



Chelmsford, MA

February 29 – March 2, 2008

Intercon H

Heaven & HELL



Intercon H CONCOM

CON CHAIR

Josh Rachlin

WEBMASTER

Barry Tannenbaum

HEADS OF OPERATIONS

Nat Budin, Sam Hariton

WEBMINION

Nat Budin

REGISTRAR

Chad Bergeron

CON SUITE MISTRESS

Renee Cyr

HOTEL LIAISON

Alex Bradley

CON SUITE COOKS AND ELVES

Thanks to everyone who helped feed
this year's hungry horde!

GAME BID CHAIR

Anna Bradley

ART DIRECTORS

Susan Giusto, Anita Szostak

GAME BID COMMITTEE

Alex Bradley, Anna Bradley, Nat
Budin, Nuance Bryant, Jeff Diewald,
David Kapell, Sue Lee, Mark Waks

SHIRT, FLYER BUTTON DESIGNS

Anita Szostak

NEW ENGLAND

INTERACTIVE

LITERATURE BOARD

Laura Boylan, Nat Budin, Jeff Diewald,
Tim Lasko, Josh Rachlin

PROGRAM BOOK DESIGN

Susan Giusto, Anita Szostak,
Barry Tannenbaum

NEIL TREASURER

Chad Bergeron

DANCE PARTY DJ & ROADIE CREW

Terilee & Jim Edwards-Hewitt

GM LIAISON

Rebecca Kletnieks

INTERCON H PARTY AT ARISIA

Chad Bergeron, Alex Bradley,
Nat Budin

INFORMATION MINISTERS

Tim Lasko, Andrew Militello

SPECIAL THANKS

Intercon H ConCom and Staff, GMs,
and all the players

VENDOR LIAISON

Jen Eastman-Lawrence

Note from the CONCHAIR

Welcome to Intercon H: Heaven and Hell!

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

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

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

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

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

Josh "blee" Rachlin, Con Chair

Game DESCRIPTIONS

... For Art's Sake

Cynthia "C.K. Traveler" Wakefield,
Liliya Benderskaya, C. Victoria Root

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

10 Bad Modules in 100 Bad Minutes

Gordon Olmstead-Dean, Eric Johnson

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

A Serpent of Ash

J. Tuomas Harviainen

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

A Toast to Dean Edgell

Friends & Acquaintances

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

Alice

Phoebe Roberts

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

An Un-Conventional Odyssey

Kirt Dankmyer, Jon Lemich

Your car had broken down on the way to Ithacon, where you were going to play in that cool Vampire LARP. People keep showing up, but they're kinda... useless. Stoners, rednecks, creepy truckers and... zombies?

A comedic Horde minigame of epic proportions, where the journey comes to the characters as they're stuck in one place.

And They Were As Gods

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

Welcome to the end of the world. After all - you've all worked so hard for it, how could you not be excited for the grand finale? Tonight, Old Mimi's cult shall meet for the final time - and complete its task of summoning things better not spoken. Fortunately, as a member, you'll have a front row seat for all the fun!

November 20-23rd, 2008
Naish Holiday Village • Christchurch, Dorset

Bizarre Consequences

“There is a theory which states that if ever anyone discovers exactly what the Universe is for and why it is here, it will instantly disappear and be replaced by something even more bizarre and inexplicable. There is another theory which states that this has already happened.”

— Douglas Adams

www.consequences.org.uk/b

And Thunder Shall Roll

Janet Brennan, Vance Walsh

In Basin, Arizona, the goodly and the wicked tread dusty streets side by side. Slim Thompson's put together a gunslinger shootout to bring the best of the best to his humble little gold mining town. There's a storm brewin' over Basin and the fate of the town hangs on fervent prayers, backroom deals and flying bullets. No one will be safe once the thunder rolls.

Another Life

Anandi Gandolfi

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

Every faith has a different theory about what happens when we die. Only when we pass death's door can we truly know!

As the Sun Falls

*Jesse Cox, Danielle Reese,
Ariel Segall, Susan Weiner*

It is the eve of the Sunfall War. The hosts of heaven are arrayed against each other, and nature turns against itself. The leaders of the tribes of man have gathered for a last council before the darkness falls.

Blackie's Bar & Grill, Grand Cayman

Kelly & Mac MacDougal

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

Boorworms Academy of Magic: Homecoming Weekend

Linda Miller Poore, Cheryl Costa

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

Brother Ezekiel's Tent Revival

Will Wagner

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

Dark Line

Keri Ogorzale, Colin Sandel

You've heard the whispers: the inactive New Washington subway tunnels - the *Dark Lines* - may not be quiescent after all.

shrug

That's not why your gang is down there today.

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

Desperadoes Under The Eaves

Rebecca Kletnieks, Jason Schneiderman

A tale of love, drugs, monsters, fugitives, and shifting perceptions set in an unusual California hotel. Based on the works of Warren Zevon.

...WE KNEW YOU'D BE HERE.

How did we know? Simple.

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



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

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

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

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

STEVE JACKSON GAMES

End of Seasons

The Lione Board

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

Forgive Me Father

Cynthia Wakefield, Caroline Cooper

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

Ghost Fu: The Jade Emperor's Celestial Tournament

Elizabeth Bartley, Stephen Tihor, Joshua Kronengold, Lisa Padel, Julian Lighton

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

Hell to Pay

Kreg Segall

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

Intercon H Soul Exchange

Adam Nakama

A stock trading game. With souls.

Intercon Hertz

Your Intercon Hertz gamemasters

More games per second, ouch.

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

L'Enfer, C'est Les Autres

Colin Sandel, Carlos Coral

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

Last Stop

Joshua Sheena

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

Miskatonic Class Reunion

Mike Young

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

Muppet Purgatory

Beth Baniszewski, Diane Christoforo, William Lowenthal

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

Mystery at Hart Manor

Stephen Kohler

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

(978) 250-0566
www.3trolls.com

3 Trolls GAMES & Puzzles

The Shoppes
at Summer
Street Crossing
7 Summer Street
Chelmsford

WARHAMMER

Models • Paints & Glue
JigSaw Puzzles
Chess Sets
GO Sets
Backgammon • Cribbage



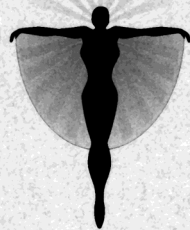
DUNGEONS
DRAGONS

Collectible Card Games
– Magic
– World of Warcraft
– Yu-Gi-Oh!



Role Playing Games
Board Games
Wood & Metal Puzzles

OPEN 7 DAYS A WEEK



Anandi Gandolfi

Clothing Design, Beaded Jewelry, Costumes

200 Nygard St
Madison, WI 53713

608-658-9211
Create-Me.com

Free Larps and
more! Online at
www.aegames.org.

ALLEGED ENTERTAINMENT

Mystery at The Fairy Tale Reservation

Anna Bradley, Nuance Shaffer

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

Oh God, Everybody's Dying!

Adam Nakama, Haz Harrower

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

Only Mighty Guests

*Carol Young and the
Foam Brain Productions Staff*

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

Operation Radial Star

Jeremiah Genest

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

Purging Purgatory

Chris Shannon, Bess Libby

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

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

Railways and Respectability

*N Barnard, P Dall, J Elsmore, S Hatherley,
S Lee, T Mitton, D Oddy, AJ Smith,
M Snowden, J Winnard,
Additional development by S Lee,
AJ Smith and J Winter*

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

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

Roanoke

Aaron Newman

Roanoke. England's first colony in the New World, and America's oldest mystery. Beset by hostile Indians, foreign enemies, rumors of mutiny, famine, plague, and perhaps even the dark forces of Hell itself, spring of 1588 finds the colony on the eve of its destruction.

Salem is Burning

Scott Bowman, Tim Weaver, Wendy Weaver

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

Sam & Max Hit the Afterlife

Alex Bradley, Dave Kapell

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

Sassy Pirate Wenches on the Island of Stern Viking Jarls

Eric Wirtanen, Kreg Segall, Cameron Betts

Men are from Scandinavia. Women are from the Caribbean.

Yet somehow they learn to communicate.



Con SUITE

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.

Skid Row

Simon Deveau, Patricia Smirnoudis

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

Survivors of the Naronic

Tony Mitton, Sue Lee, A J Smith, David Townsend, Theo Clarke

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

The Last Seder

Vito D'Agosta, Susan Weiner, Nat Budin, Joshua Sheena

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

Under my Skin

Emily Care Boss

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

The Other Other* All-Batman Game

Philip, Jennifer & Valerie Kelley

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

Welcome to Sunnyvale

Sage Shepperd, Joshua Sheena

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

Wonderland 2.1 - Wonderland Reloaded

Andy Kirschbaum

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

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!

BOORWORMS ACADEMY OF MAGIC

An American School for Witchcraft and Wizardry

Established in 1695 on the shores of the New World by five bold magical adepts, Boorworms Academy is the oldest school of witchcraft and wizardry in North America.

Imagine yourself an elite magical practitioner and notable member of the staff of the prestigious Boorworms Academy –or perhaps you are a famous alumnae. Besides your teaching duties, you and others may be called upon to explore magical myths and legends, investigate curious magical events and mysteries, as well as deal with the political disputes of the wizarding world. For a posting at Boorworms is not just a job, it's an adventure!

Boorworms Academy of Magic

A LARP Gaming Campaign venue
Is coming to Central, NY

SUMMER 2008

To be a part of it or for more information,
Call or Email - Cheryl Costa or Linda Poore
DragonLadyMedia@aol.com
or call 607-426-7080
www.Boorworms.org

GM & Staff BIOS

Jennifer Ash

Mystery at Hart Manor, Only Mighty Guests

Beth Baniszewski

Muppet Purgatory

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

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

Elizabeth "Beth" Bartley

*Ghost Fu: The Jade Emperor's
Celestial Tournament*

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

Janet Brennan

And Thunder Shall Roll, Intercon Hertz

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

Marc Blumberg

A Toast to Dean Edgell

Emily Care Boss

Under my Skin

Scott Bowman

Salem is Burning

Daniel "csandel" Bates

Dark Line

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

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

Liliya "Lily" Benderskaya

... For Art's Sake

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

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

Chad "Laurion" Bergeron

*Registrar, NEIL Treasurer,
NEIL Board Advisor*

Your bio here!

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



games and hobbies
36 Spruce Street
Waltham, MA 02453
(781) 894-6792
dangerplanetgames.com
Mon Fri: 12 - 11 PM
Saturday: 10 - 11 PM
Sunday: 12 - 8 PM

Cameron Betts

Sassy Pirate Wenches on the Island of Stern Viking Jarls

Underwriter.

Alex "Lightbringer" Bradley

Zampolit, Sam & Max Hit the Afterlife, Intercon Hertz

Ago ergo sum.

Anna "T'Pau" Bradley

Queen of All she Surveys, \ Mystery at The Fairy Tale Reservation

Anna is not at this convention. She is off being in a wedding, wearing a tuxedo.

Nuance "Nu" Bryant

Empress of Nutoxia,

Mystery at The Fairy Tale Reservation

Nuance thinks you all should come to Lunacon, the New York SFF con. Really, you should. It's very fun.

She'll be 26 on Sunday, March 2nd. You should shower her with hugs, praise, and presents. Likes include long walks on the beach, short walks on the beach, and other beach-related activities. Dislikes include writing bios and talking about herself in the third person.

In addition to *Mystery at the Fairy Tale Reservation*, Nuance has also helped write *It Happened This Way*, and *Unhallowed Metropolis*. This is her fourth Intercon. It might also be the year she finally learns people's real names, as referring to someone

as "That-guy-that-I-LARPed-with-last-year" gets really old really fast.

She married Shaughn Bryant in May. This makes her very happy.

Shaughn Bryant

Mystery at The Fairy Tale Reservation

Janet Brennan

And Thunder Shall Roll, Intercon Hertz

Christopher "Chris" Buck

Intercon Hertz

While it stands to reason, it flies to fancy.

Nat "Pudding" Budin

Opstometrist and Opstetrician,

Ops!, The Last Seder

Nat spawned from a slime mold in Newark.

Diane Christoforo

Muppet Purgatory

Diane is a generic carbon-based life form. She has played games with the MIT Assassins' Guild for several years, but this is her first real Intercon (those fifteen minutes three years ago probably don't count.) *Muppet Purgatory* is only the second game she has written, so be intrigued or terrified as you see fit.

Diane is a fan of *The Muppet Show*, *Fraggle Rock*, square dancing, *Sesame Street*, the Muppets' version of *The Frog Prince*, *The Muppet Movie*, *The Muppets Take Manhattan*, googly eyes, and *Labyrinth*.

Kate "The Wrong Kate" Bunting

Railways and Respectability, A Toast to Dean Edgell

Kate was introduced to LARP by nefarious individuals she has known since preschool, who may well be in attendance at this very convention. They know who they are, and apparently feel no guilt about their dastardly deeds. In the intervening time (ten-ish years?), Kate was a player in the DC-based *Mersienne* campaign, and the *1936: Horror* campaign, then sold her soul (or just sold out?) and became a staff member for the *1948: Signals* campaign, played the *Brassy's Men* series, and is currently staffing the *Threads of Damocles* campaign. Her writing and GM credits include the full-weekend LARP *Drink Deeper*, occasional scenarios for DC-local campaign games, and ill-advised-but-ultimately-successful forays into bulk cooking and LARP catering. Despite rumors to the contrary, Kate is not a narc.

Kate is honored to be assisting "Team Brit" as the token Yankee delegate for the reprisal of *Railways*. It has been surmised that being genetically British, and having lived in the UK have contributed to her selection for this post, or that her obsession with frockage is fueling Sue's own addiction... The truth probably lies somewhere in between.

Marcy Canterbury

End of Seasons

David Clarkson

Caroline Cooper

Forgive Me Father

Cheryl Ann "Tashi" Costa

Boorworms Academy of Magic:

Homecoming Weekend

Cheryl is a published playwright and mystery writer as well as a lover of the LARP writing form.

Heather Cougar

Purging Purgatory

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

Jesse Cox

As the Sun Falls

Renee Cyr

Con Suite Mistress

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

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

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

Vito "Simple Wordsmith" D'Agosta

The Last Seder

Vito was asked numerous times last year why his name was listed as Vito instead of John. Vito is John's middle name. John is Vito's first name. The name Vito stands out a little more.

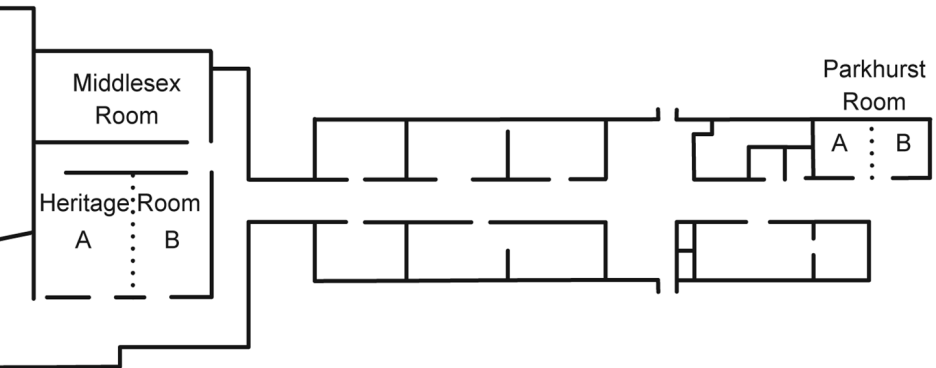
Vito (or John) has been involved in writing and running games for several years now, primarily with Alleged Entertainment. Some notable titles include: *Fire on High*, *The City Council of Hound's Teeth*, *In the Jungle*, *Counterculture*, and *The Last Seder*.

Kirt "Loki" Dankmyer

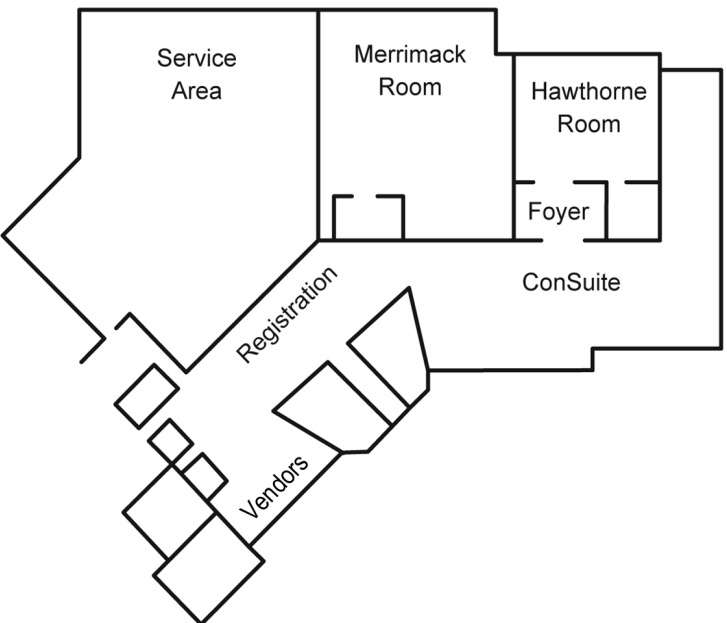
An Un-Conventional Odyssey

Kirt Dankmyer, along with his partner in crime Jon Lemich, has won the **LARPA Small Game Contest** twice in a row now, once for *Marlowe 2020* and once again for *An Un-Conventional Odyssey*, which is what he's running at Intercon H. He's bragging about it here because he knows no one actually reads this stuff. The cash reward from this contest – or, more accurately, the dregs from which – molder in his pants pocket as he writes this.

CHELMSFORD, MA



Second Floor



Game SCHEDULE

Saturday — March 1, 2008 — Evening	
19:00	Dinner / Costuming
20:00	Sassy Pirate Wenchies on the Island of Stern Viking Jarts Merrimack
21:00	Alice Heritage A & B
22:00	Dark Line Hawthorne
23:00	The Last Seder Chelmsford, Boardroom
00:00	Blackie's Bar & Grill — Grand Cayman Salon A & B
01:00	Salem is Burning Salon C, Carlisle
	Another Life Middlesex
	Hang out in Con Suite
	End of Seasons Parkhurst
	Get Ready to Dance!
	Miskatonic Class Reunion Drawing Room, Concord
Sunday — March 2, 2008	
09:00	Breakfast Salon B & C
10:00	Sam & Max Hit the Afterlife Heritage A & B
11:00	Purging Merrimack
12:00	10 Bad Modules in 100 Bad Minutes Hawthorne
	The Other Other* All-Batman Game Carlisle, Chelmsford
	Intercon H Soul Exchange Middlesex
	Check Out
	Welcome to Sunnyvale 2 Suites
	Only Mighty Guests Drawing Room, Concord
	Bunnies & Burrows with Randy Milholland Con Suite
13:00	Closing Ceremonies Salon A, B & C
14:00	

Rising Phoenix Games, LLC

RPGs – CCGs – Minis

Costumes – LARP supplies –
and More!

**21-69 Main Street
Cherry Valley, MA 01611
(508) 892-5190**

All night Gaming parties,
once a month, \$20.00- Stop
by for more details!

www.risingphoenixgames.com

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

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

Simon "Slippy" Deveau

Skid Row

Glub glub

Jeff "The Vortex of Chaos" Diewald

*NEIL Board Member, Bid Committee
Member, Vortex of Chaos*

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

Jennifer "Lady J" Eastman Lawrence

Vendor Liaison, Lover of Liaisons

Lady J is an elusive creature who likes to meet new people and encourage collaboration.

Jim Edwards-Hewitt

Dance Roadie

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

Terilee Edwards-Hewitt

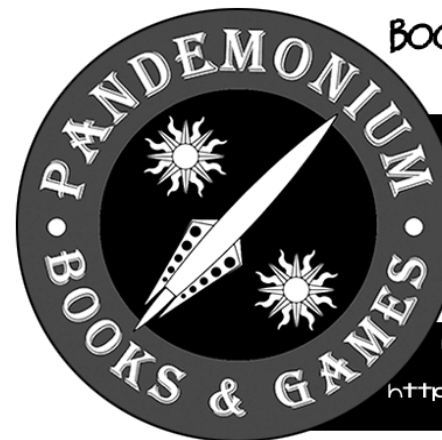
DJ

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

Jeremiah "Jere" Genest

Operation Radial Star

Jeremiah Genest has run a smattering of LARPs and a smattering of espionage games. He is excited to bring both together.



BOOKS, GAMES AND MORE
FOR SMART PEOPLE!

Greater Boston's
Science Fiction
Specialty Store

NEW CUSTOMERS: MENTION THIS AD,
SIGN UP AS A MEMBER FOR FREE,
& GET 20% OFF YOUR FIRST PURCHASE!

4 Pleasant St., Cambridge, MA
(617) 547-3721

<http://www.pandemoniumbooks.com>
Mon-Fri: 12-10pm, Sun 12-6pm



Camelot Cohousing

a new vision of neighborhood living

Over 25 Acres of woods and open land in conservation

Townhouses and detached homes

Common facilities, gardens and fields for hobbies, exercise and socializing with neighbors and friends. Gaming, SCA and LARP friendly

Safe play areas for children. A warm safe place for families, singles, couples and retired folks

Construction underway! 2 & 3 bedrooms still available Also selling affordable units

Located 20 minute east of Worcester, close to I-495 and I-290

Contact us today info@camelotcohousing.com or visit our table at Intercon H to see pictures and layouts!

Camelot Cohousing LLC

www.camelotcohousing.com



Anandi Gandolfi

Another Life

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 four one-shots (*Asylum*, *Mahabharata*, *One Life* and *Speed Dating*) and a multi-city chronicle (*Between the Cracks*), creating worlds of wonder, passion, joy, and pain has become a passion that shows little sign of being satisfied.

Susan "Nikin" Giusto

The Intercon Muse, ConCom

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. I have been getting published kinda regularly ever since and my latest bit of insanity is in a collection by Harper & Collins due out this year.

As a result of this diverse imaginative bend in my personality, I have also been involved in theater and role playing for about as long. Theater, costuming and LARPs, oh my! This year has been spent doing a lot of research and prop building for "*things to come*"... wait for it... you will love what is coming.

Whilst musing for the Intercon ConCom and staff etc, I help provide artistic support, cook for the Con Suite and in general help glue things together. I cook a great Pasta Fagiolo, love dark chocolate, need a job and am always in want of someone cute to date and give me a good back rub or hair tussle. I am the Intercon Muse; I inspire, I energize and I cause a bit of creative chaos & mischief when needed. ☺

Cidney Hamilton

Forgive Me Father

Sam "Rotiahn" Hariton

Ops!

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

This Bio was written by Sam's Cat

Shannon "Haz" Harrower

Oh God, Everybody's Dying!

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

Jared Hite

Alice

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

Eric Johnson

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

Dave "Hyperkinetic Lagomorph" Kapell

Sam & Max Hit the Afterlife

Andy Kirschbaum

Brother Ezekiel's Tent Revival, Wonderland 2.1 - Wonderland Reloaded

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

Enjoying the Con? Sign up for INTERCON I NOW!

Intercon I will be held March 6—8, 2009 in the lovely Chelmsford Radisson — the very same hotel you're at now — with all the atmosphere, food, and fun you're experiencing this weekend here at Intercon H and then some. Why not save yourself a headache and sign up now at the registration desk? Intercon I memberships are currently only \$20! If you forget to signup this weekend, register online at <http://www.intercon-i.org> and keep checking back for games and announcements.



Open daily, 12pm to 12am.

Weekly Tournaments for:
Magic the Gathering,
Yu-Gi-Oh!, and
World of Warcraft TCG.

Free gaming space
for customers!

389 Highland Avenue
Somerville, MA 02144

617-666-5799

www.yourmovegames.com/events

Collectable Card Games,
Miniatures, RPGs,
Boardgames, and more!

Philip "Philip Kelley" Kelley

The Other Other All-Batman Game*

Hello. I'm Philip Kelley, and I... I play LARPs. I don't only play them, I write them and run them and help my friends run them too. I wasn't always like this, I used to just play board games and the occasional bit of D&D, but... well, I was at this SF con, it was pretty slow, the gaming room was dull, and there was a sign on the wall for a "live action role playing game" up in a private room, and... well, I figured, where's the harm? If it's dull, or too weird, I could leave at any time, right? Right? Well, I walk in, and when the GM sees me, his eyes light up. We knew each other a bit from old table top games, but I hadn't seen him around for a few years. He walked over, said "you get this one", and I read the first few lines. You know the kind: "you are really interesting character X, but secretly you are really interesting character Y". I've been here, trapped, ever since, unable and unwilling to leave... and if you're reading this, it may well be too late for you too. I'm sorry. Really, I am. But while you're here, let me tell about this one game...

Rebecca Kletnieks

Desperadoes Under The Eaves

Becky is:

A: Intercon's fabulous GM Liaison, and co-writer for the amazing, surprise hit game *Desperadoes Under the Eaves*

B: Most famous for conquering Uzbekistan with an army of animated marzipan figurines
C: Secretly controlled by an cabal of sentient bunnies living under the North Pole

D: Indistinguishable from magic

E: Two or more of the above (list your choices)

F: Other (please explain)

Answers may be submitted to the individual in question, or to the Ops desk. Correct responses will receive a prize of little to no value, and the inner joy that comes from a job well done.

Stephen Kohler

Mystery at Hart Manor, Only Mighty Guests
Stephen Kohler is fairly new to the world of LARPing (and referring to himself in the third person), but he's willing to give both a go. He got involved in LARPing last year, when he saw these nice people talk about this live-acting roleplaying thing called *The Final Voyage of the Mary Celeste*. Foolishly, he decided to try it, and four sanity-draining hours later, he was hooked. He has since played in more LARPs then he can count without using his toes, almost all of which run by the amazing people at Foam Brain Productions. (An institution of which he is now a member.) He has since taken the final step into insanity and actually written a LARP, *Mystery at Hart Manor*, which is making its first foray into the general public at Intercon. If you see Stephen's wits running around Interconspace, please, grab them.

Joshua Kronengold

*Ghost Fu: The Jade Emperor's
Celestial Tournament*

Joshua Kronengold has been regularly playing in Theatre Style LARPs since 1992 (starting with full weekend LARPs like Recon +10 at Dexcon 2, and *It Was Better in Real Life* at Arisia, and later attending a 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. Maybe soon.

Tim "Teem" Lasko

*NEIL Board, ConCom, The Information
Teem, Ocelot, Con Suite*

Just happy to be here. Let me know if you didn't find out anything you needed to know. About Intercon H, that is. I can take a stab at other things, too.

Sue "Queenortart" Lee

*Railways and Respectability,
Survivors of the Naronic*

Hurrah another March, another Intercon, oh hang on it'll be February 29th, and therefore a leap year.

There is a tradition, said to go back to Saint Patrick and Brigid of Kildare in 5th century Ireland, but apparently not attested before the 19th century, whereby women may make marriage proposals only in leap years.

Supposedly (but disputed), in a 1288 law by Queen Margaret of Scotland (then age five and living in Norway), fines were levied if the proposal was refused by the man; compensation ranged from a kiss to £1 to a silk gown, in order to soften the blow.

It is my belief that a woman cannot have too many silk gowns...

Make of that what you will.

Bess Libby

Purging Purgatory

Mythical Journeys



Future Imperfect

A Science-Fiction Live Action Role Playing Event

First Game is March 28-30, 2008

Join our Cast and Play for FREE

www.mythicaljourneys.com

Julian Lighton

*Ghost Fu: The Jade Emperor's
Celestial Tournament*

Julian is an occasional LARPer who has been on the design team for *Shadowfist* (the CCG of Hong Kong action movies) since 2001.

For some inexplicable reason, he found himself drafted into writing this game.

William Lowenthal

Muppet Purgatory

James MacDougal

Blackie's Bar & Grill, Grand Cayman

Kelly MacDougal

Blackie's Bar & Grill, Grand Cayman

Eileen Malony

A Toast to Dean Edgell

Michael McAfee

ConCom

Lucas McCauslin

Roanoke

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

Andrew Militello

Outreach

Tony Mitton

*Survivors of the Naronic,
Railways and Respectability*

Adam Nakama

*Intercon H Soul Exchange,
Oh God, Everybody's Dying!*

"Adam, the central mechanic of your game is *crack*. Of course it's going to be ridiculous."

-- Conor Walsh

Aaron Newman

Roanoke

Alex Newman

ConCom

Drew Novick

The Other Other All-Batman Game*

Keri Ogorzalek

Dark Line

>(^.^)>

<(^.^)<

>(^.^)>

<(^.^)<

Gordon Olmstead-Dean

10 Bad Modules in 100 Bad Minutes

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

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

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

His current focus in Live-Roleplay is recording and consolidating information and promoting the art of producing fiction with multiple simultaneous protagonists through his LARPWriting.ORG website. His personal artistic emphasis has been on an extension of Artaud's concept of the "theatre of cruelty" into roleplay drama.

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

Lisa Padol

*Ghost Fu: The Jade Emperor's
Celestial Tournament*

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

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

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

Moira Parham

Intercon Hertz

Jessica Pease

Operation Radial Star

Linda "Madam Wu" Poore

*Boorworms Academy of Magic:
Homecoming Weekend*

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

Danielle Reese

As the Sun Falls

Josh "blee" Rachlin

[REDACTED - If you have ultraviolet security clearance or higher, see the Con Chair to find out what blee's title is.]

blee's bio has been deleted for your safety. Everyone who read blee's bio has gone missing or crazy. We've been assured by blee that this is entirely coincidental, and has nothing to do with his bio, but the Con Chair has asked us to delete it anyway, just in case.

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

## Phoebe Roberts

*Alice, Last Stop*

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

## Victoria "Tory" Root

*... For Art's Sake*

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

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

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

## Don "Uncle Don" Ross

*Intercon Hertz, Hell to Pay*

Yarr!

## Colin "Dog" Sandel

*Dark Line, L'Enfer, C'est Les Autres*

Welcome to Opaque Innovations, Incorporated.

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

### EMPLOYEE PROFILE

Name: Colin Sandel

Gender: Male, Race: White, Eyes: Blue,

Hair: Brown

Employment Status: ESCAPED

Priority Code: A4 (extreme security threat)

Date of Manufacture: March 31, 2000 -

Grown via standard tube method, Memory

Generation by standard Opaque Memsoft

v1.3

Accomplishments: [REDACTED]

## Jason Schneiderman

*Desperadoes Under The Eaves*

## Ariel Segall

*As the Sun Falls*

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

## Kreg Segall

*Sassy Pirate Wenches on the Island of Stern Viking Jarls*

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

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

## Christopher "Cristovau" Shannon

*Purging Purgatory*

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

## Joshua Sheena

*Last Stop, Welcome to Sunnyvale*

## Emily Shepperd

*Welcome to Sunnyvale*

## Margaret Simkins

*Intercon Hertz*

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

## Andrew "AJ" Smith

*Railways and Respectability, Survivors of the Naronic*

Plot-Doctor, GM-for-Hire and Writing-Muggins.

## Anita "Minx Girl" Szostak

*Art Director, Flyers, Ads, Buttons T-Shirt & Program Book Art Elements, ConCom*

"I may be going to hell in a bucket, babe, but at least I'm enjoying the ride."

— The Grateful Dead.

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

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

## Barry Tannenbaum

*Webmaster, Program Book Editor*

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

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

## Stephen Tihor

*Ghost Fu: The Jade Emperor's Celestial Tournament*

Stephen has been around for a while.

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

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

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

## Thomas Vorhies

*And They Were As Gods, Miskatonic Class Reunion*

## Will Wagner

*Brother Ezekiel's Tent Revival, Wonderland 2.1 - Wonderland Reloaded*

Who writes a game, for fortune and fame, and makes a slinkity sound?

He's an author, a GM, a marvelous man!

Everyone knows it's Will.

He's Will, he's Will, he's fun, he's a wonderful guy.

He's Will, he's Will, he's fun, he's a wonderful guy.

His game's fun, so come play or fry.

*For all your  
costuming needs come to*



## Lady Guendalina's Closet

*Specializing in*

*Hand made snoods, circlets, trimmings, notions, jewelry,*

*bats, pouches, veils, barrettes.*

*And other assorted ever-changing items.*



### Lady Guendalina's Closet

Susan Lamm · PO BOX 87 · Carver, MA 02330

508-208-7811 · www.ladyguen.com · ladyguen@ladyguen.com

## Vance Walsh

*And Thunder Shall Roll*

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

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

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

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

## Mark "Justin du Coeur" Waks

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

## Cynthia (Raistlin) "Cyn" Wakefield

*Forgive Me Father, ... For Art's Sake*

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

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

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

## Tim Weaver

*Salem is Burning*

## Wendy Weaver

*Salem is Burning*

## Chris Weil

*And They Were As Gods,  
Miskatonic Class Reunion*

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

## Jesse Wertheimer

*Purging Purgatory*

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

## Carol Young

*Only Mighty Guests,  
Mystery at Hart Manor*

## Susan "Dybbuk" Weiner

*As the Sun Falls, The Last Seder*

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

## Eric Wirtanen

*Sassy Pirate Wenches on the Island  
of Stern Viking Jarls*

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

## Andrew "Foam Brain Productions" Zorowitz

*Mystery at Hart Manor, Only Mighty Guests,  
And They Were As Gods,  
Miskatonic Class Reunion*

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

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

Spiral Energies  
Body • Mind • Spirit



Janet C. Kessenich  
Lu Marian • Acutonics  
Sound and Vibration •  
Pranic • Reiki

janetkspiral@rcn.com • (617) 926-4155

## Thanks to our Raffle Donors!

Three Trolls Games

Janet Kessenich Healing  
Massage

Pandemonium  
Books & Games

Your Move Games

Danger Planet

Steve Jackson Games

Alleged Entertainment

Anandi Gandolfi

Randy Milholland



# INTERCON XXIII

SPONSORED BY  
**LARPA**

AND THREADS OF DAMOCLES  
REHOBOTH BEACH, DE

November 14-16, 2008  
[ima.larpaweb.net](http://ima.larpaweb.net)



Atlantic Sands  
Rehoboth Beach DE



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

## STAYING AT THE RADISSON INN

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

## BE NICE TO THE SITE

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

## ALCOHOL POLICY

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

## INTERCON H OPERATIONS STAFF

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

CHELMSFORD, MA  
MARCH 6-8, 2009

**IN SPACE,  
NO ONE  
CAN HEAR  
YOU SCHEME**

**INTERCON I  
INTERGALACTIC**

**REGISTER NOW!**

**WWW.INTERCON-I.ORG**

**SIGN UP DURING INTERCON H FOR ONLY \$20 DOLLARS.  
AFTER THIS WEEKEND PRICES WILL GO UP.**

**GAME BIDS ARE NOW BEING ACCEPTED!  
JOIN THE CON COMMITTEE!**