

CHELMSFORD, MA
MARCH 12 -14, 2010



**INTERCON
J**

JUNGLE

GO WILD!



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Thanks to Jayna Dubrey,
Crystal Huff and everyone who
cooked for all of us!

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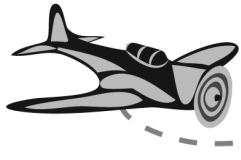
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& ROADIE/CREW**

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SPECIAL THANKS

To all Intercon J GMs, ConCom
members, Ops and Con Suite
Volunteers, our vendors and
advertisers, the hosts of the Tiki
Hospitality Suite, the LARPA Small
Games Contest judges and
Journey Surveys



NOTE FROM THE CONCHAIR X

Welcome to the Jungle — the Jungle of Intercon J!

Every year seems to bring something new and interesting to the New England Intercon convention and this year is no exception. As I write this, the tenth “lettered” Intercon looks like it is going to break records again which shows how vibrant the LARP community is and, well, just how much fun live-action role playing is! Believe it or not, this year is the twenty-fifth year of Intercon LARP conventions. The first all-LARP convention, then called Silicon, happened in Woburn twenty-five years ago in March. We’ve all been a part of helping LARP become more popular and widespread so congratulations to all of us!

This year we have another amazing variety and genres of LARPs by some of the most creative LARP writers around. I know I have a hard time picking among the many, many choices. The “Thursday Thing” was so popular last year that we repeated it again this year. We’ve changed the name to the Pre-Conference but the goal of talking about LARP before getting into playing LARPs is still there. It will be a regular part of the New England Intercon going forward.

This year, we’re also proud to host the LARPA Small Games Contest, sponsored by the Live-Action Role-Players Association. This contest is to honor and promote the best in modern live-action roleplaying design and past entries have become popular repeat games here and elsewhere. It is normally hosted at Intercon Mid-Atlantic, but we are proud to be able to provide a venue for this important contest this year.

There are lots of other things happening this weekend as well. Be sure to take some time to visit with our vendors — the area is right next to the Ops desk. Of course, Saturday night is a very popular time to hang out late at night with our yearly dance party. Of course, don’t miss our famous raffle during Sunday closing ceremonies.

This year, a group of LARP GMs and organizations from the West Coast are providing a hospitality suite on Saturday evening that is a great place to find out more about who they are and their events, so be sure to stop by. While you’re at it, check out the conventions advertising in our program book — they’re all LARP-friendly and worth considering attending!

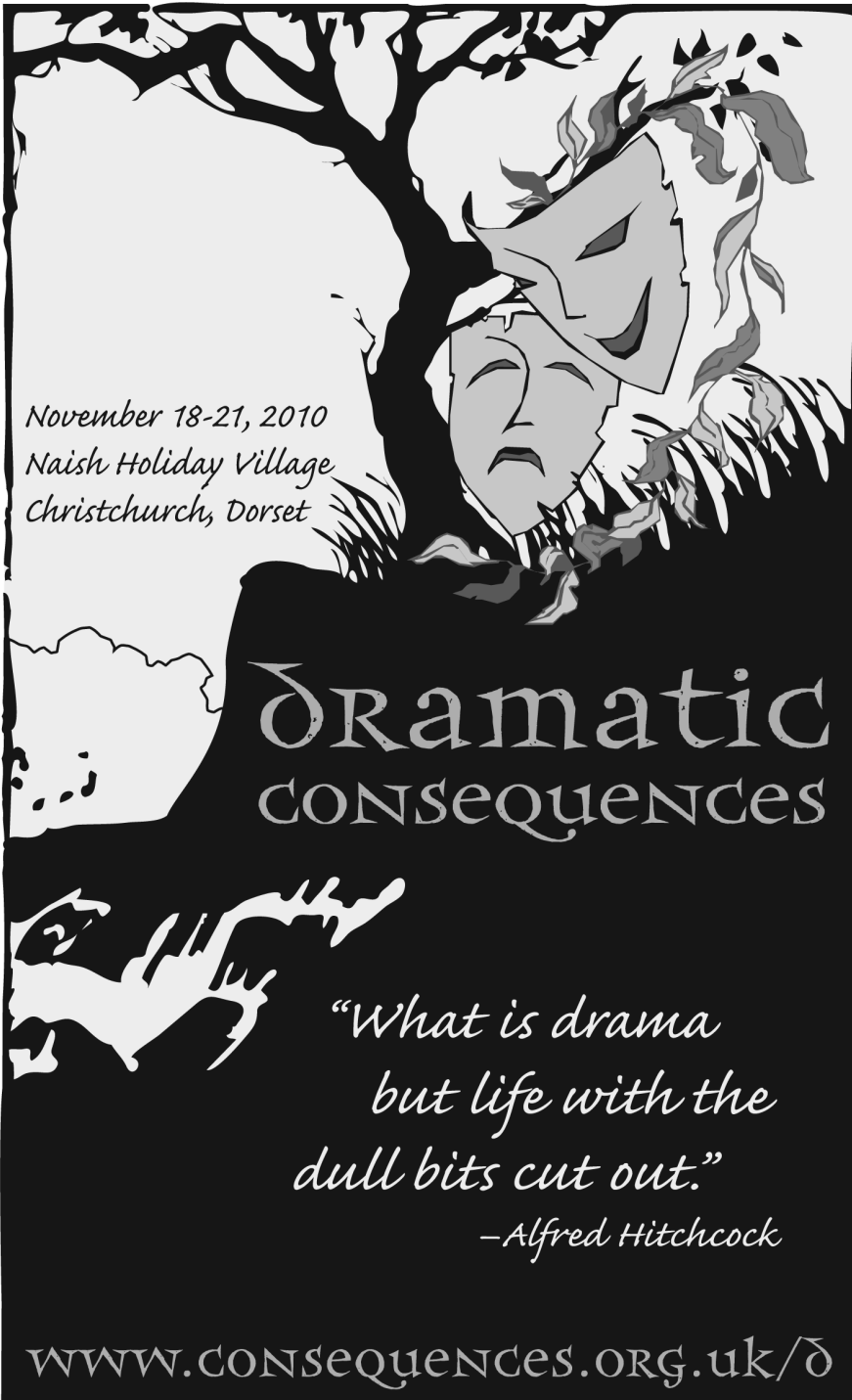
This convention is the result of a lot of effort of a team of people that I’ve been proud to work with. Look on the inside front cover for the names of everyone who helped make this Intercon happen and, if you get a chance, thank them as well. And, even more important, we can’t have this convention without the GMs who write and produce the great LARPs that make Intercon the best convention for LARPs and LARPer anywhere.

You probably already noticed that we’ve changed the way we are getting your opinions on how we’re doing. We are very interested in knowing how you enjoyed this convention, the LARPs you played in and the other events. You’ll be getting an email message soon after the convention asking you to fill out our post-convention survey online and we hope to hear from you! And if you filled out our pre-convention survey, thank you!

One of the bittersweet things we are looking at this year is that the New England Intercon convention is moving to a new hotel next year. Our convention needs room to grow and, if you’ve been here the last few years, you know that we’ve been bursting at the seams here. The Chelmsford Radisson has been a wonderful location for us for over a decade and the people here have been kind and helpful. So, if you have a chance be sure to let the hotel know that you’ve appreciated them over the many years we’ve been here — fill out the hotel survey and give them lots of love. They deserve it.

But, back to this weekend! I’m looking forward to a great Intercon J and seeing friends old and new. Feel free to let me know if there’s anything we can do to make your convention better. I hope that you have an awesome time here at Intercon J in Chelmsford! And, don’t forget to make plans for attending Intercon K next year in our new home in Waltham!

— Tim “Teem” Lasko, Con Chair and Tertiary Processor
(Evacuation Lounge Back-Up)



November 18-21, 2010
Naish Holiday Village
Christchurch, Dorset

**Dramatic
Consequences**

*"What is drama
but life with the
dull bits cut out."
— Alfred Hitchcock*

www.consequences.org.uk/d

10 Bad LARPs: C-Section

*Nat Budin, Susan Weiner, Joshua Sheena,
Vito D'Agosta, Greer Hauptman,
Adina Schreiber, Andrew Zorowitz*

After a multi-year hiatus, the evil creators of 10 Bad LARPs are doing it again, and this time we're going to have to make an incision. We're giving birth to another litter made up entirely of runts. Can you handle it without an epidural?

36 Degrees of Separation

Nicholas 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 Midsummer Night and the Livin' is Easy

Nicholas 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 Night at the Eden Opera House

Peter Bensch, Rita Flaherty

With the creation of commercial radio and the rise of the silver screen in the 1920's, live performance art began to fade. However, the Eden isn't going out without a fight including a few murders, a few celebrities, and some good old fashioned mobsters.

A Night at the Eden - where the past is guaranteed to haunt you.

And They Were As Gods

*Carol Young, Andrew Zorowitz, Dan Kolligan
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!

Arcana:

Hammer of the Gods

Sean Jaffe, Matt Volk, Megan Jaffe, Josh Jaffe

It's been around a year since the Chelmsford Chapterhouse of the Arcanum first opened, and a year since the extra-dimensional horror Candleflax threatened the world. Now, seasoned Aethernauts from both the 1900's and 2000's alike have begun to sally forth explore the Threshold, stumbling across the strange, savage world of Uzbekkadum Vap and the primal menace within. This story continues last year's game, so please contact us if you'd like to reprise your character.

Arcana: Imago

Josh Jaffe, Megan Jaffe, Sean Jaffe, Matt Volk

It's 1889, and despite the upheaval in Europe, the American Arcanum is strong and brave. You and several others- technicians, wizards, and big game hunters- have braved dangerous Aethers and managed to take down the powerful serpent Sokaris and drag her back to the Arkham Threshold, where the body will be kept overnight before being loaded on an airship for London. That was the plan, at least, until the twenty-ton reptile disappeared...

Archangels

The first thing you recall is that God decided to give you a form. This happened a while ago. God had decided to do something **BIG**, and wanted to look at different aspects of the situation from different viewpoints. So God took the differing viewpoints from inside the Almighty psyche and became them.

Blackout

Alex Bradley, Dave Kapell

Player's Briefing Your ship is damaged. Your life support is running out. You don't know who to trust. Your survival is balanced on the edge of a knife. And it's pitch black.

Expect to be in the dark, in tight quarters, under high tension.

Presented by:
LARP Alliance & Live Effects

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creators of DREAMPARK

John Wick
game designer for Legend of the Five Rings and Houses of the Blooded

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AND MORE!

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MORE INFO & NEWS: WWW.WYRDCON.COM

WHAT IS LARP?

"L.A.R.P. (Live Action Role Play) is an interactive, story-driven game or event in which people portray (roleplay) various goal-oriented characters within a created and changeable world."

Settings / genres :: Modern, Futuristic, Historical, Militaristic, Horror, Comedy, Romance, Fantasy, Sci-Fi, etc.

Camelot's Court of Love

John M. Corradin

Courtly Love, Social Intrigue, Unbridled Passion and meticulous attention to detail hallmark this 3-hour theatrical style LARP. Players will bring characters to life from Arthurian legend. Pomp and ceremony rules the day as Queen Guinevere's Court of Love decides the fate of an accused Knight of the Round Table.

Chateau Ennu

Thomas Traina, Kate Farb-Johnson

It was a dark and stormy night at the Chateau Ennu, a condominium complex in the Los Angeles suburb of San Javier. The air was rank with distrust and scheming. With the recent murders of an elderly couple in one of the condos and the accidental death of another prominent resident, the entire complex is a little on edge. Even after the police arrested the men who did it, no one really feels safer.

Collision Imminent! (Tenth Anniversary Cruise)

*John Corrado Jr., Anne Cross, Jeff Dieward,
Philip Goetz, David Lichtenstein, Michael
McAfee, Don Ross, Alex Thorn, Mark Waks*

COLLISION IMMINENT! Can someone turn that alarm off? Please report to your assigned lifepod station immediately... Have you seen Fifi? 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 IMMINENT! 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 IMMINENT! Will an officer please report to the Leo Deck? Daddy? Do you know where my Daddy is? Please do not panic!
COLLISION IMMINENT!

Divus Ex: Greek Gods - A New World

Christopher Cox

The age of the Greek Gods is over, before they received prayers but now they have fallen away to being characters in stories. But a whole new world has been found and the gods have left to start over.

Darfur Bingo

Simon Deveau

Genocide? War crimes? If I had rocket launcher...sorry you don't.

We are going to settle the Darfur Conflict in four hours.

You have a problem with that?

Maybe we need to kill and rape everyone in your village...

Diamond Geezers

*Graham Arnold, Clare Gardener,
Sue Lee, Tym Norris*

Borrowing heavily from the universe of Lock Stock and Two Smoking Barrels, Layercake and Snatch, this short and potentially rather silly game gives you the chance to release your inner East London Gangster.

FuzziesLIVE! A Night In Blackie's Juice Bar

Jim and Kelly MacDougall

Blackie the plush cat has been very naughty. She sends her minions of pirate and ninja toys out to commit acts of vandalism against their humans. Blackie may have even worse plots going.

Standing for good is Cosmo and the Justice Hug. At least the JH would stand for good, if it could only get organized enough to... well... form.

Good and naughtiness will clash at Blackie's Juice Bar.

Ghosts of Urquhart

Tony Mitton, A.J. Smith, Sue Lee

A rip-roaring game of alternative-history Victorian science and adventure. With gadgets. A sequel to Survivors of the Naronic, but with many new characters.

GM Space

Sharone Horowitz-Hendler, Jared Hite

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

Grimmer Tales: Jungle Book

Will Wagner

Third in the series of Grimm Tales, the story takes place in India of the modern age in the court of the Maharajah. Mowgli and his wolves have caught an intruder into the jungle of the fables, but the traditional Indian fables think it's another of his Western inspired plots.

Intercon Jazz

*Janet Brennan, Adam Nakama,
Greg Pettigrew, Don Ross, Mike Wixon*

Intercon Z returns with Intercon JZ — Jazz. Jazz is a musical form known for being edgy, experimental, and avant-garde, and Intercon Jazz will provide an excellent counterpoint to the Intercon J experience with several one-hour edgy, experimental, and avant-garde games.

Join in the jam session and play our experimental tune.

Life at the Securemarket

Colin Sandel

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

Lifeline

Lily Benderskaya, Tory Root

It's cold and dark out in space. Sound doesn't travel too well (or at all) and oxygen is a hot commodity. But for a group of escaped prisoners, desperately hanging on to a ship's tether, that way lies freedom. Provided they can keep from killing each other long enough to reach their destination.

Like Putting a Leash on a Rocket Launcher

Haz Harrower, Adam Nakama

It's the non-apocalyptic future, and life is normal... except for E-phos, the newfound meta-humans with superpowers. Their handlers have it covered, though – god forbid an E-pho sneeze and turn the Statue of Liberty pink. Actually, the East Village might like her better that way.

Limbo!

Aaron Vanek, Kirsten H.

Limbo Lounge, the hippest bar on the First Plane of Hell, is open for business.

Limbo! is a theater-style tiki-themed LARP with light mechanics, performance elements, gambling, seduction, and lots of mixed (non-alcoholic) cocktails!

“Cooler Than Heaven - Hotter Than Hell!”

— *Afterlife Examiner*

LineCon

*Andrew Zorowitz, Carol Young,
Gabi Gladstone, Zachary Cross,
and the Foam Brain Staff*

Welcome to the line at Terracon VXI. Certainly there's a fantastic and exciting convention going on inside, but how would you know?

Could be worse though, I mean, you've only spend a few hours waiting out here so far...

Lost In The Jungles of Time

Laura Boylan, Peter Litwack

Individuals from throughout history find themselves trapped together in an unknown place in space and time. Can you learn the secrets of this seemingly random temporal anomaly and escape to your own time? Is everyone here also trapped, or is something more nefarious afoot?

Murder By Death

Greer Hauptman, Isabel Malonzo

Recently you received an invitation on behalf of Sherlock Holmes. But Holmes has long been missing, presumed dead. And tonight your host was found dead. Don't worry, though, the greatest detectives in the world are gathered here — surely one of you will be able to solve this case.

Oz

Phoebe Roberts

A space operatic retelling of the Wizard of Oz, where important people from all across the Oz system arrive to the Emerald Station to a tentative peace talk to discuss the implications of the war, the strange changes in hyperspace, and what to do about the mysterious disappearance of the Wizard just before the conference.

Pulp Adventures: Hunt for the Lost McGuffin.

*Stephen Tihor, Lisa Padol,
Joshua Kronengold, et al*

Two fisted adventurers seek to recover the Lost MacGuffin opposed by the wise and wily natives. Tropes on parade!

Redemption: High Noon at the Devil's Luck

Brian Richburg, Alison Joy Schafer

Redemption, Arizona: home to sinners, scoundrels, settlers... and one less sheriff than yesterday. His body weren't even cold before folks started settin' up to show down. Now, in the hours before High Noon, everyone in town is fixin' to get their share of Redemption. A game of gamblin', gun-slingin', double-crossin', duelin', and a little romancin' set in the Old West.

Replaying a Classic: Final Voyages of the Mary Celeste

Jim MacDougal

The classic LARP. You've played it before. You might have even GM'd the game. But what if it went differently? A performance of the classic game where everyone should know the plot.

Screwed 2: Phillip's Head

Rita Flaherty

The serial madman has struck again and you've become a victim in his elaborate trap. What will you do? Survive? Call out for help? Cry for mommy? *Screwed 2* is an intense emotional trip into the psyche of a madman and another of his serial killing scenarios. Will you have the wits to outsmart him and survive? Will you be fooled by his lies? Explore the madness of *Screwed 2: Phillip's Head*.

Slash

Mike Young

Slash is the game of really bad internet fan fiction.

Slash will contain adult themes and situations and is not suitable for players under the age of eighteen

Shadow Over Babylon

Vito D'Agosta, Eddy Karat, Susan Weiner

In Iraq, a peculiar terrorist attack has killed more than 1000 people, leaving one survivor mentally deranged. Shadow Over Babylon is a game of political intrigue and Lovecraftian horror. The game takes place at a diplomatic meeting between Iraqi officials, insurgent groups and representatives from the UN, the US and military contractors.

Story Wars: Episode Six - Return of the Princess Bride

Eric Wirtanen, Kreg Segall, Cameron Betts

Welcome to Story Wars, the sequel to School for Young Women. This game is set in the far flung future and will feature famous sci-fi characters such as Han Solo, John Crichton, Scorpious, Rimmer, Jayne Cobb, Londo Mollari, Rose Tyler, Samantha Carter, Kaylee and many more. It's graduation time, so romance and intrigue are in the air.

Super-Villain Academy

Marc Blumberg and Friends

It's Graduation Day - time for the annual cocktail reception, where the Headmaster schmooze's Alumni for donations, the faculty gets drunk and hostile, and the top students get to show off their graduation projects. What a time for one of the Deathtraps to go missing...

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. This is an updated version of the game run at Intercon H and elsewhere.

The Angry Volcano God

EmilyBeth Savage

A zany game of tropical scavenger hunting and scantily clad human sacrifices! Players take on the roles of traditionally annoying American tourists while they try to meet the demands of the Angry Volcano God to buy time for help to arrive.

August 20-22, 2010. Enfield, CT



www.pi-con.org

Author Guest of Honor: Robert J. Sawyer

Webcomics Guest of Honor: Rob Balder

Guest of Awesome: Hugh Casey



**Science Fiction
Fantasy
Webcomics
Gaming
Panels
Readings
Parties
Performances**

*may contain nuts

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.

The Other Other* All-Batman Game

Philip, Jennifer, and 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.

The Road Not Taken

Mike Young

The Road Not Taken is an experimental LARP of decisions and emotions. In it, each player will have the opportunity to take the spotlight in a scene and make a tough decision. It is a serious game of deep emotions, difficult decisions, and psychodrama using the format of *10 Bad LARPs*.

The Sound of Drums

Tory Root, Lily Benderskaya

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 taken sanctuary among them. Come tell tales of discord and desire, duel and drum, together under the full moon of council night.

Tonight at Eight

arachne8x, Colin Sandel

You're in love! You haven't... met the object of your affection, but that will change tonight. Carrying a book and flower (so your Dear Friend will recognize you), you head to Maracek's Cafe. Unless another couple chooses the same accessories (and why would they?) The stage is set!

Two Hours in London

*Beth Baniszewski, Peter Litwack,
Laura Boylan*

A Victorian game of family, and other, politics. Love, secrets, longing, and more secrets. Tea will be served.

Vengeance in Zanzibar?

Chris Shannon, Bess Libby-Shannon

It's 1876. Six Fenian prisoners escape an Australian prison aboard an American whaler, The Catalpa. Stopping in the Sultan's neutral port of Zanzibar, an armed steamship arrives to recapture them. As this political powder keg explodes, who shall find vengeance in Zanzibar?

Veteran's Day

Tegan L. Hendrickson, Lawrence Lee

Veteran's Day is about life, death, war, and all of those events in between that shape people. Join your fellow war veterans in the bar beyond this life to trade tales and learn about them and yourself as well.

What To Do About Tam Lim?

Julia Bond Ellingboe, Emily Care Boss

Loosely based on the story of Tam Lin, as well as a variety of Child Ballads. Rife with murder, love, and intrigue.

Where The Wild Things Will Be

Anandi Gandolfi

Eventually every child grows up and leaves childish things behind. But just once more for his 18th birthday Max is having a party, a masquerade party, a wild Rumpus if you will. However, many years and many days across the ocean, the Wild Things have waited and watched and now they want him back. Perhaps they will go to a party.

 **ENJOYING THE CON?
SIGN UP FOR
INTERCON K NOW! X**

Intercon K will be held March 12–14, 2011 in the lovely Waltham Weston — a new hotel with fantastic space for games and easy access to Boston — with all the atmosphere and fun you’re experiencing this weekend here at Intercon J and then some. Why not save yourself a headache and sign up now at the registration desk? Intercon K memberships are currently only \$25! If you forget to sign up this weekend, register online at <http://www.intercon-k.org> and keep checking back for games and announcements!

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 **GM & STAFF BIOS X**

Liliya "Lily" Benderskaya

Lifeline, The Sound of Drums

Lily's bio does not exist. Lily, however, does. It's a conundrum, really.

Peter Bensch

A Night at the Eden Opera House

Chad "Laurion" Bergeron

Registrar, NEIL Treasurer

Someone once said of me: "He's just this guy, you know?"

Maybe it was actually "He's just this guy I know."

Oh well.

Cameron Betts

*Story Wars: Episode Six -
Return of the Princess Bride*

Holly Bianchi

Chateau Ennui

Holly is generally considered to be an excessively adorable being filled with glee. (Unless she's sad, in which case, she is not). Approach at your own risk.

Marc Blumberg

Super-Villain Academy

Laura "Laura47" Boylan

*Lost In The Jungles of Time,
Two Hours in London, NEIL Board*

Laura is running *Lost in the Jungles of Time*, and she hopes you appreciate that she worked the con theme into the game name! Laura has been attending Intercon since B, and has been on the NEIL board for several years now. She has run several games at Intercon, including *Two Hours in London* and *Masquerade*.

Patrick Braasch

LineCon

Alex "Mahalexatman" Bradley

Blackout, Bid Committee, Hotel Liaison

What is tasty?

Anna "T'Pau" Bradley

*Queen of all she surveys,
Bid Committee, Bid Chair, Con Suite*

anna's go *ping*

Janet Brennan

Intercon Jazz

Nuance Bryant

Bid Committee

Nat "Pudding" Budin

*Unterwebmeister, NEIL Board,
The Last Seder, 10 Bad LARPs: C-Section*

Nat is all about the plausible deniability.

Kate Bunting

Archangels

David Clarkson

Christopher Cox

Divus Ex: Greek Gods - A New World

Vito "Simple Wordsmith" D'Agosta

The Last Seder

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0101010001101000011010010111001100100
0000110100101110011001000000110011101
1010010110001001100010011001010111001
001101001011100110110100000101110!
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Simon "Slippy" Deveau

Darfur Bingo

Playing and writing LARPs for 20+ years.

Author/GM of the following Intercon games:
*Malcor, Barad Wath, Resolution 2734,
Skid Row*

Glub glub...

David Dickman

Divus Ex: Greek Gods - A New World

John "Bay Rum" Corradin

Camelot's Court of Love

My passion for gaming began in 1973 when, as a graduate student at the University of Florida, I discovered "The Lord of the Rings" and D&D. My life thereafter has been swept away!

Upon graduation and now fully immersed in D&D, I returned home to the sparse deadlands of Delaware where I taught special education for ten long arduous years before taking over as the owner/manager of The Days of Knights game store. Yet, in a much shorter time I met my future business partners, my closest friends and formed the Wilmark Dynasty to produce games and events of my own. Along with Lee McCormick, Kent Aist and my lovely wife Micaela (who is co-GM for *Court of Love*), the Wilmark Dynasty produced a series of unique table top RPG's with "Melanda, Land of Mystery" heading the list.

The Wilmark Dynasty also organized the Melanda Invitational, patterned after PrinceCon, with a more restrictive entrance policy. Instead of the open format we invited only the very best roleplayers we know to us to participate in the themed table top weekend.

Not long afterwards I experienced another epiphany—my first full weekend theatre style LARP, Cruel Hoax's classic "The King's Musketeers." I was stunned by the LARPing experience and hooked for life! I've played in countless LARPs and mini-LARPs since.

In the next 15-20 years, our annual invitational tournament evolved into a full theatrical LARP held every year over the Labor Day weekend. I was the senior writer, creative director, and producer (with lots of help from great friends!) of *Oscars '98 & Oscars 2000*, *Star Trek Narendra III*, and most recently *Unchained: The Journey Home*. I also served as the production manager on all 13 other Wilmark Dynasty Labor Day LARPs. In addition, I produce an annual weekend-long Spring event called RelaxiCon that, similar to a Intercon, offers gaming from mini-LARPs and table top to a wide variety of card games. "Camelot's Court of Love" was first offered at the 2009 Relaxicon in Delaware.

My day job managing The Days of Knights, a gift and gaming shop on Main Street in Newark, Delaware is certainly challenging in these economic times. I have been at it since the early 80's. It doesn't pay much, but I'm my own boss!

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FORGOT MASS PIKE TOLL!
(try again)

MUST FIND THAT POPPED BUTTON!
(try again)

THE ROAD NOT

LOST LOOKING FOR THE GREEN FAIRY!
(try again)

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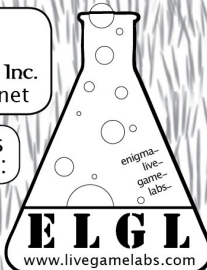
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**Jeff "The Vortex of Chaos"
Diewald**

Collision Imminent!
(The Tenth Anniversary Cruise),
Vortex of Chaos, Bid Committee

The guy can and has written a character based on a cat's hairball. There've been some really alien aliens. There've been the usual suspects, and a many unusual ones. He's just demented that way, and this condition has lasted a long time now.

This year is the tenth anniversary of the creation of *Collision Imminent!*, written by an amazing group of writers. The game is just too much fun to run, so TNT is doing it again. This time, there'll be a few new characters in the horde.

We're not sure what the Next Big Thing will be, but watch out. You won't be able to avoid it.

In the meantime, bring some port along, and Jeff will be very happy.

Jayna Dubrey
Con Suite

**Jennifer "Lady J"
Eastman-Lawrence**
Vendor Liaison, Lover of Liaisons

Lady J was born at a young age and frolicked for many barefoot years in the luscious greenery that is Hawaii. She will soon be realizing her lifelong dream of moving somewhere warm again, even though it is plagued by forest fires.

Terilee Edward-Hewitt
Con Committee, DJ

Jim Edwards-Hewitt
Con Committee, Roadie

Mongo only pawn in game of life.

Julia Ellingboe
What to Do About Tam Lim?

Rita "Monster Girl" Flaherty

A Night at the Eden Opera House, Screwed 2

Some number of years ago, Rita was dragged into some silly circus LARP in Ohio and folks haven't been able to get rid of her since.

Having had too much practice running other peoples games, she started her own small collection with a silly little bumbling pirate adventure, that was followed up by some super hero fish. Rita's latest projects are diverting away from the silly and lighthearted. She has also been collecting writers, GM, and players to participate in a forthcoming Asian fantasy, boffer adventure campaign.

Anandi Gandolfi

Where The Wild Things Will Be

I don't trust people who don't have a healthy fantasy life.

Anandi started gaming at the tender age of 6 in her fathers college D&D game. It was 13 years later when she discovered the wonders of LARPing. Primarily it was an outlet for her love of costuming. Another 12 before she discovered The highly satisfying activity of writing games.

She makes her living now making costumes and clothing for others, and gets her joy from making other people happy, weather it is with a fun game or a pretty dress

Anandi has been writing games for close to a decade now. With five one shots, *Asylum* (with Margaret Simkins) *Mahabarata*, *One Life*, *Another Life*, *Speed Dating*, and *Sith Lords* (with Andy Kirschbaum) as well as a multi-city chronicle (*between the cracks*) and contributing writer to *Threads of Damocles*. Creating worlds of wonder, passion, joy and pain has become a passion that shows little sign of ever being satisfied.

Genevieve Harbuck

Arcana: Imago, Arcana: Hammer of the Gods

Haz "Haz" Harrower

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Susan “nikin” Giusto

Collision Imminent!

(The Tenth Anniversary Cruise)

The Intercon Muse –nikin~, Con Committee

I'm not from this planet. I am small, furry, different nikin!

This year the TNT gang and I bring you Collision Imminent - The Tenth Anniversary Cruise!

As the Intercon Muse I help provide 'motivation' and 'inspiration' to various functions of the Con. Things like artistic support, cooking for the Con Suite and gently poking the ConChair with a stick to get answers to Con related questions.

What keeps me going... dark chocolate, dancing and a good massage. Oh and the hair tussling! ☺

The Intercon Muse; injecting creative energy, frivolity and just the right amount of chaos when needed. ☺

Should you need a little muse in your life - give me a call!

Greer Hauptman

Murder By Death

Greer Hauptman lives in San Francisco, CA and farms cats. She was introduced to LARPing by Nat Budin, Chad Bergeron, Tim Lasko, and the rest of that strange crew—which has probably warped her for life. As proof, Greer was a contributing writer for all three major *10 Bad LARPs* games.

Tegan Hendrickson

Veteran's Day

Tegan has spent more than half of her life involved in gaming of some variety. She will be forever grateful for the Swedish exchange student who handed her a World of Darkness book and the brother who joined a LARP group in college and let his jailbait sister tag along. Without them, she would probably be a much more sane, normal, and boring person. Nobody wants someone who is sane, normal, and boring, do they? She's excited about writing and running Veteran's Day because it's finally putting her BA in History to some use.

Jared Hite

GM Space, Oz

Jared entered LARPing three years ago, and hasn't turned back since. He's not entirely sure he could if he wanted to. Good thing he doesn't want to. Jared has written one game (*GM Space*), edited another (*Alice*), is set to edit a third (*Oz*), and has four games in various stages of development (which he hopes will eventually see the light of day). He is a founding member of Breaking Light Games, along with Phoebe Roberts

Last year, Jared tried offering his immortal soul to Dread Cthulhu to ensure the success of his games, and though that worked fairly well, he thinks he should attempt to court a different supernatural being this time. In related news, he needs a bucket of goat's blood, a feathered headdress, and a half-dozen poppy seed bagels. ...It's best not to ask.

Sharone Horowitz-Hendler

GM Space, 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.

She is thrilled to be running her second game, a game with some actual serious aspects (*gasp!*). She hopes to actually start working with a fabulous new group on a third game sometime soon. So, now a part of Foam Brain Productions, Alleged Entertainment, and three unnamed groups, Sharone hopes to become a household name as a part of every LARP group in existence.

Jason Hubbard

A Night at the Eden Opera House

Making my second lettered Intercon appearance, I am co-author of last year's successful *Everything Must Go*. A LARPer for some 12 years, I am interested in the writing and running of LARPs of high dramatic content.

Crystal Huff

Con Suite

Kirsten H

Limbo!

Joshua Jaffe

Arcana: Hammer of the Gods, Arcana: Imago

Meg Jaffe

Arcana: Hammer of the Gods, Arcana: Imago

Sean Jaffe

Arcana: Hammer of the Gods, Arcana: Imago, Divus Ex: Greek Gods - A New World

Dave Kapell

Ops, Blackout, Bid Committee, NEIL Board

Crew Dossier

Name: Dave Kapell
Game Running: Blackout
Other Duties: Operations Lead
Status: Active
Location: Unknown
Risk Factor: High

Eddy Karat

Shadow Over Babylon

(insert bio text here)

Wait, that's not good enough? Okay, fine.

(this space intentionally left blank)

Okay, fine. Eddy Karat got into LARP as a crossover from tabletops on the West coast. After moving to the East coast, he got involved with the MIT Assassins' Guild for a number of years before attending his first Intercon and expanding out into the greater LARP community.

Philip Kelley

Super-Villain Academy, The Other Other All-Batman Game,*

Stephen Kohler

And They Were As Gods

Joshua “Josh” Kronengold

Pulp Adventures: Hunt for the Lost McGuffin.

Joshua Kronengold has been LARPing since 1993 and running/writing games since early this century (let's ignore the full weekend game that started development in the mid 90's 'till it's done, Ok? Ok.). Games he's written part of included a few memory loss games, mad scientist games, a couple of games set in a hot tube, and a martial arts game called *Ghost Fu*.

Rumors that he was dropped off by aliens on this planet for the sole purpose of LARPing are, sadly, exaggerated.

Tim “Teem” Lasko

ConChair, NEIL Board, Collision Imminent! (The Tenth Anniversary Cruise)

Okay, I guess this year some of it is my fault. I meant well, though. I'm sorry about the giraffe.

Lisa Lassner

Tonight at Eight

Lawrence Lee

Veteran's Day

Sue “Queenortart” Lee

Diamond Geezers, Ghosts of Urquhart, Survivors of the Naronic, Bid Committee

This space unintentionally left blank.

Bess Libby*Vengeance in Zanzibar?***David “The Bearded One”****Lichtenstein***Slash*

David discovered LARPing the old-fashioned way: he read about it. That was 1989, and he has been an enthusiastic player, GM, and occasional writer of them ever since. He has seen every episode of Buffy the Vampire Slayer at least thrice, he has read an unfortunate amount of bad fan fiction, and he knows Mary Sue personally.

Peter Litwack*Lost In The Jungles of Time***James MacDougal***FuzziesLIVE! - A Night In Blackie’s Juice Bar***Kelly MacDougal***FuzziesLIVE! - A Night In Blackie’s Juice Bar***Isabel “sleepfighter” Malonzo***Murder By Death*

Isabel lives on the right side of the States. No, not that right side, the other right side, by that quaint little red bridge they describe as “golden”. This is her first Intercon and her first LARP writing experience: she claims that you can all blame Greer for that.

Michael McAfee*Archangels***Charlie “grejam” McCutcheon***Collision Imminent!**(The Tenth Anniversary Cruise)*

It’s all Jeff’s fault!

I used to be an innocent mundane.

Ok, that was a few decades ago...

Nick Milano*36 Degrees of Separation***Andrew Militello***Replaying a Classic: Final Voyages of the Mary Celeste, GM Liaison***Tony Mitton***Ghosts of Urquhart, Survivors of the Naronic***Adam Nakama***Like Putting a Leash on a Rocket Launcher, Intercon Jazz*

Writer, scientist, gadfly. Went to Odyssey Writer’s Workshop, and will talk to you for ages if you’re interested in writing and publishing speculative fiction. Or pervasive games. Or anything else that is fun, ever.

Drew Novick*Super-Villain Academy***Kelly O’Donoghue***Super-Villain Academy***Gordon Olmstead-Dean**

Gordon Olmstead-Dean began writing and producing Live Action Roleplay with the administration of a “Killer” event in spring of 1984. His first written effort was the murder themed *A Birthday Surprise*, in June of 1986. In January of 1988 he produced his first full-length work, *Covention I*, with Ken Brown.

Currently Gordon has produced or served as a lead writer on over a hundred events, acting as Executive Producer on nine 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 personal 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.

Josh “blee” Rachlin*Life at the Securemarket Bid Committee, GM Liaison*

bleemoo

From Wikipedia, the free encyclopedia

A bleemoo is any one of several species of superintelligent, time-traveling beetle in the genus *Baeocrara*.

This beetle-related article is a stub. You can help Wikipedia by expanding it.

Danielle Reese*Shadow Over Babylon***Lisa Padol***Pulp Adventures: Hunt for the Lost McGuffin.*

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*.

Erica Palmer*Ops***Greg Pettigrew***Intercon Jazz***Trey Reilly***Bid Committee, NEIL Board*

Trey Reilly found a D&D boxed set sitting in her mother’s closet when she was 12, and it was all downhill from there. She’s written, co-written, and run a number of LARPs over the years, including *Svaha* (a 3-year sci-fi LARP campaign), *Divus Ex: Greece*, and *Divus Ex: Gaslamp Gods*. Her convention staff credits include I18: Intercon Gazebo, A Gazebo of Games, Lollagazebo, and the Origins Games Fair.

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



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Seamus Reynolds*36 Degrees of Separation*

Seamus is an odd duck who, even by the time J comes around, will still have been LARPing for less than a year. His first GMing experience came shortly after his first LARP, when a Nick Milano persuaded him to first GM *36 Degrees*. Since then he has had a brief stint with Foam Brain, running *Tales of Pendragon*, before deciding that perhaps weekend-long LARPs weren't for him. He is, however, wonderfully excited to be GMing *36 Degrees* again. He can generally be recognized at LARPing events by the pleasantly flabbergasted look on his face, and a love for the crazy, wacky folks he meets at these things.

Brian Richburg*Redemption: High Noon at the Devil's Luck*

You mean I can just type anything into this box and it shows up in the program?

Phoebe Roberts*Oz***Tory Root***Lifeline, The Sound of Drums*

Tory died some years ago in a small town in Maine. She is currently in search of brains. In lieu of brains, her net worth can be measured in jewelry supplies, unfinished books, peculiar dolls, and adult novelty products.

Don Ross*Intercon Jazz***Colin Sandel***Life at the Securemarket, Tonight at Eight***Alison Joy Schafer Salomone***Redemption: High Noon at the Devil's Luck***Alison****Creature - Geek Girl**

Every other girl gets +1/+1

Tap 5 mana to summon Alison. When summoned, she will put together a costume out of fabric, hot glue and duct tape.

*I slept with your mother.***Adina Schreiber***Raffle Coordinator**Con Committee*

You're fighting Adina.

Over 10 years ago, a rabbi introduced this Brandeis graduate to RPGs. About 6 years ago, she started LARPing. This is her fourth Intercon, and her second as Raffle Coordinator. She also contributed to *10 Bad LARPs: C-Section*.

She gets the jump on you!

Adina makes your rockin' world go round.

Splat! Whack! Barf!

You lose 800,780,078,007 hit points. (spooky damage)

You lose. You slink away, dejected and defeated.

Kreg Segall*Story Wars: Episode Six - Return of the Princess Bride*

Aw, frell *me*, I'm not writing no bios. That's how they get you, that's how they track you down. No way, I'm not magra fahrbot enough to do that, no how! I had this one friend, he wrote a bio, and blam! they shot him! OK, actually, I heard they *tried* to shoot him, but then these other guys shot those first guys, and my friend got the hezmana out of there. Honest, that's what happened!

Christopher "Cristovau" Shannon*Vengeance in Zanzibar?*

Chris Shannon is a caffeine-based life form who depletes his energy on interpretive dance, the SCA, stacking things on other things, sonnets and over-plotting his LARPs. Chris is a founding GM/writer for Wonderlarps.

He's the gamer with long hair and a beard. No, not that one, the other one. No, the other, other one. Maybe the other, other, other, other one?

Joshua Sheena*Pre-Convention Coordinator*

Generally, no one bio can describe the being known as Sheena. But the writers of this bio have determined that they will attempt to do an admirable job of expressing the major elements and debunk the wild claims expressed on national daytime Television.

Sheena is not, like many believe, a long lost decedent of Abraham Lincoln, nor is he in fact an evolutionary offshoot of the human race. He is in fact, just a man, with a man's character. He has worked on many different projects ranging from perpetual energy machines deemed unsafe for human use to artistic projects like playing the title role of Godot in a 1912 production of *Waiting for Godot*.

Sheena has taken time out of his very busy 30 hour workday to come run the Intercon Pre-Con programming, a program he feels will one day turn into a worldwide LARP consortium. This is something he is working quite hard on even as this bio is being written and is not slacking off at all.

Sheena is also currently working on another project that critics say will change the world as we know it and the way we look at the universe. He is working on a device which will (Continued on page 48 of this program)

David Simkins*Super-Villain Academy***Andrew "AJ" Smith***Diamond Geezers, Ghosts of Urquhart, Survivors of the Naronic*

AJ is looking forward to an Intercon of adventure, derring-do and cups of tea – and that's just from the games he's GM-ing. (He wonders what the other mystery ingredients will be).

Anita "Minx Girl" Szostak*Art Director: Shirts, Flyers, Program Book Design, Con Committee*

9 years of artwork for Intercon Boston and I still seem to come up with new ideas. Though this year out in the artwork jungle, I did have to dodge a few traps and outrun a rolling boulder to find the inspiration. Once again, both Barry and Susan have been great source of help and whom without I couldn't keep doing this job.

Stephen Tihor*Pulp Adventures: Hunt for the Lost McGuffin.*

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.

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 Episcopal Church, 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 hot tub games – cause hanging in the pool while gaming really does mellow out power politics.

He has also work on other Straightjackets Unlimited projects such as *Ghost Fu* and the *Mad Scientists* series of games.





Thorin Tabor

Intercon J Outreach

Thorin is not a bot.

Barry Tannenbaum

*Webmaster, Collision Imminent!
(The Tenth Anniversary Cruise)*

There's a web page for that.

Thomas Traina

Chateau Ennui

Aaron Vanek

Limbo!

Aaron Vanek has been LARPing for over 25 years, mostly with Enigma, UCLA's sf/gaming fan club. He sits on the Board of Directors for LARP Alliance, a nonprofit (501(c)) organization devoted to supporting the LARP community. He is also a founding member of the Enigma Live Game Lab and has written an essay on the art form known as LARP entitled *Cooler Than You Think*. A cocktail blogger and a maker of H.P. Lovecraft movies, he lives in Los Angeles with his wife, Kirsten.

Matthew Volk

Arcana: Imago, Arcana: Hammer of the Gods

Will Wagner

Grimmer Tales: Jungle Book

Like Mowgli, Will was found by a pack of wolves when he was a baby. They raised him in the wilds of the White Mountains until developers cut down the forest around their mountain. A kindly logger named Hans Weißfremder took in the foundling boy and raised him in the ways of a secret association dedicated to bringing about the eminence of the philosophy of Sturm und Drang. Of course this could most easily be accomplished by spreading it to the malleable minds of LARPers. He's been quite successful at this since his first game at Intercon B. The Grimm Tales series of games were the first games where he plainly exposed his philosophy. To his surprise, they were some of his most well received works. Will's latest attempt at long term exposure to the philosophy with weekend-long games in a campaign was well received although not as successful as he would have wished, so he is looking to try again in 2010 with a new campaign concept in a shorter game format.

Mark "Justin du Coeur" Waks

Bid Committee

Mark "Justin" Waks is beginning a tradition of referring readers to his bio in the previous year's program booklet, and thereby making these into Valuable Collectibles, soon to be traded for hundreds of dollars on eBay. So remember to keep this one for future years!

Susan "Dybbuk" Weiner

10 Bad LARPs: C-Section, The Last Seder

Susan is really not allowed to include elephants in her bio this year, as she now lives with quite enough already.

Jesse Wertheimer

Vengeance in Zanzibar?

There are secrets, deep dark secrets man was not meant to know. Chasing these secrets Jesse has traveled to every corner of the world, and one night at a small gathering near the foothills of the Himalayas Jesse finally found out the meaning of life. Unfortunately he was really really drunk at the time. He has since moved to Dorchester and only searches for the meaning of life on a part time basis. If you know the meaning of life could you pop Jesse an email? Please just a hint, it's been keeping him up a night. Stupid Long Island Iced Teas. Thanks.

Eric Wirtanen

*Story Wars: Episode Six -
Return of the Princess Bride*

The legend of Eric cannot be contained in this tiny bio. Know only that if you fear and worship him, then one day, you too can know the power of pants.

Chris Woo

Shadow Over Babylon

Mike "Buggy" Young

The Other Other All-Batman Game, Slash,
The Road Not Taken*

Mike Young has been running LARPs for over 20 years now. He is a multiple Golden Penguin Award winning LARP author, and his games have been published and run all over the world. His upcoming project *Lullaby of Broadway 3: Into the Woods*, is last planned big LARP project, and he plans to go into semi-retirement afterwards.

Michael "Eager Mike" Wixon

Intercon Jazz

"Wait... I'm running wha???- OH GOD!!!"

- Eager Mike Wixon

Hi Everybody I'm "Eager" Mike of WPI infamy. Like many of you I vacillate (swap between in a flighty manner, nothing to do with petroleum based lubricants/moisturizers) between "Weighty Introspective Dramas" and "Overblown Hammed Up Comedy". The result (I hope for) is not unlike 80s Pop Music. (I wish I were as cool as Danny Elfman)

Generally "Overblown Hammed Up Comedy" is a LOT easier. Plus it allows for melodrama, the happy intersection of the two styles.

You may remember me as a co-author of such LARPs as: *Three Nations*, a diplomatic summit under threat of Mutually Assured Destruction; *And the Symphony Played On*, an *In Nomine* all archangel LARP of heavenly politics; and *Midsummer Night and the Livin' is Easy*, a Film Noir style LARP about the Fae Courts (also winner of Intercon I's Iron GM competition).

Andrew "Foam Brain Games"

Zorowitz

*And They Were As Gods, LineCon
NEIL Board*

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.



CONSUIITE



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Responses for "Conference Followup Survey"

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Gender	Female																																																																																						
Lance Loe	Can we contact you for more details?	yes																																																																																					
Tyrona van der Waal																																																																																							
General Opinions																																																																																							
Group Discussions	4																																																																																						
Panel	0																																																																																						
Keynote Speeches	0																																																																																						
Facilities (including food and drink)	0																																																																																						
Specific Events																																																																																							
Katy Gine on Creating Passionate Educators	0																																																																																						
Harriet Rockefeller																																																																																							
Hugh Must	Richard Berg on Secrets of IT	0																																																																																					
Janie Reberles	Mark Gidycz Tech	0																																																																																					
Janice Rayton	Parochial Schools	0																																																																																					
Ashlee Reisinger	Talking to Vendors	0																																																																																					
Martin Sigley	Internal Marketing	2																																																																																					
Laura Kirkman	The Looming Budget	0																																																																																					

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OPS NEEDS YOU! X

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!



Imagine yourself at home

In your own townhouse. In a neighborhood of friends. Surrounded by woods. Steps away from a place where your community hosts games, LARPs, music nights and huge dinner parties.

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Welcome to Sawyer Hill EcoVillage - a warm safe place for families, singles, couples and retired folks. And, oh yeah, eco-friendly - with clustered, energy efficient townhouses and over 25 acres of woods and open land in conservation.

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Talk to Cameron, Kathy, Tara, and other current Sawyer Hill residents
Look for "Ask Me About Cohousing" pins



www.sawyerhill.org 508-425-4080 info@sawyerhill.org

CONVENTION RULES X

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 hotel 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 hotel. 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, except in hotel suites designated by the convention for certain LARPs. Players in those LARPs are encouraged to be mindful of other hotel guests and keep activity within those hotel suites.

Communicate With Your GMs

If you know in advance that you cannot make a game, please let the GMs or Operations Staff know, so that the GMs can make proper arrangements. If you are more than 10 minutes late for a game, you may be recast at the GMs' discretion.

CONVENTION POLICIES X

Game Registration Policy

Intercon follows a strict first come, first serve policy when it comes to game registrations. The only exception to this policy is if there is some legal restriction that should exclude a player from a game. For example, if a game is a boffer combat game, there may be insurance reasons that require restrictions, such as insurance waivers for pregnant women and players under the age of 16. In these cases, it will be clear from the game description.

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

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



HOTEL RULES X

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 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.

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.

March 4-6, 2011
Waltham, MA

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