

# INTERCON Q QUILOTIC



**FEBRUARY 9-12, 2017**  
**CROWNE PLAZA HOTEL • WARWICK, RI**



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*To all Intercon Q GMs, ConCom*  
*members, Ops volunteers, and*  
*our vendors and advertisers*



## NOTE FROM THE CONCHAIR

Welcome to Intercon Q!

I hope you enjoy everything the convention has to offer. When I ran for Con Chair, I knew that we would be transitioning to a new hotel, and I'm really excited about our new venue in The Crowne Plaza. The hotel search committee did a wonderful job in finding a place that had a large number of function rooms, and was welcoming to our wonderful costumes and sense of fun. We recognize that we needed to move due to size considerations, and that each space has its tradeoffs. We'd like to hear from you after this convention about how we can make this space work better, and what worked and did not work for you this year.

There's been a number of changes this year that I'm already happy with and we'll want your feedback on them after this weekend, to know if we should carry them forward. The panel portion of the convention has been more fully integrated into the schedule but we have debated including them throughout the weekend, so we would like to hear if you would like panels during the rest of the convention (or a panel track) during the main portion of the weekend.

We have a full time Safety Staff for the second year. We are committed to making Intercon a safe space for everyone and our Safety Staff is here to help ensure that. The Safety Staff is available 24 hours a day during the con via a hotline number — (313) SAFETY-4. Please contact Safety with any concerns.

Our community continues to grow and expand, and welcome varied styles of LARPing. Watching the expanding list of types of games, and the love of all types of LARP grow in our community is a wonderful thing. One of the things I enjoy most about Intercon is the ability to play multiple styles of games over the course of one long weekend. This year is no exception, and game styles include Nordic Style games, Secrets & Powers games, American Freeform, and boffer games. Related to boffer games, we have enough boffer games on the schedule this year to have a boffer track of games for the second year in a row.

But most of all, I want to say thank you to our staff, our volunteers, and our wonderful GMs without whom this convention could not happen. My staff this year has been phenomenal and I feel truly blessed to have them in this effort. Thank you to everyone who contributes to the convention.

Kim Sward  
Intercon Q Con Chair



## NOTE FROM THE NEIL PRESIDENT

This year has been a great one for New England Interactive Literature: We've found a new home for Intercon, we've published our first issue of Game Wrap, and we've fully launched the new NEIL LARP Library.

Our biggest event of each year is, of course, Intercon, and this year's con looks like it's going to be better than ever, thanks to the leadership of Kim Sward, and all the other volunteers that have been working so hard on the convention. I'm very excited for our new location in Warwick, RI, and I'm very interested in hearing what you all have to say about it, so keep an eye out for the post-con survey.

Stephen Kohler ran the 5th annual New England LARP Conference, NELCO, in August, and recruited a number of new faces to help with that. Come to Closing Ceremonies, or flag down Cameron Betts, to hear about this year's NELCO.

I want to thank and congratulate Viktoriya Fuzaylova and the rest of the Game Wrap team for getting the inaugural issue out the door. It's filled with all kinds of content from a large number of people across our community. They're hard at work on the second issue, so look for an announcement about that later this year.

This year also saw the full launch of the LARP Library (<http://library.interactiveliterature.org>) thanks to the hard work of Nat Budin and Eva Schiffer. Eva in particular volunteered to track down a number of GMs to get their permission and updated documents to include in the library.

I'm also incredibly pleased to announce that we'll be working with Emily Care Boss to put together the Living Games Conference 2018 as a NEIL-Sponsored event in the Boston Area. We'll have more information on this during Closing Ceremonies, so come by to hear more about what we have in store for you, and to find out how you can help!

I'd like to thank again everyone who contributed to any and all of our projects over the past year, from the event staffs, the NEIL Board, the Game Wrap team, the LARP Library team, and especially all the GMs, volunteers, attendees, and readers!

Welcome to Intercon Q!

Dave Kapell  
NEIL President

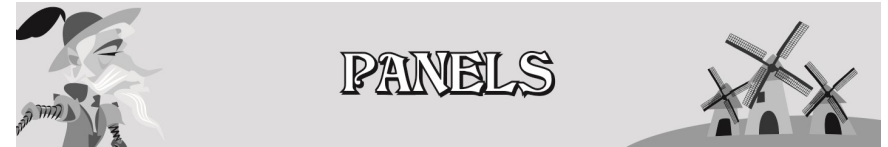
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## PANELS

Thursday, 9-Feb-2017	20:00	Death and Killing in LARP – <i>Rhode Island</i> Fixing Bad Information: How to Fix Mistakes Mid-Game – <i>Ocean</i>
	21:00	Designing for Inclusivity – <i>Ocean</i> Intro to NERO Combat – <i>Atrium</i>
	22:00	Bleed in Boffer LARPS – <i>Rhode Island</i> Non-Boffer Combat Systems – <i>Ocean</i>
	23:00	Intro to Accellerant – <i>Atrium</i> Mechanics – They Really **** Your Game Up! - <i>Ocean</i>
	00:00	White Death – <i>Narraganset, Patriots</i>

Friday, 10-Feb-2017	11:00	"Boxed" LARPS: How to Make Them, Run Them – <i>Ocean</i> Debriefs: How and Why – <i>Rhode Island</i>
	12:00	LARP Aftercare – <i>Rhode Island</i> Playing to Empower Others – <i>Ocean</i>
	13:00	Bringing Nordic Style LARP to North America – <i>Rhode Island</i> Plotting by the Seat of Your Pants – <i>Ocean</i>
	14:00	Emotional Baggage – <i>Suite C</i>
		LARP Civics – <i>Ocean</i> Safety and Calibration Techniques for LARPS – <i>Rhode Island</i>
		Happily Ever After? – <i>Suite B</i>
	15:00	Collaborative Character Creation – <i>Rhode Island</i> Thrift Store Costuming – <i>Ocean</i>
		Exeunt – <i>Suite B</i>
		LARPing with Disabilities – <i>Ocean</i> Mixing Desk of LARP – <i>Rhode Island</i>
	17:00	How Do Freeform Games Work? – <i>Rhode Island</i> Runtime GMing – What To Do, What Not To Do – <i>Ocean</i>

Games scheduled during panel period



### **Bleed in Boffer LARPs**

“Bleed,” or the crossover of player and character emotion, is often presented as something unique to art LARPs. In this discussion, we’ll explore how the immersive, “what you see is what you get” nature of some live-combat games (Accelerant in particular) can lead to greater possibilities for bleed.

### **Death and Killing in LARP**

Few events in a LARP can evoke stronger feelings than the death of a player character. Death and the threat of death are seldom to be taken lightly, and they can contribute a great deal to in-game atmospheres of drama and suspense. That said, when a character dies, their story is (usually) over, and it may not have been the ending they expected. Death at the hands of another player character can be especially fraught, caught up as it is in various unspoken rules of etiquette. How can we effectively manage expectations around death and killing in LARPs, and what role do they play in the narratives we want to engage with?

### **Boxed LARPs: How to Make Them; How to Run Them**

A well-“boxed” LARP can reach a vastly larger audience than one that only its authors know how to run properly. What should authors include when boxing a game? And what should one keep in mind when running someone else’s game “out of the box”?

### **Bringing Nordic Style LARP to North America**

LARP styles are inherently cultural, and transplanting one style of LARP to another player culture has its challenges and opportunities. In 2016, the speakers successfully ran four large (160 person) Nordic-style LARPs, which ran over 4 days and 3 nights and were all inclusive of lodging and food. These *New World Magischola* LARPs used a consent-based combat system, no skills, builds, levels, or XP, and a collaborative vs. a competitive playstyle. Though we say they were a success, there were plenty of “learning opportunities,” as the Chancellor was so fond of saying, and in this panel we will discuss the major perils, pitfalls, and proposed solutions of translating or introducing a new playstyle to an American audience.

### **Debriefs: How & Why**

Everyone-talk-about-your-character-for-thirty-seconds? Form a circle? “The thing you didn’t know about was ...”? Post-game debriefs can come in a variety of forms, and serve a number of purposes. Let’s discuss how to keep them interesting, relevant, and valuable. How can the various LARP debrief traditions learn from each other? Or should we get rid of debriefs entirely?

### **Designing for Inclusivity**

In order to create games that are both representative and inclusive of a variety of intersectional identities, game designers need to pay attention to how a game’s setting, roles, genders, races, and classes are portrayed. Gaming archetypes such as fantasy races and tropes may be shortcuts to help players understand how to play more quickly, but they may also replicate subconscious societal norms that reinforce stereotypes, prejudices and assumptions that contribute to racism, misogyny, homophobia, and marginalization. The presentation has two parts: in-game design for inclusivity, which discusses character writing and world-building for the representation of identities, and off-game design for inclusivity, which includes community norms and player conduct expectations to create play spaces that feel safer for players of color, and people of all genders and sexualities.

### **Fixing Bad Information: How to Fix Mistakes Mid-Game**

A GM tells someone the wrong name, and now that wrong name has been thrown out an airlock as a result; a game of telephone has the PCs organizing a ritual to summon something that isn’t even part of your setting; a copy-paste error has a player mistakenly convinced their character must die by the end of the night (and it’s totally making their game!).

Problems with information can and will derail games in a variety of ways. Come and share advice on the best ways of addressing these sorts of issues when they inevitably arise.

### **Intro to Accelerant**

With the growing number of boffer games at Intercon and New England as a whole, the Introduction to Accelerant System for Theater Players is meant to help newcomers and veterans alike better understand the calls and community of Accelerant. We’ll be giving an overview of the Accelerant ruleset and mindset, a rundown of the calls you will likely see as participants in boffer games over this Con, and finally holding a sparring practice so you can hone your skills. Weapons will be provided for anyone interested in trying out the system for the first time or just wanting to get a reminder before things get going.



## How do Freeform Games Work?

Come learn a bit more about the gaming style known as 'freeform'. How does one play a game without prewritten characters, and how does one write one? What are some "freeform" techniques?

## Intro to NERO Combat

This is a one-hour slot for a NERO rules briefing and combat practice. It is intended to help players unfamiliar with Boffer LARPS or familiar with other boffer systems such as Accelerant get to know the core subset of the new edition of the NERO Rules being used for *Winter is Leaving*.

## LARP Aftercare

Come listen and try some techniques around general LARP aftercare: de-rolling, etc.

## LARP Civics

Live Action Role Playing games require a huge commitment, a lot of personal investment, and volunteers for support. From staffing games to running kitchen facilities to side projects that improve people's fun and access, civics are a huge deal in LARP communities. Join us as we talk about those activities and what sort of things you'd like to see in LARPs, both combat oriented, and theater oriented.

## LARPing with Disabilities

Every LARPer has their own limitations; time, job constraints, comfort levels, sleep and food needs. But some LARPer run into more substantial limitations. Mobility affecting disabilities, chronic illness, and mental health (along with many other things) pose an ongoing extra job for the LARPer who has them. Self monitoring, making solid choices for well being, and asking for reasonable accommodation are all part of that. Please join us for an hour as we discuss the ways in which we approach LARP with a disability.

## Mixing Desk of LARP

The Mixing Desk of LARP is a tool for teaching LARP design. Just like the sound technician can adjust the faders of a mixing desk to increase or decrease the volume of different instruments, the LARP designer adjusts the faders of the Mixing Desk of LARP through their design choices, adding or removing faders to create unique and smoothly operating LARPs.

The Mixing Desk of LARP has been used to design over 40 playable LARPs run throughout the world. In this talk, the speaker will elaborate on a method that has been successfully used to educate LARPwriters for five years now. The speaker will illustrate how this tool gives designers a better way of structuring their thoughts, applying LARP theory in practice and communicating design choices.

## Mechanics – They Really \*\*\*\* Your Game Up!

The title says it all! Come join us for one of Sue's famous rants, this time about everyone's favorite aspect of games: mechanics.

## Online Roleplay as Part of Offline LARP: Pros & Cons

With opportunities for online role-play being ever-more-available, the boundaries of in-person LARPs are becoming increasingly permeable. How can GMs and players best take advantage of these possibilities to enhance their games? And how can they avoid potential pitfalls that the change of medium can bring, such as alienation of players enthused to participate in game sessions, but unable or uninterested in keeping up with online play; difficulties of handling conflict online and without GM presence; etc.?

## Playing to Empower Others

Generous players make for better games, and much can turn on what the PCs with the authority/information/status/power (be it the character's or the player's) choose to do with it. Come learn how to better experiences for your fellow players.

## Plotting by the Seat of Your Pants

How do you inject plot mid-game? Join us as we have a merry discussion of what it means to plot by the seat of your pants!

## Safety and Calibration Techniques for LARPs

Players in LARPs are unique individuals with their own varying experience, abilities, triggers, and comfort zones, whether physical, or emotional. These attributes of individual players can vary game to game, or even within a game. But game designers and GMs have struggled with how to make games "work" for people with such diverse needs, pasts, and desires. Trigger and content warnings help, but how do you deal with ensuring players feel safe and able to consent to the roleplay they desire and opt-out of what they don't? And how do you handle it if a boundary does get crossed, or a player becomes triggered or overwhelmed during play? Safety and Calibration Mechanics are tools designed to help players feel comfortable with each other and with their own needs and boundaries during a game. In this workshop we will introduce and model the system of safety and calibration mechanics we designed and used at *New World Magischola*, some of which were also used at *End of the Line*, *Convention of Thorns*, and are being added to *Dystopia Rising* and other LARPs. You'll learn about the techniques, what they are designed to do and the assumptions and research behind them, as well as why they are important. Then you'll practice using them in short role-play scenarios followed by a modeled structured debrief.

### Run-Time GMing: What To Do; What Not To Do

GMing involves thinking on your feet. What are some tips for rolling with things when inevitably they do not go according to play? Join us as we share stories of things that have gone well, and also disastrously!

### Thrift Store Costuming

Want to look great but not spend a million dollars on your character's wardrobe? Come learn about how to put together any sort of costume from things you can find at a thrift store.

### Writing Outside Your Experience

Writing LARPs that include representation of identities (genders, sexualities, etc.) other than the authors' requires writing outside of one's own experience. How can one do this while being respectful to those whose identity is being portrayed? Are there experiences or identities that one cannot use without being objectionably appropriative?

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### ...Even Miracles

*Kath Bryant, Eeeeka Emrick*

It is the year 2146. For 400 years, a miracle has hidden the village of Brigadoon away except for one day a century. But even miracles don't last forever, and the people of Brigadoon must decide: rejoin the world, or try for another miracle?

### 1969: The Minx Club

*Gordon Olmstead-Dean,  
Merry Peck, Rebecca Doll*

In 1969, the publisher of *Foxcroft* magazine, famous for its nude centerfolds, cosmopolitan lifestyle, and flirtation with the world of bohemian arts and music, holds a celebration attended by the elite and up-and-coming filmmakers, Madison Avenue execs and creatives, record industry glitterati, and famous figures.

### A Gentleman's Guide to Live Action Roleplaying: A 10 Bad LARPs Game

*Andrew Zorowitz, with material  
from Alleged Entertainment*

One night only — as his grand finale in the world of LARPing, an expert teaches YOU (yes, you!) how to run Live Action Roleplaying Games.

A very, very, very special *10 Bad LARPs* game you won't want to miss...

### A Retreat to Remember

*Lelah Frey, Jaime Frey, Philip Kelley*

A small group of campers arrives on a remote island to do... what? Something happened and your personal memories have vanished!

Strange truths and unlikely circumstances will be unearthed as the bits and pieces slowly return. A game of amnesia and discovery for seven players set in the modern day.

### A Wolf by Any Other Name

*Maury Brown, Ben Morrow*

It figures that detention would be held on the full moon. This means trouble for you and the other detained New World Magischola students, some of whom are secret lycans who need an expensive and rare potion to keep from changing and outing themselves.

### All Stories Are True

*David Braslow, Kat Braslow,  
Kristen Patten*

Another term is about to come to a close at the University, and young would-be arcanists must pass their exams to advance. But tonight promises to hold more than reading and showing off sympathetic bindings. There are strangers at the school, here to share stories, and there are rumors of darker things afoot.

## Adrift on the Starry Sky

*Jeff Diewald, Tim Lasko,  
Theresa Sullivan, Gaylord Tang*

Those of you onboard the *Alexandria* are declared enemies of the planet, some more by accident and circumstance than design. Less than fully prepared, with a limited company and tight resources, you must flee on a barely faster-than-light life raft across space to find a suitable planet to create a new Earth. This is a LARP that explores what it means to be human, the limits of endurance, and the human will. As a result of generation ship-style technology, characters will change as they progress through several scenes. Some characters will die during the voyage; those players will be given new characters born along the way.

## Always Waltz

*Caroline Murphy, Alex Brune*

*The Always Waltz* is a horror/romance game set in the Napoleonic era, and was inspired by tales like *Labyrinth*, *A Midsummer Night's Dream*, and *Jonathan Strange & Mr. Norrell*. You will start the game thinking you know who you are... but you may discover dark things as the evening goes on.

## Be Not Afraid

*Warren Tusk, C.E.A. Diertani*

In the year 20XX, the angelic host finds itself mysteriously cast out of Heaven. Now, in their settlement on the moon, the chiefs of angelkind meet to decide the fate of their people — and to parlay with the heroes of humanity and the ambassadors of Hell.

## Boogieman Nights: A Game of Supernatural Pornography

*Joseph Wiegartner*

When the world discovered that many creatures of legend walked among us, many scholars predicted that society would go through massive changes. Instead, the US government passed legislation denying these “monsters” equal protection under the law. As many businesses refused to hire these figures, they flocked to one of the few places welcoming of the desperate and accepting of new frontiers: the porn industry.

Chief amongst these new pornographers is Snatch Boogie, a boogieman who has directed celebrated films such as *The Ride of the Valkyries*, *The Man in the Iron Chaps*, and *Das Booty*. Now, he gathers his forces of sexy darkness in order to complete his magnum opus, a collection of films known as *The Hero with A Thousand Orifices*. The films star demons, sex-bots, reanimated corpses, and Ron Jeremy.

However, there are some who see this film as an abomination and will stop at nothing to bring it down.

## Burning Orchid

*Ben Allen, Nickey Barnard, Martin Jones,  
Heidi Kaye, Alison Rider Hill*

Heated arguments, hidden passions, and bitter regret are the on the menu for the evening at this wrap party for a 1932 Hollywood movie, set in the depths of the Guatemalan jungle.

## Clerical Error

*Kathleen De Smet, Quinn D*

This is the strangest hotel you've ever seen: the guests all appear to be from different time periods and the staff is very mysterious and close-mouthed. *Clerical Error* is a mechanics-light, theater-style LARP that focuses on roleplaying and interpersonal angst in a mythology-intersects-real-world setting.

## Cracks in the Orb

*Lise Fracalossi, Bernie Gabin,  
Matt LeVan, Melanie Saunders,  
Will Fergus*

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

## Critical Path

*Amanda Brown, Jill Krynicki Dutcher,  
James Silverstein, Brandon Brylawski,  
Doug Freedman*

*Critical Path* is a game of intense interpersonal drama and shifting perspectives, set aboard a prototype starship on its maiden voyage.

Note: This game contains mature themes. Not for children under 18.

## Cumberland County High School Reunion

*Ada Nakama*

What moments in your life will you choose to cherish and remember? What would you prefer to forget?

Come join five, ten, thirty, and fifty year reunions in rural Tennessee, and experience a whole bittersweet lifetime in two hours.

## Danger Zone: Crossing the Streams

*Eric Wirtanen*

A mashup of *Archer* and *Ghostbusters*, in which characters are waking from a recent possession and trying to figure out what happened.

## Dead Man's Curve

*Don "Uncle Don" Ross*

Only kids with something to prove would dare to race on I-42 outside of town.

Only cowards would chicken out.

Friends and other... interested parties... will be there as well, to see if Dead Man's Curve shall claim another life.

## Drink Me

*Betsy Isaacson*

Three mysterious travelers, all hailing from Victorian London, run into one another at a place of great power and mystery — the famed Cave of Elixir. Within the cave there are six potions, which could perhaps grant their deepest desires, and they all seem heedless of any price they might have to pay.

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My name is Kathryn GoldenOak; you might also know me as Keri, or as "that person I've LARPed with". I hold a master's degree in Interior Architecture and Design and I passionately love helping people improve their homes. In my free time I enjoy pretending to be other people. 😊 I've been LARPing for over half my life, and LARPer's are some of my favorite clients.

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### Emotional Baggage

*Quinn D, Susan Weiner, Steve Vig*

A handful of airline employees have found themselves locked out of the cockpit. With the pilot remaining silent, they don't know where they are going, or whether they'll survive once they get there. All they can do is try to get through the next few hours. Fortunately, they all know each other very well.

*Emotional Baggage* is a game about complicated relationships and old emotional traumas. There is no way out of the situation during game time. This is a game about character interactions and player exploration of difficult emotions through roleplay. Flashbacks are used to show the characters' lives flashing before their eyes and to bring up older emotional issues.

### Ex Nihilo

*Theo Clarke, Steve Hatherley,  
Tony Mitton, Tym Norris,  
Mike Snowden, Karolina Soltys*

A small team of scientists gather at an isolated lodge deep in the Finnish forests for the culmination of a breakthrough research programme. With them are the human-form artificial intelligences they have been developing for the past two years. Now the team must select the most successful product and decide their project's next stage.

### Exeunt

*David Braslow, Katie Gordon*

Can you preserve humanity on its journey to the stars? Or guide the remaining population of Earth through its twilight years? What are you willing to sacrifice to do it? A dark, dystopian science fiction game focused on hard decisions, roleplay, and ritual.

### Fire in Cambria

*Katie Giacomini, Eva Schiffer*

*Fire in Cambria* is a fairy-tale themed, theater-style, role-playing-heavy, and mechanics- light LARP. There will be politics, plots, manipulations, secrets of varying sizes and shapes (even a secret identity or two), unrequited love, family struggles, and possibly some fairy-tale magic!

### For Those In Peril

*Caitlin Feeley, Albert Lin*

Christmas Eve, 1861, The Sea of Okhotsk. Hours ago, your nine-man crew finally harpooned a whale. But the dying beast pulled your small boat far over the horizon. You are lost. It is getting dark and murderously cold. And the icy waters of the North Pacific hold horrors far worse than drowning.

### Grandma's Resting Place

*Quinn D, Kathleen De Smet, Katie Giacomini, Eva Schiffer, Gaylord Tang*

A story of remembrance in the immediate wake of a beloved Grandmother's death.



## Fuyu no Yuri: Winter Lilies

*Li-Chi Young*

Tonight, several young women who attended Houjou Girls Academy gather to welcome the new year. They're each other's dear friends and chosen family. Many things have happened to them since graduation: some of them have stayed with their high school girlfriends, others have not... some still harbor feelings unspoken.

## Gods of Lesser Things

*Josh Marcus, Erin Boucher*

When the God of Lost Causes calls it quits, who among the Gods of Lesser Things will take up the mantle? Prospective candidates have gathered to reflect on this development, discuss their respective futures, and negotiate their best way forward.

## Golden Cobra Sampler

*Evan Torner*

The *Golden Cobra* is an annual game contest designed to create accessible new freeform LARPs, occupying the middle space between tabletop and full-blown live action role playing. Come play some of our mechanics-light, collaborative games from our first three years!

## Howling Fire Theomachy

*Kristen Hendricks*

A god lies dead. The pantheon mourns. Your presence is required at his funeral.

## Group Date: Hogwarts Alumni Edition

*Sara Williamson (with silly setting drift  
by Alden Stroock)*

In *Group Date: Hogwarts Alumni Edition*, you will play two graduates of Hogwarts School of Witchcraft and Wizardry going on their first three dates. You don't know too much about each other yet, but you've been assured that omens for this match are very good. What could go wrong?

## Happily Ever After?

*EB Savage*

Love conquers all! Or does it? Join famous couples from literature as they discuss their marital issues and explore options to salvage their relationships. If they CAN be salvaged.

## Here Is My Power Button

*Brodie Atwater*

An intimate near-future American Freeform game about relationships, identity, and power for players age 16 and up.

## High Tea

*Josh Sheena, Stephanie Davis,  
Mac Magruder, Shannon Moore*

1913, as the Edwardian Era ends and war looms on the horizon, British high society always has time for what's important.

Tea, of course.

## I Say A Little Prayer

*Tor Kjetil Edland*

*I Say a Little Prayer* follows the lives of five young gay men during the early years of the AIDS epidemic in the 1980s. Multi-faceted relationships blossom among them, which then turn tragic when the disease takes its toll. The freeform version of *Just a Little Lovin'*.

## Inside I'm a Puppy

*Aleksandra Franskevich,  
Nadja Trutniova, Yauheniya Siadova,  
Natasha Smolnikova*

Physical non-verbal LARP that focuses on nice emotional experience. Feel safe and be a puppy! The organizer will be very grateful if you grab a blanket and a pillow for the LARP. The more the fluffier!

## Iron GM Competition

*Game Runs by Various Iron GM Teams*

Are you a new LARP author who wants a push to try your hand at writing a game? A seasoned author looking for a challenge? Or maybe an insomniac who comes up with your best crazy ideas late at night? If you answered "yes" to any of these, you might be interested in Intercon Q's Iron GM competition!

## Kingsword

*Brian Richburg, Alison Joy Schafer*

***Whoso pulleth out this sword of this stone and anvil is rightwise king***

*-Thomas Malory*

King Arthur's peace is crumbling and it has been whispered that the fated Kingsword has once again returned to the stone. With Britain's unity in jeopardy, the kingdoms of Cornwall, Dyfed, and Lothian are each vying for supremacy over the failing Camelot. Dragons and the Questing Beast roam the lands, the Saxons and Picts are relentless, and Avalon and what is left of the old ways have all but disappeared into the mist. The Irish King has invited all to a great tourney in Ireland. As the feast gets underway and blades are sharpened, the real question remains - whose destiny is it to draw that sword from the stone once more?

The game will mix together the greatest stories from across the British Isles: including characters from Irish mythology, Arthurian legends, Scottish folklore, and the Welsh Mabinogion. The setting will feature great heroes and lovers such as the Knights of the Round Table, Tristan & Isolde, Culhwch & Olwen, the Merlin of Britain, and the famed Irish warrior Cu Chulainn.

## Librarian and Catalog

*Carolyn VanEseltine*

The robot Librarian. The damaged computer Catalog. An alien artifact. A chance to confront yourself — again, and again, and again — amid the collapse of parallel universes.

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**Lyber**

*Warren Tusk, Sarah Judd*

At the dawn of civilization, during the years of bronze and clay, a great city-state on the grasslands of Essos was torn apart by the strife between the worshippers of rival gods.

Now, at the command of a king, the highest priests of those deities have been locked together in a dungeon.

One way or another — with fair words or bloody knives — they must resolve the war in the heavens, and determine the fate of their city.

**Mike Young Art LARP Sampler**

*Mike Young*

Try three experimental LARPs by Mike Young: *Gunner and Sarge*, *(I Declare) Combat*, and “ ”.

**Miss Maypole and the Case of the Wretched Admiral**

*Graham Arnold, Nickey Barnard, Natalie Curd, Clare Gardner, Abi Kirby, Sue L*

From much of the team that brought you *Miss Maypole and the Christmas Pudding Affair*. We return to Blighty in the 1930s and step back into the world of stiff upper lips, stiff glasses of whisky and the odd stiff.

**Orgia Domi Lomaximus**

*Cameron Betts, Kreg Segall*

35 B.C., Rome. 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.

**Only Mighty Guests**

*Carol Young*

The notorious Masked Thief is at it again! Tonight, he will hit the headquarters of Consumer Corporation, the largest business in Cityville. In response, the CEO has called Cityville’s greatest heroes to meet and come up with a plan to defeat the nefarious villain. With the help of Super-Special-Awesome-Man, the Masked Thief will surely be behind bars before the night is up! Only two questions remain: who let these teenagers in here, and what’s for lunch?

*OMG (Only Mighty Guests)* is a silly LARP heavily inspired by a variety of classic 90’s anime tropes. Most characters are fairly over the top and ridiculous.

**PlanetFall**

*Sharone Horowitz-Hendler, Alon Levy*

You’re a crew member of *Peloponnese*, a mining ship, scheduled to make planetfall in one week. Only, you are behind schedule. And with technical problems with the computer systems, the captain instituting curfew, and morale spiraling downward, can you make it home as scheduled?

Warning: This game is darker than either the blurb or any of the character sheets appear at first. Expect serious angst.

**Play Date**

*Stephanie Marx, Drew Novick, Margaret Simkins, Susan Weiner*

In *Play Date*, a group of kids have been left with a teenage babysitter for an afternoon. There will be toys, craft time, pizza, and maybe some existential angst. *Play Date* is a game about children dealing with difficult issues. It asks how we know what is real, and whether that even matters.

**Pod Dancing**

*Sharone Horowitz-Hendler, Kate Fractal, Alon Levy*

In the age-of-steam city of Harborview, finding members of the other three sexes for a marriage is challenging for young Traves. In the past, marriageable Traves would get to know one another at Pod Dances. Today, most Traves find pods their own way, but for others, the Pod Dances remain.

**Primal Spirits**

*Anandi Gandolfi, Andy Kirschbaum*

It is the age of myth and totems. The spirits of the Animals are newly emerged. Now they come together at the base of the Worldtree to decide who and what they will be. Who will follow the way of the Trickster? Who will follow the way of Wisdom? Protector? Leader?

**Rabbit Run**

*Albert Lin, Zoe Eddy*

In a desperate bid, the Rabbits have infiltrated the PryMor base for one last fight against the apocalyptic twilight of the human race against the Machines.

## Refuge, The Boat

*Thomas Wohlers*

Seeking refuge from the horrors of the world, you fled. And, miraculously, the Boat came to you, from across time and space, to bring you safely to a new home.

But now the boat is dying. And you wonder if you will ever find a new home, or if you will die here in the astral sea, forever a refugee.

## Retreat

*Katie Gordon, Jamey Patten*

An emotionally intense amnesia relationship drama, driven by a series of flashback scenes, and making extensive use of the Ars Amandi mechanic to simulate physical intimacy.

## Sexpectations

*Aleksandra Franskevich,  
Nadja Trutniova*

This immersive provocative LARP explores the shivering sweet feeling when you already KNOW how it all ends up but expectation might be more precious than the result. Be ready to play in couples, experience intense emotions and indulge in the moment.

## Silver Lines

*Phoebe Roberts, Bernie Gabin*

In New York in 1889, a very special group of teammates comes together to solve the murder of a shipping magnate and learns that history isn't always purely a matter of the past.

## Slayer Cake

*Katherine Jones, Evan Torner*

In a land where music has magical power, rockers find themselves locked in a musical battle between Baby Metal, Glam Rock, Heavy Metal, Emo, Grunge, and *\*shudder\** Doom Metal.

## WHO WILL BECOME THE OVERLORDS OF ROCK?

## Sound and Fury: Lament

*Larisa Allen, Thomas Hansen*

A coven of music-fueled magicians meets following the unexpected death of their leader. Where do loyalties lie, and what revealed secrets will affect alliances?

*Sound and Fury: Lament* is a modern urban magic one-shot boffer game featuring moderate combat and intense roleplay.

## Sovereign Academy

*Michael Behr, Jayson Lynch,  
James Penna*

A game of diplomacy, secret weapons, and high school drama — in space! As high school students and student-diplomats, players may engage in nerf combat, sports tournaments, and romance!

## Spring River

*Susan Weiner, Vito D'Agosta,  
Viktoriya Fuzaylova, Nat Budin*

Spring River is a LARP about identity. It follows five individuals as they navigate the development of their identities and community aboard a generation starship. Players will portray aspects of these individuals.

## Stop That Moon!

*Tucker Le, John Benfield*

Rookie superheroes were sent into space for training when a group of space terrorists have taken over the moon in order to hold the world hostage. The heroes have been redirected to stop the nefarious plan. Will they succeed on their first mission without their mentors?

## Suffragette Slamdown

*A Nakama, Haz Harrower-Nakama*

Rival 1910s ladies' street gangs are caught up in a heated turf war. They wear pants, they swear, and they want their goddamn rights. Can they stop putting cigarettes out on each other and set aside their differences long enough to make history?

## Syncretism:

## A Coming of Age Ritual

*Abrihette Yawa, Sean Curran,  
Laura Berman, Dan Ladd, John Hawley,  
Thomas Lawler, Matt Weber*

Before you is one of three paths to power, fame, or maybe something else meaningful to you.

Before your there is:

- The Trees and their Network
- The power of your soul bound in the finest craftsmanship
- A piece of the Gods' divinity.

I'm sure you don't care about the other two, but well maybe some other power cares about all of you.

## The Day We Came Home

*Nat Budin, Vito D'Agosta,  
Tegan Kehoe, Susan Weiner*

Seventy five years ago, we left Earth. Today, some of those scattered to the heavens in the diaspora from Earth return to the human birthplace. The newly returned and the established residents need to figure out how they will live together and how this will change Earth.

## The Constanta Blockade

*Tony Mitton, Andrew Smith*

Seven years after the war the Federation's grip on the once-rebellious Outer Worlds ratchets ever tighter. Even previously free ports, which stayed as neutral as possible during hostilities, suffer as shipping licences get awarded exclusively to large, core-based megacorps and all other transportation risks classification as smuggling.

## The Dare

*Emily Care Boss, Kenneth Hite*

At 18, Mary Shelley wrote *Frankenstein; or The Modern Prometheus*. Play out the gathering in Lake Geneva Switzerland, where she, Lord Byron and Percy Bysshe Shelley dared each other to write ghost stories and more than they dreamed of was born.

## The Droid Auction

Abrihette Yawa,  
Sean Curran, John Hawley

Once a year the wealthy of Metropolis gather for the annual Droid Auction and a chance to purchase the newest android models before anyone else. But the Droids are tired of being “property” and whispers of the ArchAndroid could mean the end of the Droid Auction, and perhaps even Metropolis as a whole.

## The Gate

Caroline Murphy, Katherine Bryant

For years, the Thelemic Order has tried to find and close portals to another world, home of dangerous and mysterious entities. Others say the Order is wrong, and welcome the entities and their power. Now, only one gate remains, and both sides gather to determine its fate... and their own.

## The Dungeon of Doom!

Mike Young

Can you and your fellow dungeoneers survive the fabled Dungeon of Doom? Many have tried; all have perished. But maybe you and your adventuring team will have better luck. (Hint: Nope).

## The House of the Rising Sun

EB Savage, Jared Hite

There is a house in New Orleans called the Rising Sun, a bordello infamous for debauchery. Now it is the site of a brutal murder, with a courtesan found dead in the arms of a black handyman! As if that weren't enough, the ghosts that haunt the old mansion are restless...

## The Line

Jason Morningstar

Through that door is a chance at a better life - one away from war, death and horror. But between you and the door are a dozen fellow refugees with their own agendas, and an immigration officer eager to send you straight back to hell.

## The Omega Expedition

Brian Williams

It was meant to be a simple scientific expedition to Antarctica. Then something went wrong, the storm came in and you had to hunker down. Now the storm has cleared and you need to summon your rescuers. But something happened during the blizzard...

## The Men of Mars

Will Wagner

The game takes place on the IPS Void Ship *Isaac Newton*, in transit to Mars. The computer has a current status on the screen — but you don't quite remember who you are, or why you are here. You only know that you have something important to accomplish... This is an amnesia game (memories will be revealed via mechanics, during the game.) The game is written with “pregen” characters and it is not necessary to have played in any previous *Void Stalkers* game.

## The Neverland Conclave

Taylor Hartwin, Jaelen Hartwin

It's been a while since the Darling Incident. The Lost Kids have been playing pranks, and the Pirates have been causing a drunken ruckus, so life has gone on as usual. Yesterday, a conclave was called. The Lost Kids and the Pirates are meeting on neutral ground. Come help determine what happens to Neverland now that Hook and Pan are gone.

## The Princess of Norland

Katie Giacomini

The youngest princess of Norland is getting married, but the identity of groom is still being worked out. On top of that, some of the people involved in the negotiations might be thinking of other things. This is a fairytale themed LARP where happily ever after might not be so easy.





## The Sharing

*Matthew Kamm, Julia Pilowsky*

The year is 1999. The Sharing is an organization that has been growing in popularity for the past couple of years, especially in California, where you all live. It's a service organization for all ages with a strong focus on social events and inter-generational projects. As its latest event, The Sharing has planned a wilderness retreat for a number of hospitalized teens who otherwise have limited opportunities for outdoor recreation and socialization with other people their own age. Whether you are a full member of The Sharing, an interested probationary member, or this is your first experience with The Sharing, it's sure to be a trip you'll never forget.

### **This Time For Sure: Boris Badenov's Gulag for Unrepentant Children**

*Jeff Diewald, Tim Lasko, Theresa Sullivan, Gaylord Tang*

The ball bounces off the wall, and back to Calvin's hand. It's been a long time in Comrade Badenov's Gulag, and it hasn't lessened his attitude one bit. The same is true for the others. There are a handful of you here, along with a few newcomers, who are going to have to learn the ropes. Comrade Badenov's insistence on strict gulag rules, his utter rigidity in bath time, and his lessons in Communist theory on the ancient old television that takes five minutes of precious TV time just to warm up - well,

it's not fun. There's no chance to be a kid, let alone an unrepentant cartoon kid. The only relief is the time in the yard, when the prisoners get a chance to relax a little, talk quietly, and think of escape - if only from the searches for contraband and tepid soapy water at bath time.

Welcome to *This Time For Sure: Boris Badenov's Gulag for Unrepentant Children*, a LARP for several unrepentant children. Players will be playing classic cartoon kids, troublemakers in some way, who are stuck inside the walls of the gulag. Can you plan an escape in between art, lunch, and bath time? Can you find some way to deal with the borscht served every day for lunch? Can you find a way to hang on to your contraband before you're taken away and searched at bath time? And where is Pig-Pen hiding, when he needs a bath most of all?

### **Trapped in the Hangar Bay**

*Sean McCormack, Aislinn McCormack*

Greetings, heroic pilots. We will soon be reaching the site for the final battle. Please prepare to launch.

Also please ensure you are cleared for takeoff by the commanding officer and the psychologist. And check that the chief engineer has finished all repairs and maintenance for your machine. Please remember how much everyone has worked and sacrificed so you may have a chance of winning the upcoming fight for humanity's survival.

No pressure.

## Venting Day

*Chris Shannon*

Space is cold, but people can be colder. Before docking, your ship must go through venting; atmospheric cleansing. While everyone waits on the bridge for the process to end, anything could be revealed. *Venting Day* is an emotionally narrative game that focuses on role-play.

### **Victims' Ball II: The Templar Connection**

*Kevin Kreiner*

The most macabre of parties, the Victims' Ball, that celebration of the Reign of Terror and those who survived it, has never been held outside of France. Until tonight. Who would host such a party? And for what reason?

### **When You Stop Running**

*Dylan Blanset*

Sometimes you bury your secrets, and sometimes they bury you. When you stop running from the things you've done, what will you become?

### **Where in the Heart Is Carmen Sandiego?**

*Kendra Beckler, Andrew Clough,  
Jayson Lynch, Elizabeth Hocking*

Many times had notorious thief Carmen Sandiego escaped certain death or faked her own death to pull off a caper, but at the last VILE heist, she died when everything went wrong. Without Carmen, can her henchmen carry on? If so, how?

## White Death

*Nina Runa Essendrop,  
Simon Steen Hansen*

A group of pioneers once set out for the mountains to create a new society, bringing only absolute necessities, hopes, and dreams. They failed. One by one, the snow embraced them, giving peace and rest. *White Death* is an abstract poetic blackbox scenario without words.

### **Winter is Leaving**

*Stephen Tihor,  
Selena Harvey, Sean Croutou*

The snows melt and reveal problems both tactical, to be met with arms and armor, and political, to be met with words and planning. Power, politics, (secrets and powers if you would) and boffer combat based adventures interlocking - allowing multiple approaches to resolving the questions at hand.

### **WRESTLE-MANIA!**

*Michael Oldziej, Christopher McNulty*

A LARP centered around the fun and eccentric world of professional wrestling, where you will take on your own pro-wrestling personality and fight for the belt!

This is a 4 hour comedy LARP.



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May 18-21, 2017  
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[www.magischola.com](http://www.magischola.com)



### Larisa Allen

*Sound and Fury: Lament*

Larisa first fell into LARPing during the early '90s rise of Mind's Eye Theater, but left for the stronger pull of dance clubs and whiskey. She was reintroduced to LARPing by friends during the last shuddering breaths of *Endgame* and found NPCing in boffer games the most fun she'd ever had sober. "It's like being theater run crew but you get to hit your friends!" Although she's been known to PC now and then (*Rabbit Run* at Intercon N, *Syncretism* at Intercon P, *Shadows of Amun*, and *Fifth Gate: Wrathborn*) she has the most fun making PCs feel just stressed out enough to enjoy their victories.

### Ian Ally-Seals

*Happily Ever After?*

### Sean Almon

*Boogiemans Nights: A Game of Supernatural Pornography*

### Brodie Atwater

*Here Is My Power Button*

### Kate "The Wrong Kate" B.

*Miss Maypole and the Case of the Wretched Admiral*

Kate was introduced to LARP in 1998-ish when people she'd known since preschool or earlier tricked her into coming to a game. (Closest she'd come before then was Eric the Darker's annual *Paranoia* event — since back before he tested the food — SRSLY.) In the intervening time, Kate was a player in a

series of DC-based campaigns, including *Mersienne Medieval Fantasy, 1936: Horror*, and *Brassy's Men*, then sold her soul (or just sold out?) and became a staff member for the *1948: Signals and Threads of Damocles* campaigns before repatriating to her native New England. Her writing and GM credits include the full-weekend LARP *Drink Deeper*, occasional scenarios for DC-area campaigns, and exercising questionable judgment in agreeing to do bulk cooking and LARP catering, including many years of deviled eggs for the Chelmsford Intercon Con Suites. These days, she's mostly floor-GMing other peoples' games.

Kate is honored to again assist "Team Brit" as a Yankee delegate for the newest installment of *Miss Maypole*. It is surmised that being genetically British, having lived in the UK, her obsession with frockage fueling Sue's own addiction, or that repeated trips to England to LARP in UK-Freeforms events contributed to her selection for this post, but it's probably because she shows up on time, brings tea, can teach the basics of Regency/Federal-era set dances, and knows where Sue's hid the bodies.

### John Benfield

*Stop That Moon!*

John Benfield has a deep and abiding love of superhero stories, and helped Tucker write each run of *Stop That Moon!*



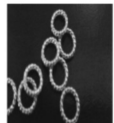
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### Laura Berman

*Syncretism: A Coming of Age Ritual*

### Cameron Betts

*Orgia Domi Lomaximus,  
White Death, Con Committee*

Cameron has been running games at Intercon since the last century, and his preferences lean toward very few mechanics and just a smidge of lightheartedness. He believes that the most powerful thing in LARP is a connection with another character, and he hopes to produce games that will produce and enhance those connections, and that will avoid overshadowing or disrupting them.

This year's acceptable bribes (provisional): kindly offered chocolate, help with carrying props, spare time. [watch this space for updates]

### Kendra Beckler

*Where in the Heart is Carmen Sandiego?*

### Chad Bergeron

*NEIL Treasurer*

### Chris Bergstresser

*The Doctor's Demise*

### Dylan Blanset

*When You Stop Running*

### Emily Care Boss

*The Dare, Slayer Cake*

Emily is a tree geek who writes tabletop RPGs and LARP. You can find her stuff at [blackgreengames.com](http://blackgreengames.com).

### David Braslow

*Exeunt, All Stories are True*

### Kathleen Braslow

*All Stories are True*

### Ronald "Ron" Blechner

*The Dare*

Ron is a relatively new LARPer, and Q is his third Intercon. Ron is new to GMing LARP, but not immersive storytelling. He spent 6 years professionally creating immersive, online experiences for educational and marketing clients in 2-D and 3-D online social platforms like Second Life. Having moved onwards professionally to a cubicle, he seeks to lend his experience at creating experiences to LARP.

### Erin Boucher

*Gods of Lesser Things*

### Maury Brown

*A Wolf by Any Other Name*

Maury Brown is the co-creator and co-lead designer of *New World Magischola*, a wizard school blockbuster LARP set in a new magical universe for North America. When she isn't wrangling cactus cats or banishing boo hags, she writes games, works on her PhD on LARPing and social change, reads fantasy, sci-fi and comics, binges Netflix, corrupts her children with roleplay, and pets cats.

### Alexander Brune

*Always Waltz*

### Katherine "Kath" Bryant

*The Gate, ...Even Miracles*

Kath is GMing at Intercon for the third time. She's not exactly sure how that happened.

### Peter Casey

*PlanetFall*

### Danielle Church

*Librarian and Catalog*

### Brandon Brylawski

*Critical Path*

Brandon has been LARPing since \*cough\* and has written a number of games, including *Starship Edsel*, *Tales of Pendragon*, *Arkham on Five Sanity Points a Day*, and *Galaxy Comics Presents: Identity Crisis*. He has lots more ideas than free time.

### Nat Budin

*Webmaster, Spring River,  
The Day We Came Home*

Nat has been attending Intercon since Intercon C in 2003, and has served as con chair of Intercons P and I. He also founded *Brandeis's Festival of the LARPs* and co-founded *Alleged Entertainment*, with which he has written and run over a dozen games. Despite the seriousness of this bio, Nat is actually quite silly and loves you very much.

### Andrew Clough

*Where in the Heart is Carmen Sandiego?*

Somehow the LARPs keep coming out of somewhere. At Intercon I've run *Heithur* and *Hitherby Dragons*. And now I'm running a *Carmen Sandiego* game with yet another group of LARPing friends.

### Jack Cockerill

*Sovereign Academy*

### Sean Curran

*The Droid Auction,  
Syncretism: A Coming of Age Ritual*

### Vito "Simple Wordsmith" D'Agosta

*Spring River, The Day We Came Home*

[LARPresume.boldlygoingnowhere.org/people/Wordsmith/](http://LARPresume.boldlygoingnowhere.org/people/Wordsmith/)

### Stephanie Davis

*High Tea*



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A new generation of magic begins...

### Kathleen De Smet

*Grandma's Resting Place, Clerical Error*

Games I've helped write: *The Madrian Secret, Clerical Error, Storm Cellar, Better Living Through Robotics*, and *Grandma's Resting Place*.

I'm part of the De Smet clan and have been making the pilgrimage from California to Intercon every year since G in 2007 for our LARPing family reunions.

### Lynne Dewey

*The Line*

**Jeff "The Vortex of Chaos" Diewald**  
*Bid Committee, NEIL Board, This Time For Sure: Boris Badenov's Gulag for Unrepentant Children, Adrift on the Starry Sky, Burning Orchid*

It was 30 years ago today, Diewald wrote a LARP to play. They've been going in and out of style. But they're guaranteed to raise a smile. So may I introduce to you The LARPer you've known for years LARPer Diewald's TNT LARP Band.

- *The Rutles*

Once again, Jeff will be organizing and running more LARPs for Intercon than he's actually playing. Once again, Jeff will probably have decades of port with him - to celebrate 30 years of LARPing, to celebrate his birthday, to celebrate great personal moments in LARPs old and new, and to celebrate the players and partners in crime who make it fun to run LARPs and conventions for. Details, incriminating evidence, and known collaborators can be found on [www.vortexofchaos.net/home.html](http://www.vortexofchaos.net/home.html).

### Stephen Dewey

*The Line, ...Even Miracles*

Stephen is an independent game designer and publisher based in Rhode Island.

### Zeb Dezern

*Fuyu no Yuri: Winter Lilies, Swayamvara*

A member of Truth Sans Justice who took plenty of flaws at char-gen.

### Tom Dimiduk

*PlanetFall*

### Quinn D

*NEIL Board, Assistant Con Chair, GM Liaison, Emotional Baggage, Grandma's Resting Place*

Quinn has been playing LARPs since 2004, written a handful of games, and has volunteered time to help run the convention since 2011. In the current position as GM coordinator, Quinn seeks to help support the vital work done by the numerous GMs who have offered to run games for everyone to play. As a member of convention staff, Quinn also seeks to help make Intercon the best friendly, welcoming, inclusive, fun and safe place it can be. As a NEIL board member, Quinn works to support the growth and health of the New England LARP community

### Erika Emrick

*...Even Miracles*



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**Jen “Lady J” Eastman-Lawrence**  
*Vendor Liaison, Lover of Liaisons,  
 Champion Idealist*

This is my quest, to follow that star, No matter how hopeless, no matter how far. To fight for the right, without question or pause, To be willing to march into Hell, for a Heavenly cause. And I know if I'll only be true, to this glorious quest, That my heart will lie will lie peaceful and calm, when I'm laid to my rest. And the world will be better for this: That one Jen, scorned and covered with scars, Still strove, with her last ounce of courage, To reach...the unreachable star!

**Caitlin Feeley**  
*For Those In Peril*

Caitlin Feeley is a twenty-year veteran of the New England boffer LARP community, particularly in the Accelerant system. When she's not makingLARPs about obscure historical topics and crushing your feelings, she researches and designs educational games and related technologies at MIT.

**Will Fergus**  
*Cracks in the Orb*

**Craig Fox**  
*Only Mighty Guests*

**Lise Fracalossi**  
*Cracks in the Orb*

Lise is, astonishingly, a LARPer — also a fantasy writer/reader, front-end web dev, and historical smut connoisseur. She's the author of *League of Extraordinary Hogwarts Students* (Intercon I) and *Cracks in the Orb* (Intercon M and Q), as well as several ill-conceived novels. She's also fictionally responsible for the imaginary games *The Other Other All Zamira Drakasha Game* (Intercon Even More Pirates2), *Purim: The Morning After* (private run at Brandeis), and *Great Sexpectations: A Dickensian Sex Farce* (Intercon XXX).

**Kate Fractal**  
*Pod Dancing*

Kate used to have the last name Farb-Johnson but got tired of hyphens and decided to go for awesome math. Kate remembers attending Intercon H, running many LARPs over the years, and writing a few.

**Sasha Franskevich**  
*Inside I'm a Puppy, Sexpectations*

**Doug “Dig” Freedman**  
*Critical Path*

We are Fete Fatale Productions out of Chicago, although this is not an FFP game, it is a Peaky Midwest game. In Intercon years (kinda like dog years, but with less drool and more stage blood), we are older than dirt. We have in fact been running games at Intercon since before some of you were born. If you don't know us, please come meet us. We are warm, friendly people, mostly spherical but quite pointy in parts, who love to drink port and talk shop.

**Anandi Gandolfi**  
*Primal Spirits*

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. She has written nine one-shots: *Asylum* with Margaret Simkins, *Mahabharata*, *One life*, *Another life*, *Speed Dating* (not the one your thinking of), *Sith Lords*, *An Age Unending* with Andy Kirschbaum, *Where the Wild Things Will Be*, *Feast of the Minotaur*, *Cirque du Fey* with Mel MacDonald and a multi-city chronicle *Between the Cracks*. Creating worlds of wonder, passion, joy, and pain has become a hunger that shows little sign of being satisfied.

**Gail Freedman**  
*Critical Path*

**Viktoriya Fuzaylova**  
*Spring River*

**Katharine Giacomini**  
*Fire in Cambria, The Princess of Norland*

**Susan “nikin” Giusto**  
*~ nikin ~ Intercon Muse ~ nikin ~,  
 This Time For Sure: Boris Badenov's  
 Gulag for Unrepentant Children*

The whimsical nikin helps make LARPs happen with the TNT gang. Additionally, she is part of the creative team that provides the wondrous art for Intercon. This nikin needs a hug. The events of the preceding year have taken much of the energy out of the muse.

This nikin helps others by being a LARP muse. She offers focus, provides energy, supplies magic and gives good massages. This nikin inspires great writings and bouts of creativity of the LARP like variety.

This particular nikin enjoys playing in LARPs as well as creating them.

**Katie Gordon**  
*Retreat, Exeunt*

**Marc Granato**  
*Here Is My Power Button*

**Tara Halwes**  
*Iron GM Competition, White Death*

**Thomas Hansen**  
*Sound and Fury: Lament*

**Haz Harrower-Nakama***Suffragette Slamdown*

Back and here to crush it. Bam. Mic drop.

Games written: *Martha Stewart's Guide to Interdimensional Summoning (and Basting a Turkey)*, *Like Putting a Leash on a Rocket Launcher*, *Better off Dead*, *Post-Future Pop Diva Fashion Show* and *Silent Auction*.

**Jaelen Hartwin***Safety Coordinator,  
The Neverland Conclave*

Litigation stemming from the Callisto Disaster left the space exploration industry crippled for over a decade, despite the fact that the actual cleanup and recovery took only two years. JAELEN (the Jovian Advanced Exploration LEgality Network) was created to clarify and simplify the complex legal issues involved in the exploration of Jupiter and its moons.

Actually, Jaelen is a human who has been to every New England Intercon since Intercon C, and has at various times been Con Chair, GM Liaison, Ops Chair, and Hotel Liaison. This year, they are the Safety Coordinator, working to ensure that Intercon is a safe and welcoming environment for all our attendees. Jaelen is agender, uses they/them/their pronouns, and should not be consulted for questions about International Space Law.

**John Hawley***The Droid Auction,  
Syncretism: A Coming of Age Ritual***Taylor Hartwin***The Neverland Conclave*

Identity construction pending ...  
New biography loaded ...  
Your current name: Sara Gussin.  
Is this your name? (Y/N)

> N

What is your name?

> Taylor Hartwin

Your current name: Taylor Hartwin. Is this your name? (Y/N)

> Y

Welcome to Identity Construction. Please enter identity below. Your identity must consist of exactly three (3) sentences with a maximum of twelve (12) words each, with each word having a maximum of four (4) syllables.

> Taylor is a person, probably, and finds identity construction fascinating. She is often found enjoying puppies of all ages, usually while giggling. Sometimes she also writes, plays in, or NPCs for LARPs.

Thank you for entering your identity. Your biography has been logged. Do you wish to log a new identity? (Y/N)

> N

Identity construction closing ...

**Greer "Zach" Hauptman***Swayamvara*

Originally a member of Alleged Entertainment, founding member of Truth Sans Justice. Has been writing LARPs since 2005.

Is not a zombie.

**Kristen Hendricks***Howling Fire Theomachy***Jared Hite***The House of the Rising Sun***Cory Hodge***The Facility***Sharone Horowitz-Hendler***Pod Dancing, PlanetFall***Diana Hsu***Ops***Andrea Humez***I Say A Little Prayer*

Andrea Humez played her first LARP with the MIT Assassins' Guild in 1990 and never looked back. She wrote and ran seven LARPs at MIT, including her undergraduate thesis for her Creative Writing degree. She has been coming to Intercon since just before there were letters and is excited to be running a game here at long last.

**Kara Hurvitz***Librarian and Catalog***Michael Hyde***High Tea***Elizabeth "Betsy" Isaacson***Drink Me*

Betsy Isaacson writes LARPs.

**Katherine Jones***Slayer Cake***Sarah Judd***Lyber***Dave Kapell***Hotel Coordinator, NEIL President*

Dave has been LARPing since 1999, in both theatre and boffer (Realms, and then Accelerant). He's written a handful of theatre-style games, and run a handful of boffer events, as well some that are on the border between the two worlds. These include *Multiplied Loyalties* (Intercon D), *Sam and Max hit the Afterlife* (Intercon H, K), *Blackout* (Intercon J), and *I* (Intercon P).

Dave joined Intercon's Bidcom for Intercon E, served as Ops Head for J, was Con Chair for K and O, and Hotel Liaison for L, M, N, P, and Q. In addition, he created NELCO, NEIL's writing retreat for LARP authors and participants, ran it the first two years, and has helped run it since. Dave has been on or advising the NEIL board since 2009 and has a particular interest in safe community building. Dave is currently the President of NEIL, the corporation responsible for Intercon.

Dave dislikes writing about himself in the third person. Dave should be consulted for questions about International Space Law.

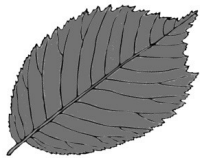
**Matthew Kamm***PlanetFall, The Sharing***Tegan Kehoe***The Day We Came Home*

Tegan Kehoe is a historian and museum professional by day, writer by night, and LARPer in the witching hour. Well, that's not quite true, as she's very much not a night person, but you get the idea.

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get 1 Free Fudge**

### Andy Kirschbaum

*Primal Spirits*

Andy has been writing and running LARPs since 1989. Some of them were okay. He also sells games and writes books (but not lately).

### Philip Kelley

*Bid Committee, Dead Man's Curve,  
A Retreat to Remember*

April, 1995. Minicon. Completely bored, I reluctantly wandered into a hotel room where someone was running a "LARP", and was immediately handed a character sheet ('cause Bruce Glassco recognized me from prior Gencon games). The first few lines of "Tovar the Inimitable" got me hook, line, and sinker. Twenty years later and counting, LARPing continues to be my preferred hobby.

### Kevin Kreiner

*Victims' Ball II: The Templar Connection*

### Joshua Kronengold

*The Dungeon of Doom!*

### David "Pickle" Kotsonis

*Be Not Afraid*

David/Pickle started playing LARPs in 2013 with *Soul of the World*, running them in 2014 at Intercon N, and (co) writing them in 2015 with *Infinite Magic Glories: Impact Mosaic*. Alas, 2016 did not present any novel ways of interacting with the medium (any R&D teams out there working on inhalable LARP?), and he is forever shamed at disrupting the trendline.

### Sue "Queenortart" L.

*Bid Committee, Burning Orchid,  
Miss Maypole and the Case of the  
Wretched Admiral*

Back across the pond, Team Brit (or almost all of us) missed you all last year! So glad to be back. We're bringing you lovely British Games, and I'm teaming up with two American chums for *Burning Orchid* (oh the Guatemalan angst!) and *Miss Maypole* (oh the Scottish angst!) And GMed by people with no surnames.

If you're there Thursday night late, you can see what sleep deprivation and time shifts can do when I bring you the follow up to Tony's *Players are Scum*, and my *GMs are Bastards* and *Writers are Total Cocks*. This year *Mechanics, They Really \*\*\*\* Your Game Up*.

Come and share your best and worst experiences of mechanics. It'll be 4 am UK time. What can possibly go wrong?

### Izzy LARPer

*Only Mighty Guests*

It's finally happened, people have been talking smack to me, so I decided to put my money where my mouth is and finally show my face at Intercon Q. The LARPing community has become the family I never knew that I wanted. I'm really happy I finally found them. Trust me, this has been a long hard road that I have been building towards my entire life.

My mom practically kicked my ass out of the house before I hit 13, and I never even met my dad. My only friend till I was 10 was the jerk next door who was always beating me up and telling me I wasn't worth anything. It's not like I even

had a choice, the town had like 9 something people living there, I kid you not. My entire adolescence was just moving around from place trying to get along with people who didn't even want me.

You think that's the worst? My only friend was an Asian guy in his thirties or something, who only kept me around because it might help him get advances from women, if you get what I'm saying. The only perk was that I also got to hang around with this cute ginger chick, personality of a trucker, sure, but fun to have around.

But dear god the bane of my existence was this adult couple I could NOT seem to avoid. You know these types of couples that are absolutely sickening, like they wear matching outfits and finish each other's sentence? Yeah, they were creepers, and they had a cat, which was at least twice as annoying as they were, I swear this thing would never shut up.

Like I said, I ended up moving from town to town getting into fights with kids my other age, even adults from time to time.

The only thing that kept me going was my dream to be a Pokémon master. Now I live the dream, every time I LARP!

### Thomas Lawler

*Syncretism: A Coming of Age Ritual*

### James "WeeYag" Lawrence

*The House of the Rising Sun*

Tea, Earl Gray, Hot.

### Matt LeVan

*Cracks in the Orb*

**Tim “Teem” Lasko**

*This Time For Sure: Boris Badenov’s Gulag for Unrepentant Children, Adrift on the Starry Sky, Ocelot*

Tim has been LARPing for about thirty years and attending Intercon conventions since 1998. He has been involved in making them happen since 2002, including being ConChair for Intercon D and Intercon J. He has been happy to serve as Your Registrar for many of these years.

As part of TNT Productions, he has helped bring several LARPs to Intercon conventions, including *Collision Imminent!*, *Dustpan: the LARP* (which was created by an offhand comment he made), *You’ll Be Safe Here, A Night at Club Ivory, Across the Sea of Stars* and several others. He has been active in NELCO Build-Your-Own-Game efforts, including working on *Adrift on the Starry Sky* and *This Time for Sure*.

**Alon Levy**

*Pod Dancing, PlanetFall*

**Tucker Le**

*Stop That Moon!*

Besides being a GM who rules with an iron fist and an expert teddy bear wrestler, Tucker believes that LARPing is about feeling the experience. Along with customizing roles to maximize unique enjoyment and realism, this GM is more than happy (scarily so) to provide the darkness in order for players to find their light.

**Albert Lin**

*Rabbit Run, For Those In Peril*

**Jayson Lynch**

*Where in the Heart is Carmen Sandiego?*

**Jan-Willem Maessen**

*I Say A Little Prayer*

Jan remembers coming of age when AIDS was a death sentence. It is not something he’ll quickly forget. He’s been LARPing for more than twenty five years, and has been a regular at Intercon for at least fifteen.

**Mac Magruder**

*High Tea*

**Josh Marcus**

*Gods of Lesser Things*

**Isabel Malonzo**

*Swayamvara*

Izzy is a founding member of Truth Sans Justice, and (continues to) suffer from a chronic inability to not attempt to fix that broken thing.

**Rosalind Martin**

*The Neverland Conclave*

**Aislinn McCormack**

*Trapped in the Hangar Bay*

**Sean McCormack**

*Trapped in the Hangar Bay*

**Charlie “grejam” McCutcheon**

*This Time For Sure: Boris Badenov’s Gulag for Unrepentant Children*

I’ve been coming to every Intercon since the 13th, I’m looking forward to another great set of games and players!

**Chris McNulty**

*WRESTLE- MANIA!*

**Stefan Melnick**

*Boogiemans Nights: A Game of Supernatural Pornography*

**James Mendez Hodes**

*Drink Me*

**Tony Mitton**

*Ex Nihilo, The Constanta Blockade*

**Shannon Moore**

*High Tea*

**Benjamin A “Ben” Morrow**

*A Wolf by Any Other Name*

Ben Morrow wasn’t even supposed to be here today.

**Caroline Murphy**

*The Gate, Always Waltz*

Caroline Murphy is a game designer, community organizer, and a truly terrible person. She enjoys making people cry, and passes it off as “art”. She’s a real piece of work.

**Colleen Nachtrieb**

*The Men of Mars*

**Ada Nakama**

*Suffragette Slamdown, Cumberland County High School Reunion*

“I was thinking of signing up for this game, but I didn’t know if the writer was a crazy racist or something,” says one LARPer to another about Your Kind Host, who once gathered with Intercon’s two other non-white people to make the very first “Diversity in LARP” panel discussion oh-so-many-years ago.

**Rachel “rnations” Nations**

*Sovereign Academy*

Rachel Nations is a comparative media studies student and Grandmaster of the MIT Assassins’ Guild with feelings about performance studies, interactive narrative, and LARP academia. She came here to fight things and get emotionally wrecked through mutual collaborative play, and she’s all out of things to hit.

**Gordon “James Gordon Olmstead-Dean” Olmstead-Dean**

*1969: The Minx Club*

James Gordon Olmstead-Dean began working in LARP by organizing Assassin style games and murder mysteries, starting in 1984, and presented his first full length LARP, *Covention I*, in 1988 with Ken Brown. Other credits includes principal writing and production work on *R.M.S. Titanic* (1989), a seminal event encouraging focus on roleplay over plot; *The Four Aces* (1997) which helped pioneer and greatly expand the use of cast outside of combat-focused games, and *The Gonzo Bugfuck Game*(2000), an early “mindfuck” concept.

Beginning with *Mersienne Medieval Fantasy* (1999), a court and politics based campaign, Gordon worked as a principal producer and writer on several campaigns focusing on a fusion of salon/theatre-style/freeform elements with the heavy immersion familiar from live-combat fantasy and horror. The final of these projects, *Threads of Damocles* (2007-2013), created a forum where dozens of authors produced material against a flexible but consistent world background, in a vast array of mixed styles and media, allowing for experimentation and learning. In recent years Gordon has been active in kink and alternative sexuality education, producing a series with Rebecca Doll on YouTube, found at Modern Power Exchange.



**Mike Oldziej**

*WRESTLE- MANIA!*

Michael Oldziej is a someone who believes in Role Playing to have a good time, and has run and written a boffer LARP called *Mistgate*. He tends to be vary active in the boffer LARP community and this is his first year running an Intercon game.

**Lisa Padol**

*Mike Young Art LARP Sampler*

**Jamey Patten**

*Retreat*

Jamey has been running games here since Intercon K (often including what some might call an excess of parentheses). He may have spent a bit too much effort crafting a scene-by-scene all-Depeche-Mode soundtrack (mostly 81-90) for this game.

He probably just misses the era of mix-tapes.

**Kristen Patten**

*All Stories are True*

**Meredith "Merry" Peck**

*1969: The Minx Club*

Is bribable with sushi.

**Julia Pilowsky**

*The Sharing*

**Brian Richburg**

*Bid Committee, Kingsword*

**Phoebe Roberts**

*Bid Committee, Silver Lines*



**Rebecca Rose**

*1969: The Minx Club*

Rebecca Doll shares a household with James Gordon Olmstead-Dean and Meredith Peck and works professionally with them as a kink educator and presenter. She spends a significant amount of her time focused on exploring the more twisted desires of the human mind, and applying her academic background, including putting her Masters degree in Education to use in understanding human sexuality and kink. Her introduction to LARP was recent, coming through casting at the campaign game Threads, but her interest in drama and human thought has made her a natural fit.

**Caelyn Sandel**

*Librarian and Catalog*

**Melanie "Tyrwil" Saunders**

*Cracks in the Orb*

Treecat scribe.

**Eva Schiffer**

*Fire in Cambria,*

*The Princess of Norland, Clerical Error*

I consume oxygen and I'm generally not on fire.

**EB Savage**

*The House of the Rising Sun,*

*Happily Ever After?*

A bio has always been a difficult thing to write. I guess I will settle for some quick bullet points about me as a person, as a GM and as a player.

Me as a person: 1. I am short with long hair. I am married to a short man with long brown hair. Our bathroom drains get clogged a lot. 2. I like peas. 3. I like a good semi-sweet white wine (Moscato)

and Reislings) and I like a good Chianti. 4. I live in Hartford CT with my husband, 2 cats, our child (Squishy Face), and our flat mate.

Me as a GM: 1. I've written/co-written a variety ofLARPs from silly Sunday morning horde games to very macabre darkLARPs. For Intercon Q I bid *Happily Ever After*; a semi-dark semi- lighthearted storytelling LARP about fictional and historical couples who are in couples counseling. I also bid *House of the Rising Sun* (written with Jared Hite) which is a very dark historical/supernatural LARP set in a bordello in Reconstruction New Orleans with heavy themes of racism, hypocrisy, and sexuality. 2. The style of games I write varies greatly, but as a general rule (*Happily Ever After* aside) I write heavily plotted, thickly intertwinedLARPs with a lot of plot and social interaction. 3. I am very fastidious about casting. I make strong casting deadlines and those who do not return casting forms by the deadlines are randomly cast. 4. Games that I have written are: *The Angry Volcano God, Nepenthe, The Devil's Karma, High Rollers, Happily Ever After?, The Ballad of Jess-Belle, and House of the Rising Sun*. I'm in the process of writing a Star Trek game, a historical Telanovela themed game called *El Dia de los Muertos*, a Cavalier LARP, and a cyberpunk dystopian game. Hopefully one of them will be finished soon and bid for a future Intercon.

Me as a player: 1. I like heavily plotted games with more plot than I can physically accomplish in game. 2. I tend to gravitate towards historicalLARPs (of both serious and silly varieties), court intrigue/political intrigue styleLARPs,

fangirl LARPs (in the fandoms I like), and LARPs based on literary genres (of which I am a fan). 3. I dislike playing the ingénue or pretty pretty princess. 4. I will generally fill out casting forms specifying 1 thing I really really want. 1 or 2 things I really really don't want and be very apathetic towards everything else.

**Alison Joy Schafer**  
*Kingsword*

I AM BATMAN.

Apart from that, I write and run many LARPs with Brian Richburg under our Lovers & Madmen name. We have been a staple in the Friday night lineup in recent years and tend to lean towards historically flavored theater LARPs with as much plot and romance as we can squeeze in. My past games have included: *Kingsword*, *Venezia*, *Devil to Pay*, *Mayfair in the Colonies*, *Stars of Al-Ashtara*, *Redemption*, and *Elanthia*.

As a player, both in and out of character, I am a villain. Just kidding, I'm totally nice. Please trust me in our next game together.

**Adina Schreiber**

*Hunter of MacGuffins Elusive, Collector of Widgets Ubiquitous, Bid Committee, Bid Chair, NEIL Board. LARP blogger, Raffle Coordinator, Game Wrap Editor, NELCO Helper-Outer. Boffer and Theater Enthusiast, Costuming Enthusiast, Accelerant Fangirl. Poison/fairy type Pokémon.*

LARP magis LARP optimum.

**Kreg Segall**

*Orgia Domi Lomaximus*

Kreg is confident that this will be the best run of Orgia ever.

But what everyone is really wondering is this: will he be able to stay awake past midnight this year? Will he begin to speak in tongues as the hour gets later? Will he help clean up? Only time will tell.

**Christopher Shannon**

*Venting Day*

**Andrew "AJ" Smith**

*The Omega Expedition, Ex Nihilo*

Why do I GM?

I used to be a Player, just like you. Then I took an Item Card to the knee ...

**Joshua Sheena**

*High Tea*

Daily Horoscope: Sheena

While you may be feeling like you want to run a convention today, signs point to it being a bad idea. You should listen to your loved ones when they tell you that you need some time off. You should not jump at the opportunity to stress yourself out more. You should remember that you are getting married this year and that your loving fiancée is more than able to smother you in your sleep. Or poison your breakfast.

Remember that.

Your lucky numbers today are: 3, 17, Δ, and the color purple.

**Brad Smith**

*Ops*

**Anita "Minx Girl" Szostak**

*Art Director*

To dream the impossible dream,  
To fight the unbeatable foe,  
To bear the unbearable sorrow,  
To right the unrightable wrong,  
To love, pure and chaste, from afar,  
To try, when your arms are too weary,  
To reach the impossible star!

—The Impossible Dream  
*Man of La Mancha*

Thanks once again to my partners in crime, Barry & Susan, who always make the art go so smoothly. Thanks for helping me reach that star!

**Barry Tannenbaum**

*This Time For Sure: Boris Badenov's Gulag for Unrepentant Children*  
*Webminon, Program Book Editor*

**Stephen Tihor**

*Winter is Leaving*

**Kim "redfishie" Sward**

*Con Chair, Iron GM Competition*

Kim Sward first came to Intercon for Intercon G due to friends in the SCA who she fenced with and has been coming back to the con ever since. She has been part of Intercon's staff since Intercon K, first as a member of the Bid/Proposal Committee and then for several years as the Bid Chair. This year she is the Con Chair.

Kim has been involved in several campaign boffer LARPs in the greater MA area since roughly 2002. She was on staff for *Endgame* and NPC'd a number of other Accelerant based boffer games.

She was part of the winning GM team for *Iron GM* at Intercon O, with their submission of *Compost Tales: The Lost Religions*, for that year's competition. The key genre/items/props that year were: satire, vegetables, lost and found, and a key prop.

You can find Kim around the con either running around looking for where she put some sort of costuming or sitting down and having a nice cup of tea.

**Alden Strook**

*Group Date: Hogwarts Alumni Edition*

Alden got involved in role playing relatively late in life, but he's been playing, writing and running tabletop RPGs since the early 2000's, and LARPing since 2011. He has several partly finished LARPs in the works, some of which he swears will eventually see the light of day.

**Cathleen Townsend**

*For Those In Peril*



**Evan Torner**

*Slayer Cake, Golden Cobra Sampler*

LARPwright. Games Scholar. Wears a hat.

**Warren Tusk**

*Lyber*

Founder and creative director of Paracelsus Games.

LARP-writing credits include: *Lyber, Toil and Trouble, Infinite Magic Glories: Impact Mosaic, The Whale, The Path of a Thousand Whispers, The Legend of Cottonmouth Hollow, Inheritance, Be Not Afraid, The Soul of the World, Ex Ignorantia, Dreamlands, Neon Genesis Revolution, The Dance and the Dawn, The Dance and the Dawn: Dreams of Ice and Ash, The Song and the Sunrise, The Tale and the Twilight*, and *Metal Gear Solid: The LARP: The Sequel*.

And I passed over you, and I beheld you wallowing in your blood. And I said to you, "In your blood shall you live!" And I said to you, "In your blood shall you live!"

**Carolyn VanEseltine**

*Librarian and Catalog*

Carolyn VanEseltine is a long-time Intercon attendee and a first-time Intercon GM, running *Librarian and Catalog* this year. She is grateful to Caelyn, Kara, and Dani for standing behind her and saying "No no, you really should write this game!" You can find her on Twitter @mossdogmusic and on the web at sibylmoon.com, where she keeps a (video) game dev blog and her solo game dev portfolio.

**Karl Wagner**

*The Men of Mars*

**Will Wagner**

*Bid Committee, The Men of Mars*

Will has been writing LARPs for as long as Intercon has had a letter. He has been running games at every Intercon since then (Intercon "Letters" and IMA) and ran a campaign game (*Void Stalkers*) before life interfered. In addition to many stand-alone games, he has also written and run the six games in the *Grimm Tales* series.

**Mark "Justin du Coeur" Waks**

*Bid Committee*

Mark "Justin" Waks is a tool-using hominid. His latest tool, *Querki*, now allows you to share your stone knives with others, promoting better evolutionary success for your tribe.

**Susan "Dybbuk" Weiner**

*The Day We Came Home, Play Date*

Susan Weiner has been LARPing for most of her life. She has written over 20 LARPs, including *Secrets and Powers, American Freeform, Slice of Life*, and *Horde* games. Most of her games have been written with Alleged Entertainment. Her best know LARPs include *Last Seder, Resonance* and the *10 Bad LARP* series. Descriptions of all of them can be found here: <http://LARPresume.boldlygoingnowhere.org/people/gothiklezmer/>

**Robert Wensley**

*Trapped in the Hangar Bay, Boogieman Nights: A Game of Supernatural Pornography*

**Asche Whelsky**

*Boogieman Nights: A Game of Supernatural Pornography*

**Eric Wirtanen**

*Danger Zone: Crossing the Streams*

**Joseph "joswie" Wiegartner**

*Boogieman Nights: A Game of Supernatural Pornography*

Joseph Wiegartner has been playing games since the bygone age of 2012. Coming from the RPI LARPing community in Troy NY, he has authored five 4-hour LARPs (*The Worst Story Ever Told, Boogieman Nights: A Game of Supernatural Pornography, The Lord of the Roles: Who Killed Tom Bombadil? Extended Edition, Deadlands: Dying Off Into The Sunset*, and *Tales of the Cradle*).

**Brian Williams**

*The Omega Expedition*

I'm back! Even changing states can't get rid of me. And what's more, I've brought all the other Brits back with me this year. Hurrah!

No, wait, that means I lose "Sole Brit" status. Damn. Is it too late to tell them all it's still in the Radisson...?

On the plus side, it means that I am reunited with my old partner-in-crime, everyone's favourite Rent-A-GM, AJ Smith, aka "The other Brit" (not to be confused with "The other, other Brit", "That other Brit" or "Which Brit is that?")

**Thomas Wohlers**

*Bid Committee, Refuge, The Boat*

**Abrihette Yawa**

*Syncretism: A Coming of Age Ritual, The Droid Auction*

**Li-Chi "lichifruit" Young**

*Fuyu no Yuri: Winter Lilies, Swayamvara*

Li-Chi has been a member of Truth Sans Justice since 2014. She took a deep dive into LARP at Intercon N and has never looked back. She is a firm believer that the only thing worse than writing LARPs is not writing LARPs.

**Mike "Frakking Greek Chorus" Young**

*The Dungeon of Doom!, Mike Young Art LARP Sampler*

Mike Young's name is a household word. Well, two words. The words "mike" and "young" are used in households across the world. He also writes LARPs.

**Andrew Zorowitz**

*A Gentleman's Guide to Live Action Roleplaying: a 10 Bad LARPs Game*





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Boning, and other Crocheted Items

### **Learn Larp, LLC**

### **New World Magischola**

Tickets to Upcoming Events, T-Shirts, Quills, Wands,  
Compendium of Creatures Book of Cryptids & Creatures

### **Spring Green Interior Design**

Interior Design Consultation Services



## CONVENTION POLICIES

### **The Most Important Rule of All**

Have a good time! Have a great time! Have a grand time! Just have fun!

### **Do Unto Others**

Treat other convention attendees and hotel guests in a generally civilized fashion. Abusive, insulting, intimidating, bothersome, or outwardly illegal behavior will not be tolerated.

### **Do Not Freak the General Public**

Remember there are non convention-going guests staying at the hotel. All major game activity should take place in the conference area, not the hotel area, although quiet game activity may occur inside player rooms (not in the halls) during the day. The hotel area should be specifically considered quiet space after 10pm, and no game activity should take place there after that time, except in hotel suites designated by the convention for certain LARPs. Players in those LARPs are encouraged to be mindful of other hotel guests and keep activity within those hotel suites.

### **Communicate With Your GMs**

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

### **Convention Policies**

#### **Game Registration Policy**

Intercon follows a strict first come, first serve policy when it comes to game registrations.

The only exceptions to this policy are age-related or legal restrictions. Some games have age restrictions due to content or boffer combat, and the GMs have worked with the Convention staff to get approval for these restrictions. In these cases, it will be clear from the game description.

## Harassment Policy

Intercon is dedicated to providing a harassment-free convention experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, or religion, or any other factor. We do not tolerate harassment of convention attendees in any form. Convention attendees violating these rules may be sanctioned or expelled from the convention without a refund at the discretion of the convention organizers.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of the convention Safety Staff immediately. Convention Safety Staff can be identified by their convention badge, which will say "Safety Staff" under their name, and, if they are on duty, by an Intercon Safety Staff button.

The complete New England Intercon convention anti-harassment policy can be found at <http://www.interconlarp.org/policy>.

## Emergency Numbers

**Convention Safety 24-Hour Hotline:** 313.SAFETY-4

**Hotel Security/Front Desk:** 401.732.6000

(from a hotel phone) Dial 0

**Warwick Police:** (401) 468-4200

**Rhode Island Domestic Violence Hotline:** 800.494.8100

**Boston Area Rape Crisis Center 24 hour hotline:** 800.841.8371

**Medical (or other) emergency:** 911

**Apponaug Cab Service:** 401.249.0523

**American Cab:** 401.487.2111

## Weapons Policy

Intercon understands that costumes sometimes include weapons, and some boffer games have simulated combat with boffer weapons, but the safety and comfort of our attendees and other occupants of the hotel must be paramount. Please see our weapons policy at <http://www.interconlarp.org/policy>.

## Violations

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

## Hotel Rules

### Staying at the Crowne Plaza

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

### No Smoking in Hotel and Convention Area

Per the Board of Health, smoking is not allowed in any public area of the hotel. If you wish to smoke, please go to a designated public smoking area (outside).

### Alcohol Policy

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

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

### Be Nice to the Site

You may only attach something to the walls if you use mounting putty, which will leave no residue and will not damage the paint. The convention has a limited amount of putty available which it can loan to games as needed.

### Contacting Staff

Please report to Safety Staff, Ops Staff or the Con Chair any incident in which a member of the convention ignores the rules of the convention stated above. New England Interactive Literature reserves the right to revoke, without refund, the membership of anyone for any just cause.

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

# NELCO 2017

Coming to the  
Boxboro Regency Hotel,  
Boxboro, MA

**July 22**

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

NELCO is not a gaming convention. NELCO is about the art form of LARPing; writing LARPs, running LARPs, and preparing to play in a LARP. Previous year's conferences have included topics such as Character Writing, Mechanics, The Future of LARP, Prop Construction, and much more.

Entrance to NELCO is \$10, which can be paid during Intercon Q at Ops.

Send mail to [nelco@interactiveliterature.org](mailto:nelco@interactiveliterature.org) for more information, or to propose a panel or workshop for this year's conference.



**INTERCON R**  
*Rock 'n'  
Romance*

**FEBRUARY 22-25, 2018**  
CROWNE PLAZA HOTEL  
WARWICK, RI

**REGISTER NOW!**  
[HTTP://R.INTERCONLARP.ORG](http://r.interconlarp.org)  
REGISTER AT INTERCON Q FOR THE LOWEST PRICE!  
GAME BIDS ARE NOW BEING ACCEPTED! JOIN THE CON COMMITTEE!