lived in the UK have contributed to her selection for this post, or that her obsession with frockage is fueling Sue’s own addiction... The truth probably lies somewhere in between.

Marcy Canterbury
End of Seasons

Vito “Simple Wordsmith” D’Agosta
The Last Seder
Vito was asked numerous times last year why his name was listed as Vito instead of John. Vito is John’s middle name. John is Vito’s first name. The name Vito stands out a little more.
Vito (or John) has been involved in writing and running games for several years now, primarily with Alleged Entertainment. Some notable titles include: Fire on High, The City Council of Hound’s Teeth, In the Jungle, Counterculture, and The Last Seder.

Marcy Canterbury

Vito is a storm in the form of a girl. Cleverly disguised as a responsible adult who can dance and chew gum at the same time, she is merely a pawn in the quest of guinea pigs everywhere to take over the world. From puns to the SCA to a compulsive obsession with details, nothing is too dorky for her. This is Heather’s fourth Intercon as a player and first time as a GM.

Renee Cyr
Con Suite Mistress
Renee was living a nice quiet suburban existence when she was kidnapped by a wild band of LARPers. Well, okay, maybe life was kind of boring. And, well, they didn’t exactly kidnap her...
No matter the details, it’s a little more than four years later and she’s not only gained a four-figure-a-year LARPing habit, but she’s been sucked into Intercon so thoroughly that she thinks feeding 200-plus rampaging LARPers is fun. Somehow we’ve managed to keep her thinking this, even after running the Con Suite for the last two years.
If you see her start moving towards phones or an outside door please find a way to distract and stop her – we’re not quite sure how well set her delusions are and can’t risk her seeking help before Intercon H is over. Thank you for your cooperation.

Kate “The Wrong Kate” Bunting
Rainbows and Respectability: A Toast to Dean Edgell
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Kirt Dankmyer
An Un-Conventional Odyssey
Kirt Dankmyer, along with his partner in crime Jon Lemich, has won the LARPA Small Game Contest twice in a row now, once for Marlowe 2020 and once again for An Un-Conventional Odyssey, which is what he’s running at Intercon H. He’s bragging about it here because he knows no one actually reads this stuff. The cash reward from this contest – or, more accurately, the dregs from which – molder in his pants pocket as he writes this.
Saturday — March 1, 2008 — Evening

19:00
Dinner / Costuming

20:00
Sassy Pirate Wenches on the Island of Stern Viking Jarls Alice Heritage A & B Dark Line Hawthorne

21:00
End of Seasons Parkhurst

22:00
23:00
Get Ready to Dance!

00:00
Dance Party Middlesex

01:00
Sunday — March 2, 2008

09:00
Only Mighty Guests Breakfast Drawing Room, Concord

10:00
Sam & Max Hit the Afterlife Heritage A & B Purging Purgatory Merrimack

11:00
10 Bad Modules in 100 Bad Minutes Hawthorne The Other Other* All - Batman Game Carlisle, Chelmsford

12:00
Check Out

13:00
Closing Ceremonies Salon A, B & C

14:00
Kirt is known for his fearsome LARPing motto: “Deathless that eternal lie, and in strange aeons I may eat a pie.”

Kirt has a gaming-related website — mainly tabletop-related. I’m afraid — at http://ivanhoeunbound.com. You can dance if you want to.

Simon “Slippy” Deveau
Skid Row
Glub glub

Jeff “The Vortex of Chaos” Diewald
NEIL Board Member, Bid Committee Member, Vortex of Chaos

Twenty years ago, Jeff was working on running his first LARP (Sex, Drugs, and Rock and Roll) for the third time. Fifteen years ago, Jeff was busy with two young kids in the house. Twelve years ago, Jeff went to his first Intercon (XI) in Maryland. Ten years ago, Jeff had one of those birthdays that end with a zero, and he was the con chair for Intercon the Thirteenth, the first of the modern Boston Intercons. He was also running A Night at Club Ivory. Nine years ago, his children came to live with him, which led to all three of them writing and running Whose LARP Is It, Anyways? Seven years ago was the second run of the very popular Collision Imminent! Three years ago was the demented first run of Dustpan: the LARP. This year is another birthday that ends in a zero... Say Happy Birthday.

Jennifer “Lady J” Eastman Lawrence
Vendor Liaison, Lover of Liaisons
Lady J is an elusive creature who likes to meet new people and encourage collaboration.

Jim Edwards-Hewitt
Dance Roadie
Jim has run LARPs large and small, but at Intercon mostly he moves heavy objects around and plays games.

Terilee Edwards-Hewitt
DJ
Terilee’s DJ experience began 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.

Jeremiah “Jere” Genest
Operation Radial Star
Jeremiah Genest has run a smattering of LARPs and a smattering of espionage games. He is excited to bring both together.
Anandi Gandolfi  
Anandi Gandolfi 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. Though she is still relatively new at writing games, with four one-shots (Asylum, Mahabharata, One Life and Speed Dating) 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.

Susan “Nikin” Giusto  
I am a creative fool... or foolishly creative some say. I dabble in the dark arts, martial arts, and culinary tarts. My first published work was at age twelve. It was a poem about the balance between reality and fantasy. I have been getting published kinda regularly ever since and my latest bit of insanity is in a collection by Harper & Collins due out this year. As a result of this diverse imaginative bend in my personality, I have also been involved in theater and role playing for about as long. Theater, costuming and LARPs, oh my! This year has been spent doing a lot of research and prop building for “things to come”... wait for it... you will love what is coming.

Sam “Rotiahn” Hariton  
During the day, Sam leaves his apartment and ceases to exist for 8-12 hours. But at night he returns home to don the mantle of Giant-Clumsy-Human; Provider of All Things Edible, Cleaner of Vomit, Scooper of Litter, Thrower of Toys, and Stealer of All Things Chewable.

Shannon “Haz” Harrower  
Haz was recently sucked into the world of roleplay/LARP (yes, sucked is the right word - like vortexes and crazy straws), and is enjoying the ride. First Intercon, first time writing and GMing, and various other nonphysical virginities have been surrendered to this, a three-day weekend in March.

Jared Hite  
Jared has been in many LARPs since he discovered the joys of the genre last year. As a direct result, he is now trying his hand at the soul-consuming task that is GMing. With luck, his name may soon become more prominent within the LARP community, with such projects on the horizon as “Men of Respect” (with Pheobe Roberts).

Eric Johnson  
10 Bad Modules in 100 Bad Minutes, A Serpent of Ash

Andy Kirschbaum  
Brother Ezekiel’s Tent Revival, Wonderland 2.1 - Wonderland Reloaded

Andy has been writing, GMing and co-GMing, and assistant GMing LARPs for 10 years. He has run 3 campaigns and more one-shots than he wants to try and count. In his spare time he runs 3 Trolls Games & Puzzles just up the road from Intercon H.

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Enjoying the Con? Sign up for Intercon I NOW!

Intercon I will be held March 6—8, 2009 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 H and then some. Why not save yourself a headache and sign up now at the registration desk? Intercon I memberships are currently only $20! If you forget to signup this weekend, register online at http://www.intercon-i.org and keep checking back for games and announcements.
Desperadoes Under the Eaves

writer for the amazing, surprise hit game

A: Becky is:

here, let me tell about this one game...

reading this, it may well be too late for you

unable and unwilling to leave… and if you're

"you are really interesting character X, but

walked over, said "you get this one", and I

I hadn't seen him around for a few years. He

each other a bit from old table top games, but

the GM sees me, his eyes light up. We knew

it's dull, or too weird, I could leave at any

role playing game" up in a private room,

pretty slow, the gaming room was dull, and

too. I wasn't always like this, I used to just

play board games and the occasional bit of

D&D, but… well, I was at this SF con, it was

pretty slow, the gaming room was dull, and

there was a sign on the wall for a “live action

role playing game” up in a private room,

and… well, I figured, where’s the harm? If

it’s dull, or too weird, I could leave at any

time, right? Right? Well, I walk in, and when

the GM sees me, his eyes light up. We knew

each other a bit from old table top games, but

I hadn’t seen him around for a few years. He

walked over, said “you get this one”, and I

read the first few lines. You know the kind:

"you are really interesting character X, but

secretly you are really interesting character

Y". I’ve been here, trapped, ever since,

unable and unwilling to leave… and if you’re

reading this, it may well be too late for you

too. I’m sorry. Really, I am. But while you’re

here, let me tell about this one game...

Stephen Kohler

Mystery at Hart Manor, Only Mighty Guests

Stephen Kohler is fairly new to the world of

LARPing (and referring to himself in the

third person), but he’s willing to give both a

go. He got involved in LARPing last year,

when he saw these nice people talk about this

live-acting roleplaying thing called The Final

Voyage of the Mary Celeste. Foolishly, he

decided to try it, and four sanity-draining

hours later, he was hooked. He has since

played in more LARP's then he can count

without using his toes, almost all of which

run by the amazing people at Foam Brain

Productions. (An institution of which he is

now a member.) He has since taken the final

step into insanity and actually written a

LARP, Mystery at Hart Manor, which is

making its first foray into the general public

at Intercon. If you see Stephen’s wits running

around Interconspace, please, grab them.

Joshua Kronengold

Ghost Fu: The Jade Emperor’s

Celestial Tournament

Joshua Kronengold has been regularly playing

in Theatre Style LARPs since 1992

(starting with full weekend LARPs like

Recon +10 at Dexcon 2, and It Was Better in

Real Life at Arisia, and later attending a

largeish number of Intercons), running them

(at Dexcon and at Columbia University) for 3

-4 years, and writing them for (ignoring his

10 year old, still in development, full

weekend LARP project) two years.

He playtested Interactivities Ink’s The Final

Voyage of the Mary Celeste and the never

published Miscatonic Archaeological

Expedition and Colonel T. Rawhide’s Circus

of the Spectacular.

Starting in 2004, he co-wrote the “submit

your own character” game Mad Scientists,

Out of the Straitjacket with Stephen Tihor

and Lisa Padol, co-wrote the second Out of

the Straitjacket game (with the same team

minus Lisa and adding Elizabeth Bartley),

edited and rewrote Jamais Vue for its second

run, and co-wrote (with Lisa Padol, Stephen

Tihor, and Elizabeth Bartley) the two hour

“relax-a-LARP” A Day at the Races, a Day

at the Baths (run at Dexcon).

One of these days, he’ll finish Dark of the

Moon, his perennially in development full

weekend game. Maybe soon.

Tim “Teem” Lasko

NEIL Board, ConCom, The Information

Teem, Ocelot, Con Suite

Just happy to be here. Let me know if you

didn’t find out anything you needed to know.

About Intercon H, that is. I can take a stab at

other things, too.

Sue “Queenortart” Lee

Railways and Respectability,

Survivors of the Naronic

Hurrah another March, another Intercon, oh

hang on it’ll be February 29th, and therefore

a leap year.

There is a tradition, said to go back to Saint

Patrick and Brigid of Kildare in 5th century

Ireland, but apparently not attested before the

19th century, whereby women may make

marriage proposals only in leap years.

Supposedly (but disputed), in a 1288 law by

Queen Margaret of Scotland (then age five

and living in Norway), fines were levied if

the proposal was refused by the man;

compensation ranged from a kiss to £1 to a

silk gown, in order to soften the blow.

It is my belief that a woman cannot have too

many silk gowns...

Make of that what you will.

Bess Libby

Purging Purgatory
Julian Lighton  
_Ghost Fu: The Jade Emperor’s Celestial Tournament_

Julian is an occasional LARPer who has been on the design team for Shadowfist (the CCG of Hong Kong action movies) since 2001. For some inexplicable reason, he found himself drafted into writing this game.

William Lowenthal  
_Muppet Purgatory_

James MacDougal  
_Blackie’s Bar & Grill, Grand Cayman_

Kelly MacDougal  
_Blackie’s Bar & Grill, Grand Cayman_

Eileen Malony  
_A Toast to Dean Edgell_

Michael McAfee  
_ConCom_

Lucas McCauslin  
_Rounoke_

Born nude, helpless and unable to fend for himself, Lucas McCauslin overcame these handicaps to become a LARPer and a GM.

Andrew Militello  
_Outreach_

Tony Mitton  
_Survivors of the Naronic, Railways and Respectability_

Adam Nakama  
_Intercon H Soul Exchange, Oh God, Everybody’s Dying!_

“Adam, the central mechanic of your game is crack. Of course it’s going to be ridiculous.”  -- Conor Walsh

Aaron Newman  
_Rounoke_

Alex Newman  
_ConCom_

Drew Novick  
_The Other Other* All-Batman Game_

Keri Ogorzalek  
_Dark Line_

Gordon Olmstead-Dean  
_10 Bad Modules in 100 Bad Minutes_


Currently Gordon has produced or served as a lead writer on over a hundred events, acting as Executive Producer on eight seasons of continuing events, including 1948: Signals and Threads of Damocles.

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

His current focus in Live-Roleplay is recording and consolidating information and promoting the art of producing fiction with multiple simultaneous protagonists through his LARPWriting.ORG website. His primary artistic emphasis has been on an extension of Artaud’s concept of the “theatre of cruelty” into roleplay drama. When not writing games Gordon relaxes with his wife Stephanie at their decaying Edwardian manse in Hagerstown, Maryland, and pursues a sybaritic lifestyle.

Lisa Padol  
_Ghost Fu: The Jade Emperor’s Celestial Tournament_

Lisa Padol has been playing in LARPs since 1988, starting with the full weekend game, Double Exposure. She has been running and writing LARPs since 2000 (ignoring Dark of the Moon, a 10-years-old, still-in-development, full-weekend LARP project).

She helped run the playtest of the never published Miskatonic Archaeological Expedition (with Joshua Kronengold, Batya and Alex Wittenburg, Merav Hoffman, Jon Lennox, and Eugene Reynolds), and assisted in a run of Appalachian Wedding (with Ben Llewellyn and Joshua Kronengold). Stephen Tihor recruited her for the Straightjackets Optional team, where she helped run add write Mad Scientists I (with Stephen Tihor and Joshua Kronengold, and with extra help from Erik Hanson and Matthew Stevens), and helped run and write Jamais Vue (with Stephen Tihor and Erik Hanson, with help from Matthew Stephens for the first run, and with Stephen Tihor, Joshua Kronengold, and Elizabeth Bartley for the second run) and Day at the Bathes/Night at the Races (with Stephen Tihor, Elizabeth Bartley, and Joshua Kronengold). She has also helped run Colonel T. Rawhide’s Circus of the Spectacular.

Current projects include future games in the Jamais Vue and hot tub series, and Dark of the Moon.

Moira Parham  
_Intercon Hertz_

Jessica Pease  
_Operation Radiol Star_

Linda “Madam Wu” Poore  
_Boorworms Academy of Magic: Homecoming Weekend_

A blacklisted toxicology librarian, banished to the frozen North, Linda Poore must now practice her craft researching and writing devious plots for Intercon players. This is her second Boorworms Academy game.

Danielle Reese  
_As the Sun Falls_

Josh “blee” Rachlin  
[REDACTED - If you have ultraviolet security clearance or higher, see the Con Chair to find out what blee’s title is.] blee’s bio has been deleted for your safety. Everyone who read blee’s bio has gone missing or crazy. We’ve been assured by blee that this is entirely coincidental, and has nothing to do with his bio, but the Con Chair has asked us to delete it anyway, just in case.

blee is quite excited to be chairing this con, and hopes that you (yes, you) will come up to him and say hi, and introduce yourself if he hasn’t yet met you. He’ll be at the Ops desk for much of the con. Really, come say hi.

Phoebe Roberts  
_Alice, Last Stop_

Don’t let her seemingly delicate features fool you. Behind this cute, innocuous-looking exterior lurks the twisted mind of a complete and utter dork.

Victoria “Tory” Root  
... For Art’s Sake_

Victoria was the unexpected result of the union of the god Odin and a bored farmwife. She never felt herself to belong to the world of stone huts, superstition and narrow-mindedness, and at the age of eighteen she struck out, accompanied by a talking animal companion and a one-dimensional love interest, on a heroic quest to find her father.

Her life since has largely been intertextual, although over the intervening centuries she has managed to interact with her love interest enough to achieve two-dimensionality. Her talking animal companion has proven teleologically complicated.

When not retreating to take solace in peculiar and empty dimensions, her primary hobbies include torturing noncoporeal entities and feigning intoxication in public places for unspecified purposes. She has never been to Portugal.

Don “Uncle Don” Ross  
_Intercon Hertz, Hell to Pay_

Yarr!

-- Conor Walsh
Colin “Dog” Sandel  
Dark Line, L’Enfer, C’est Les Autres  
Welcome to Opaque Innovations, Incorporated.

WARNING: This is a restricted profile, accessible to no one who’d want to read it. The proper parties have been notified of your infraction. Opaque Innovations, Incorporated recommends printing out a copy of the profile so you can read it while running for your life.

EMPLOYEE PROFILE
Name: Colin Sandel  
Gender: Male  
Race: White  
Eyes: Blue  
Hair: Brown  
Employment Status: ESCAPED  
Priority Code: A4 (extreme security threat)

Date of Manufacture: March 31, 2000  
Grown via standard tube method, Memory  
import which ran at Intercon Mid-Atlantic in 2000.

Accomplishments: [REDACTED]

Jason Schneiderman  
Desperadoes Under The Eaves

Ariel Segall  
As the Sun Falls  
Ariel is a veteran of the MIT Assassins’ Guild and an Intercon newbie. She was one of the primary GMs for Wretched Hive of Scum and Villainy, a Star Wars-themed Guild import which ran at Intercon Mid-Atlantic in 2000.

Kreg Segall  
Sassy Pirate Wenchens on the Island of Stern Viking Jarls  
Jarl Kreg Bronzetoes, of the noble goat herders of Iceland, son of Thorblade Thunderheels Bronzetoes, who slew the wild fringe-beasts of the Ragged Marginlands with his boon companion, Ravenlocks Bristletops, who bore the axe of the Western clans back from the lairs of the Wild Worshippers, son of Karn Dread, son of Durg Redroot Dread, whose mother was the wild peace-bringer to the Flailings in the long winter of the reign of Sea King Halit the Dropper, son of Gretr the Lost and Lei the Lovely, daughter of Mann the Axe, hefts his greatsword, regarding you with a dispassionate eye.

There will be war, but not today. No, not today.

Christopher “Cristovau” Shannon  
Purging Purgatory  
Chris Shannon, as the son of an English teacher and a romance novelist, should be much more grammatically correct than he’s been. This marks his fifth Intercon as a player and his first time working as a metaphysical engineer.

Joshua Sheena  
Last Stop, Welcome to Sunnyvale

Emily Shepperd  
Welcome to Sunnyvale

Margaret Simkins  
Intercon Hertz  
Margaret Simkins has been playing one shots and chronicles in the Midwest before there was a name for it! Coauthor of Asylum, and author of Geraldine’s Birthday Party, and Kinfolk, Margaret is happy to bring Monkeys Monkeys Monkeys to Intercon Hertz. (Paul Wayner—your challenge has been MET!)

Andrew “AJ” Smith  
Railways and Respectability, Survivors of the Naronic  
Plot-Doctor, GM-for-Hire and Writing-Muggins.

Anita “Minx Girl” Szostak  
Art Director, Flyers, Ads, Buttons T-Shirt & Program Book Art Elements, ConCom  
“I may be going to hell in a bucket, babe, but at least I’m enjoying the ride.”  
– The Grateful Dead.

So, this is my 7th year doing artwork for Intercon and I can’t believe that I’m still able to come up with new ideas for art. Thanks to Susan and Barry, my partners in crime whom I wouldn’t be able to do this job without as well as Josh and all of the ConCom for picking a theme that has so many possibilities for design.

Intercon grows every year with new games & GMs, players and con staff. This year, I get the honor of taking my new boyfriend, Sean to his first Intercon. He’s a Camarilla player from NY and hopefully my stories of Intercon and its games will live up to what I have told him about our convention.

Barry Tannenbaum  
Webmaster, Program Book Editor  
After running the Intercon Website for the past five conventions, Barry volunteered to handle the program booklet again this year, too.

Thanks to Anita and Susan for their assistance and calming advice without whom I’m sure I’d be bald.

Stephen Tihor  
Ghost Fu: The Jade Emperor’s Celestial Tournament  
Stephen has been around for a while.

He has been playing in LARPs since the days of the first Arabian Nights game. He was part of the team writing and GMing such games as Cocobanana (at an ancient Intercon) and RSVP (at DEXCON 1) and some smaller projects run at Columbia University Games Club events and recent DEXCONs. He also helped run games at various Worldcons.

His name can also be found in other games—from SPI board games to the old West End Games’ Star Wars to the recent Marvel Universe Super Hero Role Playing Game. In his free time, he amuses himself with fine art photography, computer security work for the US Economy, a Nero game, and other such diversions. He also owns a small piece of a record.

Current projects include the Jamais Vue series of amnesia games, inspired by the kick ass time he had assisting the first run of Tabula Rasa, and the Bathes series of hard tub games—cause hanging in the pool while gaming really does mellow out power politics and assisting with a Girl Genius project.

Thomas Vorhies  
And They Were As Gods, Miskatonic Class Reunion

Will Wagner  
Brother Ezekiel’s Tent Revival, Wonderland 2.1 - Wonderland Reloaded  
Who writes a game, for fortune and fame, and makes a slinkity sound? He’s an author, a GM, a marvelous man! Everyone knows it’s Will. He’s Will, he’s Will, he’s fun, he’s a wonderful guy. He’s Will, he’s Will, he’s fun, he’s a wonderful guy. His game’s fun, so come play or fry.
Vance Walsh  
_and Thunder Shall Roll_

Born in the fabric of someone else's imagination, Vance learned much to his dismay at a young age that life was in fact not a LARP.

Discovering this truth had taken its toll on the young man and ever since he has been fighting to reattach this “reality” with the world he once knew.

Due to an unfortunate setback involving a “F.E.A.R.” incident at Intercon 13 Vance could not truly ascend to the mental state required to rejoin his mind’s life with the paltry one made by others.

With the help of a smurf, a nuance, a non-greedy bi-sexual, a “yes I am Conor’s girlfriend” Julia, and a certain hot bike loving chemist, Vance has taken steps through the years to co-join again with his fantasy world. This year is just another step in the program.

Mark “Justin du Coeur” Waks

Mark “Justin” Waks is secretly a cat-controlled robot, designed to procure food and provide a mobile scratching post. He also provides a useful pseudonym for the cats as they refine their LARP-writing skills, the better to manipulate and control more humans

Cynthia (Raistlin) “Cyn” Wakefield

_4 Forgiv Me Father, ... For Art’s Sake_

Cynthia Wakefield does not exist. She is a fictional character created by serial novelist Charles Dickens in homage to actress Ellen Ternan, contained within the unpublished work _Squire Roland_ completed one year after his death.

Only a handful of manuscripts of _Squire Roland_ remain; one of them is said to have inspired Virginia Woolf’s _Orlando_, while another fell into the hands of Dickens scholar Joseph Waite and is believed to be instrumental in his unanticipated change of career from antiquarian to serial murderer. The majority of copies are contained within the Vatican Z-Collection.

The physical Cynthia Wakefield is a manifestation of the combined belief of readers of _Squire Roland_, in much the same way as many believe Sherlock Holmes, the Dread Pirate Roberts, and Zachary Taylor to have been actual individuals. She has made arrangements (whose nature will be omitted for the sensitive) so that at all times, somewhere in the world, the paragraphs, sentences and words of _Squire Roland_ are leaping and gamboling through someone’s mind, leaving ruin in their wake.

Tim Weaver  
_Salem is Burning_

Wendy Weaver  
_Salem is Burning_

Chris Weil

_And They Were As Gods, Miskatonic Class Reunion_

Chris has been GMing with Foam Brain Productions since 2006. His first LARP was _The Final Voyage of the Mary Celeste_, and he decided to become a GM in order to make sure Andrew would actually learn his name. Having run both weekend-long games and minigames, Chris holds the unique position of actually not hating the world and everything in it.

Jesse Wertheimer

_Purging Purgatory_

Jesse struggled in relative obscurity till 2014 when his quest to eliminate the semicolon finally succeeded. This brought him wealth, international acclaim and started him on his path to greatness. Inspired by his work the world experienced a renaissance in 2017 which ended war, poverty, velour and empire waistied dresses. Jesse received the Nobel prizes in both peace and fashion in 2025. He is remembered best for saying “Of all my many, many incredible achievements and accomplishments I’m most proud of helping to GM Purging Purgatory at both Intercon H my presidential inauguration ceremony.”

Carol Young

_Only Mighty Guests, Mystery at Hart Manor_

Susan “Dybbuk” Weiner

_As the Sun Falls, The Last Seder_

Susan Weiner plans to take over the world, one elephant at a time. Each LARP is a step towards the day when her army of mutated paper wasps will achieve world domination.

Eric Wirtanen

_Sassy Pirate Wenches on the Island of Stern Viking Jarls_

No war today. War tomorrow. There’s always a war tomorrow.

Andrew “Foam Brain Productions” Zorowitz

_Mystery at Hart Manor, Only Mighty Guests, And They Were As Gods, Miskatonic Class Reunion_

Andrew’s first LARP run was _Mary Celeste_, in 2004. Three times. In nine days. He’s run many games since, both at RPI and cons. The group has many bizarre props, including a “brain in a jar”, which inspired the group’s name. Whether this brain has since been used to replace Andrew’s brain, lost in a LARP-related accident, or whether the brain in the jar is still the original is, and shall remain, a mystery.

Andrew’s group would very much like to license rights to any and all LARPs (especially weekend-long games, but, really, anything...) - if you’ve got a game, you should talk to him about it.

Thanks to our Raffle Donors!

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INTERCON XXIII
Sponsored by LARPA
AND THREADS OF DAMOCLES
REHOBOTH BEACH, DE

November 14-16, 2008
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In Memory of Dean Edgell
3/2/59 - 12/30/07
Above the Waves & Beyond the Clouds
He Will Be Missed
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.

No Smoking in the 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 H recognizes that you may need a weapon as part of a game or costume. However, weapons are not to be used outside of the game space. This includes toy weapons, “boffers,” or anything that is liable to trip others. Please use common sense when choosing a weapon for your game. Per hotel policy, no knives of any kind are allowed as weapons. 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 H 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 H 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.