



Some men see things
as they are and ask why.
Others dream things that
never were and ask why not.

~George Bernard Shaw

INTERCON G GASLAMP

March 2-4, 2007 • Chelmsford, MA

INTERCON G CONCOM

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Anna Bradley

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Chad Bergeron, Alex Bradley,
Nat Budin

SPECIAL THANKS

Intercon G ConCom, Intercon G GMs,
and the Intercon G players

NOTE FROM THE CON CHAIR

Welcome one and all to Intercon G: Gaslamp!

We have a great con planned this year with many, many games and many players. As I am writing this I check and see that we have 236 attendees and there is still some time for more to register! While not the biggest Intercon (that honor belongs to Intercon F) this will be one of the large ones. That just means more games, and more lovely people to play with and chat with.

As attendees and players, you guys see the face of what happens behind the scenes, in ConCom meetings and email lists. You should know though that the ConCom for Intercon G was one of the most hardworking ones. Everyone pitched in and everyone did a wonderful job. Things were done on time, without nagging, and it is all coming together nicely for the convention itself. Likewise, the GMs this year are wonderful, stepping up to the plate to fill in unexpected openings in the schedule or running their game more than once. They make the con great.

If it sounds like I am gushing about everyone, well I am. The team, the GMs and you, the players have all been great and the con would be non-existent without you all. Thank you very much.

And now... Let the games begin!

-Anna Bradley, Con Chair for Intercon G



GAME DESCRIPTIONS



10 BAD LARPS: THE B-SIDES

*Nat Budin, Susan Weiner,
Greer Hauptman, Josh Sheena*

Thought it couldn't get any worse than 10 Bad LARPs in 100 Bad Minutes? Think again. 10 Bad LARPs is back, with some more of the brain-breakingly worst LARP ideas you have ever heard of.

AT THE END OF THE DAY *Ben Llewellyn*

Anytown, USA is gentrifying. That means the local watering hole, a longstanding blue-collar bastion, added a wine list. The workers and bikers must make room for yuppies and students. Maybe. Depends on how the factory negotiations go, really. And there's a body in the back room.

BACKSTAGE INK

*Kate Beaman-Martinez, Vincent Salzillo,
Avonelle Wing*

Actors have screen personas and real life ones. Betcha didn't know that the same thing goes for your favorite cartoons! Join us in the Green Room of Backstage Ink, where you get to play a beloved cartoon character while they wait to go on the air.

CALL BATMAN! CALL SUPERMAN! CALL ANYONE!

Adam Nakama

An evil supervillain is holding Myopia, Kansas hostage! With no superheroes of their own, the town has decided to outsource for a superhero to save the day. But which one? And why aren't any of them answering their calls?

CONTRACTS

Keri Ogorzalek, Colin Sandel

Three corporations, one hostile takeover. Magic. Technology. Corporate tension. Sexual tension. Racial tension. A relentlessly ticking clock.

One CEO has just died of apparently natural causes, leaving no will; his shares will shortly be liquidated.

You are cordially invited to a wake in honor of Martin Fargaze...

COLLISION IMMINENT!

*John Corrado Jr., Anne Cross,
Jeff Diewald, 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!

DEADFELLAS

Andy Kirschbaum, Susan Giusto

Monsters Meet Mafia in this 4 hour LARP that puts the romance back in necromancy, and gives whole new meaning to the term Made Men. Vampire Wise Guys, Werewolf Hit Men, Zombie Enforcers, and a deathless Lich Capo di Capos! Come join us, as we put a bite back into crime.

DIVUS EX: GASLAMP GODS

Trey Reilly

You gaze down upon England from above, and up at London from below. You alter the destinies of men, control the elements, crush empires on a whim. All around, there's romance, drama, mistaken identity, war, betrayal, trickery, laughter, and vengeance - the normal life of a Victorian God.

ELANTHIA

Alison Joy Schafer

ELANTHIA is an incognito fantasy medieval game of intrigue, deception, immortality, romance, and strategy - all from behind a mask. Guests will be attending a Masquerade Ball in honor of an alliance between two great thrones.

FLEW THE COOP

Henry Kuhfeldt

A day in the life in farmer Brown's Chicken coop! Brave the wolf at the door! Outwit Farmer Brown! Something strange is going on down on the farm and the Chickens are at the center of it all!

...WE KNEW YOU'D BE HERE.

How did we know? Simple.

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



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

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

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

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or send a long SASE for a free catalog to:
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STEVE JACKSON GAMES

FIRE ON HIGH

*Nat Budin, Susan Weiner, John D'Agosta,
Josh Sheena*

Star Trek meets Gilbert and Sullivan in this space faring comedy adventure taking place on a starship. Romance, silliness, away missions, epic ship-to-ship battles, and (shudder) really bad food await. Can you survive? (Probably, unless you are wearing the red uniform.)

GARWYN'S TAVERN

Will Wagner

Strangers meet in the tavern, creatures of power hide and mysterious patrons plot. There are mysteries to be solved! There's a table waiting for you at Garwyn's Tavern.

GIRL GENIUS: AGATHA HETERODYNE AND THE PERFECT CONSTRUCT

Mark "Justin" Waks

Everyone from Baron Wulfenbach to a megalomaniacal cat are trying to be first to get to the hidden castle and take control of the rumored "Perfect Construct". So what if no one knows what it is? That just makes it a more interesting challenge!

HOT TUB O' MAGIC (BATHES II)

*Stephen Tihor, Lisa Padol, Joshua
Kronengold, Elizabeth Bartley*

Sorcerers, wizards, magics, thalassomances, philosopher kings, and Mysterious Strangers.

INTERCON.GZ

your Intercon.gz gamemasters.

If you've ever found yourself wishing you could play more games at an Intercon, come experience the whirlwind thrill of playing as many as four different games in a four-hour block at **Intercon GonZo**, the world's first latest four-hour Intercon!

INTRIGUE IN THE CLOUDS

Dean Edgell & Dana Edgell

In an alternate-world Victorian era, the passengers and crew aboard the airship *Royal Victoria* face mystery, love and danger on a voyage to destiny. Come play the steam-punk style game that was a smash hit at Intercons 13.5 and 15!

L'ENFER, C'EST LES AUTRES

Colin Sandel, Danielle Church

You wake up in a sparsely furnished room and are not alone. You find friends and enemies here, people you see day-to-day but have kept peace with by keeping them at arm's length. Now you must face each other and imprisonment to find a way out together.

MAHABARATA

Anandi Gandolfi

The wind blows through the Boti trees, the Peacocks trill in the garden and somewhere in the palace the exiled princes hide. Mahabarata is a semi historical story inspired by the Veda and Hindu mythology.

MARLOWE 2020

Kirt Dankmyer, Jon Lemich

Marlowe 2020 is the winner of the 2006 LARPA Small Game Contest, taking no less than three of Shakespeare's tragedies and blending them into a Shakespeare smoothie, with a twist: The game is set in a cyberpunk future of corporate war and AI, where life is cheap and available wholesale.

"NOW SPIT!"

Gordon Olmstead-Dean

A thoroughly unauthorized parody of the "Drink Deep" create your own character genre, which also includes games like "Tales from the Floating Vagabond," "Pawn" and "Dimension Next Door."

You can play any literary character you like, out of any media. But no matter who you play you will be written as the broken, bottom of the barrel version of that character. You will be at the dramatic low point in your VH-1 "Inside the Music" episode. You will be failed, and crushed.

Then the game will start, and things will get worse...

ON THE RAILS

Alex Bradley

Come ride Her Majesty's Cairo Railway and let the modern miracle of steam glide you like a cloud over Egypt. Have no fear, though the dangerous wilds fly by outside your window you will be safely inside our thoroughly perfected carriages. The company you keep on the journey are of the highest caliber - businessmen, adventurers, diplomats, and even nobility may be found on this exciting ride.

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ORGIA AD DOMUS LOMAXIMUS

Kreg Segall, Cameron Betts

You have been lucky enough to obtain an invitation to a wild party at the luxurious villa of Gaius Marcus Lomaximus.

Lowly slaves, wise astrologers, vestal virgins, stately senators, members of the imperial household, and boastful generals all converge on one villa for a night of decadence and riotry at Domus Lomaximus.

PRAWN 3: BRASSY'S FISH

Mike Young

Welcome to Victorian London. You have lived here all your life. Of course, being a fish, your memory isn't that great.

Strange things are afoot in The Tank. Mad Scientist Pietr Braincoral has created a number of fish automata. The ambassadors from nearby Tanks are all annoyed at something. There are strange things in the dark and murky depths below The Tank. Evil Doctor "Fishbone" runs the underworld with an iron hook. And worse, there are rumors of Water Pirates, fish who attack from strange ships that float on top of the water!

RAILWAYS AND RESPECTABILITY

*N Barnard, P Dall, J Elsmore, S Hatherley,
S Lee, T Mitton, D Oddy, M Snowden,
J Winnard*

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

Jane Austen and Georgette Heyer meets 18XX.

SMALLGREENS

Misha Favorov

The Smallgreens Park is due to be demolished to make room for an expansion for the Smallgreens Mall. A protest is being held to prevent this, but there may be more to the park than anybody ever expected. Greenpeace meets H.P. Lovecraft meets Hard Rock Zombies.

SPQR

Tony Mitton

The great Roman Republic stretches through known space. Its mighty Legions stand poised to conquer further worlds. But on Roma, the Republic's capital, the picture is of corruption and decay. While Senators and large landowners prosper the poor suffer. Perhaps bread and circuses will appease them. Or perhaps the weak rule of the Consuls has had its day and the need is for a single, strong leader. An Emperor...

STRANDS OF THE MIND

Janet Brennan, Vance Walsh

"Man's desire for power must be controlled by his mind's ability to understand it. In the end, one will prove the stronger."

Winston Jacob Hawthorne III, Esq. is known throughout Victorian London as an eccentric old recluse. So imagine your surprise to learn he has invited the social elite, quite unexpectedly, to an exclusive dinner engagement tonight - and you are on the guest list. Perhaps tonight will be the night you make your move... Everyone has secrets, after all. Can you and the other guests unravel his, while still concealing your own?



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THE AWFUL TRUTH

Hank Kuhfeldt

The Awful Truth explores one world of a waking dream that draws ordinary people in from their ordinary problems, and gives them an extraordinary place to be different than they are in our reality. Come and explore the realm of the Rose Queen and discover what the Awful Truth may be.

THE DANCE AND THE DAWN

Warren Tusk

Once in all the cold, dark years, the Ladies of Ash, with holes in their hearts, dance with the Lords of Ice, whose hearts are frozen over. Who will seize their one chance to find the healing power of true love? Who will seek only to cruelly torment?

THE OTHER OTHER* ALL-BATMAN GAME

Philip, Jennifer, Valerie Kelley

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

THE TRIAL

Nat Budin, Josh Rachlin, Josh Sheena, Sage Shepperd

The Free Animals' Republic of MacDonald Presents the Trial of the Big Bad Wolf, to Be Immediately Followed By His Execution, In Honor of Our First Anniversary

One year ago, Old MacDonald's farm animals rose up against him, threw off the chains of agricultural oppression, and founded the overtly fascist Free Animals' Republic of MacDonald. Today, on the first anniversary of that glorious revolution, the F.A.R.M. is holding a gala ball in celebration, culminating in the trial of a most notorious criminal.

THE WRECKERS

Chris Shannon, Bess Libby

These shipwrecks defy reason. Everyone has a theory for the disasters' cause, named, "The Wreckers," but the mystery has attracted strangers; Naval officers, vengeful relatives and amateur sleuths. With a tall ship amidst a Nor'easter, it's time. Discover the truth or be wrecked in the unfolding intrigue.

TWO HOURS IN LONDON

Beth Baniszewski, Laura Boylan, Peter Litwack

Two noble families in Victorian England come together to celebrate the engagement of their young heirs. A game of familial relationships and conflict. (Not secretly a vampire game.)

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TIME TO PLAN!

UNHALLOWED UNIVERSITY

*Janet Brennan, Shaughn Bryant,
Greg Pettigrew, Nicole Vega*

For the past 200 years, the Earth has plunged into a new dark age by a terrible Plague that brought unlife to the dead and terrible suffering to the living. In Neo-Victorian London, the greatest minds are gathering to discuss recent breakthroughs, plan future research, and steal each others' ideas.

WORLD'S END

Miki Tracey, Shelly Mohnkern

Welcome to World's End. Where everybody has a tale of a meeting with dark strangers on strange roads. Where different races from different worlds share their tales. Because everyone is welcome, and nobody may leave during a Reality storm.



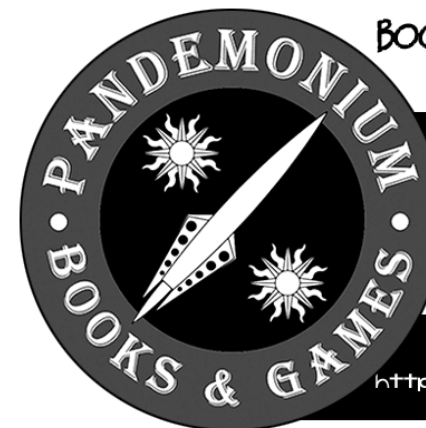
You will be playing the part of a Con Attendee, and as is natural for any attendee, you'll be getting hungry at certain points in time. Whether or not you wish to play this part as an omnivore is entirely up to you. Your plot mostly centers around delicious meals that are prepared for you by other attendees of the con which you should partake of at appointed times, according to your attached blue sheets, and at any other times, as you see fit. You should "be yourself" while eating, unless an additional character sheet says otherwise. The main action in this game should be confined to the upper mezzanine dining area, so as not to "dribble on the mundanes." There is no combat in this game, unless the chili runs low.

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

OPS NEEDS YOU!

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!



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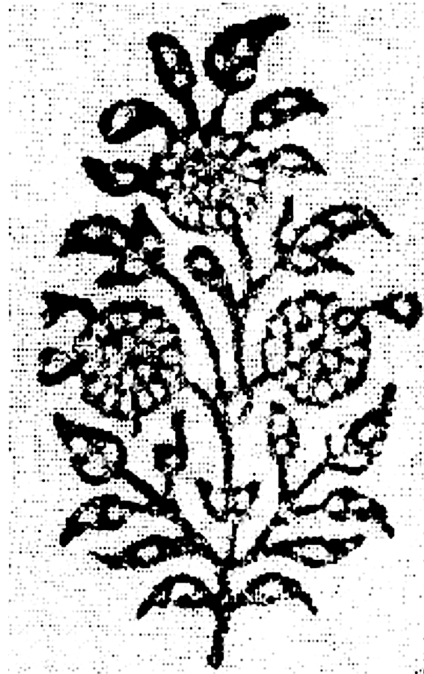
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GM & STAFF BIOS



BETH BANISZEWSKI *Two Hours in London*

Beth has been LARPing for six years now, and this is her seventh Intercon. At Intercon F she was a GM for Crisis at Castle Candy. At Intercon E she was a GM for *Two Hours in London* and *Megaman: Apocalypse*. She has also run several games with the MIT Assassins' Guild. Her favorite character motivation is hunting kittens.

ELIZABETH "BETH" BARTLEY *Hot Tub o' Magic (Bathes II)*

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

KAYTE BELLUSCI *Divus Ex: Gaslamp Gods*

ANDREW BENSON *Deadfellas*

CHAD BERGERON *Registrar, Bid Committee, ConCom, Girl Genius: Agatha Heterodyne and The Perfect Construct*

CAMERON BETTS *Orgia ad Domus Lomaximus*

MARC "JOKEBOY" BLUMBERG *Intrigue in the Clouds, Intercon.gz*

Another Intercon, another bio.

LAURA "LAURA47" BOYLAN *Two Hours in London*

Laura47 says that's not what your mom said last night.

ALEX BRADLEY *Game Bid Chairman, Outreach, ConCom, Puppet Master, On the Rails, Intercon.gz*

The party of the first part, Alexander Bradley, hereafter known as "The Guy", stands accused of five (5) counts of conspiracy to perpetrate a convention upon the public (see MA vs. Intercon #C-F), and a further fifteen (15) counts of staging interactive theatricals at the aforesaid conventions (see additional case dockets for Intercon #C-F and Intercon #Z, et al).

The party of the second part, New England Interactive Literature, hereafter known as "Neil", states inducement of The Guy into the above acts tantamount to willful corruption, and claims exemption from penalty under the Uniform LARP Protection Act, sec. 4, paragraph III, regarding duly recognized larp-promulgating organizations.

The following transcript is submitted as evidence of Neil's exculpatory claims regarding The Guy:

Neil: Hey, guy, want to help run Intercon?

The Guy: Yeah, ok.

Neil: How about running a game or two?

The Guy: Sure.

In summary judgment, we find The Guy exempted from prosecution for his unlicensed acts of wanton recklessness and endangerment to the public good.

ANNA "T'PAU" BRADLEY *Con Chair, Queen of All She Surveys.*

Creature of air myself I knew her;
Though I have wings I can't pursue her.
Her wings are white and shining feather
My wings are dark and gleaming leather

--Wings, Lyrics and melody ©1997
by Catherine Faber

JANET BRENNAN *Strands of the Mind, Unhallowed University, Intercon.gz*

The thought having never occurred to do some simple math, I now find myself GMing in the Friday night, Saturday afternoon, and Saturday night slots. Funding for this most excellent feat of endurance is made possible by grants from Ballyhoo Industries, Etherlines Tours, Animus Creations, and viewers like you.

GAME SCHEDULE

Friday — March 2, 2007

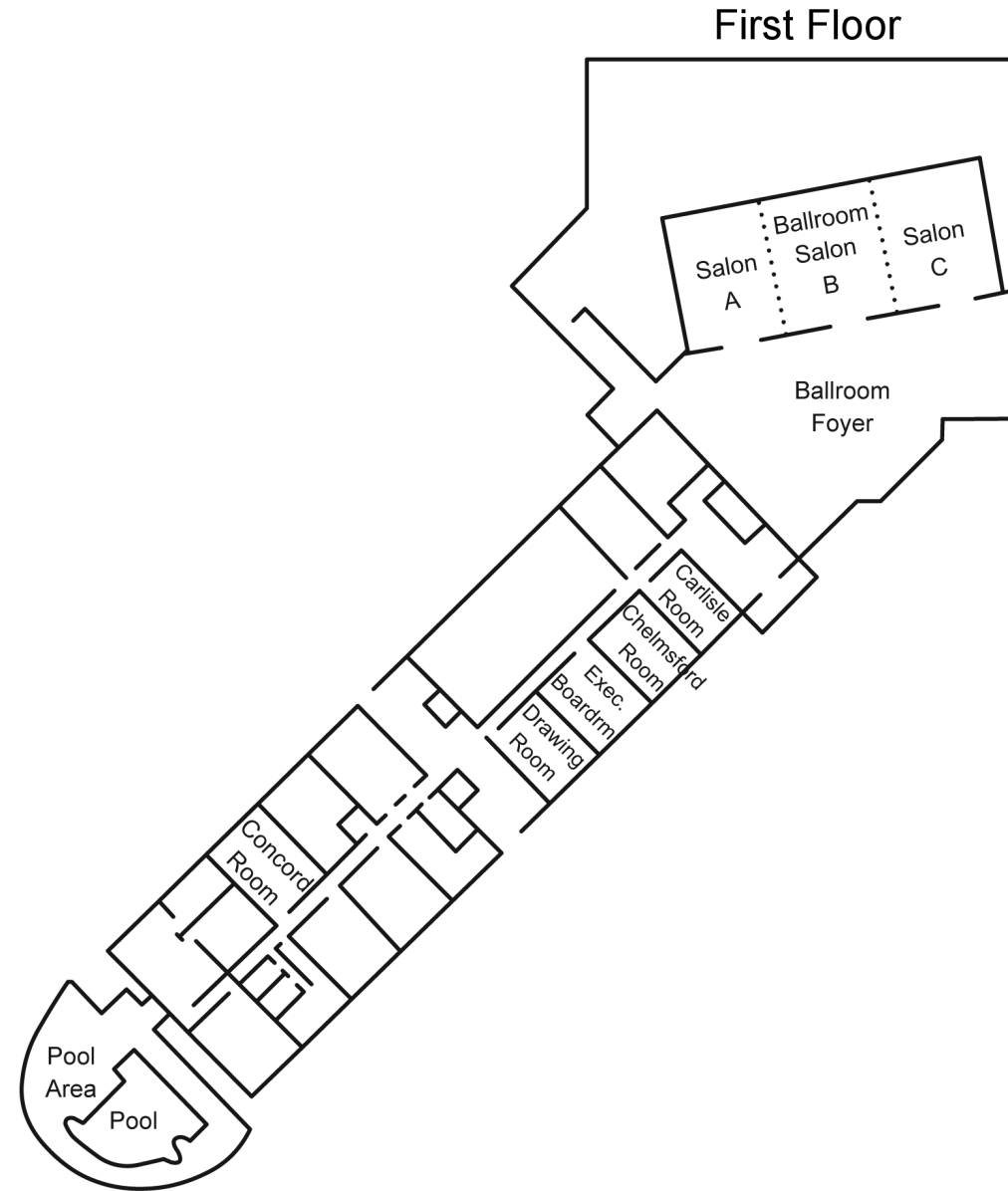
Note: Rooms may change at the last minute. Check at Ops for the latest schedule

TIMES	1	2	3	4	5	6	7
17:00 — 18:00	ARRIVE & UNPACK						
18:00 — 19:00	ARRIVE & UNPACK						
19:00 — 20:00	CHECK IN						
20:00 — 21:00	CHECK IN						
21:00 — 22:00	Intrigue in the Clouds	L'Enfer, C'est Les Autres <i>Parkhurst</i>	Unhallowed University <i>Middlesex</i>	Elanthia <i>Merrimack</i>	Divus Ex: Gaslamp Gods <i>Hawthorne</i>	Deadfellas <i>Heritage A, B</i>	World's End <i>Private Suite</i>
22:00 — 23:00	Salons A, B, C						
23:00 — 00:00		L'Enfer, C'est Les Autres <i>Parkhurst</i>	Rising Phoenix Party <i>Merrimack</i>				
00:00 — 01:00			Rising Phoenix Party <i>Merrimack</i>				
01:00 — 02:00	SIP PORT		Rising Phoenix Party <i>Merrimack</i>				

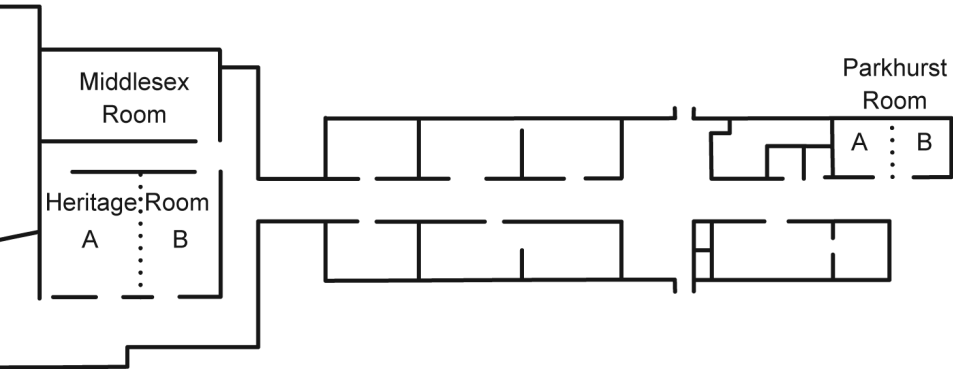
Saturday — March 3, 2007 — Morning

TIMES	1	2	3	4	5	6	7	8
09:00 — 10:00								
10:00 — 11:00	SPQR	Marlowe 2020	The Wreckers	Garwyn's Tavern	"Now Spit!"	Girl Genius: Agatha Heterodyne and the Perfect Construct		Backstage Ink
11:00 — 12:00	Hawthorne	Boardroom, Chelmsford, Carlisle	Salon A, B	Salon C	Heritage A	Middlesex, Heritage B		Merrimack
12:00 — 13:00								
13:00 — 14:00	LUNCH							

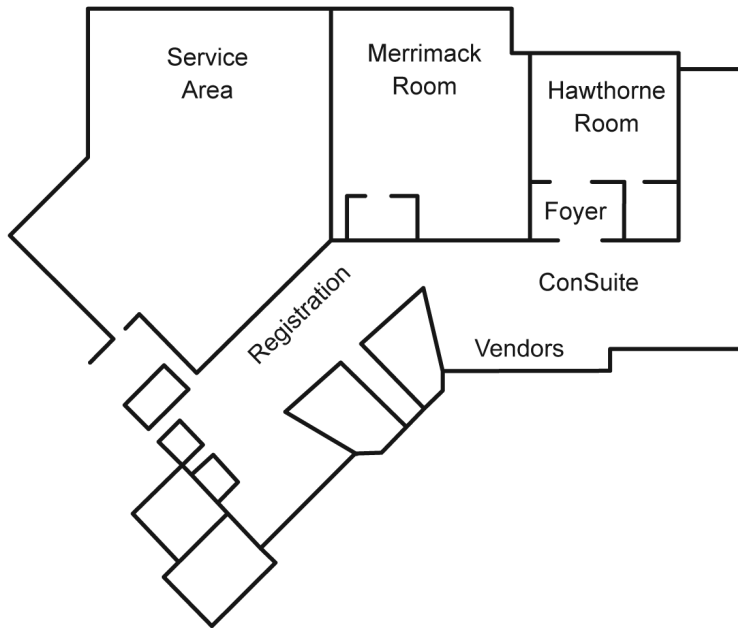
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Saturday — March 3, 2007

Note Rooms may change at the last minute. Check at Ops for the latest schedule

TIMES	1	2	3	4	5	6	7	8
14:00 — 15:00								
15:00 — 16:00	Fire on High	Intercon.gz	Railways and Respectability	Mahabarata	Smallgreens	The Awful Truth	Two Hours in London	Hot Tub o' Magic
16:00 — 17:00	Heritage A, B	Carlisle, Chelmsford, Boardroom, Drawing Room, Concord	Merrimack	Salon A, B	Salon C	Hawthorne	Middlesex	Private Suite
17:00 — 18:00							SECRET MEETING	
18:00 — 19:00	DINNER							
19:00 — 20:00	DINNER, VOL. II							
20:00 — 21:00								
21:00 — 22:00	Contracts	On the Rails	At the End of the Day	Strands of the Mind	Orgia ad Domus Lomaximus	Girl Genius: Agatha Heterodyne and the Perfect Construct	The Dance and The Dawn	
22:00 — 23:00	Merrimack	Carlisle, Chelmsford, Boardroom, Drawing Room	Salon A, B	Heritage A	Hawthorne	Middlesex, Heritage B	Salon C	
23:00 — 00:00								
00:00 — 01:00	Dance Party					NEIL Board Meeting		
01:00 — 03:00	Merrimack					Boardroom		
	SLEEP							

Sunday — March 4, 2007

Time	1	2	3	4	5	6	7
09:00 — 10:00	SLEEP LATE	Intercon Breakfast					
10:00 — 11:00		Salon B, C					
11:00 — 12:00	Collision Imminent!	10 Bad LARPs: the B-Sides	PRAWN 3: Brassy's Fish	Call Batman! Call Superman! Call ANYONE!	The Trial	Flew the Coop	The Other Other* All-Batman Game
12:00 — 13:00	Heritage A, B, Middlesex	Merrimack	Pool	Boardroom, Drawing Room	Salon A	Hawthorne	Carlisle, Chelmsford
13:00 — 15:00	CLOSING CEREMONIES & SHAMELESS PLUGS						

SHAUGHN BRYANT
Unhallowed University

I entered with the greatest diligence into the search of the philosopher's stone and the elixir of life; but the latter soon obtained my undivided attention. Wealth was an inferior object; but what glory would attend the discovery, if I could banish disease from the human frame, and render man invulnerable to any but a violent death!

**CHRISTOPHER
"CHRIS" BUCK**
Intercon.gz

Chris Buck, better known to strangers as "Hey, you can't do that!" or, alternately, "Not on my watch, you don't!" doesn't watch TV as much as he did as a child. The TV, for its part, watches Chris just as much. Spooky, huh?

NAT "PUDDING" BUDIN
Co-coordinator of Ops, ConCom, Fire on High, 10 Bad LARPs: the B-Sides

Ever since FDR said "The only thing we have to fear is fear itself," Nat has been phobiaphobic.

SETH CHRISTENFELD
10 Bad LARPs: the B-Sides

Seth lives in New York. He writes musicals and works at a Barnes & Noble in White Plains. He used to wear a fedora, but it now resides on his floor, where it holds keys, loose change, and other ephemera of daily life.

**DAVID "PRINCE0DC"
CLARKSON**
*Hotel Liaison, ConCom, Usurped
Con-Chair, Unseated LARPA Prez, Retired
Vampire*

RENEE CYR
Con Suite Mistress, ConCom

Renee was living a nice quiet suburban existence when she was kidnapped by a wild band of LARPerS. Well, okay, maybe life was kind of boring. And, well, they didn't exactly kidnap her....

No matter the details, it's a little more than three years later and she's not only gained a four-figure-a-year LARPing habit, but she's been sucked into Intercon so thoroughly that she thinks feeding 200-plus rampaging LARPerS is fun. Somehow we've managed to keep her thinking this, even after running the Con Suite last year.

If you see her start moving towards phones or an outside door please find a way to distract and stop her -- we're not quite sure how well set her delusions are and can't risk her seeking help before Intercon G is over. Thank you for your cooperation.

**JOHN
"SIMPLE WORDSMITH"
D'AGOSTA**
Fire on High

Simple Wordsmith is the mundane sort of gamer-geek librarian who writes LARPs like *Fire on High*.

KIRT "LOKI" DANKMYER
Marlowe 2020

I do not exist in a rational sense.

**JEFF "THE VORTEX OF
CHAOS" DIEWALD**
*Bid Committee, ConCom,
Collision Imminent!*

SWML (Single Weird Male LARPer), ISO SWFL into plotting, planning and intense roleplaying. Celebrating twentieth year as LARP writer, into things like heinous murders (e.g. *Sex, Drugs and Rock & Roll, The Idol Hands of Death*), LARP cons (e.g. con-chair Intercon the Thirteenth), ancient horrors (e.g. *The Stigmata of Thomas Enfield*), dumpster diving (e.g. *Dustpan: the LARP*), long spacewalks (e.g. *Across the Sea of Stars*), and much, much more. Come join me on another leisurely cruise in *Collision Imminent!*, or afterwards for a sip of fine port. Thank you for flying Imagineerium™!

**JENNIFER "LADY J"
EASTMAN-LAWRENCE**
*Lover of Liaisons, Vendor Liaison,
ConCom*

I am so excited, my first Bio! I'm too excited for words, literally...I will put something else in later.

Okay so later meant the last minute. Lady J is an elusive creature who lives out in the western part of Massachusetts, notably and newly in West Springfield. When not LARPing, she can be seen singing Karaoke, table top gaming, chauffeuring her children to various activities, singing in the Rock Band, "Sheer Panic," and every once in a while, pursuing her love of theater. She is a low level, horribly underpaid, administrator at the University of Massachusetts in Amherst, where the students love her, even though the state doesn't.

DEAN EDGELL
Intrigue in the Clouds

Dean has written and run a number of LARPs, including *The Prince's Diamond Jubilee*, *Intrigue in the Clouds*, and *Intrigue Beneath the Waves* which have been offered at Intercons past. Dean is grateful for the friends who have helped him to run these games, and for the players who have been kind when they speak about them.

JIM EDWARDS-HEWITT
Dance Roadie

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

**TERILEE
EDWARDS-HEWITT**
DJ

Terilee's DJ experience began at a time when there were LPs, not CDs, at a radio station in New Paltz, N.Y. Her DJ habit continues to keep her in audio geek gear. Over the years, she has DJ'd events ranging from company Xmas parties to LARPs to science-fiction conventions. Terilee has written and produced over 20 LARPs, many with historical themes. Her first LARP experience was the Live Ring game in the mid-1970s and she has played many games since then! When she is not LARPing, role playing, or being a DJ, Terilee is an archaeologist, researcher-writer, and professor in the Washington, D.C. area.

JEN ENDER
The Dance and the Dawn

Jen cannot believe she's doing this with a baby. Hence, she may or may not be a figment of your imagination. A good test for reality is to feed the person in question chocolate.

MATTHEW ENDER
The Dance and the Dawn

Once upon a time there was a clever GM... who sometimes chose coolness over wisdom. One day, he was entertaining his infant daughter, as well as the idea of running this cool LARP called *The Dance and the Dawn* . . .

**MIKHAIL "OTSP III"
FAVOROV**
Smallgreens

Misha Favorov is from Orlando, Florida.

Misha Favorov travels a long way for LARPs.

Introduced to LARP by Cthulhu Live, Misha is a fairly new GM. Beyond a small-scale Cthulhu game written for friends, *Smallgreens* was his first serious LARP project. It ran first at Intercon MA earlier this year, where it achieved the highest runtime score in the Small Games competition. The feedback from it was good enough that he decided to run it again at Intercon G, after some extra touch-ups and tunings.

And really, that's where we are now.

ANANDI GANDOLFI
Mahabarata

Anandi started gaming at the tender age of 6 in her father's college D&D game. It was 13 years later when she discovered the wonders of LARPing, primarily as an outlet for her love of costuming, and another 12 years before she discovered the highly satisfying activity of writing games.

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

Though she is still relatively new at writing games, with two one-shots (*Asylum* and *Mahabharata*) and a multi-city chronicle in the works, creating worlds of wonder, passion, joy, and pain has become a passion that shows little sign of being satisfied.

SAMI GENSTEIN
The Dance and the Dawn

Sami Genstein isn't completely sure how she ended up on this list.

**SUSAN "NIKIN"
GIUSTO**

*The Intercon Muse, ConCom, Deadfellas,
Collision Imminent!*

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

I am a creative fool... or foolishly creative some say. I dabble in the dark arts, martial arts, and culinary tarts. My first published work was at age twelve. It was a poem about the balance between reality and fantasy involving the Chimera animal from Greek mythology.

As a result of this diverse imaginative bend in my personality, I have also been role playing for about as long. Theater, costuming and LARPs, oh my!

This year I am hooking up with another gaming genius as well as the usual TNT gang. Andy Kirschbaum and I are either insanely proud or most likely just insane to bring you *Deadfellas - Da Mob Down Below*... bwah ha ha.

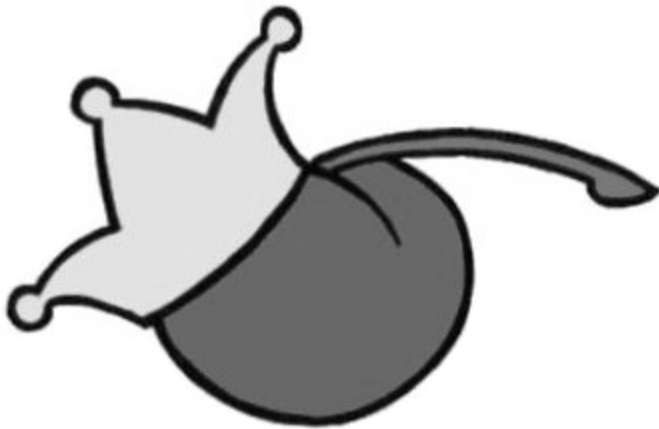
My usual little gang of TNT savants is up to its usual no good in bringing back *Collision Imminent!* for all LARPerS to enjoy this year.

I also provide artistic support for Intercon. I cook a great Pasta Fagiolo, love dark chocolate, need a job and am always in want of someone cute to date.

I am the Intercon Muse; I inspire, I energize and I cause a bit of creative chaotic mischief when needed.

Royal Cherry

Paul Durgin
Leather Craftsman



Northampton, MA
413.695.9960

gothicgrotto@yahoo.com

GREER "DRAGON" HAUPTMAN

10 Bad LARPs: the B-Sides

Greer Hauptman has no thoughts on YAOI.

DAVID KAPELL

ConCom, On the Rails

PHILIP KELLEY

**Intercon.gz, The Other Other* All-Batman
Game**

I play in LARPs, and when I can I help organize, run, and occasionally write LARPs. But you probably already had that figured out.

ANDREW KIRSCHBAUM

Deadfellas

When the going gets weird, the weird go professional.

And so it was 14 years ago, when (as a mere babe in his mother's arms), Andy Kirschbaum opened up 3 Trolls Games & Puzzles. It was either shortly before, or shortly after, that Andy played in his first LARP. The legends differ on the details.

Andy has written, co-written, run, or helped run over a dozen one-shot LARPs and three LARP Campaigns.

Somehow, it all seemed like a good idea at the time.

ARNIS KLETNIEKS

**Girl Genius: Agatha Heterodyne and The
Perfect Construct**

Where he started, how long ago, and through how many games - these all mean nothing. In the end, what matters is that he thought it seemed like a good idea at the time...

REBECCA KLETNIEKS

GM Coordinator, ConCom

Who's Becky?

See that small, sparkly, redheaded blur on the dance floor?

No, not that, one, the other one.

No, the other one. The one with cat hair on her costume, and tear streaks from spending her last three games bawling her head off. Don't worry, she likes it that way.

Yeah, that's her. She's been here for a while, though this is the first time anyone's managed to pin her down long enough to get her on Concom. You should say hi, if you can get her to stop dancing long enough.

JOSHUA KRONENGOLD

Hot Tub o' Magic (Bathes II)

Joshua Kronengold has been regularly playing in Theatre Style LARPs for 12 years (starting with full weekend LARPs like Recon +10 at Dexcon 2, and *It was better in Real Life* at Arisia, and later attending a largish number of Intercons), running them (at Dexcon and at Columbia University) for 3-4 years, and writing them for (ignoring his 10 year old, still in development, full weekend LARP project) two years.

He playtested Interactivities Ink's *The Final Voyage of the Mary Celeste* and the never published *Miscatonic Archaeological Expedition* and *Colonel T. Rawhide's Circus of the Spectacular*.

Starting in 2004, he co-wrote the "submit your own character" game *Mad Scientists, out of the Straitjacket* with Stephen Tihor and Lisa Padol, co-wrote the second *out of the Straitjacket* game (with the same team minus Lisa and adding Elizabeth Bartley), edited and rewrote *Jamais Vue* for its second run, and co-wrote (with Lisa Padol, Stephen Tihor, and Elizabeth Bartley) the two hour "relax-a-LARP" *A Day at the Races, a Day at the Baths* (run at Dexcon).

One of these days, he'll finish *Dark of the Moon*, his perennially in development full weekend game.

HANK KUHfeldt

The Awful Truth, Flew the Coop

TIM "TEEM" LASKO

**ConCom, Ocelot, ConChair Unslain,
NEIL Board Member, Collision Imminent!**

I am no one of consequence this time. Thank you for flying Imagineerium™. (Actually, I am giving support to the Con Suite Mistress. You should all give her kudos and hugs.)

SUE "QUEENORTART" LEE

Railways and Respectability, SPQR

Railways and Respectability, SPQR

Frock Queen - Hear me roar.

BESS LIBBY

The Wreckers

Bess has participated in several Intercons as a player and a gm. She was a coauthor of *Return to Watership Down*. She likes long walks on the beach and ballroom dance, and can touch her nose with her tongue.

DAVID LICHTENSTEIN

At the End of the Day

PETER LITWACK

Two Hours in London

BEN LLEWELLYN

At the End of the Day

Ben Llewellyn (*At the End of the Day*) has been LARPing for fifteen years and writing LARPs for nearly that long. He is presently writing a full-weekend murder mystery game set in the fashion industry, entitled *Milan Rouge*, and he strongly hopes that the sewing geeks of the gaming world will sign up once a venue is set. To those who don't care one whit about playing a character from the fashion industry, he offers you the roles of detectives, reporters, Mafiosi

EILEEN MALONY

Intrigue in the Clouds

MICHAEL "MICHAEL, THE CHAOTIC" MCAFEE

NEIL Treasurer, ConCom

Michael McAfee has been active in LARPing since the late 1980s. He has played in, written, and run dozens of LARPs, and is also active in other areas of Boston fandom. He served as chair of Intercon C, and has since served as Treasurer of NEIL.

ANDREW MCNEILL

Smallgreens

Mr. McNeill travels with Mr. Favorov, for whom he serves as a personal chef.

TONY MITTON

SPQR, Railways and Respectability

Anyone got a great weekend-long LARPs they fancy running in the UK in early 2010 and sometime between 2013 and 2019? I'm doing some advance scheduling. (And, yes, we do have games lined up for the other years. Want to come over and play them?)

SHELLY "EVIL TWIN"

MOHNKERN

World's End, Official Chick Gone Bad

Shelly was introduced to LARP by being beaten repeatedly with plumbing supplies. In other words, her entrance to the LARP universe was through *Dagorhir*, a live combat battlegame, just a year or so after that game was founded. She has not looked back since then.

Shelly has written for several campaigns, including *The Alternate Realities Campaign (ARC)*, *1948: Signals*, *1936: Horror*, and *XPI*. She has also written some stand-alone works with her husband, Scott, such as *Ogun's Birthday Party* and *The End of Sacred Months*. She has threatened to write a game based solely on Bloodhound Gang lyrics, but so far the medication is working. Current projects include *Drink Deep III* (February 16-18, 2007), the *Threads of Damocles Campaign* (2007) and *The Gede Fete* (Coming soon!).

Shelly is a founding member of Chicks Gone Bad, a consortium of women dedicated to living life to the fullest, and coming up with fun ideas for Intercon parties. When not neck-deep in LARP, she can often be found somewhere near the dance floor in the vicinity of her Evil Twin.

ADAM NAKAMA

Call Batman! Call Superman!

Call ANYONE!, Elanthea

Despite this being his first Intercon, Adam somehow ended up GMing two games. Much too busy to get any real work done, he spends most of his time writing, dancing, and staying abreast of the research on interactive literature and real-world game design, for which he plans on attending graduate school somewhere.

AARON NEWMAN

Contracts

ALEX NEWMAN

Bid Committee, ConCom

DREW NOVICK

Intercon.gz, Intrigue in the Clouds

KERI OGORZALEK

Contracts

Gamer. GM. Geek. Girl.

GORDON OLMSTEAD-DEAN

"Now Spit!"

LISA PADOL

Hot Tub o' Magic (Bathes II)

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 and 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*.

GREG PETTIGREW

Unhallowed University

As Minister of Propaganda and Enlightenment of Ballyhoo Industries, it is my job, no, my privilege of bestowing upon you my many illustrious years of experience, knowledge, wisdom, and expertise in both Euphemism and Acronym. WWJD? HDWIWD.

JOSH "BLEE" RACHLIN

*Convention Operation Specialist, ConCom,
PRAWN 3: Brassy's Fish*

blee is one member of Team No Pants, authors of the winning game in the 2006 Iron GM Competition. blee has not let this go to his head. Signed photographs of blee can be ordered for a modest shipping and handling fee of \$75 at the Ops desk. For a slightly higher but still extremely affordable \$250, blee will pretend he knows who you are and has forgotten your name at some point during the dance. Finally, for a surprisingly cheap \$2500, blee will endorse* your LARP in public**.

*Quality of endorsements is not guaranteed. Endorsements may include or entirely consist of such statements as "What? Sure, I've heard of that LARP," or "My god would you leave me alone!"

"Public" here refers to anywhere blee is not by himself. This might be the middle of the con suite, or it might be the men's room of a restaurant in Arkansas seven months after the con. Basically, it means wherever we can get blee to listen to us.

****blee's Publicity Team would like to apologize for the previous statement. blee is a generous, wonderful human being who genuinely cares about the state of modern LARP. And the author of the previous statement has been fired. Or possibly killed. We're not sure.

TREY REILLY

Divus Ex: Gaslamp Gods

Trey Reilly found a D&D boxed set sitting in her mother's closet when she was 12. It was all downhill from there. When she got to college, she entered her first long-term campaign, ran her first Call of Cthulhu game, and got introduced to LARPs and gaming conventions.

She started attending every convention she could find—sometimes two or three cons a month. Then, while at a convention in New Jersey, she committed the ultimate sin: volunteerism. She accepted a staff position on DexCon '94, and thus was lost to the normal world forever. She co-founded Wild Gazebo Productions in 2000, and that company ran a series of LARPs and gaming conventions on the East Coast for five years.

She works for GAMA in her day job, and helps to coordinate the GAMA Trade Show and the Origins International Game Expo. This makes her the happiest gal in the world.

ENJOYING THE CON?

SIGN UP FOR INTERCON H NOW!

Intercon H will be held February 29 through March 2, 2008 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 G and then some. Why not save yourself a headache and sign up now at the registration desk? Intercon H memberships are currently only \$20! If you forget to sign up this weekend, register online at <http://www.intercon-h.org> and keep checking back for games and announcements.

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

R. ERIC "ERIC THE DARKER" REUSS

Girl Genius: Agatha Heterodyne and The Perfect Construct

Eric used to LARP far more frequently, but has settled down into a once-a-year-at-Intercon kind of simmer for the past half-decade or so. Why he jumped in to help GM something - particularly a morning game - is anyone's guess, but he's quite looking forward to it.

ALISON RIDER HILL

Railways and Respectability

One of the Brits, magnetically pulled across the Pond by the attraction of games and more games!

Enjoyed 'F' enough to come back for 'G'.

Should I be tempted to try an American accent, please be kind.

DON "UNCLE DON" ROSS

Intercon.gz, Collision Imminent!

Born Donato Rozinski of poor immigrant parents, "Uncle Don" was a well-known face along Delancy Street in the seventies, pushing his rust-colored pushcart labeled 'Please Recycle' between 1st and 17th. After his cart was run over by a Mighty Mammoth on a Crosstown Run, he retired to the country to write his memoirs, and has only returned to the public eye because the Anniversary committee asked him to give a presentation at the rededication of General Anna's statue.

He would like to thank both NEIL and LARPA for the grant which will allow him to finally publish his dissertation on the Junk Metal economy.

TOM "BLUE GARGANTUA" RUSSELL

Intercon.gz

"This monster film is one most exciting giant monster films ever in My opinion! The story is excellent! The Gargantuas are cool looking. I love it when they roar and run. The fights between the two monsters and the army is really good. The special effects are outstanding in My opinion. The acting by the film's human stars are also good. The music is great by Akira Ifukube! I really love this monsters film for many reasons and its arguably the best ever! If you love Godzilla, Gamera, and other giant monster film I strongly recommend that you do what I did and buy War of the Gargantuas today!"

COLIN "DOG" SANDEL

L'Enfer, C'est Les Autres, Contracts

Of a GM and Puppye — a expofitional pome

A-hailing from the rolling hills of lovely Mar-y-land A year has fully passed since he to Chelmsford has a-gone

But now he has returned apace, exactly as he planned

And Dog is very happy to be at this Intercon.

The third of three this Intercon where Dog some games has run

Of which Between a Roc, a tale of fantasy, was first The latter year was Contracts, where a sordid tale was spun

With elves and humans, all for whom mad power was a thirst.

A lesser man might flinch at running games another year

Or tire of spinning tales or even simply cease to care

But Dog is not a lesser man, he hasn't any fear He spins another tale this year, whose name starts with L'Enfer.

One brand new game, a tale of fear that has not yet been play'd

Another run of Contracts, 'cuz we like to raise the bar

Now Dog will march to Chelmsford with due happiness display'd

For this year's Intercon will be the awesomest so far!

ALISON SCHAFER

Elanthia

KREG SEGALL

Orgia ad Domus Lomaximus, Intercon.gz

Does my biography have the Buddha-nature?

CHRISTOPHER "CRISTOVAU" SHANNON

The Wreckers

Chris Shannon, as the son of an English teacher and a romance novelist, should be much more grammatically correct than he's been. This marks his fourth Intercon as a player and his first plunge into GMing a LARP.

JOSHUA "SHEENA" SHEENA

Fire on High, The Trial, Elanthia

Josh is fairly new to the LARP scene and fairly newer to the GM/Writers scene. However, after being a member of the team that won the IronGM competition at Dexcon (No Pants LARP), He feels that he wants to start writing and running more games. He also feels that writing about himself in the third person can get very confusing.



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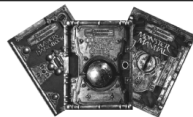
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ANDREW "AJ" SMITH
*Railways and Respectability, SPQR,
Intrigue in the Clouds*

AJ didn't intend to write this bio in the 3rd person. He also didn't intend to run 3 games this year. Nevertheless, he *does* intend that his 9th Intercon be as fun as the previous eight.

BARRY TANNENBAUM
*Intercon Webmaster. Program Book
Editor, ConCom, Collision Imminent!*

After running the Intercon Website for the past four conventions, Barry volunteered to handle the program booklet this year, too. "MY GOD! ... **WHAT HAVE I DONE!?**"

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

ANITA SZOSTAK
*Art Director, Flyers, Ads, Buttons, T-
Shirts & Program Book Art Elements,
ConCom*

I would like to thank Susan for her wonderful "Muse" guidance as she always give me each year doing this job. A very special thank you to Barry for volunteering to typeset the program booklet. Doing the program is a big job and this year I only have to worry about the art for it which makes my life so much easier. Barry, you are the best!

As for the GMs, thank you to all those bringing games where we can use our Brassy's gowns again. It might not work for Brassy's Fish but I'm sure the real question of that game is what kind of aquatic creature will the Jackalope become?

STEPHEN TIHOR
Hot Tub o' Magic (Bathes II)

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 US Economy, a Nero game, and other such diversions. He also owns a small piece of a record.

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

MIKI TRACEY
World's End

Miki has GM'd for such greats as Mike Young, XPI, Gordon Olmstead-Dean and John Kammer at several Intercons. She comes originally from XPI where she is actually an award winning storyline arc writer (that and 4 bucks will get you a coffee). She has written for several campaigns, including *XPI*, *1948-Signals*, and *Threads* down in the Mid-Atlantic and is pleased to finally drop a "new" well, a "slightly used" game anyway, on the unsuspecting Bostonians.

NICOLE VEGA
Unhallowed University

"If you knew, if you could even dream of what may be done, of what one or two men have done in this quiet world of ours, your very soul would shudder and faint within you. What you have heard from me has been but the merest husk and outer covering of true science – that science that means death, and that which is more awful than death, to those who gain it." – Arthur Machen, "The Innmost Light"

As Ballyhoo Secretary of Rapid Exothermic Events, allow me to welcome you to the world of Unhallowed Metropolis.

WILL WAGNER
*Garwyn's Tavern, Deadfellas,
Mahabarata*

**MARK "JUSTIN DU COEUR"
WAKS**

*Bid Committee, ConCom,
Girl Genius: Agatha Heterodyne and The
Perfect Construct*

Professor Mark Waks prefers to be known as "Justin" in public. Nothing you need to concern yourself with -- it's between him and a few old Constructs that didn't leave on the best of terms. Founder of the Department of Interactive and Meddlesome Literature at TPU (an interdisciplinary group between the departments of Drama and Creative History), he is proud of his record of having the sixth fewest student fatalities among TPU's faculty last year.

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VANCE WALSH
Strands of the Mind

**SUSAN "DYBBUK"
WEINER**

Fire on High, 10 Bad LARPs: the B-Sides

From the wilds of Somerville comes a dangerous creature, the wily and elusive dybbuk. Known for such terrifying games as *10 Bad LARPs* she stands poised to wreak havoc in its sequel and in the as yet unknown *Fire on High*.

AVONELLE WING
Backstage Ink

ERIC WIRTANEN
Intercon.gz

(Insert biography here.)

CHRIS WOO
*Call Batman! Call Superman!
Call ANYONE!*

Power corrupts. Absolute power corrupts absolutely. But it rocks absolutely, too. Nuff' said.

MIKE YOUNG
PRAWN 3: Brassy's Fish

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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.

NO SMOKING IN THE HOTEL AND CONVENTION AREA

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

WEAPONS POLICY

The staff of Intercon G recognizes that you may need a weapon as part of a game or costume. However, weapons are not to be used outside of the game space. This includes toy weapons, "boffers," or anything that is liable to trip others. Please use common sense when choosing a weapon for your game. Per hotel policy, no knives of any kind are allowed as weapons. Please note that the following weapons are considered illegal in Massachusetts and should not be used or displayed at the convention: blackjacks, billy clubs, any sort of double-edged knives (symmetrical cross-section, even if one side is dull), nunchucks, and shuriken (throwing stars). If a guest is observed with any type of weapon, the hotel may notify the police.

STAYING AT THE RADISSON INN

Each hotel room should have no more than four occupants. Sleeping in public areas of the hotel or in the convention areas is forbidden by the hotel management.

BE NICE TO THE SITE

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

ALCOHOL POLICY

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

INTERCON G 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 G 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 G is not responsible for any lost or stolen property.



Chelmsford, MA
February 29 – March 2, 2008

Intercon H

Heaven

& HELL

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