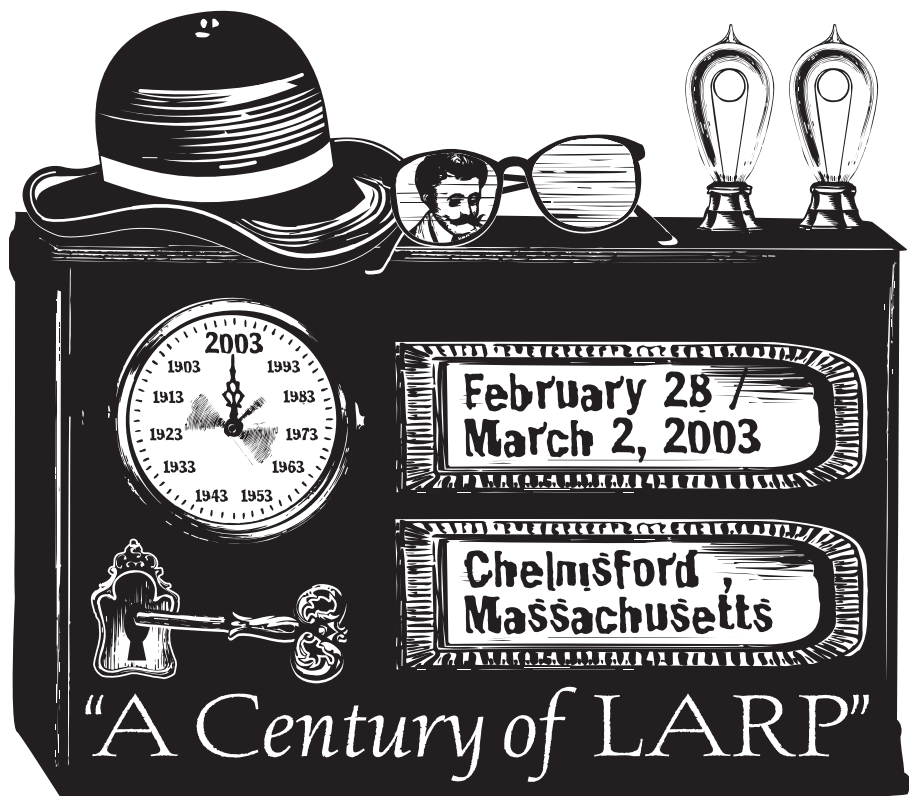


# Intercon C



*"A Century of LARP"*



**Con Chair:** Michael McAfee

**NEIL Board:** Chad Bergeron  
David Clarkson  
Jeff Diewald  
Mark Waks

**Treasurer:** Charley Sumner

**Game Bid Chair &  
Game Scheduler:** Jeff Diewald

**Game Bid Committee:** Mike Caprio  
Chad Bergeron  
David Clarkson  
Alex Bradley  
Anna Bradley  
Blee (Josh Rachlin)  
Murph (Ilene Tatroe)  
Mark Waks

**GM Liaison:** Mike Caprio  
**Outreach:** Tim Lasko  
Robert Mack

**Webmaster:** Jim White

**Head of Con Suite:** Chris Amherst

**Head of Operations:** Jim White

**Hotel Liaison:** David Clarkson

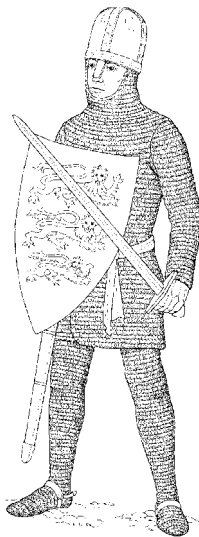
**Vendor Liaison:** Jim White

**Table Top Game Organizer:** Chad Bergeron

**T-Shirt Design:** Anita Szostak

**Dance Party DJ:** Terilee Edwards-Hewitt

**Program Book Design:** Anita Szostak



Welcome to Intercon C, celebrating "One Hundred Years of Live-Action Role Playing!" While LARPing may or may not really be that old, it certainly has a deep and vibrant history so far. My own personal experience starts in September of 1989, when my first LARP was the first run of Dragon in Boston. For others, it goes back further, from gaming buddies who got together to play out their tabletop RPG sessions to more organized groups on college campuses. The past of LARPing is rich with success, strife, heartbreak and heroics.

In the present, we now have Intercon C, the latest in a series of all-LARP conventions organized first as SILicon by the Society for Interactive Literature, then as Intercon when the Interactive Literature Foundation took on the duties of organizing the con, and now by New England Interactive Literature (starting with Intercon A). This is possibly the biggest Intercon ever, and hopefully will be remembered as one of the best. A lot of people (to whom I am eternally grateful) volunteered and pooled their efforts to put it together, from the con staff to the Game Masters to the volunteers who donate a little time during the con to help things run smoothly. It goes to show that if everyone helps, even a little, great deeds can be accomplished. So if you find you have a bit of spare time, feel free to stop by the Operations desk and see if any volunteers are needed. You (and we) will be glad you did.

Having covered the past and present, now is a good time to look to the future. Intercon D is already in the planning stages, and Tim Lasko (the con chair for I-D) will need folks to help organize and prepare for next year ([www.intercon-d.org](http://www.intercon-d.org)). Besides Intercon, though, NEIL wants to help with the general promotion of LARP, and if there's anything we can do to help you either bring LARP to where you live or support LARPs already in your area, don't hesitate to let us know. With the interest and support of the gaming community, I'm confident that LARPing will be around a hundred years (or more) from now.

For now, I hope you all have fun this weekend. If you have any questions, feel free to talk to the I-C staff.

Michael McAfee  
Your con chair for Intercon C

New England Interactive Literature  
<http://www.InteractiveLiterature.com/>



# Game Schedule

Friday 2/28/03

Time Slot	I	II	III	IV	V	VI	VII
17:00 - 18:00	<b>Symposium</b> GM's suite TBA	<i>Gear Up for a Great Con!</i>					
18:00 - 19:00		<b>Opening Ceremonies</b> Ballrooms A/B/C					
19:00 - 20:00	<b>House on the Hill</b> Heritage A & B and Middlesex	<b>It Sucks to Be You</b> Hawthorne	<b>Welcome to Searbridge: A Unique College Experience</b> Merrimack	<b>Guard Up Workshop: Historical Combat</b> Ballroom C	<b>Her Majesty's Parlour Adventures Present an Evening of Indian Intrigue</b> Carlisle and Chelmsford	<b>Death by Deatheat: Apocalypse Tonight?</b> Ballroom A	<b>Liberty and the Price of Tea</b> Ballroom B, Executive Boardroom and Drawing Room
20:00 - 21:00				<b>Guard Up Workshop: Foam Weapon Games</b> Ballroom C			
21:00 - 22:00							
22:00 - 23:00							
23:00 - 00:00	<b>Carpathian Night</b> Ballroom C	<b>Funkanomicon</b> Ballroom A		<b>Zombies on Ice I: We Came Back from Dead Man's Curve</b> Hawthorne			
00:00 - 01:00							
01:00 - 02:00							
02:00 - 03:00							
<b>Note:</b> Rooms may be subject to change at the last minute, check at Ops for details							

## Ops Needs You!

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

## Enjoying the Con?

*Sign up for INTERCON D now!*

Intercon D will be held March 12-14, 2004 in the lovely Chelmsford Radisson (the very same hotel you're at now) with all the atmosphere, food and fun you're experiencing this weekend here at Intercon C and then some. Why not save yourself a headache and sign up now at the Registration desk? Intercon D memberships are currently only \$20! If you forget to sign up this weekend, register online at [www.intercon-d.org](http://www.intercon-d.org), and keep checking back for games and announcements.



# Game Schedule

Saturday 3/01/03

Time Slot	I	II	III	IV	V	VI	VII
09:00 - 10:00	<b>Grimm Tales</b> Ballroom B	<b>Saturday Morning Massacre</b> Hawthorne	<b>Humans vs. Monsters: Diplomacy</b> Executive Boardroom	<b>Future's Hope</b> Merrimack	<b>Geraldine's Birthday Party</b> Heritage A & B	<b>Lords of Pestilence</b> No Game Space	
10:00 - 11:00							
11:00 - 12:00			<b>PRAWN</b> Hotel Pool				
12:00 - 13:00							
13:00 - 14:00	<i>Lunch Break - Try the Con Suite!</i>						
14:00 - 15:00	<b>Colonel Sebastian T. Rawhide's Circus of the Spectacular</b> Merrimack	<b>And the Symphony Played On</b> Executive Boardroom and Drawing Room	<b>The School for Young Women Specializing in the Arts of Grace and Maidenly Submission</b> Heritage A & B and Middlesex	<b>The Original 1903 LARP - "An Evening with Clarence"</b> Ballroom B	<b>The Immortal Country</b> Hawthorne	<b>Malcor</b> Ballroom A and Carlisle	<b>NERO Ravenholt: Isle of Desolation</b> Ballroom C
15:00 - 16:00							
16:00 - 17:00							
17:00 - 18:00							
18:00 - 19:00	<b>Symposium</b> GM's suite TBA	<b>Brawl at the Broken Nose Bar</b> Hawthorne	<i>Dinner Break - Try the Con Suite</i>				
19:00 - 20:00							
20:00 - 21:00	<b>Those Who Serve</b> Merrimack	<b>The Prince's Diamond Jubilee</b> Hawthorne		<b>Buried Secrets: The Chelmsford Incident</b> Ballroom A	<b>The Middle Sea War: So It Begins</b> Ballroom C	<b>Underdog's Tavern</b> Middlesex	<b>A Good Day to Die</b> Ballroom B
21:00 - 22:00							
22:00 - 23:00							
23:00 - 00:00							
00:00 - 01:00	<b>Zombies on Ice I: We Came Back from Dead Man's Curve</b> Heritage B						<b>DANCE PARTY!</b> Ballrooms A/B/C
01:00 - 02:00							
02:00 - 03:00							
<b>Note:</b> Rooms may be subject to change at the last minute, check at Ops for details							

# Game Schedule

Sunday 3/02/03

Time Slot	I	II	III	IV	V	VI	VII
08:00 - 10:00							
10:00 - 11:00	<b>Nap Time</b> Heritage A & B and Middlesex	<b>Guard Up Workshop: Live Combat</b> Merrimack					
11:00 - 12:00			Brawl at the Broken Nose Bar Hawthorne				
12:00 - 13:00	<b>Panel: The LARP</b> Middlesex		Brawl at the Broken Nose Bar Hawthorne				
13:00 - 14:00	<b>Closing Ceremonies</b> Ballrooms A/B/C						

**Note:** Rooms may be subject to change at the last minute, check at Ops for details

## ConSuite

Outside of Hawthorne Foyer

The ConSuite (located outside the Hawthorne Foyer) will be open from 4 to 12 pm Friday evening; 9 am to 10:30 pm Saturday; and 9:30 am to Noon on Sunday. Note that these hours depend on getting enough help, so please volunteer to help (at the Ops desk at the top of the stairs) when you can!

This year, our ConSuite menu follows the theme of "A Century of LARP"! In addition to our usual staple food items, here are our featured entrees and times they will be available:



Featured Meals	Friday	Saturday	Sunday
<b>B R E A K F A S T</b>		6 am to 10 am Muffins Pastries Granola Cereal Whole/Skim Milk, Coffee Juice	6 am to 10 am Muffins Pastries Granola Cereal Whole/Skim Milk, Coffee Juice
<b>L U N C H</b>		12 pm to 3 pm <b>World War II Lunch</b> Portobello Mushroom Soup Chicken Soup Stew	
<b>D I N N E R</b>	4 pm to 9 pm <b>Revolutionary War Dinner</b> Beef Stew Lentil Stew (Light Dinner) 4 pm to 9 pm	5 pm to 9 pm <b>Civil War / Wild West Dinner</b> Chili Vegetarian Chili Gazpacho Cornbread Cornbread Casserole	



# Table Top Gaming

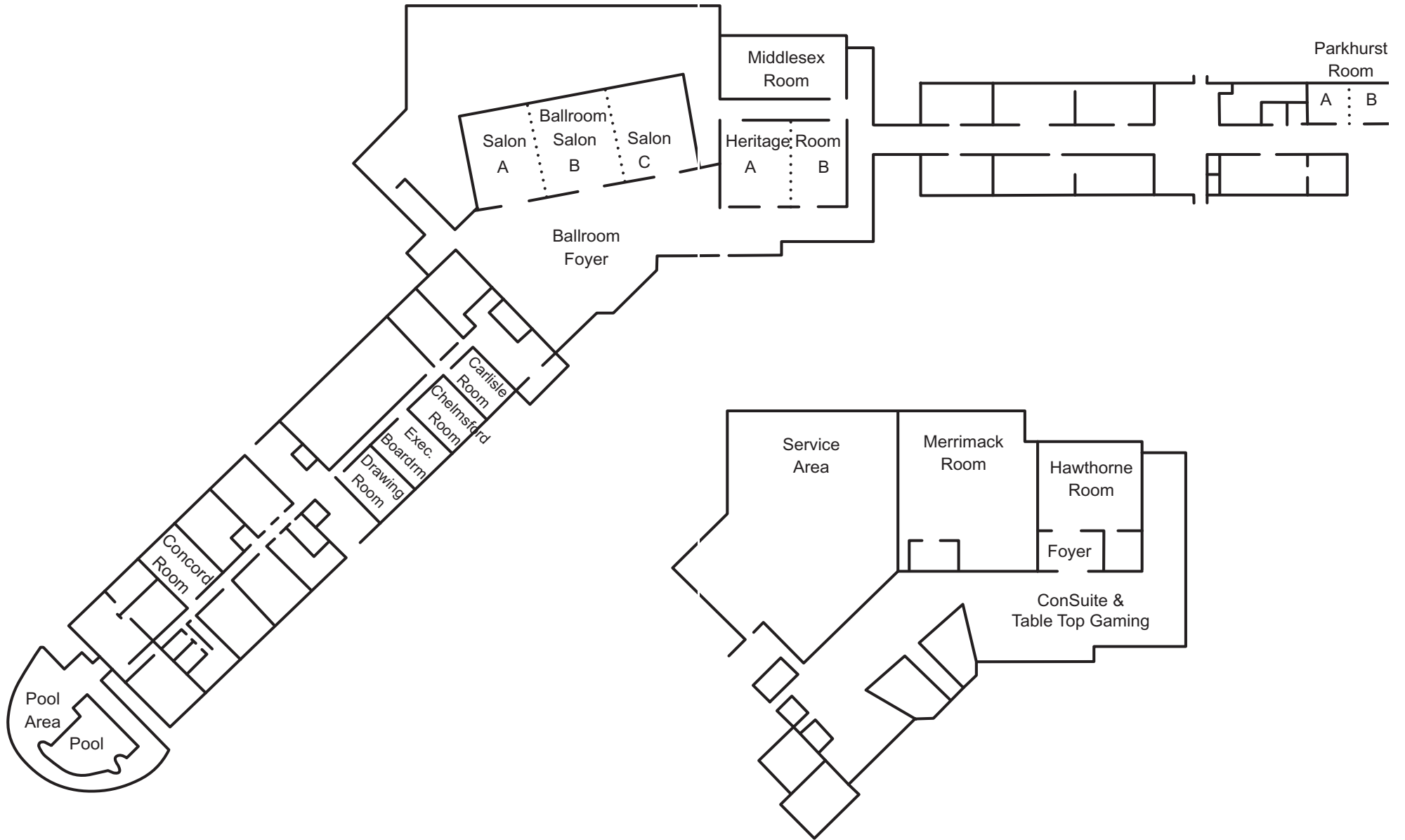
Outside of Hawthorne Foyer

There will be table gaming available all weekend in the ConSuite area. Additional space available in the main foyer. There are over 70 card, dice, and board games that can be signed out. Please feel free to play a game during your down time, or in the odd hours, but please be careful not to spill food on them. Additionally, John LaRoche, MiB from Steve Jackson Games will be with us, and will be giving game demos from 9am to 1pm and 2pm to 6pm on Saturday and all day Sunday. He will have games out on display, and will be happy to play any game you'd like to try out.

Time Slot	Friday	Saturday	Sunday
09:00 - 10:00		<b>GAMES DEMO</b> Steve Jackson Games & Table Top Gaming ConSuite (Outside of Hawthorne Foyer)	<b>GAMES DEMO</b> Steve Jackson Games & Table Top Gaming ConSuite (Outside of Hawthorne Foyer)
10:00 - 11:00			
11:00 - 12:00			
12:00 - 13:00			
13:00 - 14:00		<b>Table Top Gaming</b>	
14:00 - 15:00		<b>GAMES DEMO</b> Steve Jackson Games & Table Top Gaming ConSuite (Outside of Hawthorne Foyer)	
15:00 - 16:00			
16:00 - 17:00			
17:00 - 18:00			
18:00 - 19:00			
19:00 - 20:00			
20:00 - 21:00			
21:00 - 22:00		<b>Table Top Gaming</b> ConSuite (Outside of Hawthorne Foyer)	
22:00 - 23:00		<b>Table Top Gaming</b> ConSuite (Outside of Hawthorne Foyer)	
23:00 - 00:00			
00:00 - 01:00			
01:00 - 02:00			
02:00 - 03:00			



# Hotel Layout



## Vendors

Mar-Vista Enterprises LLC

<http://www.trollbait.com/>

[cpreble@mar-vista.com](mailto:cpreble@mar-vista.com)

Cathy Preble

Selling games of all types, gaming accessories, LARP accessories including phys reps, dice, pouches and other items, and taking reservations for our LARP, Wayfarer's Rest.



NERO International/

NERO Boston

Epic Adventures LLC

<http://www.neroboston.com>

<http://www.nerolarp.com>

Matthew Pearson, President

[mpearson@neroboston.com](mailto:mpearson@neroboston.com)

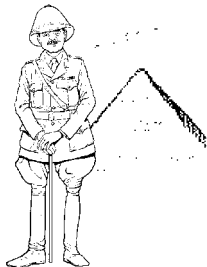
21B Chestnut Street

Framingham, MA 01701

tel: (508)788-9103

fax: (508) 788-9130

We offer a variety of LARP goods as well as rulebooks, memberships, etc. for the NERO® International LARP system.



By J

<http://www.woollycat.net/>

Jeanine Swick

[jeanine@woollycat.net](mailto:jeanine@woollycat.net)

113 Townsend Harbor Rd.

Lunenburg, MA 01462

978-582-7351

Selling garb, cloaks, hoods, shirts, pants, harem outfits, and accessories.



Interactivities Ink

<http://www.interactivitiesink.com/>

[mike@interactivitiesink.com](mailto:mike@interactivitiesink.com)

Mike Young

Offering Rules To Live By, ready-to-run LARPs, Video Games, and the now-famous Bi-Cubic Randomizer. Rules To Live By is a system for developing your own live action roleplaying games.



Centered Holistic Bodywork

<http://www.livecentered.com/>

[message@livecentered.com](mailto:message@livecentered.com)

Julie Copp, M.Ed., LMT

41 North Road Suite 204

Bedford, MA 01730

781-275-3888

Offering Holistic Bodywork, Massage Therapy and Reiki.

## GM & Staff Bios

Christopher Amherst

**Iron Chef Con Suite**

Our mysterious Iron Chef claims to hail from a land of ice and snow, where he perfected his skills in the kitchen, and mastered the arts of cooking improvisation known as *allez-cuisine fu*. Rumours abound that our Iron Chef actually has a LARP PC whose path of magic revolves around cooking.

Helene Andersson

**Nap Time**

This is my first "real" Intercon! I've helped out several previous ones, mainly with the food/cleaning ConSuite stuff, but this time I'm not only planning to play in a game (Gasp!) but help run one, too! Thanks of course to Uncle Don. :)



Jacqui Antonelli

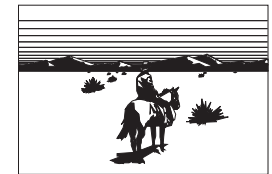
**You'll Be Safe Here**

Jacqui discovered LARPing at Intercon A after having a flyer shoved into her hands by Jeff Diwald. After a particularly strange gaming experience with Susan Giusto, which still occasionally results in odd noises, she decided that she wanted to write a LARP with the rest of TNT Productions ([www.tnt-productions.net](http://www.tnt-productions.net)) and was the co-inspiration for "You'll Be Safe Here". One can only wonder what will follow. Stronger medication, we hope.

Andy Benson

**Those Who Serve**

Andy, who is AGMing "Those Who Serve" (along with Will Wagner) declines to submit a bio. If you absolutely need something to say about him, make it up, just say he's a construct of the Andy Group Mind or that he's not different enough from Andy Kirschbaum to be worth noting.



Chad Bergeron

**NEIL Board member, Table Gaming Coordinator, Raffle Coordinator, Ops Staff, General Lackey, Game Bid Committee**

Mission: to get everyone he knows to go to Intercon at least once. Promises to bid a game sometime in the next decade. Seeks like minded gamers for evenings playing cards, long cozy weekend LARPs, and pulse pounding and exhilarating fun. Will be enthusiastic upon command. Ask me about our great benefits package!

Marc Blumberg

**House on the Hill, Prince's Diamond Jubilee**

After Intercon A, Marc swore never to run two games at an Intercon ever again. However, he could not foresee the persuasive nature of the Canadians and the Brits. So for the purposes of international diplomacy, Marc is co-GMing "House on the Hill" and the "Prince's Diamond Jubilee."







### Alex Bradley

**Saturday Morning Massacre,  
Game Bid Committee**

Alex controls the universe through a complex system of strings and levers. Unfortunately, he is also rabidly insane. Being a GM for "Saturday Morning Massacre" is the perfect outlet for both of these aspects, particularly since he has a propensity for defying gravity and for being badly drawn in the morning.

### Anna Bradley

**Saturday Morning Massacre,  
Game Bid Committee**

Anna is a co-GM for "Saturday Morning Massacre." This game is a wonderful way for her to express not only her inner child, but also her inner evil villain. Mwa-ha-ha-ha-ha.

### Chad Brinkley

**Prince's Diamond Jubilee**

I first got hooked on LARPs in the pre-Intercon days playing weekend games on the East coast. I took what I learned there and applied it to running a four year Vampire campaign in the midwest. Having discovered Intercon a few years back, I am happy to be playing and running LARPs on the east coast again with my cohort in crime, the Chicago Mafia. Future projects include a LARP inspired by the works of Neil Gaiman entitled "Evermore."

### Chris Buck

**Death by Deatheast: Apocalypse Tonight?**

Chris played table-top for years. Since he discovered LARPs he has not (except for an odd convention or two) gone back. He has assaulted NERO® and several other (now defunct) boffer games, Vampire the Masquerade (as well as other WoD), and an Intercon (about ten years ago) with his particular role-playing bent. He has designed (and redesigned) a boffer LARP game system and world (that has been play tested just once), as well as a couple of stand-alone games. He likes using parentheses (a lot).

### Nat Budin

**Welcome to Scaarbridge**

Nat has never been quite the same since the accident. Ah, that fateful, windy March day... and nobody saw it coming. Who would have thought that a 12-year-old boy would be hit by a runaway prototype Segway, years before research for the motorized scooter even began?

Nat has been LARPing since last winter. He will be helping to run "Welcome to Scaarbridge" at Intercon C, and is working on co-writing a weekend-long LARP. He enjoys Indian food, programming in Python, and long walks on the beach.



### Mike Caprio

**Nap Time, GM Liaison,  
Game Bid Committee**

Mike has been running, writing, and playing in LARPs since 1992, when he was first introduced to LARPing at WPI in Worcester, MA.

### David Clarkson

**Hotel Liaison, Game Bid Committee,  
LARPA Shill, Professional Vampire**

David began gaming in the ancient days of SIL (1984); when combat was resolved by casting bones and item cards were printed on stone slabs. His experience ranges from playing numerous villain roles in ReKons & SILcons like Faceless Megalomaniac #234, J. Edgar Hoover the Black Magician and Count Straahd von Zarovitch to assistant GMing Shogun. More recently he enjoys participating in "1936: Horror," gaining a new respect for "boffer-style" LARPs and running for office in any LARP organization foolish enough to elect him. You can probably find David at the Ops Table throughout Intercon handling hotel logistics of all types.



### John D'Agosta

**Welcome to Scaarbridge**

John speaks Gabarov. He is a GM of "Welcome to Scaarbridge." On occasion he speaks about himself in the third person and proclaims, "Artichoke!". If it has not yet been mentioned, he is a nutcase.

### Sean Daniels

**NERO® Ravenholt: Isle of Desolation**

Sean has worked in various capacities for NERO® over the last 10 years, including roles as a core NPC, Ravenholt Monster Master, Ravenholt Plot, and New Player Training. He now volunteers his time as Monster Master for Crossroads, NERO® Mass's low-level campaign.



### Simon Deveau

**Malcor**

Simon was born and raised in Massachusetts. He has a BS in Computer Science from UMASS Amherst and currently works at a telecom startup. He started LARPing in the early-eighties with the Society for Interactive Literature (SIL). He has written and run numerous games of various different genres that have included multi-day convention games and single night games. The game Malcor was originally run in 1990 in Manchester, NH for 12 players. This is the first game he has run at Intercon.

*Jeff Diewald:*

**Game Recruiter, Answer Guy, Bid Committee Chair, Game Scheduler, You'll Be Safe Here, NEIL Boardmember, Vortex of Chaos**

There are those who are involved in LARP. Beyond that, there are those who are committed to LARP. Beyond even that are those, like Jeff, who should just be committed. You've seen his name in programs for Intercon 12.5, Intercon the Thirteenth (con-chair), XIV, XV (vice-chair), 15.5, A, B, and C. You've seen his name as the author or co-author of nearly a dozenLARPs, including "The Treaty of Berlin," "A Night at Club Ivory," "Collision Imminent!" and, of course, "You'll Be Safe Here." You may have been in his condo, known as LARP central in Chelmsford, for Toreador gatherings, Mob meetings, or most recently as the three story interior of the Amazonian temple in The Temple of the Crimson Moon, complete with mazes, traps, other special effects and very curious neighbors. You've probably also seen him in dozens of roles, spanning sixteen years of LARPing. He's committed enough to regularly travel the East Coast and to Chicago to play and to Shamelessly Plug Intercons. If you're a LARP writer and you don't already know Jeff, go over and introduce yourself to him. It'll be easier on you for the time when he inexorably hunts you down in his unstoppable quest for great LARPs for Intercon D and beyond. Besides, he's always looking for games to play in...



*Mary Kate DiTursi*

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

Mary Kate helps with stuff. This year she is helping with "The School for Young Women Specializing in the Arts of Grace and Maidenly Submission" and with the con suite. She lives in Troy, NY with her husband Dan.

*Paul Dwyer:*

**Symposium**

Paul considers himself a surviving Pliocene mammal rather than a gaming dinosaur. He has labored at play since the 1980s with vanguard actions such as "BABUL," "Some Disassembly Required," "Small Town 1-3," "Grand Guignol," "Dead Man's Party," "Flog-A-Thon," "Shakespeare's Lost Play" (1997 Timonium, MD and 1999 England), "GBF," and "Arden."



*Dean Edgell*

**The Prince's Diamond Jubilee**

Dean is the author and GM of "The Prince's Diamond Jubilee." He is also the author of "Intrigue in the Clouds," last run at Intercon A. He floor GMed for the wonderful "Ricardo's Union Saloon" at Intercon B. Once again Dean is grateful for the assistance and support of his co-GMs — and the thanks this time go to Marc, Drew, Chad and Dave. As this program goes to press, Dean has been drained of all capacity to be witty.



*Terilee Edwards-Hewitt*

**Dance Party DJ**

In addition to having written and produced a bunch of live action role playing games (such as "A.D.," "Lone Star," "Queen of the Hudson," "R.M.S. Titanic," etc.) in collaboration with others, Terilee has been DJing at conventions (science-fiction and LARP), weddings and company parties since the late 1980s and she began working as a DJ back in the days of vinyl, starting in 1981. Her musical tastes are wide and she will gladly neep with people on all sorts of subjects, ranging from music to history. When not spending her time LARPing and her money on books and geek gear, she works in museums and teaches at Montgomery College in Maryland.

*Rebecca Ellis*

**Colonel Sebastian T. Rawhide's Circus of the Spectacular**

I'm only doing this for the big money and fabulous prizes.

*Juhani Eronen*

**Carpathian Night**

Juhani has written and run about 20-25 LARPs in Finland, and played 70-100 LARPs.

*Scott Ferrier*

**The Brawl at the Broken Nose Bar**

Scott was one of the founding members of I.F.G.S., the International Fantasy Gaming Society, New England Chapter, in 1989. He has helped flesh out dozens of characters, GM'd a bunch and even written a few. He has since been very active in a wide variety of LARPs. His most recent collaborations include the rules system for "Wayfarer's Rest," where his experience and insights are invaluable. He has been published in "Interregnum" and "The Wild Hunt."

*Meghan Gardner*

**Guard Up, Inc.**

Meghan Gardner is the Director and owner at Guard Up, Inc. in Burlington, MA. Gardner has 21 years training in martial arts and has been involved in LARPing for about 8 years. Her weapon experience includes sport fencing, kendo, and teaching Knife Tactics to federal agents and law enforcement. You can find more information about Guard Up at [www.guardup.com](http://www.guardup.com).



*Jeremiah Genest*

**Liberty and the Price of Tea**

Jeremiah Genest and Jessica Pease are a married writing duo from Boston. They have run several small-scale LARPs. "Liberty and the Price of Tea" is their first try at running a convention game.



*Susan Giusto*

**You'll Be Safe Here**

Susan is NOT from this planet. At times this can be an asset or an issue. She can be the voice of authority and organization, then again she lives upon the event horizon of life just this side of the black hole. She was first published at age ten and hasn't ever stopped writing. Poems, short stories, teleplays and radio plays were her forte until she tripped over the line into LARPs. She helped Jeff Diewald with additional characters for "A Night at Club Ivory" (Intercon the Thirteenth), helped hose Jeff Diewald for his birthday with a twisted LARP written in just two weeks and included great wine, and regularly slips goodies into other LARPs because they make them even cooler. She is bad, she's not just drawn that way. She's worked for the spooks. (Cue evil laughter.)



*Sam Hariton*

**Welcome to Searbridge**

Sam Hariton is a gamer (or so he keeps telling himself). This Intercon is his first attempt to assist in AGMing a LARP. He is a firm believer in two philosophies: "You may only get to 'live' one life, but there's nothing wrong with trying out others through gaming" and "sanity is for the weak".



*Eve Jones*

**Symposium, Prawn**

Eve's first LARPing experience was casting for "Gonzo Bugf\*\*k" at Intercon Millennium... and she came back. She's since gotten involved in "1936: Horror", and has assisted with the production and running of a number of games in the past few years, including "Grand Guignol" and "Colonel Rawhide." When she's not LARPing, she might be found playing music with Kiva or running events like the Free Spirit Gathering.

*Heather M. Jones*

**The Immortal Country**

Heather was born in Texas and spent most of her childhood trying get absorbed into a book, when not trying to grow wings. She finally got wings as a Christmas present year before last. She is now a political science major at MIT and dating a government major from Harvard. She plans to enter the foreign service after grad school, and hopes to become a diplomat. Heather is also an aspiring author, and given the chance, will talk your ears off about her characters. Consider yourself forewarned.

*John Kammer*

**A Good Day to Die**

John, a relatively new LARPer, found a game about 15 years ago and then promptly lost all track of it. Found LARP again at GenCon three years back. Makes his GMing debut at Intercon C with "A Good Day to Die: The Final Voyage of Captain Korthon" which he is also planning to run at GenCon this year. Kammer is the Author of "Michael Clambino's Fundraiser" a 6-player LARP he ran this past January and which is scheduled to be published in "The Book of LARP" (Summer 2003).

*Eddy Karat*

**A Good Day to Die**

Eddy Karat has been playing LARPs for 12.5 years now. He mostly writes games for the MIT Assassins' Guild, which he has been a member of for the past 8.5 years. His first game written was "Ankara, 1943" — a WWII spy game. His most recent game was "Nanopunk: Tokyo, The Inverted Metropolis" — a sci-fi game set in an anime universe. (ien.mit.edu for the in-character website combined with post-game discussion. Also www.mit.edu/~assassin for upcoming Assassins' Guild games.)

*Philip Kelley*

**Geraldine's Birthday Party**

Philip, a charter member of the "Chicago crowd", got into LARPing a long time ago, though not as long ago as those old fogies who say they got into LARPing a long time ago. He's helped to run a fair number of games, and even written one of his own ("Port Hidalgo"). This time around he's helping Margaret Landreth with her game, "Geraldine's Birthday Party". He's working on his next LARP during his free time, but hasn't had any free time for years now.

*Beth Kelly*

**Her Majesty's Parlour Adventures Present an Evening of Indian Intrigue**

Beth, Co-GM of "Her Majesty's Parlour Adventures Present..." is half of the GM team that has brought you such games as "Battle Beyond Infinity" and "Long Cold Night." Addicted first to White Wolf's system of gothic horror, she assisted in running campaigns in Rochester, NY before moving to Massachusetts and joining the fun of Intercon. In other times and places she has a passion for India's history, culture, and performing arts, costuming, music, dance, software engineering, making weird stuff, things that are shiny, food that is interactive, and people that are interesting.



*Andy Kirschbaum*

**Those Who Serve, Grimm Tales**

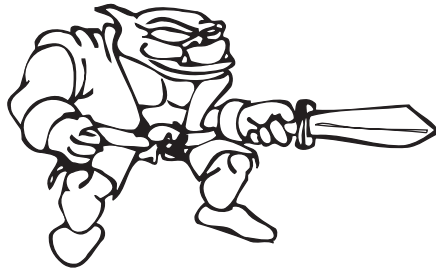
Andy Kirschbaum has been playing and running LARPs since the early 1990's. He and his family own a game store in Chelmsford called 3 Trolls Games & Puzzles. It doesn't have much to do with LARPs, but he could use the plug.



### Margaret Landreth

#### Geraldine's Birthday Party

Margaret Landreth has been an active member of several LARP and theater groups in Madison, WI and Chicago, IL. For the past six years, she has enjoyed traveling from the Chicago area to attend East Coast LARP events, and this year is her first to run her own game, "Geraldine's Birthday Party," for the Boston crowd. "Geraldine's" is a game largely inspired by her good friend, Marc Blumberg and edited by the talented Phil "Dot the Eyes" Kelley. David Simkins and Phil have flown from the Midwest as well, and will be co-running "Geraldine's" on Saturday morning.



### Tim "Teem" Lasko

#### Outreach Lackey, You'll Be Safe Here

Teem has been creating disturbed live-action roles and plots for far too many years and, as penance, willingly submits himself to regular hosing by similarly minded GMs in roles as varied as perfectly legitimate nightclub owner Carmine "The Weasel" Fortuna, the Tick, an ambassador from Hell and Scarlett O'Hara. (Don't ask — but he looked great coming down that staircase.) Teem can most recently be blamed for the co-inspiration of "You'll Be Safe Here" and for co-conspiring to enhance and inflict additional madness upon "A Night at Club Ivory" (Intercon the Thirteenth) along with many other games that have run in the Boston area. He has also been active in begging, pleading and outright bribery to get some of the great GMs here at Intercon C to run LARPs at conventions in the Boston area, most recently at Arisia 2003. He is currently working with TNT Productions ([www.tnt-productions.net](http://www.tnt-productions.net)) on other fun LARPs, such as the one-hour quickie game "Halon Discharge Warning." In a sudden fit of remorse for letting a back injury keep him from Intercon XV, he volunteered to join the Intercon C committee and ended up gleefully spamming every gaming mailing list he could think of to get the rest of you here. (And thank you for coming!) He has been elected as Con Chair for Intercon D and promises to only use his powers for good.

### Sue Lee

#### House on the Hill

Sue Lee is an Intercon virgin — but not new to the world of games. She first played a dungeon quester round a table about 23 years ago, and decided very quickly that the table got in the way. It was only in 1997 however that she discovered that people could play games without tables, and more importantly got to wear frocks whilst they were doing it. That was enough, the lure of a costuming opportunity has meant she has never looked back, and that there is no longer any room in her house. Proudest possessions are 5 tiaras. (Well you never know when they'll be useful.)

Sue organises the UK freeform writing weekends "Peaky" which are beginning to create some interesting games, one of which may make it to the US one day, and is jointly responsible for the UK's freeform website [www.ukfreeforms.org](http://www.ukfreeforms.org) — someone else does all the geeky stuff.

My most embarrassing moment gaming was being interviewed for Japanese TV. "So why do you play these games?" The serious answer from someone was "you get to explore the nature of characterisation and learn more about personal interactions." "And you, Sue, — why do you play?" I answered "well, you get to wear lovely frocks."

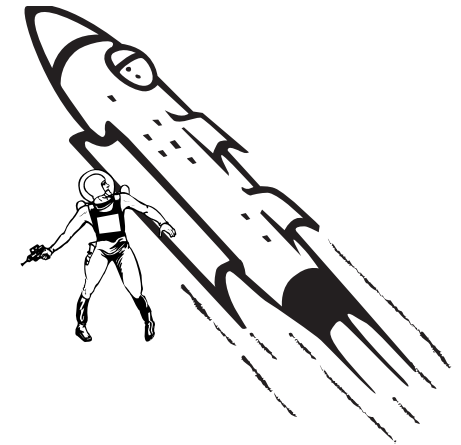
Part of the GMing team for "House on the Hill" by Brian Williams - "Scariest game I ever played"



### Eric Paul Levi

#### Brawl at the Broken Nose Bar

An avid LARPer, Eric has been playing for over a decade, and has been a player, monster, GM, Safety Marshall and guinea pig. He trained in the Philosophy and Martial Arts of the Samurai at the Bushido Academy of Clearwater Florida for 8 years, and has also worked and trained as a Knight for the Bay Area Renaissance Fair of Florida for 4 years, and was the King's Champion for 3 of those 4 years. As an actor for Wayfarer's Rest and the Mar-Vista Players, Eric brings extensive experience, creativity, and love for live action role-playing.



### Ben Llewellyn

#### Zombies on Ice I:

#### We Came Back from Dead Man's Curve

Ben has written a dozen games and has decided to re-run a few of them for a while. He has a couple of new things in the works ("Mission: Improbable" and "Humans & Offices"), but he just wants to see some of the early set, again. He thanks Becky Schoenberg and Arnis Kletnieks for their help in putting this run together. If you smash open his head, you will find cherry cheesecake.

## Jim MacDougal

### Underdog's Tavern

Mac met his soulmate, Kelly, at a LARP of course. He played her father. This marks the last time the pair "played well together." The MacDougals never work as a team in a game, though Mac has yet to kill any of Kelly's characters (and he's getting impatient). Nevertheless, they are an outstanding writing team, and have produced several games together (Mac thinks it might be 9). Mac is the idea man, and considers Kelly the world's greatest sounding board. For this team the creative process begins with Mac saying "Honey, I've been thinking..." and then something wonderful happens. Kelly handles most of the team's organizational chores (not that Mac couldn't do it, but it's so much easier to just shut up and let Kelly handle things). Mac also does some of the driving, and most of the heavy lifting.

## Kelly MacDougal

### Underdog's Tavern

Kelly met her soulmate, Mac, at a LARP. It was Halloween and it actually was a dark and stormy night, but this pair ignored those ill omens. They have been trying to kill each other at games ever since (Kelly expects to run up an impressive body count before Mac ever scores). While they don't play well together, the MacDougals write together very well. They have produced 8 games ("don't ask Mac, he can't count."). Mac is the "idea man" which means Kelly has the odious job of fixing Mac's ideas when they are just damn stupid. She has trained herself not to cringe when Mac says "Honey, I've been thinking..." Kelly also handles all of the team's organizational duties (because Mac is hopeless). Kelly does all the driving and half of the heavy lifting.



## Sharon "fiona007" MacFarlane

### Brawl at the Broken Nose Bar

An accomplished writer and composer, fiona007 fondly remembers buying first edition D&D, and then arguing with the GM about creating a plane walking, omnipotent, teleporting being. Disconcerted, she started creating her own stories and characters, developing a unique storytelling style that still entrances young and old. She play tested "Tazatania," and many other games in the RPG genre, and happily jumped into video games and computer games, both playing and reviewing professionally. She has been published in "The Valley Times," "American Baptist Magazine," several professional university publications, "The Manchester Union," "The Concord Monitor," SagaSages.com, GameSages.com, Conacopia.com, and several other print and electronic publications.

## Bob Mack

### Outreach Assistant

Little is known about this shadowy character. He was last seen wearing a trench coat and shades



## Michael McAfee

### Con Chair

Michael started LARPing in 1989 and has since been involved in the production of several LARPs and a couple of Intercons. He also maintains a web site on designing and running LARPs at [www.haven.org/~mdm/larp\\_guide](http://www.haven.org/~mdm/larp_guide)



## Suzanne Miller

### Future's Hope

Suzanne is one of the "Future's Hope" GMs. She's written lots of LARPs over the past 10 years, and is happy to combine LARPing with her Star Wars obsession.

## Scott Mohnkern

### A Good Day to Die

Scott (aka the "Man who says No") has been LARPing since 1979, starting with IFGS in Denver Colorado. His past credits include "Party At Alains," "1936: Cuba," "Schism: The Great Western Synod," "Heimdall's Children," and the upcoming "Sacred Months" ([www.sacredmonths.org](http://www.sacredmonths.org)) and "Signals: Las Vegas" ([www.1948-signals.org](http://www.1948-signals.org)). Scott is currently Treasurer of LARPA ([www.larpaweb.org](http://www.larpaweb.org)) and is a past president of that organization.



## Rachel Morris

### NERO® Ravenholt: Isle of Desolation

Rachel is the owner of NERO® Massachusetts/Ravenholt, the founding chapter of the NERO® International organization. Ravenholt is Ms. Morris' second business, the first being her 10 year-old business effectiveness consulting firm, M.G.C.D. Consulting. She holds a Bachelor of Arts in Theatre and a Master of Arts in Teaching, and is an Equity produced playwright. She began her NERO® career in early 1995 as an NPC, and quickly moved on to helping with construction of props and scenery. She then went on to develop several management databases for various aspects of the business. Alas, she was hooked, and could not escape NERO's® hypnotic grasp... ultimately, she purchased the game from its founders in 2000, and more recently joined the plot committee of the Ravenholt campaign.





### Jan Neurdenberg

#### **Brawl at the Broken Nose Bar**

Jan has been sword fighting for the last 8 years and is currently the head instructor of a newly formed troupe Wyld Knights. He has extensive acting experience, and has been involved with the Festival of the Lion (Grafton, MA) for many years. He is also an actor for "Wayfarer's Rest" and the Mar-Vista Players. His training includes lessons from Mike Crowley from whom he learned how to use a sword properly and safely, a skill which he shares with players and actors alike. He is a practitioner of the Wah Lum style of Kung Fu. His other hobbies include bike riding, swimming, SCUBA diving, and archery.

### Alex Newman

#### **Her Majesty's Parlour Adventures Present an Evening of Indian Intrigue**

There once was a man with a game  
He was 'Alex Newman' by name.  
Whether the game was a flop,  
Or was over the top,  
He always had fun just the same.

### Drew Novick

#### **Future's Hope, The Prince's Diamond Jubilee**

This space intentionally left blank.



### Gordon Olmstead-Dean

#### **The Original 1903 LARP - 'An Evening with Clarence: A Light Entertainment for Six to Twelve Gay Couples'**

Gordon began writing and producing Live Action Roleplaying Games with the administration of a "Killer" Dart Pistol Live Game in spring of 1984. His first written effort was the minigame now known as "A Birthday Surprise," in June of 1986. In January of 1988 he produced his first full-length work, "Convention I," with Ken Brown. Currently Gordon has produced a hundred and seven live action events, and acted as lead writer on seventy-three live roleplaying events including games in two campaigns. His most recent project has been the "1936: Horror" campaign of esoteric adventure, which has entered its third and final season with co-writer Adrienne Amerman.

Gordon is a past President of LARPA (formerly the ILF) and, and has served on the Board of Directors and in various positions supporting Live Roleplay since 1990. Currently he is working to coordinate a community effort which will produce a successor campaign, "1948: Signals," debuting in December of this year, and a full length project for 2004 using MREP, and presenting Tolkien's "Lord of the Rings."

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



### Stephanie Olmstead-Dean

#### **The Original 1903 LARP - 'An Evening with Clarence: A Light Entertainment for Six to Twelve Gay Couples'**

Although she's been playing RPGs for 20 years or so, and LARPs for 12, Stephanie's first LARP experience was playing Lady Norathar in Dragon at Castlecon 1990. She had no idea what she was doing. Not to be deterred, she dove into her next baptism by fire, helping Diane Lawson run "Smalltown" at Silicon VI.

Since that fateful weekend, Stephanie has gone on to play more LARPs than she can remember. She has worked collaboratively with any number of folks to produce: "Flog-A-Thon"; "La Soiree Finale"; "Small Town 2"; "Small Town 3"; "The Second Circle of Hell"; "The Four Aces"; "Golden Aeon"; "Grand Prix"; "Body Count"; "Dead Man's Party"; "Lithuania," an episode of the "1936: Horror" campaign; "Stardust"; and other games. Apparently, she's known in DC/Baltimore circles for being able to make site arrangements with hotels, restaurants, and other venues. She's also known for her cooking, as she caters a number of games every year with authentic local/period cuisine; some people seem to like the scones she bakes for the annual holiday tea at her home.

Stephanie has also chaired/co-chaired a few cons: Intercon 7.5, Intercon 9.5, Intercon X, Intercon 11.5, Intercon 12.5, Intercon 14.5, Intercon Millennium, Intercon XVI, and Intercon NC-17. She's served as staff or GM at any number of other Intercons, and no doubt will volunteer for more. In her spare time, Stephanie tries to relax and pursue hedonistic lifestyle with her husband, Gordon, at their decaying Edwardian manse in Hagerstown, Maryland.

### Jessica Pease

#### **Liberty and the Price of Tea**

Jeremiah Genest and Jessica Pease are a married writing duo from Boston. They have run several small-scale LARPs. "Liberty and the Price of Tea" is their first try at running a convention game.

### Brian Preble

#### **The Brawl at the Broken Nose Bar**

Tricked into GMing this game by his loving wife, Brian has always enjoyed gaming, and has been lucky enough to make it his life's work, much to the amazement of his severely mundane parents. He started designing MUDs in the early 80's, and has been involved with the development and testing of way too many games. Brian and Cathy's most recent collaborations include Mar-Vista Enterprises, Conacopia.com, Wayfarer's Rest Interactive Theater and the Mar-Vista Players interactive theater troupe.



### Cathy Preble

#### **The Brawl at the Broken Nose Bar**

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





## PST Productions

### Buried Secrets: The Chelmsford Incident

PST Productions is made up of several committed, or should be committed individuals that strive to put the visions of the Great Old Ones in your nightmares. If that doesn't work, then we'll settle for producing some of the most unique and thrilling Interactive Events out there.

Matt Start, Mark Shireman, and Greg Agostini make up the driving force behind the core of PST Productions. With associate members spanning across the United States and even a few dedicated souls overseas, we have been running Cthulhu Live events for nearly 10 years. Helping to shape the current incarnation of Cthulhu Live into what it is today, PST Productions runs several convention-based games along the East Coast.

For Intercon C, we are proud to bring you a custom designed event; "Buried Secrets: The Chelmsford Incident," a modern day Lovecraftian tale of dark secrets and the sins of the past.



## Thomas Rabideau

### Guard Up! Inc

Thomas is a full-time sword instructor at Guard Up, Inc. in Burlington, MA. He teaches and trains in sport fencing as well as Historical Weapons (rapier & dagger, long sword and buckler, and Japanese Sword). Rabideau has over two decades of LARP experience and is also an accomplished game inventor for numerous board games. You can find more information about Guard Up at [www.guardup.com](http://www.guardup.com).

## Josh "blee" Rachlin

### Saturday Morning Massacre, Welcome to Scarbridge, Game Bid Committee

Blee is a little man that lives in a Timberland shoebox in Josh Rachlin's head. Josh has been LARPing for almost six years. He's Assistant GMed under Uncle Don before, but this weekend is the first time he is acting as a full GM. He co-authored (and is GMing) "Saturday Morning Massacre" and "Welcome to Scarbridge." He has not written any other games, as of yet, but dreams of having a lucrative career on the pro-LARPer circuit before retiring at 35 (barring any career-ending leg injuries) and endorsing various brands of pastries or lawn care products for money. Please do not tap on the glass, as it scares him. Thank you.



## Eric Reuss

### Nap Time

Eric the Darker's GM bio has been freed by radical Biography Rights Activists and repatriated to its native environment. It is now roaming the savannah of Africa, frolicking amidst the eland and the hippopotami.



## Uncle Don Ross

### The School For Young Women Specializing in the Arts of Grace and Maidenly Submission, Nap Time

Uncle Don Ross has been writing games since 1988 and is still not dead. However, he spent all his allotted writing rolls helping Kreg Segall write "The School For Young Women Specializing in the Arts of Grace and Maidenly Submission" and had none left to write this bio. The task has been duly delegated to their assistant, who really doesn't know what to write, since we all know about Don and his famous game "The Morning After," and a bunch of other almost-as-famous games that people should know about like "FOCUS," and "Nap Time," and the one with the horses, and the one with the wizards, and a whole mess of others. So I give up.

Oh, by the way, "Nap Time" is running at this convention as well.

## Kreg Segall

### The School For Young Women Specializing in the Arts of Grace and Maidenly Submission

Since my last biography in an Intercon program, I have moved to McAllen, Texas in order to take a paying job in my field as a Professor at the University of Texas - Pan American, and I have a brand new daughter named Olive Isabel. Interestingly, I am both publishing \*and\* perishing. If we all cross our fingers, then the next time I write my bio for Intercon D, I will write "After a year in Texas, I moved back to Boston." We can only hope.

## David Simkins

### Geraldine's Birthday Party. The Prince's Diamond Jubilee

David has been roleplaying as long as he can remember, perhaps mostly explained by the midwest's extreme weather. He is proud to be an assistant GM for "Prince's Diamond Jubilee" and "Geraldine's Birthday Party." While he would like to take full responsibility for both games, he admits he can take no credit for either.



## AJ Smith

### House on the Hill

AJ is one of the Brits (specifically, "the one who's been here before, but isn't called Brian"). This is his 5th Intercon, and the 4th running games with the aforementioned Brian Williams. The 2003 game is "The House on the Hill".

When not running games, he is playing them. Or writing them. Or organising them. (Or dancing... but not nearly enough).





## Christine Smith

### It Sucks to Be You

Christine's first LARP, in April 1993, was "Murder Mystery Weekend." It will always be her favorite for obvious reasons — Eric Smith proposed to her at game wrap. Since then she has had her share of both work and play at numerous weekendLARPs, campaign games, and Intercons, and has assisted in GMing a few as well (most notably "Heimdall's Children," "It Sucks to Be You," "Zombies on Ice II," and the full-weekend LARP "Paddlewheel"). She recently collaborated with Shane Amerman (that's great!) on "Callahan's Continuum 2" at Intercon XVII, her first writing effort. Since she got to play God in the first run of Callahan's, there really was nowhere else to go....



## Eric Smith

### It Sucks to Be You

Eric's first LARP was "Shakespeare's Lost Play" at a Balticon sometime in the late 1980's; He tried a few more and the proposed to his wife, the lovely Christine, at the LARP Murder Mystery Weekend; After more years of LARP, Eric rashly decided to try his hand at writing and running games.; His first was "Fete d'Auvergne," part of the now defunct Mersienne Medieval Fantasy campaign.; This was followed by "It Sucks To Be You," "Heimdall's Children" (Viking World of Darkness) and "Drink Deeper," a full weekend write your own character LARP.; He hopes to work on some campaign games in the near future.



## Patricia Smirnoudis

### Malcor

Patricia was born and raised in Massachusetts. She has a BS in Architecture from Wentworth Institute of Technology and currently works at ADD Inc in Cambridge, MA. Patricia started LARPing a little over a year ago and this is her first time attending Intercon.

## Charley Sumner

### Treasurer

Blah blah blah LARP dinosaur, blah blah blah Artistic Vision. Blah blah blah fancy "book learned" words, blah, blah, blah, made up words that sound real, blah blah blah layers of meaning. Blah blah blah current LARP environment, blah blah blah the need to explore new ideas in gaming. Blah, blah blah blah NEIL and LARPA, blah, blah blah blah Red Sox rule, blah blah blah, blah blah, blah.



## Anita Szostak

### House on the Hill, T-Shirt Design, Program Book Design

Murph dragged Anita to her first Intercon four years ago saying, "Trust me, it's really more like theatre than gaming". Now, she goes to LARPs as often as she travels to see The Grateful Dead, Moxy Fruvous and Eddie from Ohio.

Anita played in the first run of "House on Hill" in the UK this summer. She realised that meant she was then going to have to help Brian and AJ run "House" at Intercon C thereby making her debut as a floor GM. In first run, the GMs said that characters with American accents (Marc Blumberg & Anita) had something odd about them. Therefore, Anita now points out, that she's a "House" GM who doesn't have an odd accent. Currently, she is waiting "till the Atlantic's dry."



## Barry Tannenbaum

### You'll Be Safe Here

Barry worked on a couple of murder mystery LARPs a long time ago, and then safely buried those compulsions. No one has seen those co-authors in quite some time, but we forgot to ask about them before we dragged Barry to Intercon B. Now that he's started LARPing again, Barry's been letting these strangely glowing creatures out of his subconscious again. Several of them are powering the TNT Productions web site ([www.tnt-productions.net](http://www.tnt-productions.net)). We still don't know where his old co-authors are, but we've managed to harness those dangerous impulses to produce "You'll Be Safe Here."

## Philip Tan

### FUNKANOMICON

Philip Tan is a graduate student in the Comparative Media Studies department in MIT who really needs to get cracking on his Master's thesis, which is about Game Design Communities. He has written several LARPs for the MIT Assassins' Guild, mostly anime-themed. He has also been a live DJ since 1997 and hopes all the players of "FUNKANOMICON" will have fun in his first party LARP.



## Miki Tracey

### A Good Day to Die, Prawn

Miki Tracey began her GM career running multi story, 80 player, live combat games at XPI in 1998. Talk about diving into Ice Cold Water before you learn to swim... She has also written prize winning story arcs for them. She regularly GMs for XPI, and has also been seen running "RMS Empress of Syrtis" at Intercon B using RTLB Supernatural, and "The Mound" in the Dark Grove at Intercon XVI — an XPI Horror game. She will again be diving in (to the fish tank that is) to run "Prawn" at Intercon C.



## Will Wagner

### Grimm Tales, Those Who Serve

Since Will never wrote a bio for last year's Intercon, he can only assume that they listed him as the child of a monkey and a snake who was raised by pygmies in the deepest, darkest part of Massachusetts where he wrote my games by the light of candles made from earwax. So, maybe they were a little off... Actually, Will Wagner (together with Andy Kirschbaum) started Turtle Shell Productions last year and ran three games. (Sleep is for the weak!) Andy's got more experience, but Will's better looking. This year, they have limited themselves to one each. "Grimm Tales" is Will's contribution to the constant revision of Fairy Tales and Fables.



## Mark "Justin" Waks

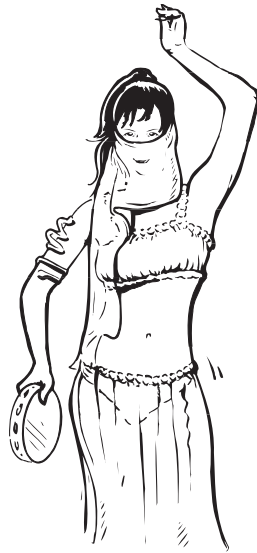
### Panel: the LARP, Historical Retrospective of LARP, Game Bid Committee

Justin has a silly sense of humor, which he occasionally lets wander around loose at night.

## Susan Weiner

### Welcome to Scearbridge

Susan would like you to imagine that there is a very interesting, well-written and thought provoking biography here. As master of production of the event known as "Welcome to Scearbridge" she is sure that the biography in your imagination is very informative and amusing. Please enjoy it.



## Jeannie Whited

### Future's Hope

Jeannie started playing live games in 1989 and running them in 1992. Or thereabouts — it makes her head hurt to think on it too much. Other game credits include "Alcatraz," "Hairball," "When the Wind Blows," "City of Light," "Mariner" and "City of Flashlights." She bows to the superior Star Wars geekdom of her fellow GMs, but continues to wonder what the heck Amidala sees in Annakin, anyway. But remember, "Once they were men. Now, they are giant land crabs."



## Brian Williams

### House on the Hill

This is Brian's 5th consecutive Boston Intercon and "House on the Hill" is the fourth game brought to you by the Brian and AJ team. However, this year they have learned from their past experiences and brought reinforcements: Sue Lee is joining them from across the pond and Marc Blumberg & Anita Szostak have been recruited from amongst the locals.

Brian's most frightening moment was at the end of Intercon B. He did a plug for "House on the Hill" and, without any introduction, the audience spontaneously said "Hello, Brian!". This year he will be the one wearing the paper bag over his head so that no-one recognises him.

## Eric Wirtanen

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

As a young man, Eric had a fascination with intricate and convoluted plots. He took that fascination and wrote a game called Timelines. He now brings that fascination to "School for Young Women." If you end up with a character that makes your head hurt, Eric apologizes in advance. He probably had something to do with it. Very soon now, Eric hopes to stop referring to himself in the third person, if only the voices will let him.

## Mike Wixon

### And the Symphony Played On

Mike is a sophomore at Worcester Polytech, and current president of the WPI Science Fiction Society. This is his first time GMing a LARP (apart from the last minute one he helped Asst. GM during Intercon B).

## Mike Young

### Prawn, Humans vs. Monsters: Diplomacy, Lords of Pestilence, Colonel Sebastian T. Rawhide's Circus of the Spectacular

Mike Young started playing LARPs in January of 1989. He wrote his first LARP about six months later, and has gone on to run some of the largest and most well-known theater-style games in the Maryland/Virginia area. Mike's first LARP writing project, "Miskatonic Class Reunion" has been run over twenty times in the past ten years. Mike's company, Interactivities Ink, has published a large number of games and Mike invites you to visit their web site: [www.interactivitiesink.com](http://www.interactivitiesink.com). Mike is also part of the improvisational comedy troupe: Screaming Puppets. Come to our shows.



## Rick Pries

## Doug Bischoff

### The Middle Sea War: So It Begins

Rick and Doug are no strangers to LARPing. Both have been involved in running Xanodria Productions Inc. (XPI) for over 9 years. XPI runs Medieval Fantasy genre in Hamburg PA. Come out and join us some time! [www.xanodria.com](http://www.xanodria.com)

# Convention Rules

**The Most Important Rule of All:** Have a good time! Have a great time! Have a grand time! Just have fun!

**Do Unto Others:** Treat other convention attendees and Radisson guests in a generally civilized fashion. Abusive, insulting, intimidating, bothersome, or outwardly illegal behavior will not be tolerated.

**Do Not Freak the Mundanes:** Remember there are non convention-going guests staying at the Radisson. All major game activity should take place in the conference area, not the hotel area, although quiet game activity may occur inside player rooms (not in the halls) during the day. The hotel area should be specifically considered quiet space after 10pm, and no game activity should take place there after that time.

**Smoking in Hotel and Convention Area:** Per the Board of Health, smoking is not allowed in any public area of the hotel. If you wish to smoke, please go to a designated public smoking area (outside). The hotel has a limited number of designated smoking overnight rooms. Check with the hotel registration clerk when you arrive to inquire if a smoking room is available.

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

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

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

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

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

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

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



## ...WE KNEW YOU'D BE HERE.

*How did we know? Simple.*

- (1) You're widely recognized as an individual of discriminating taste.
- (2) You enjoy the company of your fellow SF fans and gamers.
- (3) Your postman has been sending us regular reports on you since 1981.



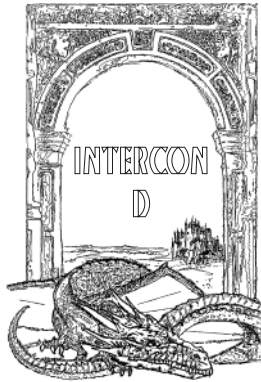
Steve Jackson Games is pleased - nay, gleeful - to help support this convention by providing prizes. Check out the gaming schedule for details.

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

Check us out at [www.sjgames.com](http://www.sjgames.com) -  
or send a SASE for a free catalog to:  
Catalog, PO Box 18957, Austin, TX, 78760.

## STEVE JACKSON GAMES

# WELCOME



**Intercon D**  
The LARP is out there

---

---

# INTERCON D

# DEJA VU

You've had this much fun before!  
**March 12-14, 2004**

[www.intercon-d.org](http://www.intercon-d.org)  
Register now!

Join the Con committee!  
Game bids now being accepted!!!

---

---



# Intercon C

