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Kim Sward

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Adina Schreiber

Dance Party DJ &
Roadie/Crew
Derek Herrera, Conor Walsh

Special Thanks
To all Intercon M GMs,
ConCom members,
Ops volunteers, and our
vendors and advertisers

To all Intercon M GMs,
ConCom members,
Ops volunteers, and our
vendors and advertisers
It seems fated that we named this year Intercon Metamorphosis, as Intercon is entering (or at least considering!) a new stage of its life-cycle. We’ve joked that it should have been Intercon More: more people, more games, more Pre-Con, more Con Chairs! For the first time we have included attendance to the Pre-Con Panel track in with the main registration cost, rather than as a separate fee, and we have three whole tracks of panels! We’ve brought back an old institution, the Iron GM competition, to bring more games into the LARP pool, and added a LARP for children, to reach out to the next generation. Then, of course, there’s the attendance. There are just about 400 registered attendees at the time we’re writing this. That’s a 25% increase from last year. This is by far the largest Intercon ever! To all the new attendees out there, welcome! We hope you enjoy your weekend with us.

The increase in size demanded change from every part of the con. We want to thank the GMs who stepped up to run games to increase our player counts in each slot, and thank them for being flexible with their requirements as we try to eke out as much space as possible for all these games. The Bid Committee did a phenomenal job vetting the enormous number of game bids this attendance required. Our Hotel Liaison has done great things to get us so much game space from the hotel, as well as increasing our room block for all the new rooms reserved. The Pre-con panel track expanded to meet the demands of being a part of normal con registration for the first time ever. The Art team enabled us to offer more shirt options than ever before, Vendors and Raffle are working harder to represent a larger con, and behind it all the Registrar and Website team has kept our site running under unusual load. We want to thank our Operations and Hospitality crew for all the hard work they’ve done to ensure they can serve this crowd. An extra-special thanks also goes out to all the volunteers who put in volunteer hours in any area of the convention; we would not run without your help, and it is greatly appreciated!

Finally, a LARP convention would not exist without its players. Thank you all for coming from all over to New England to pretend to be other people for a few days! Both of us would love to hear feedback on how Intercon is changing and growing, for good and for ill, and how you’d like to see such changes affect the con in the future. Drop by the Ops desk (or the bar) to let us know what you think! Just look for brunettes with wands and tiaras wearing purple and looking exhausted…

Yours in LARP,
Julia and Laura
Intercon M Con Chairs

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**Pre-con Schedule**

**Thursday — 28-Feb-2013**

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<thead>
<tr>
<th>Time</th>
<th>Carlisle</th>
<th>Chelmsford</th>
<th>Drawing</th>
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<tbody>
<tr>
<td>20:00</td>
<td>The Wyrd Con Companion Book</td>
<td>Basic LARP Design Tools</td>
<td>“Boxing” a Game</td>
</tr>
<tr>
<td>21:00</td>
<td>High-Immersion LARP</td>
<td>Writing Blurb</td>
<td>Fashion Makeup for LARP</td>
</tr>
<tr>
<td>22:00</td>
<td>Mechanics: What, When, Why, and How to Design Them</td>
<td>Jam and the Craft of LARP Manufacture</td>
<td>LARP Culture over the Past 10 Years</td>
</tr>
<tr>
<td>23:00</td>
<td>Gender and LARP</td>
<td>GMs are Bastards</td>
<td>Creating a Community LARP Storage Closet</td>
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**Friday — 1-Mar-2013**

<table>
<thead>
<tr>
<th>Time</th>
<th>Carlisle</th>
<th>Chelmsford</th>
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<tbody>
<tr>
<td>11:00</td>
<td>Kriegspiel: Wargames in LARP</td>
<td>What is BidComm Looking For?</td>
<td>What Boffer LARP Can Teach Intercon</td>
</tr>
<tr>
<td>12:00</td>
<td>PowerPoint Karaoke</td>
<td>Introduction to Nordic LARP</td>
<td>GMing with a Team and Staying Friends</td>
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<tr>
<td>13:00</td>
<td>Social Conflict and Bleed</td>
<td>Sexuality and LARP</td>
<td>Introductory Dance for LARP</td>
</tr>
<tr>
<td>14:00</td>
<td>LARP and Learning</td>
<td>Casting Your Game</td>
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<tr>
<td>15:00</td>
<td>So You Want to Write a LARP</td>
<td>Information: How to Make it Flow, Control It, and Track It</td>
<td>Ars Amandi Workshop</td>
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<tr>
<td>16:00</td>
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<td>How to Run a Game Briefing/Wrap</td>
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<tr>
<td>17:00</td>
<td></td>
<td>Combat/Conflict or Narrative?</td>
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Hangout in the Boardroom, Thursday 20:00—24:00, Friday 11:00—18:00
Ars Amandi Workshop
Lizzie Stark

Ars Amandi is a Nordic mechanic for simulating romance or sex in LARP. The full mechanic permits players to touch permitted zones (arms, shoulders, sternum, upper back, and neck below the ears) using permitted body parts (hands, arms, neck). There will be a short discussion about the technique, followed up with a workshop for 6-30 people by Leaving Mundania author Lizzie Stark.

As Swedish LARPwright and Ars Amandi creator Emma Wieslander put it, "Basically Ars Amandi is a method for doing things in a game in a way that makes the character experience them fully, enabling play and really going for the energy without the player ending up in messy situations. Much like the use of boffers enables players to rush into battle with fear and anger flaring because of the character’s fear of dying, but without the player having to worry. It’s also a try at creating the ‘missing link’ needed to widen possible playable themes. I believe that there are an infinite amount of stories out there to be told about love and a better world and that perhaps we need less about genocide and ‘all orcs/humans/martians must die.’"

Basic LARP Design Tools
Eva Schiffer, Steven Balzac, Jeff Diewald, Lise Fracalossi*

You’re writing a LARP, and it started great — your team is great, you’ve got a great setting, and you know there are great stories to tell here! Unfortunately the complexity of your ideas is starting to exceed your ability to hold the whole game in your head. What are some tools — like plot maps, brainstorming, diagramming, and pacing timelines — which you can use to manage the design process, and how do you use them?

* indicates panel moderator

“Boxing” a Game
Tory Root, Stephen Tihor, Josh Sheena*, Will Wagner

So you’ve written a great game, and it’s run multiple times to glowing reviews. Such glowing reviews, in fact, that more people want to play than your GM team can actually run for. How do you take a game and “put it in a box” — make it ready for other people to run without any involvement from you? Or, if you’re writing a “game in a box” — a game for other people to run — what do you need to include to make sure it runs well outside your control?

Casting Your Game
Viktoria Fuzaylova*, Margaret Simkins, Tory Root

You’ve written a game, you’ve bid it for a con, people have signed up... Oh no! Now you have players! How do you write a casting questionnaire which will help you match players with parts they will enjoy? How do make those matches? And what do you do when, inevitably, someone complains?

Creating a Community LARP Storage Closet
Will Wagner*, Dave Kapell

Being a LARPer means never having to ask “When would I wear this?” but it does mean having to ask “How will I fit all these hoop skirts in my apartment?” It would be cool if there were some local storage space where costumes and props could be stored and maybe checked out, like library books, for use by larper. What would be involved in creating something like this, how would it work, and who’s interested in helping?

Combat/Conflict or Narrative?
Stephen Balzac, Will Wagner*, Stephen Tihor

All the best (or at least most fractious) panels are built on false dichotomies, and this one’s a doozy. How do we balance our desire to create interesting conflicts with our desire to tell interesting stories? Is there even a difference? Can combat ever be narrative?
Fashion Makeup for LARP
Viktoriya Fuzaylova

Most of us have used a quick grease pencil for a tattoo or a scar on a LARP character from time to time, but theatrical makeup isn’t always well-suited for LARP use. How can fashion makeup in particular be used to enhance LARP costumes, for interesting in-character looks? How does period makeup work? Vik will also answer questions, share some tips and tricks of applying the stuff, and do a quick demonstration.

GMing with a Team and Staying Friends
Stephen Tihor, Viktoriya Fuzaylova*, Josh Sheena

GMing can be a high-stress activity, and like all high-stress activities, friendships have been broken and marriages have ended over games. (Of course, like all high-stress activities, friendships have also been made and marriages have been formed out of GMing.) How do you work on a high-stress project like a LARP with a group of people and come out still friends at the end?

Gender and LARP
Sparrow Rubin, Andrea Humez*, Shoshana Kessock, Magstou, Quinn D., Tory Root

We’ve talked about race in LARP — but what about gender? How does gender affect how LARPs are written and played? (For example, how do you deal with gender roles in historical games?) How can LARP as a format explore gender? How do we write, cast, and play games in a way which makes a safe space for players of all genders and fairly represents characters of all genders?

GMs are Bastards
Sue Lee

In the tradition of Tony Mitton’s Players are Scum talk presented at Pre-Con last year, Sue Lee brings us the sequel, GMs are Bastards. Sue will consider the top three (or four) ways to really piss off players, and will discuss how you as a GM can avoid seeming a bastard.

High-Immersion LARP
Quinn D.*, Alan De Smet

LARP always requires players to suspend disbelief, especially convention LARP — players must choose to believe that they are in the setting, not a hotel ballroom, and that that object really is a glowing magic box, and not an index card. LARPs can be played in environments where the physical setting much more accurately replicates the game setting, using props which are much more realistic both in appearance and function. Players can be made to feel like they are actually riding in a plane, journeying underwater in Atlantis, or defusing a bomb.

This panel will discuss how this changes the game, what complications it brings, and what goes into creating such an event. Examples from actual games will be presented.

How to Run a Game Briefing/Wrap
Andrea Humez*, Shoshana Kessock, Dave Kapell, Marc Blumberg

We’ve all sat through briefings which didn’t cover critical information, and wraps where one player droned on and on about their plots. What makes a briefing or wrap good? And practically-speaking how do you run one?

Information: How to Make It Flow, Control It, and Track It
Christopher Amherst, Stephen Balzac*, Peter Litwack, Marc Blumberg

There are a few resources which necessarily matter to any LARP, and information is one of the big ones — or can be, if it’s used correctly. What is an information economy? How do you create information asymmetry, track and control the flow of information, and use that to create interesting and balanced game experiences?

Kriegspiel: Wargames in LARP
Stephen Tihor, Lise Fracalossi*, Stephen Balzac

It’s the night of the Last Battle of the Great War, the armies are massed, and after four hours, one side will emerge victorious and the other will go down to ignominious defeat. What is a wargame, when might you want one, how do you design and balance one, and how do you fit it into a (potentially) four-hour game?

Introduction to Nordic Larp
Lizzie Stark, Aaron Vanek, Emily Care Boss, Evan Torner, Sarah Lynne Bowman

We’ve heard a lot about Nordic LARP in recent years, but very few of us have played any such games or have any personal experience with the form. There are many popular misconceptions — that all Nordic Larp is Jeepeform, to name only one.

Lizzie Stark has traveled to the arctic fastness of the Nords and is here to share their secrets with us, and answer questions like “Why don’t they capitalize larp?” and “What the heck is Jeepeform, anyway?”

Intercon 101
Brad Smith, Josh Sheena, Renee Lasko*

Is this your first or second Intercon? Are you lost, confused, or overwhelmed? We’ll talk about some strategies to get the most out of your Intercon experience.

Introductory Dance for LARP
Derek Herrera

Have you ever been asked to dance during a game and found yourself doing the sideways shuffle from high school? Did you ever want to learn how to lead or follow and have fun on the dance floor? This is your chance to learn how! We’ll be doing a simple, two-hour workshop in which we’ll cover basic lead-follow technique, body movement and connection. You’ll learn enough to get out there and have fun on the dance floor. Please wear comfortable clothing and shoes that slide on carpet (no sneakers, boots or treads). No experience required!

Jam and the Craft of LARP Manufacture
Tony Mitton, Aaron Vanek

Are LARPs Art? Can LARPs be Art? Or an Art Form? (And what’s the difference between Art and Art Form anyway?) Aaron Vanek certainly thinks so, and has written a 32-page essay arguing inter alia just this.

Tony Mitton is far too lazy to write 32-pages of anything. Even Players are Scum isn’t much over a thousand words. And so his standard response for years to the claim “LARPs are Art” has been: “Bollocks.” Apparently, however, this pithy (and accurate) response is no longer sufficient to bring a rapid halt to debate. So please join Tony and whoever he can inveigle to discuss the following (not very vital) questions in as light-hearted a manner as possible:

• Are LARPs art, or can they be art?
• If they’re not Art, then what are they?
• Does any of this actually matter?
• Did anybody bring something to drink?
Find Your Game.
Find Your Players.

LARP News and Event Announcements in the Northeast United States.

Northeast
LARP News
nelarpnews.blogspot.com

LARP and Learning
Aaron Vanek*, Stephen Balzac, Sarah Lynne Bowman, David Simkins

We all know LARP is fun, but can it be educational too? Several people who are using LARP in very different contexts to teach very different lessons talk about why they use LARP to teach, what they’re teaching, and how well it’s working.

LARP Culture over the Past 10 Years
Cameron Betts, Jeff Diewald

Cameron Betts and Jeff Diewald weren’t just present for the last 10 years of LARP history, they frequently made the last 10 years of LARP history — and boy, how things have changed. They talk about where we were as a form and as a community, where we’ve come, and just maybe where they think we’re going.

Mechanics: What, When, Why, and How to Design Them
Lise Fracalossi*, Alan De Smet, Stephen Balzac, Dave Kapell, Peter Litwack

All LARPs have mechanics — some more than others. Love ‘em or hate ‘em, they give us something to role-play over, they let us resolve conflicts between players, and they let our players do things that can’t be done safely, legally, cheaply, or publicly in the world outside the game. When should you mechanic a behavior? What mechanic should you use? How do you design a novel mechanic to allow and encourage that behavior in your particular game? And how do you communicate a mechanic to your players?

PowerPoint Karaoke
Brad Smith, Julia Lunetta, Vicki Bloom

Have you ever attended a deathly boring, completely nonsensical PowerPoint presentation? Now’s your chance to get revenge. Part LARP, part improv exercise, all ridiculous, volunteer presenters are given the title of a presentation and a deck of slides curated for confusion, hilarity, and all-around WTF-ery. We debuted this last year, and again at Arisia, and somehow people still want more! Come present or just watch!

Sexuality and LARP
Shoshana Kessock, Quinn D., Tory Root*

Gay, lesbian, bisexual, transgender, asexual, queer, genderqueer, questioning, intersex, pansexual, ... How do we as non-straight, non-cisgendered players experience LARP differently than straight players? How do we as straight, cis allies make a safe space for all players? How do we all write and play characters from within the QUILTBAG?

So You Want to Write a LARP
Jeff Diewald

“Oh man, LARPing is so awesome! You know, wouldn’t it be cool to actually write a LARP? But... where do I start?” Jeff Diewald is a seasoned GM of Intercon and other games, and here he shares his years of experience — how to start writing a LARP, and how to finish.

Social Conflict and Bleed
Dr. Sarah Lynne Bowman

Based on two years of scholarly research and over thirty interviews — both nationally and internationally — this lecture will explain some of the major problems role-playing communities face in terms of social dynamics. The presentation will offer suggestions for diffusing conflict pre-game, during game, and post-game. Personality traits and behaviors that disrupt player groups will be detailed, as will behaviors that help enhance communal cohesion. Player cultures from the U.S. and the Nordic countries will be contrasted. Come learn how to keep your community vibrant and healthy!

The Wyrd Con Companion Book
Nat Budin, Sarah Lynne Bowman, Emily Care Boss, Kirsten Hageleit, Evan Torner, Epidiah Ravachol, Aaron Vanek*

The West Coast equivalent of Intercon is Wyrd Con, which began in 2009. Taking a cue from the Nordic larp convention Knettepunk, on December 21, 2012 WyrdCon published an e-pamphlet of journalistic and academic essays about larp, participatory culture, role-playing, and interactive storytelling. It is available for free online. Many of the diverse hands who worked on this e-publication— including the editors, graphic designer, and at least five of the authors—are attending Precon this year, so we’ve put them all in a room to talk about the book and the concepts therein. You don’t need to have read it beforehand, nor will there be a test.

What Boffer LARP Can Teach Intercon
Brad Smith, Shoshana Kessock*, Josh Sheena, Dave Kapell

Boffer LARP and theater-style LARP — never the twain shall meet? Well, not so fast. What’s cool about boffer LARP, why does it work, and what of it can we steal to use in Intercon games?

What is BidComm Looking For?
Sue Lee, Phillip Kelley, Kim Sward*

BidComm is the committee which reviews games which want to run at Intercon and advises the Con Chair which games to accept. What is BidComm looking for in a game bid? What are common things that throw up red flags? And how can you make your life (and yours) easier?

Writing Blurs
Phillip Kelley*, Eva Schiffer, Jeff Diewald

Has a game blurb ever left you confused and unable to determine what the game was about or whether you wanted to play? Have you spent long hour crafting a blurb for your own game only to end up with players who seem to expect something wildly different? You need a better blurb! Join a panel of veteran LARPer and LARP writers to talk about all the tools and tricks a GM can use to craft a blurb that sets player expectations and conveys the essence of a game. We’ll also discuss common pitfalls and mistakes so you can avoid them!
3 Trolls Games & Puzzles
The best games and puzzles for over 15 years!
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Dark Matter Chocolate Laboratory
Fine Artisan Chocolates in Classic and Exotic Flavors
http://chocolatesbyariel.com

 Stranger Ways
A dark modern folk band based in greater Boston
http://stranger-ways.com

TAB Creations Collective
Solid, Flexible & Fun Tabletop RPGs
Fantasy Settings with Character
http://tabcreations.com

Threads of Time
Unique clothing, wedding garments, specialty costumes and accessories
http://www.threadsoftime.com

Vericon
A science-fiction, fantasy, gaming and anime convention at Harvard University.
March 22-24, 2013
http://www.vericon.org

Wyrd Con 4
An Interactive Storytelling Convention in Orange County, CA
September 19-22, 2013
http://wyrdcon.com

...and the Electric Labyrinth
Joshua Kronengold, Lisa Padol, Stephen Tihor
A game of exploration, adventure, and fast-paced action in a world of twisted mad science gone horribly right.

10 Bad LARPs - The Original
Nat Budin, Susan Weiner, Greer Hauptman, and several anonymous contributors
Did you miss the chance to play in the original 10 Bad LARPs game back at Intercon E? Don’t worry, we’re bringing it back! (Or maybe that means you should worry).

36 Degrees of Separation
Nick Milano, Sharone Horowitz-Hendler
A nice idyllic sailing trip...or a disaster? A simple trip goes wrong when an explosion strands the ship on a deserted island. Things aren’t always as they appear.

A Garden of Forking Paths
Susan Weiner, Vita D'Agosta, Nat Budin
This is a LARP told in scenes. In each scene, four characters face dilemmas and make decisions that affect the course of their lives. At the same time, other players play the same characters. Between scenes, players change groups and face the choices others have made.

A Midsummer Night and the Livin’ Is Easy
John Brewer, Nyren Knapp, A. Nakama, Conor Walsh, “Eager” Mike Wixon
It’s summertime in 1920’s Chicago; the swing is jumping and the gin is flowing easy. In the speakeasy "The Ass’s Bottom," Oberon is throwing a revel, and everything was going smooth until his and Titania’s son is found dead on the floor. Private dicks have been summoned to find out whodunit before the witching hour has passed. With scheming fae around, they’re in over their heads, and Ariel won’t shut up about cake...

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

A Single Silver Coin
Peter Litwack
The world is a wondrous place and it is a glorious time to be alive. Or it was, until you died. A Single Silver Coin is a dark fantasy game about death, loss and regret. It follows the journey of several deceased souls as they travel to the afterlife, each one seeking admittance to eternal paradise.

A Turn on the Radiance Rose
Doug Freedman, Sue Lee, Kristen Pierson, Eva Schiffer
You are cordially invited to a Seance held by Rudolpho the Great and Powerful and the Famed Spiritualist Eleanor Van Klief. The Gates Between the Worlds will open in the Radiance Rose Pullman dining car of the Union Pacific train, New York to Chicago at 7pm sharp. Boarding is at Grand Central disembark at Union Station.

Accorded Neutral Ground
Bill Chapman
Come have a warm one at MacAnally’s pub and mix with the supernatural community of Chicago. This dark fantasy LARP will bring the world of Jim Butcher’s Harry Dresden to life.

All Hail the Pirate Queen!
Katherine ‘Kat’ Jones
All Hail the Pirate Queen is a LARP about pirates inspired by Poison’d by Vincent Baker. The game will be focused on manipulation, inter-player conflict and nasty deeds rather than ship battles or sword fights. Think Long John Silver from Treasure Island rather than Pirates of the Caribbean.
An Ecumenical Matter
Nickey Barnard, Matt Bull, Philippa Doll, Mike Grace, Steve Hatherley
An Ecumenical Matter is set in the diocese of Peaky-in-the-Sea, following the tragic death of Father Francis. As Father Francis was going to be promoted to the position of Bishop of the Diocese of Peaky-in-the-Sea (Rocky Island, Stony Island and Pebbley Island), this now leaves the position open.

Wimples / Dog /clerical collars provided!

At What Cost
Christopher Amherst, Tegan Hendrickson
At What Cost is a Jeepform style game about spies, lies, and betrayal. How far are you willing to go to ferret out a traitor? You've given so much, what's one sacrifice more? This game is for mature audiences only. 18+

Behind the Fields
Lilya Benderskaya, Sparrow Rubin
In the spring of 2002, a group of boys are playing Little League baseball. Their sisters wander into the forest behind the fields to explore, play, and tell stories, and they find something strange. This game contains tale-telling and gender issues. No characters begin game using “he/him/his” pronouns.

Camelot—Intrigue at Castle York
John & Mica Corradin
The future of Britain hangs in the balance as rivals of High King Arthur threaten from all sides. Behind the pageantry of Camelot, knights errant, ladies and spies scheme and plot...can the mythic Sword of Truth sort out the lies? Costuming can be provided.

Cracks in the Orb
Lise Fracalossi, Bernie Gabin
An Imperial court battles to quash a rebellion, while dashing young lords and ladies dance the night away nearby. Enjoy an evening of manners, romance, political intrigue, and military might in the high fantasy world of Steven Brust’s Dragaera novels.

Crisis Aboard the Starship Hecate
Kevin Girard, Anthony Linkens
It’s 2213, and your ship is bringing personnel and supplies to the edge of the solar system. But strange things have been known to happen in hyperspace... (This is a low-combat, high-immersion game of roleplaying and suspense.)

Days End
Chris Barney
It was a quiet evening on campus. Until you were attacked. Thinking back on it, it’s not the attacked part that’s really the problem. It’s the attacked by ZOMBIES that’s the real issue. Now you are trapped in a classroom with a dozen strangers and there’s no way the doors and windows are going to last the night.

Collision Imminent!
John Corrado Jr., Anne Cross, Jeff Diewald, Philip Goetz, David Lichtenstein, Michael McAfee, Don Ross, Alex Thorn, Mark Waks
COLLISION IMPMINENT! Can someone turn that alarm off? Please report to your assigned lifepod station immediately... Have you seen Fiji? Why does that engineer look worried? ...where a trained and friendly Imagineerium™ starship cruise line crewmember will help you... Did you hear that thump? COLLISION IMPMINENT! What do you mean I can’t get another Rigellian Core Meltdown to go? What am I supposed to drink while I wait? Is the air getting thin in here? ...to safely board a lifepod that will carry you to rescue in the unlikely event of an actual evacuation... COLLISION IMPMINENT! Will an officer please report to the Leo Deck? Daddy? Do you know where my Daddy is? Please do not panic! COLLISION IMPMINENT!

Crudités
Brian Richburg, Alison Joy Schafer
And thy empire shall last
Till the black flag by inches
Is torn from the mast.

The year is 1715 and the sun is setting on the West Indies. For the past 13 years, pirates have exploited the chaos of the War of Spanish Succession, sailing unchallenged while the British, Dutch, French, and Spanish forces were busy warring on one another. Once again at peace, though a delicate one, the European powers have turned their sights to ending the villainy that has stood unchecked for far too long. Now the Golden Age of Piracy is drawing to a close, and across the Caribbean black flags lie in tatters — replaced with standards of imperial blue, white and red.

With freedom fast becoming scarce, some of the sea’s most infamous pirates have become faithless turncoats, hunting their former brethren in service of any crown that would offer a pardon for a lifetime of greed and murder. Hunted down to the brink of extinction, and with the news that Tortuga had been cleared of their kind, the last of the great pirate lords look for safety in the failing stronghold of New Providence. As the British fleet tightens the noose around them, some dream of escape while others turn traitor. All know the truth, however: their crimes are great and their fate is well deserved, and may well already be sealed. But perhaps they will prevail...one last brilliant flash on the horizon at dusk...

Dystopia Rising – Back to the Future
Kat Schonheyder, Darren Wardell
The zombie apocalypse was a long time ago. Now, you gather to search a lost bunker for explanations, and maybe even a cure. There will be plenty of time to fight the dead - but one should also remember, as they say, that you might need to fear the living.

SAND, SEA & STEAM
ONE-OF-A-KIND NAUTICAL, VICTORIAN STEAMPUNK JEWELRY
HANDMADE BY KATHY CLARKSON

http://www.sandseasteam.com
Fire on High
Susan Weiner, Vito D’Agosta, Josh Sheena, Nat Budin
Star Trek meets Gilbert and Sullivan in this spacefaring comedy adventure taking place on a starship. Romance, silliness, away missions, epic ship-to-ship battles, and (shudder) really bad food await. Can you survive? (Probably, unless you are wearing the red uniform.)

G.I. Joe: Metamorphosis
Jeannie Whited, Suzanne Wayner
This game is based on the 1980s TV cartoon in all its poorly animated and ridiculously plotted glory. Knowledge of the show will help you enjoy the game to its fullest, but is not required.

Go Run Your Own Little World
Albert Lin, Constantine Haghighi, Dave Chapin
“Crime and politics, little girl, the situation is always... fluid.” -Badger
Go Run Your Own Little World is a Firefly LARP post-broadcast in Beaumonde where players might be politicians to companions, admirals to operatives, Firefly engineers to double-crossing syndicate leaders to anything else in the verse.

Garden Station 4
GD Crowley
An abandoned alien station is found by two opposing scouting/research crews from an intergalactic war. What they find might tip the scales of the war and the progress of civilization. Stranded far from home they must contend with the ethics of war.

Grimm Tales: Coyote’s Tail
Will Wagner
Coyote has declared a contest! Come to the American enclave and tell the tale of your greatest trick! The other American Fables are not so happy about a gathering of tricksters, but what can they do? Well, since tall tales are an American tradition, they’ve decided to hold their own contest!

Happily Ever After?
EB Savage
Love conquers all! Or does it? Join famous couples from literature as they discuss their marital issues and explore options to salvage their relationships. Sometimes you have to tell the truth, even though it hurts, in order for the wound to heal. Love is great but can love endure in-laws, children, sexual slumps, infidelity, and other trials of long term relationships?

Heithur
Andrew Clough, Brian Sniffen, Kevin Riggle
Tonight the Honor sets sail not to raid but to allow those aboard to conduct their business far from prying eyes. Among those aboard, some have abandoned the old ways and some still hold to them in their hearts. Though, when the price is right, who can tell the difference? And who still cares?
There will be wheeling and dealing, strife and betrayal, magic and the end of prophesy.

High Tea
Joshua Sheena, Stephanie Davis, Mac Magruder, Shannon Moore
1913, as the Edwardian Era ends and war looms on the horizon, British high society always has time for what’s important. Tea, of course.

Hitherby Dragons: Recourse
Kendra Beckler, Andrew Clough, Lian Guer4n, Eddie Karat, Xavid Pretzer
Welcome to the Place Without Recourse. The existence that traps you is unraveling. Actors put on shows; those the Judges deem worthy will shape the world to come. Will you create a new world, or answer the question that binds you here? If there is anywhere to escape to...

Howl! The Brotherhood of the Quabbin Shadows
Julia Ellingboe
Young werewolf bikers take on their elders, townsfolk, rival wolves, and cannibal academics in rural Western Massachusetts.

Iron GM
We’re taking up to four GM teams and giving them each 24 hours to write a game based on three secret “theme” ingredients, which they will have no prior knowledge of. You can play in said games, and help decide which team will win the cash prize! No one knows what the games will be like, but we do know they’ll be fun!

Jamais Vue (revised)
Stephen Tihor, Lisa Padol, Erik Hanson, Joshua Kronengold, Elizabeth Bartley
Science fiction themed amnesia game of choices, exploration, invention, and self-discovery.

Jeepform Sampler
Lizzie Stark, Emily Care Boss
Motherhood, sexual temptation, facing mid-life, murders and hauntings: Jeepform is part of a nordic tradition of scene-based role playing games, written for a small group of folks to have an intense experience. Join us and pick an offering from our Jeepform Sampler. Choose from Let the World Burn, Under my Skin, Doubt, Previous Occupants, Remodel and The Mothers. Participants 18 and over only.

LARPers Anonymous
Mik Reed, Margaret Simkins, Drew Novick, Dave Cave
LARPers Anonymous is a LARP by LARPers for LARPers about LARPers. It is also about life beyond the LARP in all its complexities, including failed relationships, life altering changes, friendship, family, and coping with dying.

Last Night in Jesriah
Jonathan Kindness, Shannon Moore, Matt Kamm
This is the story of the inmates and staff of the Jesriah Convalescence Center in the Queendom of Mavella. It is a serious game with heavy Film Noir influences and a touch of dark humor, set in a magical fantasy world roughly parallel to early-20th-Century America.

Loot Council
Melanie Saunders, Chris Weil
You have stormed Icecrown Citadel. Against this evil, not even the lines of Horde and Alliance could divide the heroes of Azeroth! It was a difficult battle, but now Arthas lies defeated. It is time for the ultimate test: Who gets the loot?
Midsummer Mischief
Nathan Gribble, Steve Hatherley, Heidi Kaye, Paul Snow

A tale of pigs, aunts, romance, Drones and imposters set in the world of the leisureed upper class as immortalized by PG Wodehouse. Come to Blandings for the Shropshire Midsummer Fete!

Murder at the Fourth Leaf
Matt “Halftime” Peairs, Tamvana Makuluni

Flappers, film stars, and gangsters gather for a night of debauchery and intrigue at a notorious Hollywood speakeasy. The Roaring Twenties are in full swing, and nobody’s about to let a little thing like murder get in the way of a good party.

Osiris’ Gate
Mel MacDonald, Tara Halwes

As Ra the Sun dies every day at sunset to travel through the Underworld and be born again at dawn, so too does each soul present itself for judgment at the end of mortal life. The journey to the Chamber of Osiris is long, treacherous, and filled with distractions, but if you succeed, you will have the opportunity to be judged. Your heart and its sins are balanced against a feather. If found worthy, the soul goes on to a wondrous afterlife, if the sins outweigh the feather your the soul is eaten by Ammit the Crocodile-headed god of death and damnation. Can you survive the journey? Is your heart worthy?

Pendragon: Tales on a Winter’s Morn
Brandon Brylawski, Paul Wayner, Brian Altmiller, Tom Jewell, Barbara Jackson-Jewell, Ken Brown, Leila Holtsman

Pendragon: Tales on a Winter’s Morn is a game of short stories set in Arthurian Britain wherein you will play many different characters over the course of the game.

Plan 8 From Outer Space
Mike Young

The People of Earth are stupid. They have built a device that will destroy the universe. We are part of that universe and must stop them. Welcome to the post mortem meeting for Plan Eight and the discussion of Plan Nine. A two hour rules light LARP where Dilbert meets Ed Wood!

Previous Occupants
Frederik Berg Østergaard, Tobias Wrigstad

As the ghosts of the past invade the present, the end is completely in the hands of the players. Who will get away alive? A story that possesses you. You will never leave the room the same.

Second Dawn
Benjamin Philip, Kristen McFadyen, Jamey Patten

Centuries after the Cataclysm that ruined the earth and shrouded the skies, mankind is ready to reach back to the stars once again with the launch of the Second Dawn. A post-post-apocalyptic game with cyberpunk elements.

Shine
Ryan Maloney

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

Sith Lords — The Dark Side
Anandi Gandolfi, Andy Kirschbaum

The Jedi believed that the Sith had been destroyed. They were wrong. The Sith survived and now are again strong in number... poised to burst forth again.

The Lords of the Sith meet tonight to decide how they shall take command of the weaklings that the rest of the universe has become. Will you be among them?

18+

 Slash!
Mike Young

A Hellmouth has opened in Mount Laurel, New Jersey and sixteen well known characters have come from across space and time to close it. (18+)

Teenage Mystery Dance Party
Mike Young, Phil Kelley

Hey gang! It looks like we’ve stumbled into another crazy mystery. We’d better check it out. Join mystery solving teens from all those old shows to solve all sorts of kooky mysteries.

The Ballad of Jess-Belle
EmilyBeth Savage

Fair was Elly Glover. Dark was Jess-Belle. Both they loved the same man, and both they loved him well. The Ballad of Jess-Belle is the story of witchcraft, love, loss, and letting go set in the distant past of the Appalachian Mountains. It is based on various stories and folktales adapted for the game.

The Barbecue
Jeff Diewald, Marsha Gershon, Sarah Judd, Joshua Kronengold, Joshua Rachlin, Gaylord Tang

This is a character-driven drama, lightly plotted with no magic or supernatural elements. GM-sanctioned mayhem only. Mature themes.

The City of Fire and Coin
Evan Torner, Epidiah Ravachol

Pulp fantasy in the vein of Robert E. Howard and Fritz Leiber, set in the mysterious and decadent City of Fire and Coin.

The Game Show Against Humanity
Andrea Shubert

Cards Against Humanity, the free party game for horrible people, is the basis of a television game show with huge money, big stars, and fantastic prizes! Join us in playing the game where the questions are horrible, the answers are twisted, and the players fit right in!

The Great War Upon Us
Michael Golosovker, Chris Wilkins, Zoe Eddy, Jake McCarthy

War has come to the Republic of Illara! The Andaria Dominion has invaded. Now, as crisis looms, it is up to heroes of the Republic to rally to her defense in this boffer combat game of adventure and excitement produced by the staff of Invictus LARP!

The Koenig Dead
Tony Milton, Al Smith

The Koenig Dead is a dark, fairly hard science fiction game loosely inspired by an increasingly distant Joss Whedon TV show. It is a semi-sequel to The Linfarn Run with some characters from that game.

It won’t suit everybody. Really, it won’t.
The Man in Black
Brian Williams, AJ Smith

The Man in Black, the galaxy’s infamous assassin, has never been known to fail. Word is he’s coming to the backwater of Jericho, to the bar bearing his name, to carry out his latest hit. No-one knows who has hired him or who the target is, but he’s bound to bring trouble in his wake: UFG agents, groupies, outsiders in general. None of them is welcome by the Regulars who just want a quiet life...

The Null Node
Simon Deveau

In a dark future with corporate nation states and vat-grown ninjas a threat has arisen to all. Now corporations, nations and free people must work together inside and outside of cyberspace to save the future or at least their own...

The Monster’s Ball
Will Wagner

Virginia always believed in the monster under the bed, and in the closet, and... well, everywhere - tonight, she invited those friends to her birthday party.

The Omega Delivery
Tony Mitton, AJ Smith

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

The Oracle of Amun
Lackey, Katherine Journey

It is October of 1915, and it is quiet at the Siwa Oasis in Egypt. One inn caters to the Westerners at the Oasis, a small collection dominated by the Archaeological team exploring the ancient site of the Oracle of Amun.

The Pantheon Protocol
Colin Sandel

As a Pantheon beholds a world that has left them behind, they face a challenge: Can they change into the Gods that the new world needs, or will they fade into obscurity? The Pantheon Protocol is a game of personal examination and transformation.

The Passage
Tom Russell

The Passage is a character-driven, Jeepform-inspired LARP about refugees fleeing the death of America (and perhaps the world in general). Stuck on a barge headed up the Missouri River, a disparate group of people reflect on despair, loss, transformation, and hope. Can anyone build a new future on the ruins of the past?

The Problem with Pluto
Diana Hsu

Once upon a time, there were nine Senshi, one for each planet in the solar system. Together, they defeated countless enemies and saved the galaxy from Chaos.

Then the International Astronomical Union decided that Pluto was no longer a planet.

This is a lighthearted, high-characterization, low-plot game in the universe of the anime and manga Bishoujo Senshi Sailor Moon.

The Road Not Taken
Mike Young, Aaron Vanek

This is a game of emotions and decisions, where players take turns playing a person faced with a difficult decisions, and the conflicting voices in that person’s head.

The Serpent’s Spiral
Bess Libby-Shannon, Chris Shannon, Albert Lin

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

The Sound of Drums
Lily Benderskaya, Tory Root

In the distant past of myths and legends, a long-forgotten tribe of hunters and warriors live by ancient traditions little known to the few outsiders who’ve seen the sanctuary among them. Come tell tales of discord and desire, duel and drum, together under the full moon of council night.

The Yearbook
John Stavropoulos, Terry H. Romero

One terrible night in your senior year of high school, something tore apart Joe. It changed everything. 20 years may have gone, but are you prepared to learn the truth tonight?

The Yearbook is a potent blend of dark story game and Nordic LARP. Deep immersion with explicit, twisting supernatural horror. For 5-6 neutral-gender players (you may be cross-cast), 18+ strictly enforced.

Triple Blind
Mike Young

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

Note: Due to the random nature of this game, it is possible, even likely that you will be cast in a cross gender role or put in a romance plot with someone cast in a cross gender role. Please be aware and accepting of this when you sign up for the game.

Uwe Boll’s Christmas Special
Evan Torner, Kat Jones

Infamous director Uwe Boll is writing and shooting his very own Christmas special. And it turns out you’re the stars. Play in an overly ambitious 21st Century B-movie for adults.
Camelot Creations
Medieval and renaissance style clothing, cloaks and accessories that are perfect for your next Faire, LARP, SCA event or Pagan event!
http://camelotcreations.com

Dark Matter Chocolate Laboratory
A small artisan chocolatier producing fine handmade chocolates for the Boston area.
Classic and Exotic Flavors
http://chocolatesbyariel.com

Lady Guendalina’s Closet
Hand made snoods, shawls, barrettes, and the best source for all your notion needs.
http://ladyguen.com

Sand, Sea & Steam
One-of-a-kind handmade nautical, piratical and steampunk jewelry created from found items and offered at reasonable prices!
http://sandseaandsteam.com

Transmedia, LARP, Augmented Reality Games, Live Simulations, and other innovative experiences to improve your story. Foster dialogue, debate, educate, and entertain over Live Interactive Storytelling & other forms of media entertainment.
Ian Ally-Seals
*The Ballad of Jess-Belle*
Ian Ally-Seals moved to Hartford in 1992 when he was thirteen years old. He has had a beard since that time. He has a comic book company called Rare Earth Comic. He enjoys gaming, surfing, but not long walks on the beach, for he is lazy and gets annoyed at how the sand sucks your feet down and makes it hard to walk. He got pushed from the table top role-playing which he has done since childhood into the LARP world about 2 years ago by his girlfriend who he has helped to GM several LARPs.

Christopher Amherst
*Previous Occupants, At What Cost*
Fact #1: He survived rolling a critical in a Jerkform game twice, the second time won honors in Sweden for “Most Creative Use of a Snowblower.”
Fact #2: His cat’s Secret Service codename is “Rainbow Dash.”

Nickey Barnard
*An Ecumenical Matter, Midsummer Mischief*
Hurrah! A spur of the moment decision means I’m now coming to my first Intercon and helping run two games — this should be fun. Still, I’ve been writing and running games in the UK for about ten years, so everything should go swimmingly — right?

Elizabeth Bartley
*Jamais Vue (revised),...and the Electric Labyrinth*

Christopher “Ryha” Barney
*Days End*
Chris is a Boston area game developer currently working on the kids MMO *Poptropica*. He has been running and playing LARP s in the New England area for more than a decade.

Kendra Beckler
*Hitherby Dragons: Recourse*
Oh, look what the Hitherby GMs dragged in! Is it still twitching?
Yes, yes, I do believe it is.

Liliya “Lily” Benderskaya
*Behind the Fields*
Short chick with short bio, writes long-ass character sheets.

Chad “Laurion” Bergeron
*NEIL Treasurer*
Ah! Forgive me, I have baby brain.

Cameron Betts
*Osiris’ Gate*
This year’s acceptable bribes: engrossing life stories, spicy ginger beer, promises of favoritism and actual favoritism.
See the subtle differences.

Marc Blumberg
*Teenage Mystery Dance Party*

Laura “Laura47” Boylan
*Con co-Chair*
I am become Con Chair, planner of cons.
Emily Care Boss
The City of Fire and Coin, Jeepform Sampler
Emily loves games: LARP, freeform, tabletop, board games—you name it. She’s run LARPs at Intercon including Diamonds & Cool, What to Do About Tam Lin? and Under my Skin with other folks from Western Mass Interactive Literature Society and her own stuff is at Black & Green Games.

Anna “T’Pau” Bradley
Queen of all she surveys, Slash!, Con Committee
I am Pi.

Nat “Pudding” Budin
Speilmeisterliaison, Unterwebmeister und Panelkommisar, Fire on High, A Garden of Forking Paths, GM Liaison
Que sera, sera.

Brandon Brylawski
Pendragon: Tales on a Winter’s Morn
Brandon first became interested in LARP in 1991 and has never looked back. His LARP writing credits include Tales of Pendragon, Starship Edsel, and Arkham on Five Sanity Points a Day. Brandon believes that in LARP, a good loss is better than a bad win; that everyone can be the star of their own show; and that the best stories revolve around a tough decision that someone has to make.

Chris “Lackey” Chaney
The Oracle of Amun
Evil Genius.
I build worlds. I write mechanics to make those worlds real. I let players come play in my worlds and see what happens. I believe in letting the players have great influence on the worlds I build, but with that is the risk that things could go horribly wrong. But sometimes, just sometimes, things go horribly right.

David Cave
LARPers Anonymous, Teenage Mystery Dance Party

Katherine Chartier
Dystopia Rising – Back to the Future

William “Bill” Chapman
Accorded Neutral Ground

Bill really hates writing bios. I mean with a passion that would ignite a thousand suns type of hate. The kind of hate that Buffy once held for Spike when he was torturing all her friends but eventually gave up when she realized that with Angel getting his own spin-off that the only bad boy vampire available was Spike. And lets face it Spike was loved by the fans and Buffy ever served the fans wants, with the exception of the Buffy Willow sex tryst, but that’s another story. I suppose I should say something about me here as well, so...

I have gamed since the dawn of time, also known as when I first discovered D&D back in the ’70s. I am a LARPed multiple genres, for multiple years, and have run a bunch of different games. If you really want to get to know me, find me, grab a soda, it’s much better in person.

Andrew Clough
Heithur, Hitherby Dragons: Recourse
Andrew is quite mad, in that he’s running two different games with two different GM teams. And is referring to himself in the third person. And is rambling.

John “Bay Rum” Corradin
Camelot—Intrigue at Castle York

John M. Corradin, a demigod of the Wilmark Dynasty gaming group and the owner/manager of The Days of Knights fantasy gift & game store in Newark, Delaware, has over 30 years of experience running RPG events. He started running tabletop in the ancient days of the 1970s. Wilmark Dynasty events evolved from a tabletop con to a themed theatrical style LARP in the 1980s. He has produced, and/or written, an annual weekend long LARP for over 25 years. His writing credits include Oscars 1998, 2000 and 2012; Star Trek: The Khitomer Conclave (1999); and Unchained: The Journey Home (2010). He’s run numerous mini-LARPs including three in a series of Camelot Court of Love based on Arthurian legends, with a unique twist or two, of course.

John is a Players’ GM who emphasizes character development and role playing within an easy, straightforward conflict resolution system. His main objectives—to recreate the chivalry of Camelot and let every player shine.

Mica Corradin
Camelot—Intrigue at Castle York

Mica Corradin has been involved with RPG table top and LARPing events for the past 25 years. She is the co-writer of four weekend-long theatrical LARPs with her husband John—the Oscars (1998, 2000 & 2012) and Unchained: The Journey Home, as well as the three Camelot Court of Love mini-LARPs based on the Arthurian legends. She’s also written a mini-LARP with her daughter Kyra, called Dinner at the Cardie’s that ran at Relaxicon 2010.

Writing fascinating characters is her favorite part of the process!

Mica helps with the production of all the Wilmark Dynasty events, including its annual Labor Day Weekend LARP and Relaxicon each spring. A collector of an array of costume pieces (mostly Renaissance), she handles costuming for cast members and will aid players with costuming needs whenever asked.
Heya, I was the roommate of the 2 nuts who wrote this game and played the first run way back when. I’m here to keep things flying.

Vito “Simple Wordsmith” D’Agosta
_Fire on High, A Garden of Forking Paths_
fnofgtyghgva pqvcref ner sha. guvf bar ebgngf rmpu yrqgre np cynprf.

Kat Davis
_Last Night in Jesriah, The Sound of Drums_
Kat likes shiny things, and hates _Widget Hunts_ with the burning white hot passion of one thousand suns. She also enjoys hiding under things when embarrassed and watching player’s cry with sadistic glee. Her favorite thing is apple pie. Her least favorite thing is Widget Hunts.

Simon “Joiler” Deveau
_The Null Node_
Previous games include: _Malcor, Barad Wath, Skid Row, Darfur Bingo, Resolution 2768_, possibly others I can’t remember right now.

Glub...glub...

Stephanie “Tephanie” Davis
_High Tea, Con Committee, Con Suite_
Stephanie is also known as Teph or Tephy; everyone I love hates the S in my name apparently. I’ve been gaming for ten years (tabletop) and LARPing for the last 6. My real life experience includes lots of table top stuff, lots of campaign LARPing, lots of geeking about Human Resources and other general business things. I am an extroverted introvert, and also Sheena’s personal secretary <3 because I love him }. You will either love me or hate me but I love interesting people.

Jen “Lady J” Eastman-Lawrence
_Vendor Liaison_
I am currently cocooning through the winter and will emerge brand new and butterfly-like in March!

Veronica Eikov
_36 Degrees of Separation_
Veronica, epic geek extraordinaire of eclectic taste, has been LARPing since 2003 and has adored Intercon since the moment she arrived at her first one. She enjoys shiny things, giddy talk, talking in general, having fun, winning, being hyper and, of course, LARPing. This is her first foray into GMing at Intercon.

Jeff “The Vortex of Chaos” Diewald
_Neil Board Member, Collision Imminent!, Bid Committee_
Happy Birthday to me, Happy Birthday to me! Happy Birthday, dear Vortex, Happy Birthday to me!

Hanging on to Intercon until the end is the Vortex of Chaos. Having been on board with Collision Imminent! for 13 runs now, all the way back to Intercon 13, he’s been GMing there for 10 years. Here’s what we learned from Suey in our inaugural Peaky Midwest experience: “Buggery, buggery, buggery, toss wank buggery bollux!”

You’d be surprised at just how often this turns out to be just the phrase you’re looking for.

Bernie Gabin
_Cracks in the Orb, Last Night in Jesriah, Break a Leg_
Anandi started gaming at the tender age of 6 in her father’s college D&D game. It was 13 years later when she discovered the wonders of LARPing, primarily as an outlet for her love of costuming. It was 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. Her joy comes from making other people happy, whether it is with a fun game or a pretty dress. With 8 one-shots: _Asylum_ with Margaret Simkins; _Mahabharata_; _One Life, Another Life_; _Speed Dating_; _Sith Lords-The Dark Side_ with Andy Kirshbaum; _Where The Wild Things Will Be_; _Feast of the Minataur_; and _Between The Cracks_, a multi-city chronicle. Creating worlds of wonder, joy, and pain has become a passion that shows little sign of being satisfied.

Ajit George
_Jeepform Sampler_
Jeepform and indie story-game enthusiast that usually GMs under the banner of “Sex and Bullets” with teammates Lizzie Stark & others.
Kevin Girard  
_Crisis Aboard the Starship Hecate_
Ulula cum lupis, cum quibus esse cupis.

Susan “nikin” Giusto  
The Intercon Muse “nikin”,  
_Collision Imminent!, Con Committee_
Hi!
I help make the art for Intercon happen in addition to several other interesting things of which I shall not mention here ... bwah ha ha!

I write and produce LARP’s with the TNT gang. We are running the loudest game at Intercon this year: _Collision Imminent_.

I am small, furry and not from this planet. I love to dance, need a dance partner and can cook really great food. I appreciate warm hugs, bright smiles and hair to run my fingers through or play with... I am a renaissance girl geek that can jump start my own vorple blaster while not busting my corset or letting any curls wilt.

Michael “Mickey” Golosovker  
The Great War Upon Us  
Michael “Mickey” Golosovker has been playing and running LARPs since 1994. This is his first Intercon, but he’s looking forward to translating live combat LARP experience to the convention setting. Mickey is also the GM for the upcoming boffer LARP _Invictus_ and is interested in how the convention version will tie into the main campaign.

Tara Halwes  
_Osiris’ Gate_
Wants more Role Playing in her Live Action Role Playing. Wants you to want it too. Dangerous fascination with death and the afterlife, experimental LARP, Nordic style, & saying yes when asked to GM things. Anti predetermination. Pro player empowerment. Pro bleed. Hopes to meet you at Pre-Con!

Lian Guertin  
_Hitherby Dragons: Recourse_

Tegan Hendrickson  
_At What Cost, Bid Committee_
A lifetime resident of the DC area, Tegan became an Intercon addict after her friends and fellow LARPers finally convinced her to go.
It was only a matter of time before she began to write and run games of her own.

Sharone “Mali” Horowit-Hundler  
36 Degrees of Separation
Sharone was first pulled into GMing by Foam Brain. Shortly after her first time GMing, she was conned into wanting to work on her first game with Jared Hite. One year later, _GM Space_ appeared in full magnificence, borne upon the wings of the dragons, heralded by the trumpets of the Gods. Or maybe the Elder Gods.

Now Sharone has written a total of four games, two of which she was using to study linguistic anthropology, on her way to her PhD. Her dissertation was changed on her, so she is no longer using LARPing as her main experimental methods, but she loves her new topic. Be warned: bring it up, and she will talk at you for forever.

Diana “Diana” Hsu  
The Problem with Pluto
I’m not entirely sure what I’m doing here. One moment I was with some friends and talking about Planets of Unusual Size, and the next thing I know I’ve apparently got a game to write, tiaras to make, players to kill... er... entertain and Neil Degrasse Tyson to frame it all. At least I can always run away to China if this whole enterprise crashes spectacularly.

Kara Hurvitz  
The Pantheon Protocol
Kara Hurvitz is addicted to stress—that’s the way that she gets things done.

Katherine Jones  
Cady Stanton’s Candyland,  
_Uwe Boll’s Christmas Special,  
All Hail the Pirate Queen!_

Ben “Cpt. Von Sassy Pants” Jones  
_Devil to Pay_
Ben is too goddamn lazy to write his own bio and has outsourced the job. On an unrelated topic, he thinks Adina is the greatest person to walk the earth.

Ben has been LARPing for about 5 years. He is currently on the staff for _Mirror, Mirror and Clockwork Skies_.

—Igeneric claim to be evil and/or crazy, and/or implication that it’s necessary to deny that he is evil and/or crazy.—

The solution is: “substitution cyphers are fun. This one rotates each letter 13 places.” U mad bro?

And a quote vaguely apropos of LARPing: “I reject your reality and substitute my own.” -Adam Savage

Katherine “Kathy” Journeay  
_The Oracle of Amun_
Katherine has officially been LARPing for over half her life. Do not assume she is a good person and wishes your characters well.

Sarah Judd  
The Barbecue, Plan 8 From Outer Space
Sarah has been LARPing since a little before Intercon I and is totally hooked. She thanks her fellow LARPers for being the people she feels most herself around, even though she spends the most time being not herself around them.

Matthew “Matt” Kamm  
_Last Night in Jesriah_
Matt plays games. He also writes them, sometimes. Some people seem to like them, and that’s good enough for him.

Dave Kapell  
_Hotel Liaison_
Eddy Karat

Hitherby Dragons: Recourse

Biological Profile

Domain: Eukaryota
Kingdom: Animalia
Phylum: Chordata
Subphylum: Vertebrata
Class: Mammalia
Subclass: Theria
Order: Primates
Suborder: Anthropoidea
Family: Hominidae
Genus: Homo
Species: H. sapiens
Subspecies: H. s. sapiens

Gamer Profile

Eddy has been involved with LARP for 20 years now, though the bulk of games he has written have been for the MIT Assassins’ Guild. This is his third Intercon game, the first two being A Tale Of Time Travel and Shadow Over Babylon.

Jonathan “Riley” Kindness

Last Night in Jesriah

Hello! I am a teacher. In my spare time, I like to invite people to live in a magical world I created with my brain. I love watching you dress up and act out my fantasies. I hope that works for you.

Philip Kelley

Teenage Mystery Dance Party, Midsummer Mischief, Bid Committee

Philip got the idea for his jacket when Margaret won an Intercon raffle consisting of a shirt from all the (then) lettered Intercons. Procuring them through the deft use of skills developed through years of LARPin (“I’ve got an idea for those” / “Here, take them”), he turned them into patches and sewed them on a jacket. While the jacket has yet to be immortalized in a Mike Young game, it expects a call from Hollywood any day now.

Andy Kirschbaum

Sith Lords-The Dark Side

Andy has been running and playing LARPs since the mid ’80s. He’s starting to get good at it. In his spare time, Andy writes and publishes novels. Sometimes he even sells a few.

Andy owns and operates 3 Trolls Games & Puzzles in Chelmsford with his family.

Arnis Kletnieks

Desperadoes Under The Eaves, The Serpent’s Spiral

Arnis is a large, affable, veteran LARPer with a growing business in Temporal Recreational Vehicle customization and maintenance.

Rebecca Kletnieks

Desperadoes Under The Eaves, Con Committee

Becky owns a time machine, but only ever uses it for good. She is beloved by all forest creatures, as well as the majority of creatures dwelling on savannahs, in jungles, and along the coasts. She navigates the cosmos in a surprisingly comfortable vehicle, which resembles nothing quite so much as a high-end Winnebago, and is accompanied on these journeys by an exceptionally polite miniature wyvern named Bertrand. She has the right of way at any given crossroads, whether faerie or haunted. When the zombie apocalypse comes, Becky will be ready, as she has already packed a bag with very sensible supplies.

Kathryn Kun

Con Suite

Sue “Queenortart” L.

Queenortart and Frock Procurer, A Turn on the Radiance Rose, An Ecumenical Matter, Midsummer Mischief, Bid Committee

What Ho! Spiffing fun, what? Would you be passing the ectoplasm, Father Ted? Bonus point awarded if you can work out which game is which in the above statement.

Andrew LaPorte

The Oracle of Amun

Renee Lasko

Con Committee

Renee’s been LARPing since... well, before she started working in/running Con Suite, so it’s at least before Intercon G. Honestly she can’t remember much before then, but she has vague memories of a lot of spaghetti in a really weird kitchen in Delaware.

During her years as Con Suite Mistress at Intercon New England, she generally spent most of her time cooking/organizing/supervising and nurturing her aching feet, playing in perhaps 2 games per con. She’s looking forward to playing in more games than that this year but expects to be a pile of goo by Sunday afternoon.

Tim “Teem” Lasko

Minion, Ocelot, NEIL Board, Your Intercon M Registrar, Collision Imminent!, The Road Not Taken

Ah, these old halls in Chelmsford are so comfortable...so familiar. As but a shade of the ConChair Unslain, it is far easier to haunt the familiar shortcuts and rooms here. Here, perhaps, I shall be reborn—metamorphize, to invent a word—into something new. Stronger. Faster. And for less than six million dollars. In the meantime, I shall be working behind the scenes, unseen, making sure that Intercon happens and that everyone has a good time.

Matt LeVan

Cracks in the Orb

Bess Libby

The Serpent’s Spiral

Anthony Linkens

Crisis Aboard the Starship Hecate
Albert Lin
*Go Run Your Own Little World*
Do you dream in ink
translating onto paper
write-ups forever

Peter Litwack
*A Single Silver Coin*

Mel MacDonald
*Osiris’ Gate*

Mac Magruder
*High Tea*

Ryan Maloney
*Shine*
By day, Ryan is a mild mannered graduate student, studying how the brain perceives brightness. By night, Ryan is also a mild mannered graduate student, though he does manage to get more gaming and socializing in during the night than during the day.

Colleen Nachtrieb
*Garden Station 4*
A GM for all seasons! Colleen has run the gambit of various LARPs, from theater style, to live combat, to one shot experimental, “Oh my Glob there is a bomb in the room!” She normally runs private games, and normally doesn’t talk in 3rd person. She has a history of being silly, but not when running horror. From Iowa, to Colorado, to the East Coast Colleen will find a venue to run and focus on the players’ experience with in the game.

Jeff “Jeffo” Ogorzalek
*The Oracle of Amun, Sith Lords-The Dark Side*
A veteran of both boff and theater style LARPs, Jeffo is most at home in his basement making stuff to make the game more real. He has been making props for LARPs since he was 8 years old. Imagine his surprise years later when he learned that LARPing existed and he had a use for all his stuff. If it can be imagined, he can make it, and if it can’t be imagined he can probably make it anyway.

Moira “Moira” Parham
*Teenage Mystery Dance Party*
Jinkies! Old Man Young tricked me into GM-ing yet again! He’s a wily one, is Old Man Young. Wile E. Young...no wait, wrong genre. Which game is this again? Why am I here? Just stand in the corner and hold a binder and look officious you say? Done!

Jamey Patten
*Second Dawn*

Matt “Halftime” Pears
*Murder at the Fourth Leaf, Bid Committee*
Matt “Halftime” Pears enjoys writing LARPs about tropical islands, mad science, the 1980s, ponies, underground fortresses and mermaids. But not all at the same time. Although now that you mention it...

Jesse Perry
*The Oracle of Amun*
Jesse was introduced to LARPing through boffer LARPs. Running around the woods, beating your friends in the head with plumbing supplies? How could he say no?
His boffer LARP career has taken him through several different system and could legally buy you, many drinks.

Benjamin Philip
*Second Dawn*

Xavid Pretzer
*Hitherby Dragons: Recourse*
Xavid is unequal to the square root of three. He’s written a variety of LARPs over the years with the MIT Assassins’ Guild; *Hitherby Dragons: Recourse* is his first run at Intercon. When not writing LARPs, he can be found talking to trees, listening to the wind, and drinking root beer.

Byron Quinn
*The Null Node*

Joshua “blee” Rachlin
*Wombat Trainer, Con Committee, 10 Bad LARPs - The Original, Ops*
CORRECTION: In last year’s bio, blee was identified as a dangerous weather related LARPing event. This was an error. In actuality, blee is a Deputy Assistant Secretary of LARP. We apologize for the confusion.

Matthew “Matt” Rand
*The Oracle of Amun*
Matt first got involved in LARPing when his friends convinced him to PC at a boffer LARP called *Endgame* back in 2007. Since then LARPing has become one of his favorite activities, and the chance to be on staff for *Oracle of Amun* (and *Shadows*) simply couldn’t be passed up. He looks forward to the chance to help bring a story to other players and try to “give back” for his experience in the community as a player.

Epidiah Ravachol
*The City of Fire and Coin*

Trey Reilly
*Con Committee*

Brian Richburg
*Devil to Pay*

Kevin Riggle
*PreCon Chair, Heithur*
Kevin is the opposite of people. He runs Northeast LARP News (http://neLARPnews.blogspot.com), a blog of LARP event announcements in the Northeast US.

Phoebe Roberts
*Break a Leg, Bid Committee*
Phoebe’s good. I like Phoebe.
Terry Romero
The Yearbook
Hailing from the epic sprawl of Queens, NYC, Terry Romero has run hundreds of games and helped organize events for NerdNYC since the beginning of time, which feels remarkably like a decade. She’s also a game-jocky for events at both Games on Demand @ Gen Con and Sex & Bullets, a cohort of Nordic freeform pirates, onion-fiends and American Jerkform enthusiasts.

Colin “Dog” Sandel
The Pantheon Protocol
Sorry, user: Colin Sandel has exceeded awesomeness quota and a text bio is not available at this time. Please imagine a four-minute-long screaming guitar solo instead.

Melanie Saunders
Cracks in the Orb, Loot Council
FOR THE HORDE!
Because we both play Alliance, but Chris claimed that first.

EB “EB or Acoustic_Shadow” Savage
The Ballad of Jess-Belle, Happily Ever After?, Happily Ever After?
Once upon a time, in a land far, far away (Alabama), there lived a little girl who wanted to be anything but ordinary. Her imagination soared and expanded and so did her costume closet. She spent her days reading every book she could get her hands on and then making up vast complicated play activities of those stories’ plotlines while wearing extravagant costumes. Then the girl grew up and was told to put away childish things and she was very sad. One day the girl discovered LARP and has thrown herself wholeheartedly into her childish dream come true in the adult world. It has been ten years since that glorious day, and she has been expanding her imagination and costume closet ever since writing LARPs that portray the stories she loves, and playing the characters who take her out of the ordinary and back to the world she wanted to be real as a child.
EB loves her meat medium rare. She does not like coconut, but does like cupcakes with passion. She is blond with blue eyes and still reads voraciously. EB writes a webcomic called Prose & Cons. Check it out. http://www.rareearthcomics.com/webcomics/pc_01_pg01.html

Alison Joy Schafer
Devil to Pay

Eva Schiffer
A Turn on the Radiance Rose
I consume oxygen and at any given moment I’m probably not on fire.

Jason “Jadasc” Schneiderman
Desperadoes Under The Eaves
If I could only get my record clean... I’d be a genius. I’ve been involved in the adventure games hobby for the past twenty-five years. Started playing in 1987. Was hired by InQuest Magazine in 1996; since then, I’ve done writing and editing work for Green Ronin, Malhavoc Press, and White Wolf. I managed two different game stores in the metro Boston area in the 2000s. I’m very pleased to reunite with Becky and Arnis for this encore presentation of Desperadoes Under The Eaves. Maybe the good guys will win this time. (For varying values of good.) I have a weakness for good coffee and bad puns.

Tory Root
The Sound of Drums
As of the Iron GM contest for this Intercon, Tory will have written for ten LARPs. She’s also working on another new game for the Brandeis Festival because she does not know the meaning of “over commitment.” When she is not writing LARPs, she can be found writing various other things, trying to make the world around her prettier, forgetting to update her website, lying around like a seal, and storing a riding crop with her fireplace tools.

Sparrow Rubin
Behind the Fields, Con Committee, Ops
This Intercon will be Sparrow’s first year as staff and the premiere of Behind The Fields, the first game ze’s written (with Lilya Benderskaya). Sparrow has engaged in some name badge modifications since last Intercon, and is most definitely not an otherworldly youth with risky ideas and confusion about baseball. Drop by Ops and say hi!

Tom “Blue Gargantua” Russell
The Passage, Howl! The Brotherhood of the Quabbin Shadows
Tom has written a number of different LARPs for Intercon and other gaming venues including A Day at the Races, Young Wizards in Love, Young Commandos in Love, and The Westlington Game among others. He is a muppet of a man.

Alison Joy Schafer
Devil to Pay

Title Deed
Alison’s Bio Space
- Rent $14
- With 1 House $70.
- With 2 Houses $200.
- With 3 Houses $550.
- With 4 Houses $750.
- With Hotel $950
- Mortgage Value $90
Houses cost $100 each
Hotels, $100 plus 4 houses
If a player owns ALL the lots of any GM Group, the rent is doubled on any Unimproved Lots in that group.

Eva Schiffer
A Turn on the Radiance Rose
I consume oxygen and at any given moment I’m probably not on fire.

Katrina Schönheyer
Dystopia Rising – Back to the Future

Christopher Shannon
The Serpent’s Spiral, The Oracle of Amun

Joshua “Sheena” Sheena
The Iron Consuite Chairman, High Tea, Iron GM Games
In order to combine both of his duties for this Intercon, Chairman Sheena has built what he has called Consuite Stadium, where LARP GMs get paired together and with a secret LARP theme must construct a full meal in one hour. His panel of judges for this Iron Consuite are an older, distinguished LARP critic, a LARP writer who hasn’t written anything in a decade and a random giggling Japanese girl who will compare the dishes to a LARP her father wrote for her when she was twelve.

Brian Sniffen
Heithur
Brian learned to GM from the MIT Assassins’ Guild.
Andrea Shubert
*The Game Show Against Humanity*
I make games. I've LARPed forever - even running a NERO campaign nearly two decades ago - but I've done very few non-boffer LARPs. This is my first Intercon. If you are reading this, the Mayans were right. (“The person who owned andreashubert.com would attend a LARP convention in early 2013.”)

Andrew “AJ” Smith
*The Koenig Dead, The Omega Delivery, The Man in Black*
++ REQUEST INTERCEPTED ++
++ Subject: Bio_Form AJ ++
++ Compiling Standard Response ++
Keywords: Brit, $INTERCON_NUMBER, Pirate, Kestrel (Koenig), Kestrel (Omega), Assassin ++ Generating ...
++ ERROR: Subject has no Object ++

Lizzie Stark
*Jeepform Sampler, Howl! The Brotherhood of the Quabbin Shadows*
Lizzie Stark is the author of *Leaving Mundania*, a narrative nonfiction book about LARP. She blogs about roleplaying at LizzieStark.com.

Julia Suggs
*Con co-Chair, NEIL Board*
Julia has Helium Hand Syndrome.

Kim “redfishie” Sward
*Slash!, Bid Chair*
Kim can often be found wandering around singing to herself.

John Stavropoulos
*The Yearbook*
Hi all, I’m John!
I’m the president of NerdNYC, a nonprofit dedicated to social games in NYC with 2,000+ members and 26 game conventions. I co-ran Gen Con’s Games on Demand for 1,400 participants, led dozens of seminars at conventions (including panels for 500+ attendees), and have GMed for 1,000s (no exaggeration) of people all over the world!
My day job is everything from Creative Director, Producer, Contract Negotiator, Illustrator, Web Developer to Designer for a variety of clients including NASA; The History Channel; Museum of Modern Art; NY Yankees; Veganomicon; David Bowie; Sony; Universal; The Rolling Stones; Nike Foundation; Girl Effect; etc. I’m currently working on educational games for adolescent girls in Ethiopia for Girl Effect (an affiliate of the Nike Foundation).

Anita Szostak
*Art Director*
The art department as always is making sure that Intercon M has beautiful artwork and a fantastic program book. My thanks to Susan and Barry for making this job such a great team effort.

Thorin Tabor
*Bid Committee, Outreach*

Rory Talk
*Con Committee*
Rorys are helpful creatures.

Gaylord Tang
*The Barbecue, Jamais Vue (revised), ...and the Electric Labyrinth*
Gaylord’s been LARPing invisibly in a bunch of games around NYC since the early ’90s, and now finds himself taking a stab at running and writing.

Barry Tannenbaum
*Collision Imminent!, Intercon Webmaster*

Alexandra Thorn
*A Serpent of Ash*
Alex has been LARPing since 1999. She enjoys deep roleplay and hopes to help bring that experience to others.
She is sometimes whimsical, but then... if she weren’t whimsical, she wouldn’t have come here.

Stephen Tihor
*Jamais Vue (revised), ...and the Electric Labyrinth*
Stephen has been around for a while. You may have met him. He rather likes running games. If you have any actual questions do drop him a line and he will do his best to illuminate you. Seriously I should copy in a good biography here. What is useful for you to know about me?

Cat Tobin
*An Ecumenical Matter*
Cat is from Ireland. She has been playing games for a while now and sometimes writes them, too. She likes coffee, hates mornings and is not a secret agent.

Evan Torner
*Uwe Boll's Christmas Special, The City of Fire and Coin, Jeepform Sampler*
A German film lecturer who writes LARPs. Wears a hat. Part of the Western Massachusetts Interactive Literature Society.

Thomas Traina
*Con Committee*

Jessica Wagner
*Will Wagner*
*The Monster’s Ball, Grimm Tales: Coyote’s Tail*
Will is the author and GM of the *Grimm Tales* series. He has also written and run many other games, both by himself and with various teams. He is also breaking new ground this year by running a game designed for kids!

Mark “Justin du Coeur” Waks
*Con Committee*
Justin du Coeur works in the TransPolyU Department of Story-Reality Mechanics. Having completed his thesis in LARP Writing, he is now working on Strange Meta- LARP Science, building systems to make it easier to write LARPs. Once he is done with that, he will move on to building systems that build systems to write LARPs, and will eventually write a LARP about building such systems.
It is his hypothesis that all of reality will then be sucked into a black hole of metagaming.

Conor Walsh
*A Midsummer Night and the Livin’ Is Easy*
Once upon a time, Adam Nakama emailed Conor and asked him to join an Iron GM team full of amazing authors. Four years later, he’s run that game fifteen times.
He offers this as a warning to all those who Adam might ask to do things.

Paul Wayner
*G.I. Joe: Metamorphosis, Pendragon: Tales on a Winter’s Morn*
Suzanne “Zandor” Wayner
G.I. Joe: Metamorphosis

Suzanne has written a gazillion LARPs for Intercon over the years, sometimes with Jeannie Whited and Moira Parham, sometimes with Paul Wayner. The G.I. Joe game is a perfect excuse to watch wacky episodes of the animated series, and come up with wacky scenarios for hapless players.

Chris Weil
Loot Council

FOR THE ALLIANCE!

Susan “Dybbuk” Weiner
Fire on High, A Garden of Forking Paths

The sneaky disappearing Susan has returned from Iowa, just long enough to reprise a few games, dance all night, and fly away again.

Jesse Wertheimer
Slash!

Some said I was mad, mad I tell you! They said my experiments would never work!!! Ha I say to you. For by the end of March (or the beginning of April) my greatest experiment will commence. I (and my assistant (wife)) will have created life itself!!!

Mwaa Ha Ha Ha Ha!!!!

Christopher Wilkins
Go Run Your Own Little World

Why not save yourself a headache and sign up now at the registration desk? Intercon N memberships are currently only $25! If you forget to signup this weekend, register online at http://www.intercon-n.org and keep checking for games and announcements.
Harassment Policy
All attendees at Intercon are expected to treat other attendees, guests, staff, and the general public with respect. Physical and verbal harassment and sexual assault will not be tolerated. LARPing can be an intense activity, and the con staff wishes to provide a safe environment for the con-goers. If you experience harassment or if someone is making you uncomfortable, please inform the Con Chair or Operations Staff so we can handle the problem.

Weapons Policy
The staff of New England Intercon 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.

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

Hotel Rules
Staying at the Radisson Inn
Each hotel room should have no more than four occupants. Sleeping in public areas of the hotel or in the convention areas is forbidden by the hotel management.

No Smoking in Hotel and Convention Areas
Per the Board of Health, smoking is not allowed in any public area of the hotel. If you wish to smoke, please go to a designated public smoking area (outside). The hotel has a limited number of designated smoking overnight rooms. Check with the hotel registration clerk when you arrive to inquire if a smoking room is available.

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

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

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

Operations Staff
Please report to Ops Staff or the Con Chair any incident in which a member of the convention ignores the rules of the convention stated above. New England Interactive Literature reserves the right to revoke, without refund, the membership of anyone for any just cause. An Ops Staff member can always be found at the Ops desk during regular Operations hours. If the hotel observes a guest violating any of the above rules, the hotel reserves the right to have that guest removed from the property without refund.

New England Interactive Literature is not responsible for any lost or stolen property.
NELCO 2013

August 9-12
Radisson Hotel and Suites, Chelmsford, MA

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

NELCO is not a gaming convention. NELCO is about the art form of LARPing; writing LARPs, running LARPs, and preparing to play in a LARP. Last year’s conference included panels on Character Writing, Mechanics, Sewing for LARP, Prop Construction, and much more.

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

Contact Dave Kapell for more info or to bid a