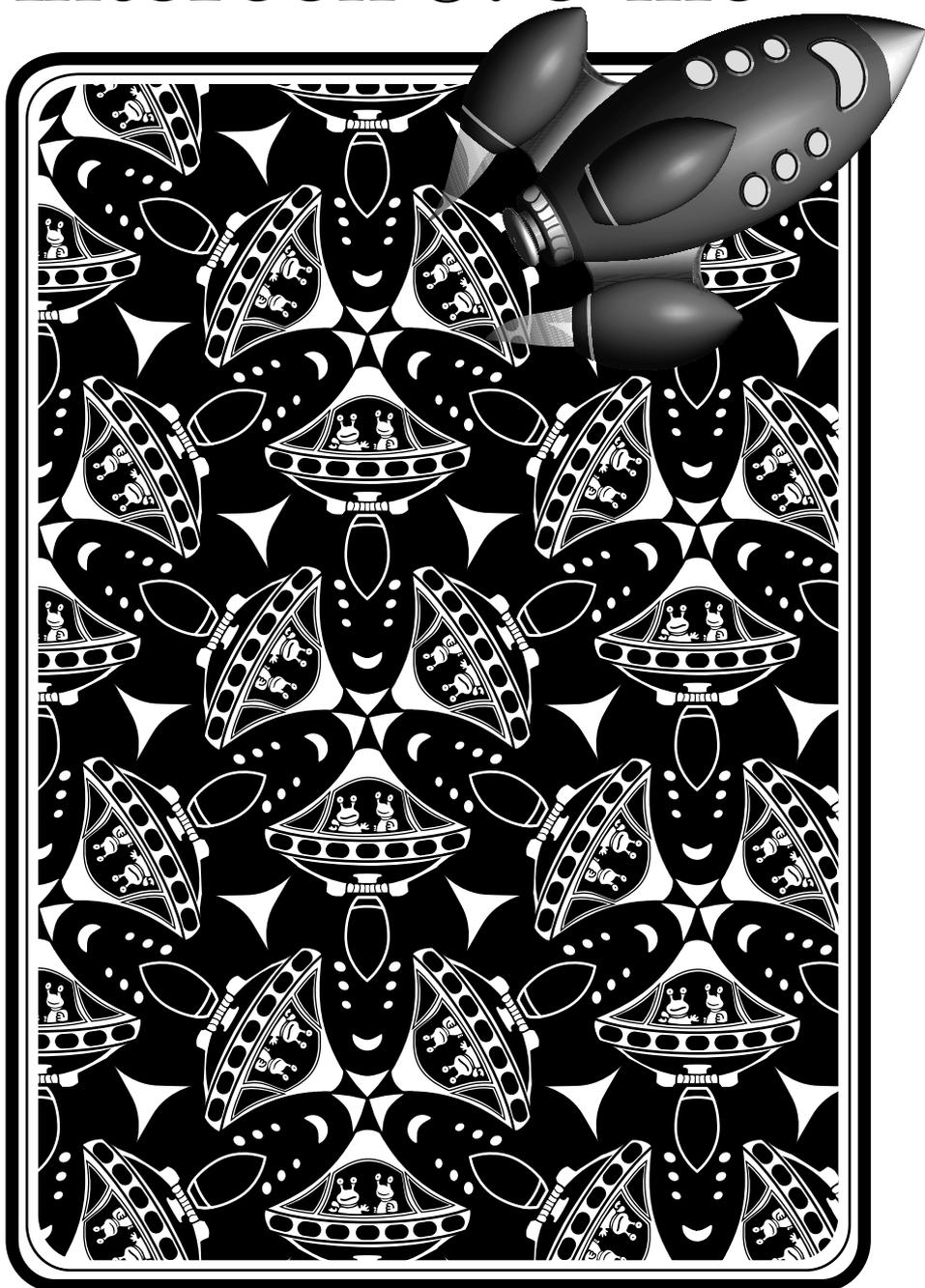


intercon e:  $e=mc^2$



*LARPING AT THE SPEED OF LIGHT*

March 4-6, 2005

Chelmsford, MA



concom



note from the conchair



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Jeff Diewald & Alex Bradley

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Jeff Diewald, Anna Bradley, Tim  
"Teem" Lasko & Susan Giusto

Welcome to Intercon-E! This year our theme is "LARPing at the speed of light," evoking the memory of the esteemed Professor Einstein. You may not know, but the year 2005 marks the 50th anniversary of the death of Albert Einstein and the 100th anniversary of what is often called his "Annus Mirabilis" (Miraculous Year). That is, the year when a 26-year-old patent clerk published three of his four greatest works, including the theory of relativity with its iconic  $E=mc^2$  equation. I hardly need to point out, but Einstein is certainly an iconic figure in science fiction, which is one of the great sources of our excellent games for this year. While I can not say that Professor Einstein had an opinion on role-playing in any form, he is often quoted as saying, "Imagination is more important than knowledge" so I'll take that as his whole-hearted endorsement of gaming of any type. As well, I find that the image of faster-than-light travel evokes the feeling I get about gaming in this new millennium, it is moving very quickly into the future. Here at Intercon-E you will see a "critical mass" of live role-playing events, enough to give you an appreciation for the rich past of this hobby along with its exciting future. I hope you enjoy the ride!

Just to point out a few options that you have; Friday night you can relax in *Casino Xeno* or take a ride on the Soviet Union's biggest and newest ballistic missile submarine, the *Krazny Oktyabr*. Saturday morning you can get all your recommended vitamins and minerals along with *The League of Extraordinary Breakfast Cereals* or wake up with the latest news from a *Washington Press Conference*. As you make your way through the day; face aggressive diversity in the alternate present of *CounterCulture* or go shopping in the *Little Petshop of Horrors*. Wrap things up at the *Fete d'anniversaire D'Ogun* or on an uneventful (I'm sure!) undersea voyage with Prof. Coustonax in *Intrigue Beneath the Waves*. Start Sunday morning with a wake-up dip in the hotel-pool-turned-fishtank for two renditions of *Prawn* or take a trip to a time when the Cold War raged and the Evil Empire was real in *Carry On At Camp David*. These are just a few of 40 games currently running at Intercon E, both new and replays of constant favorites, please make sure you try a few because if you don't you'll miss out!

I want to thank all of the people who've helped make sure Intercon E happened: the GMs who created the many fine LARPs running here, the Convention Committee (ConCom) who have given their time and effort since the last convention, the Con Suite team for their work in the last few weeks and the on-site staff and volunteers who are keeping things running smoothly. Thanks to your efforts, this is going to be a great weekend of fun. (And if you have some time to help out, drop by the Operations desk to see if any volunteers are needed.)

Intercon E is the latest of a long line of all-LARP conventions descended from the original SILicon conventions, run by the Society for Interactive Literature (SIL), and the early Intercon conventions, run by the Interactive Literature Foundation (ILF). This is the fifth convention organized by New England Interactive Literature (NEIL), with help from the Live Action Roleplayers Association (LARPA), and we expect it will continue to be a premier showcase for our creative pastime. NEIL also exists to help promote LARP in this area and we are always interested in what more we can do.

Around this time next year, Intercon F will return to Chelmsford. Chad Bergeron, our next Con Chair, is already making plans for the next convention and he's looking for volunteers and fresh ideas to help make Intercon even better. Come talk to Chad, another staff member or myself to find out about how you can help.

Thanks for coming to LARP with us this weekend! I hope you'll have a great time.

David "Prince0DC" Clarkson  
Con Chair for Intercon E  
New England Interactive Literature



# game schedule



## FRIDAY 3/4/05

times	1	2	3	4	5	6	7	8	9
17:00 - 18:00	arrive								
18:00 - 19:00	unpack								
19:00 - 20:00	All the President's Zombies Boardroom	A Night of Elizabethan Intrigue Salon B & C	Asylum Heritage A & B	Casino Xeno Merrimack	mix and mingle!		Dream a Little Dream Hawthorne	Krazny Oktyabr Salon A, Carlisle, Chelmsford, Parkhurst & Concord	Girls' Night Out Private Room
20:00 - 21:00					Michael Clambino's Poker Night Drawing Room	Two Hours in London Middlesex			
21:00 - 22:00	All the President's Zombies Boardroom								
22:00 - 23:00									
23:00 - 00:00	The Scrying Game Salon A & B	10 Bad LARPs in 100 Minutes Heritage A	Feh! Salon C	hang out with friends old and new					
00:00 - 01:00									
01:00 - 02:00				help in consuite			Note: Rooms may be subject to change at the last minute, check at Ops for details		

## ops needs you

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

## enjoying the con? sign up for intercon f now.

Intercon F will be held March 3-5, 2006, in the lovely Chelmsford Radisson (the very same hotel you're at now) with all the atmosphere, food and fun you're experiencing this weekend here at Intercon E and then some. Why not save yourself a headache and sign up now at the Registration desk? Intercon F memberships are currently only \$20! If you forget to sign up this weekend, register online at <http://www.intercon-f.org> and keep checking back for games and announcements.

## SATURDAY 3/5/05

times	1	2	3	4	5	6	7	8	9
08:00 - 09:00	have breakfast in the hotel dining room!								
09:00 - 10:00	A Chrysanthemum in Winter Merrimack	All's Well That Ends Heritage A & B	The League of Extraordinary Breakfast Cereals Salon B & C	The Lunch Society Carlisle & Chelmsford	shop the vendors	Washington Press Conference Hawthorne	Between a Roc and a Hard Place Drawing Room & Concord	beware of pirates, zombies, ninjas and other strangers	Babylon 5: Turning Tides Salon A & Boardroom
10:00 - 11:00					Young Commandoes in Love Middlesex				
11:00 - 12:00					Young Commandoes in Love Middlesex				
12:00 - 13:00					Young Commandoes in Love Middlesex	Washington Press Conference Hawthorne			
13:00 - 14:00	grab lunch in the consuite!								
14:00 - 15:00	A House Divided Carlisle, Chelmsford & Concord	Counterculture Middlesex	Hell to Pay Heritage A & B	Curse of the McKenzies Hawthorne	Her Majesty's Parlour Adventurers present The Matter of Britain Salon B & C	TBA Private Room	Girls' Night Out Private Room	Little Petshop of Horrors Merrimack	(Drawing Room for afternoon period)
15:00 - 16:00									
16:00 - 17:00									
17:00 - 18:00			help in consuite						breathe deeply
18:00 - 19:00	grab some dinner!								
19:00 - 20:00									
20:00 - 21:00	Fete d'anniversaire D'Ogun Middlesex	Intrigue Beneath the Waves Hawthorne	Resolution 2734 Salon B & C	Road to Impunity Salon A & Carlisle	Divus Ex: Convocation Merrimack	Endgame Drawing Room, Concord, Chelmsford & Boardroom	Mega Man: Apocalypse Parkhurst A & B	where else are you going to find a schedule like this?	
21:00 - 22:00									
22:00 - 23:00								get ready for the dance party	
23:00 - 00:00									
00:00 - 01:00	Memorial Toast for Brett Heritage A & B								
01:00 - 02:00	warp factor nine dance party!!!								
02:00 - 03:00	Merrimack								

SUNDAY 3/6/05

times	1	2	3	4	5	6	7	8	9			
08:00 - 09:00	ConChair's Breakfast in Salon B & C											
09:00 - 10:00	Alcatraz Heritage A & B	buy raffle tickets so chad doesn't have to	Prawn Pool	sleep late			have breakfast and something to wake you up!					
10:00 - 11:00												
11:00 - 12:00	100 Bad LARPs in 100 Minutes Hawthorne			Prawn Pool	Carry on at Camp David Salon A	Dustpan: the LARP Merrimack						
12:00 - 13:00												
13:00 - 14:00	closing ceremonies											
14:00 - 15:00	make plans to come back next year!											

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



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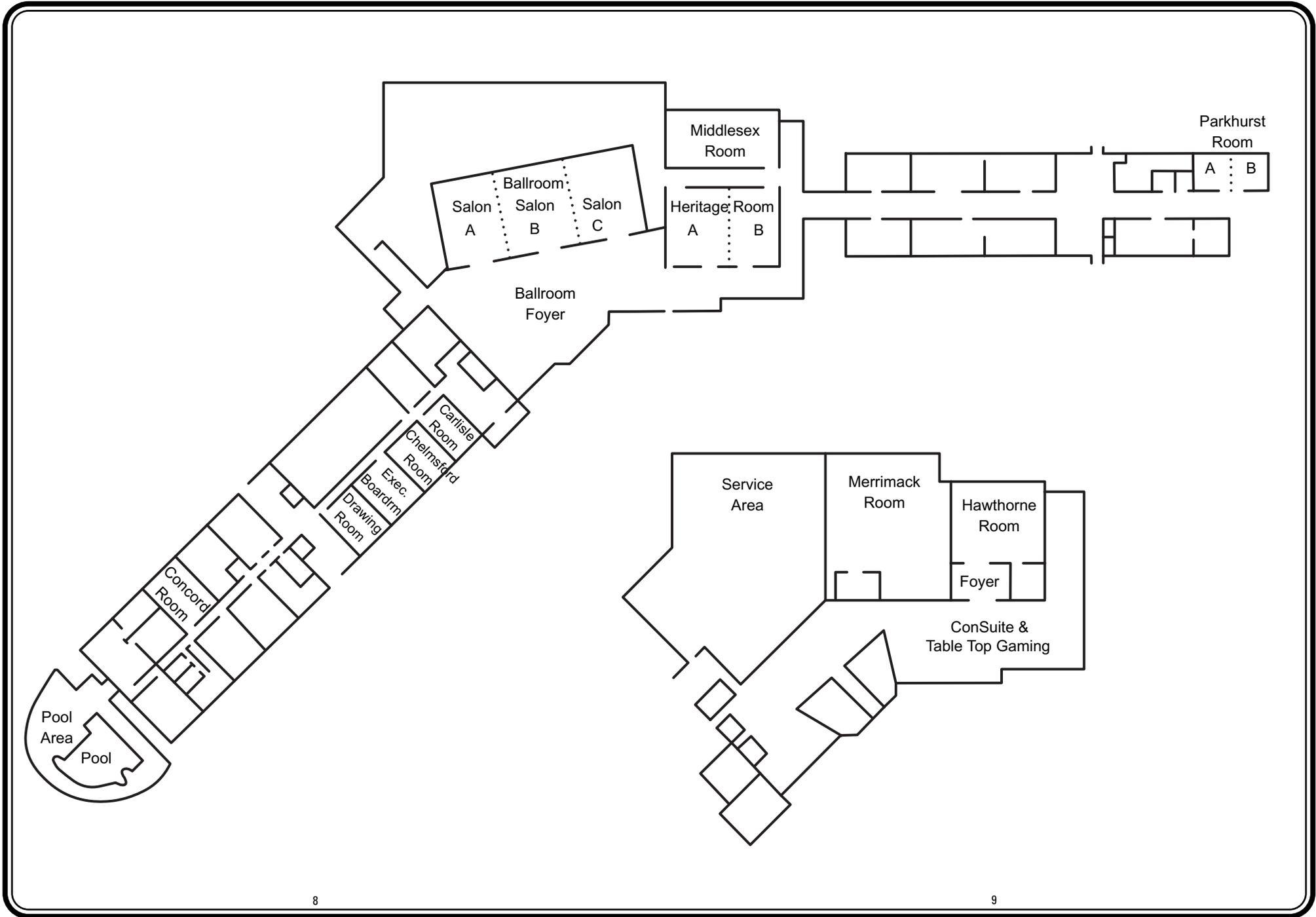
**FOOD: THE EATING!!!**

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



For a relaxing time with friends when you are taking a break between LARPs, Intercon E will have tabletop gaming available all weekend in the Con Suite outside of the Hawthorne Foyer. There will be a large collection of card and board games that can be signed out. Please feel free to play a game and relax with your friends during down time. Please treat the games well as they are lent to us by members of our Con Committee for your use.

# hotel layout





## vendors



### GALACTIC STAR FORCE

<http://www.galacticstarforce.com/>  
Clayton L. McNally  
[galacticstarforce@yahoo.com](mailto:galacticstarforce@yahoo.com)

Clayton McNally writes in a story-telling manner that includes both retrospective examinations of mankind's clashes & thought-provoking concepts for mankind's future.

### LA WREN'S NEST

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### MAR-VISTA ENTERPRISES LLC

<http://www.conacopia.com>, <http://www.trollbait.com>  
Cathy Preble • [cpreble@mar-vista.com](mailto:cpreble@mar-vista.com)

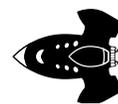
Selling games of all types, gaming accessories, LARP accessories including phys reps, dice, pouches and other items, and taking reservations for our LARP, Wayfarers Rest.

### SLUGFEST GAMES, INC.

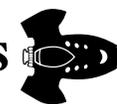
[www.slugfestgames.com](http://www.slugfestgames.com)  
Michael Schlosser • [mike\\_schlosser@slugfestgames.com](mailto:mike_schlosser@slugfestgames.com)  
SlugFest Games, Inc. operate out of White Plains, NY. Their creed is a simple one: Games must be easy-to-learn, quick to play, and FUN!

### WALDENBOOKS

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Waldenbooks has over 700 stores located throughout all 50 states. All of the products available at our table are also available in our stores. To find a store near you, visit our website.



## game descriptions



### 10 BAD LARPS IN 100 MINUTES

Nat Budin, Susan Weiner,  
Greer Hauptman  
& several anonymous contributors

Ever been talking to a friend at Intercon and come up with the world's worst LARP idea that neither of you will ever, ever, EVER write? So have we. In fact, here's ten of them. From "Football: the Musical" to "Ku Klux Klan Road Trip" to "MetametametametametaLARP LARP," this game has it all.

### A CHRYSANTHEMUM IN WINTER

Sandy Antunes

A monk sips morning tea,

it's quiet,

the chrysanthemum's flowering.

The mountain hamlet is primitive, but provides respite from bandits. Fourteen ronin enter the hamlet. Fourteen shall leave. A Samurai tale of feudal Japan.

### A HOUSE DIVIDED

Andy Kirschbaum & Will Wagner

Tensions run high on a small, experimental scout probe deep in unexplored space. If the crew can keep from killing each other, they must contend with faulty systems, a mysterious illness, incomplete star charts, and a possible alien threat. An intense 4-hour LARP that pushes the boundaries between suspense, horror and science fiction.

### A NIGHT OF ELIZABETHAN INTRIGUE

Caleb Hanson & Anna Bradley

Come enjoy an evening of Elizabethan intrigue in 1595 London. The setting is a tavern on the river Thames, and all the usual, and some not so usual, suspects are here. There are aristocrats and alchemists, explorers and exotic visitors from the New World. Tavern maids and lawyers, and then there's this fellow from Stratford who writes plays. They are all here for different reasons, but what are they all up to? And who are the strange people in the dark corner, and could they have something to do with the rumor about a plot against the Queen?

### ALCATRAZ

Jeannie White, Suzanne Wayner,  
Kathleen O'Brien & Rachel Schmutter

It's 1994, and Alcatraz is still open. Senator Chet "Man of the People" Howard has chosen the prison as the site for his latest speech. Warden Becker knows the Senator's visit will be an inspiration for all the helpless victims of society entrusted to his care. The rest of his staff are certain the visit will be... memorable. The convicts, for once, agree with the staff. Meanwhile, the Security Chief is certain someone is eyeing his Twinkie stash. Remember, it's only the stupid ones that get caught.

Alcatraz is a lighthearted game of stupid criminals, prison life, and escapism.

### ALL THE PRESIDENT'S ZOMBIES

Mike Beddes

Mr. President, we have zombies. Join the Cabinet and President of the United States as they try to sort out the thorny zombie problem. A satiric political game of negotiation. Note: no zombies actually appear within the game space nor is any player actually the zombie master in disguise. You're all on the same side.

### ALL'S WELL THAT ENDS

Anthony Grocock, Russell Harris, Heidi Kaye, Jane Winter & Andrew J. Smith

Plague stalks the streets of Elizabethan London. The Swan Theatre has been closed, and tonight's performance of Kit Marlowe's well-received *Doctor Faustus* has been cancelled. Disgruntled patrons and theatre folk alike are crammed into a low tavern, "The Final Curtain" – the very place Marlowe's corpse was discovered just hours previously.

### ASYLUM

Margaret Landreth & Anandi Gandalfi

The descent into madness is a story that the inmates on Ward C of the Rensford Mental Health facility can tell, but be forewarned that the language of the insane is often hard to sort through. Delusions, hallucinations, compulsions, multiple personalities and memory loss have a way of shrouding reality. But don't worry. As the inmates of Ward C will tell you, reality is an arguable concept, and fact & fiction are more interwoven than you might think.

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## BABYLON 5: TURNING TIDES

*Janet Brennan, John Casenelli, Christopher Mello,  
Chris Pinard & Ray Roberts*

It was a new age. It was the end of the beginning. The year is 2267. In its fifth year the Interstellar Alliance and its member worlds - Minbar, Centauri Prime, Earth, the Narn Homeworld - are still reeling from conflict and civil war. As the great powers grow more insular, the lesser races struggle to maintain some semblance of stability. People facing uncertainty become afraid and frustrated. Frustration and fear lead to discontent. From discontent lies the path of war...

## BETWEEN A ROC AND A HARD PLACE

*Colin "Dog" Sandel*

Recipe for absurdity:

Two fairy-tale Baronies to be joined through matrimony, two betrothed nobles who are forbidden from meeting by ancient law, one advisor who mistakenly brings them together, a heaping spoonful of commoners, and one mystical bird just for kicks.

Place all ingredients in a small cottage and stir vigorously.

## CARRY ON AT CAMP DAVID

*Russell Harris, Steve Hatberley, Liz Jones,  
Donald Oddy, Mike Snowden & Janet Young.*

If you want to know what English people think of American Politics come play Camp David. Warning, this game could be seriously offensive to anyone who cares about foreign nationals kicking the p\*\*\* out of their political system. Please bring a sense of humour with you. You can check it in at the door!

## CASINO XENO

*Will Wagner & Andy Kirschbaum*

It was another busy night at Casino Zeneaux, but it wasn't a typical night at all. Aside from the usual blackmail, sex, cheating, and intrigue, there was the alien pretending to be human, the mind reader trying not to get caught cheating, and who knows what else! No wonder they've started calling this place Casino Xeno!

## COUNTERCULTURE

*Susan Weiner, Ian Schleifer,  
John D'Agosta & Erin Price*

At a Virginian university, black and white students are fighting the University board for desegregation of the dorms. The year is 2005. It's taken 35 years for the Confederate States of America to follow in the footsteps of the Free American Republic, but the counterculture movement is finally gaining momentum.

## CURSE OF THE MCKENZIES

*Cheryl Ann Costa & Amber Engle*

It's August 1939, Uncle Erastus McKenzie just passed away at age 102. He was filthy rich and you were mentioned. You must attend the family gathering for the Will reading with the family. Most of whom you haven't seen in 15 or 20 years. What could possibly go wrong?

## DIVUS EX: CONVOCATION

*Trey Reilly*

Wise and terrible Odin has called for a Convocation of the Gods - a thing that has not happened since the dark continent of Africa was newly discovered, hundreds of years ago.

Deities from 5 different pantheons have answered Odin's call and meet to determine what their relationship will be with the newly-discovered Amerindian pantheon.

## DREAM A LITTLE DREAM...

*Greg Agostini & Matt Start*

Wanted! Participants to take part in a unique sleep study and the investigation of a new drug to treat sleep disorders. All subjects will be compensated generously for their time. Please contact Bio-Chem Amalgamated, Pharmaceuticals Division at 1-555-363-8463 or write them at BCAmalgamated@aol.com.

## DUSTPAN: THE LARP

*Lynn Anslow, Jeff Diwald, Susan Giusto,  
Tim Lasko & Barry Tannenbaum,  
with material by David Clarkson*

All life is a journey, and for these denizens of the Great Wooden Expanse, it is a trip from the Light, from the Dark, and from all the places in between. Where will it end? Come learn about the world of the very small, the world of the Great Wooden Expanse, and all those swept up in this tale of passion, theology and inevitability, an epic of Light and Dark, of Biblical proportion, under the Couch.

## ENDGAME

*Alex Bradley, David Kapell,  
Cbad Bergeron & Conor Walsh*

The journey doesn't matter. It's what you do in the end that counts...

This weekend conference was supposed to be the last chance for peace, prosperity, and hope, but it's all gone to hell in a handbasket, and you've only got four hours left to patch things up.

## FEH!

*Christopher M. Buck*

Come polish your putdown skills: insult your friends, acquaintances, and enemies with impunity... in persona, of course.

## FETE D'ANNIVERSAIRE D'OGUN

*Scott & Shelly Mobnkern*

It is Ogun's birthday, but Ogun has been unhappy. The Loa have decided to throw him a special birthday bash in that all-time party town, New Orleans!

If that does not cheer him up, the world may be in trouble.

## GIRLS' NIGHT OUT

*Cathy Raymond*

Girls' Night Out: A LARP for nine women, three pizzas, two gallons of chocolate ice cream, sixteen kinds of facial moisturizer, forty bottles of nail polish, and at least nine shocking revelations.

## HELL TO PAY

*Kreg Segall*

A group of acquaintances and friends get together for dinner at a nice Chinese restaurant.

This is not a game about world changing plots or high intrigue. It is a game about deep roleplaying and fragile, realistic emotions.

And figuring out how to split a restaurant check.

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

## HER MAJESTY'S PARLOUR ADVENTURERS PRESENT THE MATTER OF BRITAIN

*Alex Newman & Beth Kelly*

Her Majesty's Parlour Adventurers play again. Come join us for an evening of the Victorian view of the Arthurian legends. It's been a few years since we last saw the adventurers, and this time things have to go more smoothly, right?

## KRAZNY OKTYABR

*Joe Foley & Jake Beal*

The year is 1983, and the Soviet Union's biggest and newest ballistic missile submarine, the Krazny Oktyabr, is on its first post-shakedown cruise. There are rumors of sabotage, the reactor's been acting up, the Captain's acting strange, and rumors say the ship isn't anywhere near where it's supposed to be...

## INTRIGUE BENEATH THE WAVES

*Dean Edgell & Dana Edgell*

The Year is 1887. The World is not quite our own. Queen Victoria rules Britannia and all her colonial possessions. The Great Powers of Europe stand on the brink of war. Unknown forces are at work in the world. Join us on a voyage of discovery to the bottom of the sea aboard a miraculous new bathysphere invented by the famous Prof. Coustonax. Match wits with notorious heroes, spies, rogues, diplomats, scholars, killers and worse. The occult mixes with mystery, love and danger in the chilling depths of the sea.

## LITTLE PESHOP OF HORRORS

*Moirra Parbam & Suzanne Wayner*

Business has declined at Joe's Pet Emporium as rumors of sickness and animal deaths abound. Joe knows this weekend things will turn around; exciting things are happening in the mall, record crowds are expected! Unravel the mysteries or just go insane as an animal, a customer, or a petshop employee.

## MEGA MAN: APOCALYPSE

*Chris Walsh & Beth Baniszewski*

Disaster strikes at the 5th Annual Robot Design Competition and World Peace Conference! Aliens have destroyed Mars Base and are on the way to Earth, broadcasting a mysterious signal that drives robots berserk! Can the survivors of the chaos at the conference work together long enough to put things right?

## MICHAEL CLAMBINO'S POKER NIGHT

*John Kammer*

Join crime-lord Michael Clambino at his luxurious Baltimore penthouse for an evening of Texas Hold'em, fun, laughs, and at least one almost certain death.

## OPS!

*Cbad Bergeron & Alex Bradley*

The Intercon E Operations Crew takes care of ensuring the cogs of the con keep on turning. Whether it's handing out registration packets, setting up for the raffle, helping players find games, or any of the dozens of other things that come up, Ops needs volunteers like you to make it happen.



### PRAWN

*written by Mike Young,  
published by Interactivities Inc  
& GMed by Anna Bradley*

Welcome to The Tank. You have lived here for as long as you can remember. Of course, being a fish, your memory isn't that great..

PRAWN IS PLAYED IN THE POOL. YOU WILL GET WET. YES, YOU WILL NEED TO GO INTO THE WATER!

### RESOLUTION 2734

*Simon Deveau*

Resolution 2734 – passed in 2021 – established Mars as a conflict-free zone. Now in 2089, Earth stands on the brink of a global nuclear holocaust that threatens to spread to Mars. The colonists must find a way to prevent this and to defeat other local threats to the peace on Mars.

### TWO HOURS IN LONDON

*Laura Boylan & Beth Baniszewski*

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

### ROAD TO IMPUNITY

*Ken Clary, Peter Litwack & William Lowenthal*

The Boss of Springfield is dead.

His final request was to be buried in his birthplace of Impunity, Illinois, now a ghost town. All persons of import from Springfield have made their way to Impunity for the Boss's wake and funeral, and now many of them have headed back.

A few remain to attend to some important business.

### TBA

*Don Ross, Mike Romatelli & Andrew Petrarca*

TBA is a storytelling game in the spirit of 'The Canterbury Tales', set against a sci-fi/fantasy backdrop. Eight travelers in a futuristic setting tell tall tales to pass the time on a long journey together. Emphasis will be on creative improvisation rather than scheming or puzzling.

### THE LEAGUE OF EXTRAORDINARY BREAKFAST CEREALS

*John Kammer*

Join Captain Crunch as he leads Quisp, Count Chocula, Tony the Tiger and a host of others from the League of Extraordinary Breakfast Cereals in search of the missing Brigadier General Mills and ultimately to apprehend a cereal killer.

### THE LUNCH SOCIETY

*Nomi "Ovi" Siegelman & Josh "blee" racblin*

Science fiction and cinema fans alike: Come play in this tribute to John Hughes' cult classic, The Breakfast Club. We've retained the setting and underlying themes of the movie, but we've given it a sci-fi make-over. Hughes explored the stereotypes of high school, leaving us to explore the stereotypes of the sci-fi world.

### THE SCRYING GAME

*Noah Abrabams*

Join the Widow Mrs Whiffle, Madame Zelda, and a Horde both living and dead, for a seance in search of the lost will of Dr Cornelius Whiffle.

### WASHINGTON PRESS CONFERENCE

*Cheryl Costa & Linda Poore*

Imagine that you are an elite reporter in Washington, DC working for some prominent news organization. Your boss has urgently paged you and assigned you to an exclusive invitation-only news event at the U.S. Department of State. You will have the opportunity to interview an unanticipated VIP.

### YOUNG COMMANDOES IN LOVE

*Don Ross & Tom Russell*

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**"SOUTH OF THE BORDER"  
THEME  
OCTOBER 7-9, 2005**

**BALTIMORE-WASHINGTON  
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<http://www.larpaweb.org/intercon/xx>

# Page turning *FUN* ... A *MUST* Read!!



The Universe was a vast sea of unknown. Humanity was a speck of dust in this vast sea, an isolated island of life! In this endless sea, mankind was discovered!

## Past

Nuclear war ravages Earth

## Today

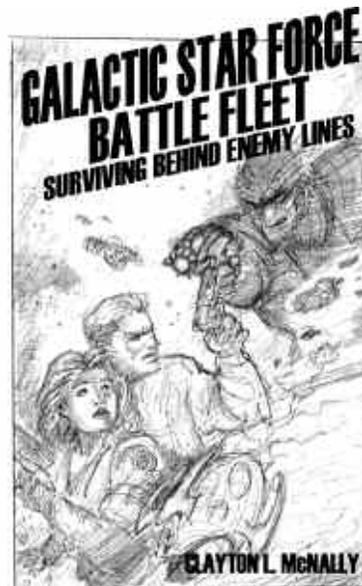
War erupts with the Krang

## Future

Humanity fights for the right to exist

## Stranded and ... Surviving Behind Enemy Lines

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gm & staff bios



## GREG AGOSTINI "M.C. CTHULHU"

*Dream a Little Dream...*

PST Productions is made up of a group of committed, or should be committed people that share a common goal. Over ten years ago we set out to do one thing. Give the average player an experience they will never forget. From the good, the bad, and the ugly, PST Productions has made it through it all with the help of its tireless and insane staff.

Matt Start, aka the King of the Dead, is a soul who has lost more sanity loss than most of us over the years dealing with the strangeness of our wild and crazy ideas. Mark Shireman, our resident guru of the artistic eye has created some of the best known visual props in our events and is our resident Graphic Artist. Member at large, and creator of the *Cthulhu Live* system, Robert "Mac" McLaughlin is a driving factor behind all of us in pushing us to do bigger, better events throughout the years. Last but not least there is Greg Agostini, propmaster, SFX, and all around screwball who has caused many a soul to lose more than just sanity.

We look forward to bringing our flavor of LARP to as many of the masses as possible. We do this as a public service because you can never have too many brownie points when the Endtimes finally come and the Big C. decides who's on the menu. We will continue to bring our unique spin on the world of the Mythos and provide the Cthulhu Live Community with as many sleepless nights as possible. Remember at PST Productions: All You Have To Lose Is Your Sanity!

## LYNN ANSLOW "DEMONGIRL"

*Dustpan: the LARP & Proof Reader*

This is Lynn's third northern Intercon, and the first time she's ventured behind the scenes. She nobly volunteered to help with the ConSuite (she swears it was the demons who made her do it). If you see her standing in one place, turning in circles, and talking to herself, don't be alarmed. She's just getting conflicting directions from the demons, but she probably won't hurt anybody. She hasn't done that in weeks.

## NOAH ABRAHAMS "CHEZ DRAKMAR"

*The Scrying Game*

Noah has no actual skeletal structure, but is loosely held together with a framework of cheese. Please refrain from tasting him or his delicious eye juices.

## SANDY ANTUNES

*A Chrysanthemum in Winter*

Sandy has run many games on both sides of... US. Deeming many games 'experimental' in order to avoid culpability, Sandy prefers working either solo or as part of a team. Referring to Sandyself in third person gets tiresome, so Sandy will stop now.

## BETH BANISZEWSKI

*Two Hours In London  
& Mega Man: Apocalypse*

My introduction to LARPing was a couple months of *Changeling* in College Park, Maryland in the summer of 2001. Since then I've been to four Intercons and a whole slew of Assassins' Guild games.

The first game I GMed was a 6 hour game my freshman year at MIT. It was called *Anachronic Nonsense*, was about gladiators in space, and contained far too many bad ideas and Beatles' songs. The bad ideas were only 1/3 my fault. The rest I blame on Aaron and our differential equations class. And they left a lot of great stories anyway. Ahh, triple paternity and tentacle necrophilia...

I wrote two short games this summer, a *Harry Potter* game and *Two Hours in London*. The first run of *London* got to be entertained by hawks flying overhead and screeching. Both games were fun learning experiences. Hopefully in June, I'll have graduated and all my learning experiences can be that fun.

## JAKE BEAL

*Krasyj Oktyabr*

God, how many games have I run? Quite a number with the Assassin's Guild, but this'll be my first at Intercon. At least it's not a 10-day...

## CHAD BERGERON “LAURION”

*Ops pilot, TBA, Ops! & Endgame*

Chad has been playing in, helping to run, writing, or recruiting for LARPs for almost a decade. In that time he's learned an awful lot of things. How to fly a biplane is not one of them. Nor is how to tie a cherry stem with his tongue. One of the things he has learned is that it's a lot more work than he thought. That's okay.

This year Chad can be found running *Ops*, Writing and GMing multiple games, playing in one or two, and trying his best to be gregarious with everyone around him. Help him out if you can; it's his only chance for survival.

This Bio is also a choose your own adventure Bio.

If you'd like to see Chad take the left path, turn to the 37th word on page 2.

If you'd like to see Chad take the right path, turn to the 16th word on page 5.

## ANNA BRADLEY “T’PAU”

*Queen of All She Surveys,  
A Night of Elizabethan Intrigue & Prawn*

No matter when it happens, it's always a surprise,

To look to you for love and see old shadows in your eyes.

I never tried to hurt you, but that matters not a damn,

If you cannot see the who of me behind the thing I am.

The pattern of the injury is written in the scar,

All that we were raised to be is part of who we are.

– *Part Of Who We Are*  
by Arlene Hils and Bob Esty

So, yeah, I write LARPs. No idea how that ever happened... So far I have been on the writing team for *Saturday Morning Massacre* and *Multiplied Loyalties: A Vor Game*. This year I am working on *A Night of Elizabethan Intrigue* but with a different set of writers. We shall see what happens when the Team of Bradley and Bradley splits to write two different games.

## ALEX BRADLEY

*Concom Octopus, Endgame, Prawn & Ops!*

Alex Bradley can't bring himself to use the third person here.

I don't have a lot to say biographically, and I don't feel like knocking off yet another facetious life story, so let's see what facts might matter to you.

I've run a couple of Intercon games before, i.e. *Saturday Morning Massacre* at C and *Multiplied Loyalties* at D. This year I'm Deputy Bid Guy, Co-Ops Tamer, Occasional Outreach Pinch Hitter and General Concom Avatar.

Also, I'm an elder god.

## LAURA BOYLAN “LAURA47”

*Two Hours In London & Road to Impunity*

I'm a GM? I get a bio? wheeeeeee! I am Laura and in the past year I have run a ten day game and 4 two hour games. Before this year I never ran anything. I think I really need to find something between two hours and ten days to run.

Fact: Laura eats food.

I have been attending Intercons since Intercon-B, but I do most of my LARPing with the MIT Assassins' Guild and am the Scribe of the Guild's High Council. You should come play with us, most of the rumors you've heard about us aren't true. :-)

<http://web.mit.edu/assassin/>

## NAT BUDIN “UZI”

*10 Bad LARPs in 100 Minutes*

Nat first became interested in live action roleplaying when he was abducted by LARPers at the tender age of 18 and forced to play in several games at Brandeis University. Despite his initial shock, he grew to enjoy the experience and eventually began writing games of his own, thereby proving the reality of the Stockholm Syndrome.

Nat has since co-written and run *Snaf University* both at Brandeis and at Intercon-D, and acted as AGM for several other games. The lesson: LARP kidnappings work, and NEIL should continue its covert program of stealing children and brainwashing them to turn them into LARPers, the mere mention of which will probably get me sent to reeducation ohmygod what are you doing stop it stop it noooooo

NEIL is good. We must all trust NEIL. NEIL is our friend.



## JANET BRENNAN

*Babylon 5: Turning Tides*

7:12 PM was the appointed hour in the halls of Olin. A curly-haired brunette sat in the corner while a lot of empty talk flew around the room. “Kids,” she thought to herself. “I step down as President and this club goes to pieces.” She let out a soft sigh. Presiding over the WPI SFS was like herding cats... but in her day she ran the show like nobody's business.

Every now and again she got the itch to step back into the limelight. Her name spelled LARP in certain circles; any proposal would be an open and shut case. But she didn't want just any game. She wanted *Babylon 5: Turning Tides*. She'd secretly wanted it for years. Running that game would first take a crew of four men with scheming minds to match her own. She knew exactly the men for the job – but bringing them back on board wouldn't be easy. When everyone got on the wire to hash it out they'd made no bones about how nuts she was, and why not? The last time they worked together, *Turning Tides* ate up whole months of their lives, driving some to the very brink of madness before it was over. But she knew they'd come around again. Janet was a dame with a penchant for patience.

For two whole years she tossed bouquets, until at last her wiles won over their shrewd, crabapple resistance. Finally her ducks were in a row. But that wasn't the whole of it... the team still needed a perfect opportunity. Now she cooled her heels in Olin hall while one by one her cohorts made their entrances. Something in her sharp eyes warned the boys they were in for trouble as soon as they walked through the door.

“Good evening. Gentlemen, they accepted our bid. We're a go for Intercon...”

## JOHN D'AGOSTA

**“10001001”**

*Counterculture*

John was too busy re-writing the past 140 years for *Counterculture* to come up with a snazzy bio.

## MARC BLUMBERG

**“JOKEBOY”**

*Intrigue Beneath the Waves*

Marc is delighted to be back on the staff of an Intrigue game, working with the unflappable Dean Edgell. Marc has been writing and running LARPs for a long time now, and every so often enjoys when someone else is the lead GM.

## CHRISTOPHER BUCK

*Feb!*

I was born seven weeks early, and, truth be told, I was born naked. Immaturity might have been the sole reason that I was kept back in first grade: I was nearly two months younger than I was, and could not handle it. That, and while the teacher was all for social passing, the principal was not.

Extrapolate, if you will, the rest of my life from the theme of these early experiences: nudity, temporal anomalies and ambiguous social expectations.

## KEN CLARY

*Road to Impunity*

Ken has been playing larps for about 9 years and writing (13 so far) and running them for nearly 8 years, mostly in the MIT Assassins' Guild. He's run a few (*The Hitchhiker's Guide to the Galaxy: B-Ark*, *Airplane2*, *Road to Impunity*) at past Intercons.

If this were Pirate vs. Ninja Productions, he would not be a Pirate.

## CARLOS CORAL

*Between a Roc and a Hard Place*

## CHERYL ANN COSTA

**“CHERYL”**

*Washington Press Conference  
& Curse of the McKenzies*

Love to game, love to tell a story. Love to make background documents. I'm the type of person who views gaming as an performance art form. I like to push the envelope in terms of roleplaying and character development vs Combat skills.

## DAVID CLARKSON “PRINCE0DC”

*President of LARPA, NEIL Board Member,  
Intercon Hotel Liaison, Intercon-E Con Chair,  
& Dustpan: the LARP*

David began LARPing in the “good ole days” before the advanced index card technology of today. He started with the Society for Interactive Literature at their *ReKon-1d* game in New Jersey, and he blames them to this day for misguiding him in his youthful years.

He went on to serve as the stock villain in many other versions of the *ReKon* phenomenon until it's final conclusion in the misty years of the early '90s. After that David continued participating in LARPing among his close group of friends in the Insmouth-haunted North Shore area until the demons at Intercon-A reclaimed the mortgage on his soul. When he is not LARPing David enjoys most forms of tabletop RPGs including products like *Vampire*, *Mage*, most products by Steve Jackson Games, *AD&D* (Versions 1-3), *Seventh Sea* along with many others.

As a participant in many LARPing groups and LARPing styles, David seeks to “spread the word” and bring the differing organizations together under the hobby that they all enjoy. As a self-styled Minister of LARP, you'll hear him say, “Boffer or Theater-Style, Minds Eye Theater or Home-Brew, Fantasy or Sci-Fi; we are all playing the same sort of game, so let's learn from each other's strengths.” You can find David through this site or participating in one of the many great LARPs in the region. Get in touch with him and give him your thoughts!

## DEAN EDGELL *Intrigue Beneath the Waves*

Dean is a dedicated live action role-player who is presently involved in a full-time decades long game in which he plays the part of a middle-aged, middle-class and tedious lawyer/LARPer. So dedicated is he to not breaking character, many people do not even perceive his true charismatic and dashing personality. While trying to figure out his plot, Dean has, still in character, written and run a number of LARPs, including *The Prince's Diamond Jubilee* and *Intrigue in the Clouds*, which have been offered at Intercons past. Dean is grateful for the friends who have helped him to run these games, and for the players who have been kind when they speak about them.

## JEFF DIEWALD “THE VORTEX OF CHAOS”

*Bid Committee Chair, Con Scheduler  
& Dustpan: the LARP*

Yes, he's at it again...

Jeff was the con-chair for Intercon the Thirteenth, the first of the modern Boston Intercons. He's been a member of the staff of every Boston Intercon since then. He's been the Bid Committee Chair for Intercon C, D, and now E. That means that if you have a LARP, you need to submit a bid, before he starts pinging you with email. C'mon, you know you want to do it...

And then there's *Dustpan: the LARP*... Teem kept using *Dustpan: the LARP* as the example LARP, whenever he wanted to make a point about LARP theory in our TNT Productions meetings. It was *Dustpan* this and *Dustpan* that... That's when the cosmic ray struck – or was it a minor stroke? In any case, all of a sudden, I knew what *Dustpan: the LARP* was all about. It wasn't hard to convince the rest of TNT Productions, and, well, here we are. *Dustpan: the LARP* has some of the strangest characters I've ever written. Talk about dementia!

## SIMON DEVEAU “SLIPPY” *Resolution 2734*

Intercon-C – *Malcor*

Intercon-D – *Barad-wath*

Glub...glub...

## CALEB HANSON *A Night of Elizabethan Intrigue*

Caleb Hanson comes boldly striding out of the mists of the legendary early days of LARPing (first LARP: *Twilight of the Gods*, SILicon 1986). With his twin bunions, Spinner and Paddlefoot, Caleb has been GMing tabletop games (pretty continuously) since the mid-'70s and playing LARPs (intermittently) since the mid-'80s; now that it's the mid-'00s it's high time he crossed the streams to fulfill his destiny: GMing LARPs. *A Night of Elizabethan Intrigue* is his initial sally.

## JOSEPH FOLEY “JOE” *Krasny Oktyabr*

I like writing and playing in games that have a good dose of roleplaying, chaos and mayhem. I especially like games with guns. Lots of guns. Ohhhh yeah.

## ANANDI GANDOLFI “ANANDI” *Asylum*

I have always believed that you cannot trust people who don't have a healthy fantasy life. They are the ones you have to watch out for.

## SUSAN GIUSTO “NIKIN” *Intercon Muse - aka: nikin-small, furry, different and not from this planet & Dustpan: the LARP*

Greetings!

I am the Intercon Muse... sometimes I do get amused about what influences I need to do in order to cause inspirational progress but, hey it's all in a days LARP... That almost sounds like a title. Been keeping busy with the TNT gang and we even have a new bit of silliness for folks to play should they wish to get down into the *Dustpan* of life... bwah ha ha!

I love costuming for whatever interesting roles the GMs give me... so much so that I spent a bit over two hours getting into the werewolf from space makeup for an Intercon-D larp... you know who you are! \*grin\*.

If you are cute, have a job for me or will just pay me because I am good at the things I do, drop me a line. I still need a new job since mine got deleted from the greater technology job pool. -nikin

## GREER HAUPTMAN “DRAGON” *10 Bad LARPs in 100 Minutes*

At this con, the role of Greer will be played by Christian Bale. You may have seen Christian Bale in such roles as an American psycho in *American Psycho*, & a singing, dancing newsboy in *Newsies*.

Christian Bale has really let himself go for this new part, and to prove his dedication has cut his legs off at the knees in order to achieve the height of 4'10" necessary to play Greer. And has had a sex change operation.

He has donated what is left of his legs to Legs of Love, charity for people who are too short to live.

## DARIUS KAZEMI *The Scrying Game*

Darius is a pretty tall guy who wears lots of orange.

## JOHN KAMMER “SKYKAM” *Michael Clambino's Poker Night & The League of Extraordinary Breakfast Cereals*

John Kammer, best selling author of absolutely nothing at all, returns to Intercon-E with *The League of Extraordinary Breakfast Cereals* mainly because his life was threatened at the end of Intercon-D if he refused to do so.

Kammer, a well known malcontent, stands at an impressive 6'4" and weighs in at over 200 pounds. He has been known to take people's lunch money and shove them into their lockers making them late for class. Granted he has not done this in some time... days even.

UPDATE: He did it again this morning...

When asked why he writes LARPs he indicated it was in order to consume his copious free time which would otherwise be squandered working, raising kids, cleaning up his office or the basement, mowing the lawn, coaching basketball, writing his screenplay, or attending to the 1432 other hobbies he no longer has time for not to mention surfing the web for porn.

## ELIZABETH KELLY “BETH” *Her Majesty's Parlour Adventurers present The Matter of Britain*

Beth Kelly is a deeply disturbed 6' tall Caucasian computer geek who not-so-secretly believes she is a little brown Indian temple dancer named Lakshmi. These and several other strange delusions, such as a tendency to stay up late making weird anal retentive craft projects and a marked fondness for Alex Newman, have led this convention to classify Beth as a GM. Luckily her strange multiple personalities and bizarre attractions make her a great game writer and general cohort of Alex Newman, the other, less adorable Game Master for *Her Majesty's Parlor Adventurers present The Matter of Britain* as well as their past successes: *Her Majesty's Parlor Adventurers present an Evening of Indian Intrigue*, *Long Cold Night*, and *Battle Beyond Infinity*.

## DAVID KAPELL *Endgame*

Dave Kapell doesn't really have a lot to say about himself. I wrote and ran *Multiple Loyalties* at Intercon-D, and in the wake of that, joined the Bid Committee for Intercon-E.

## ANDREW KIRSCHBAUM

*A House Divided, Casino Xeno*

Andy wrote his first LARP in 1989. It was pretty bad, but some folks still liked it. He has run a couple *World of Darkness* Campaigns, helped out with the second run of *Dark Summonings*, and done some Assistant GMing here and there. Andy has written and run about 10 games for various Intercons and played in about 3 times that many.

When he's not LARPing or sleeping, Andy runs 3 Trolls Games & Puzzles, a game store in Chelmsford, MA.

## MARGARET LANDRETH

*Asylum*

Margaret Landreth is part of the "Chicago Crowd" (though technically from Madison, WI)! This is her sixth year at Intercon. Friday night, she will be running her game *Asylum* for the second time in Boston. Margaret also brought you *Geraldine's Birthday Party*. If you talk to Margaret for too long, she convince you why you need to move to Madison.

## PETER LITWACK

*Two Hours In London & Road to Impunity*

Peter Litwack has run several games under the MIT Assassins' Guild. He feels like he should say something here about his unique approach to game writing through attempting to reconcile the standard tricotomy of gaming, simulation and dramatism except that he realizes that this would be horribly pretentious and probably untrue. So, instead, he will just leave you with these words of wisdom, "Play my game; you can wear a cool hat."

## WILLIAM LOWENTHAL

*Road to Impunity*

## TIM LASKO "TEEM"

*Registrar, Ocelot & Dustpan: the LARP*

As the ConChair Unslain I must now labor for this convention until I find peace. At Intercon- E, I'm only responsible for 2 out of every 7 problems but, hopefully, not the one you're thinking of. I am otherwise unremarkable due to a childhood accident involving a chameleon and a bottle of invisible ink. I don't like to talk about it. But I can get outpatient treatments now for it, so it's okay. I may or may not be responsible for one of the LARPs running here, too.

## SUE LEE "QUEENORTART"

*All's Well That Ends &  
Carry on at Camp David*

I didn't write *All's Well*. I was busy somewhere else, writing something else, at the same time.

Also I didn't write *Camp David*, for the same reason, but I seem to be running it. Is there a theme to this year - I think there might be!

Even so March wouldn't be March if I didn't strap a jumbo to my bottom and go across the pond to MA, and I have to carry the torch for Brian. Bring on the frocks and the dancing girls, that's what I say. 8-)

## PAUL MANJOURIDES

*Divus Ex: Convocation*

## MICHAEL MCAFEE

*Treasurer*

Michael McAfee has been active in LARPing, both as player and GM, since 1989. He chaired Intercon-C, and is currently the Treasurer for NEIL.

## CHRISTOPHER MELLO "CHRIS"

*Babylon 5: Turning Tides*

Chris has been a gamer since he was a wee lad (ie 7 years old) and has been a tabletop GM for various and sundry gaming systems for some 23 years in addition to being a player in both the tabletop and live-action formats. *Turning Tides* was Chris' first foray into LARP GMdom and this will be the second time he has GMed this game. It will also be his first con experience. Yes, he has led a sheltered life. He also doesn't know why he is writing in the third-person about himself... Bob Dole obviously opened the flood gates for many Americans back in 1996.

## AARON NEWMAN

**"AARON"**

*Babylon 5: Turning Tides*

At an early age Aaron was abandoned by his parents and raised by a pack of LARPerS. His reintroduction into society is going quite smoothly.

## DREW NOVICK

*Intrigue Beneath the Waves*

Drew protests writing bios.

## SCOTT MOHNKERN "THE MAN WHO SAYS NO!"

*Fete d'anniversaire D'Ogun & The League of  
Extraordinary Breakfast Cereals*

"The Man who says NO" has been LARPing since 1979, and has been writing and GMing since the turn of the century.

His past accomplishments include:

- *MMF: Party At Alains*
- *MMF: The Great Western Synod*
- *1936: Cuba*
- *Stats GM, 1936: Horror*
- *Drink Deeper*
- *The End of the Sacred Months*
- *Heimdall's Children*
- *A Good Day to Die*
- *Apollo '79*
- *The League of Extraordinary  
Breakfast Cereals*
- *The Gonzo BugF\*\*k Game*
- *Crisis: Apollo*
- *1948: Signals*
- *Staff: Altered Realities Campaign*
- *Treasurer, LARPA*
- *President, LARPA*
- *Board Member, LARPA*
- *Treasurer for many many many Intercons.*

## ALEX NEWMAN

*Her Majesty's Parlour Adventurers  
present The Matter of Britain*

The legendary Alex Newman was raised on a parallel Earth where his plane crashed in the Himalayas — er, the parallel Himalayas. Not ours. There he was taught the secret of clouding mens' minds by monks. Parallel monks. Stop laughing. He fought crime for many years until a group of his arch enemies (can you have a "group" of arch enemies?) banded together in a sinister plot to bounce him into a parallel universe. That is, parallel to that one. Which they thought of as the real universe but which you think of as a parallel universe. Unless you're also from there, in which case you think of this one as the parallel.

Oh, screw it.

Alex Newman has written and run several successful games, almost all of them with his writing partner, Beth Kelly.

## SHELLY MOHNKERN "EVIL TWIN"

*Fete d'anniversaire D'Ogun & The League of  
Extraordinary Breakfast Cereals*

Name: Shelly Mohnkern

Known aliases: Evil Twin, Raven

Habitat: Maryland LARP community

Description: Shelly came into the LARP scene by beating on people with padded plumbing supplies in a LC group called *Dagorhir*. After about 16 years of doing that, she decided to venture outside her natural habitat, and try on Theatre-style LARP. Now she still can be found pulping *Dagorhir* participants, but she can also be found playing campaign LARPs such as *Brassy's Men, 1948: Signals* and *Xanodria*.

Shelly has also been involved in the writing and/or production of such fine LARPs as *1936: Horror* (Writer and GM), *The End of Sacred Months* (Writer and GM), *Heimdall's Children* (GM), *The League of Extraordinary Breakfast Cereals* (GM), and *ARC* (Writer and GM). Shelly has a long term interest in and respect for Vodou in all it's permutations, so with her husband and the blessings of the Lwa she brings you her latest offering...

## DIRK PARHAM "DIRK"

*Little Petshop of Horrors*

Dirk is a veteran live gamer and a veteran member of the Air Force, living in Maryland. He has been in LARP for 12 years and has run various games for *DS, 1936: Horror* and *XPI* as well as individual games and is currently leading the *Altered Realities Campaign*. He has a penchant for Horror and violence, some say. He will be helping Moira and Suzanne with *Little Petshop of Horrors* for his third time. Dirk will happily scare you, kill you or advise on rules systems - it's all the same to him.

## ANDREW PETRARCA "&"

*TBA*

Andrew doesn't know he's a GM for this game. Don't tell him - we want it to be a surprise!

## LINDA POORE

*Washington Press Conference  
& Curse of the McKenzies*

Aka Madam Wu, is a toxicology librarian, out to use her knowledge of poisonous ways for the betterment of LARP.



**MOIRA PARHAM**  
**“MOIRA”**

*Alcatraz &  
 Little Petshop of Horrors*

We’ve secretly replaced Moira’s brain with a poached salmon. Let’s watch! Oddly there seems to be little difference in her behavior, other than her compulsion to wear sliced cucumbers.

Moira works for Balducci’s, so has food on the brain a lot. :) When not thinking about food and ways to turn it into props, (just wait and see what plans I have for a can of aspic!) she writes games (and bios in the third person, but apparently only when I’m not going off into a parenthetical tangent). She has been known to share a brain cell with Zandor and On Crack Woman, but wants to set the record straight that Jeannie did not write *Petshop*, and Moira did not write *Alcatraz*. Zandor however has much to answer for.

**ERIN PRICE**  
**“ERIN WITH AN E”**

*Counterculture*

I seem to be writing a game. “Surprise!” (Eeek. I’m a GM?)

Suggestions from other people as to what this should say include:

“Erin is small.”

“Little. Yellow. Different. Better.”

“A squeee of Erins.”

“Plastic Castle.”

“Delightfully mischievous in a rather refreshing way.”

“With what charming eagerness did she perform her wiles: smiles, pouts, roguish tilts of the head, pretty little outrages, sham startlements, mock provocations, grimaces of delight, dismay, bewilderment, consternation.” (apparently Jack Vance. I don’t recall meeting him.)

Take your pick.

**CHRIS PINARD**  
**“SLARTI”**

*Babylon 5: Turning Tides*

Chris “Slarti” Pinard, sometimes also known as Slaarti the Hutt, is a two-fisted champion of apathy. His mother wishes that he could remember day-to-day things as well as he can remember minutiae of fictional universes like that of *Babylon 5*, but this wish has long gone unfulfilled. In addition to his mental storehouse of facts, Slarti also contributes to the *Babylon 5: Turning Tides* team with an interest in documentation systems and the technical resources to house the game’s content in an organized fashion. He’s just zis guy, ya know?

**TREY REILLY**

*Divus Ex: Convocation*

Trey Reilly found a *D&D* boxed set sitting in her mother’s closet when she was 12. It was all downhill from there. When she got to college, she entered her first long-term campaign, ran her first *Call of Cthulhu* game, and got introduced to LARPs and gaming conventions. She started attending every convention she could find – sometimes two or three cons a month.

Then, while at a convention in New Jersey, she committed the ultimate sin: volunteerism. She accepted a staff position in 1994, and thus was lost to the normal world forever. In 2000, she co-founded *Wild Gazebo Productions*, and has been running conventions, LARPs and game days under that name ever since. She was the co-chair of I18: Intercon Gazebo, and looks forward to running an Intercon again.

Trey can usually be found playing or running *Divus Ex*, *Call of Cthulhu*, *Mage*, *Changeling*, *Settlers of Catan* or *Claydonia*. She’s been known to GM on no notice at all if you bring her coffee (\*good coffee\*. With sugar and cream.)

**JOSH RACHLIN “BLEE”**

*The Lunch Society*

CLUE #48:

The key lime pie was served by a waiter in a green bow tie with a tattoo of a giraffe behind his left ear.

Keep looking for clues to figure out who stole blee’s bio. The first person to submit the correct answer to blee gets to be conchair next year\*!

\*The first person to submit the correct answer to blee gets to be conchair of Boring-con 2006, on Bouvetoya Island, Antarctica. At conchair’s discretion, con can also be held in any of the three Dry Valleys on the Antarctic continent. Conchair is responsible for his/her own transportation and cold-weather gear.

**CATHERINE RAYMOND**  
**“THE OTHER”**

*Girls’ Night Out*

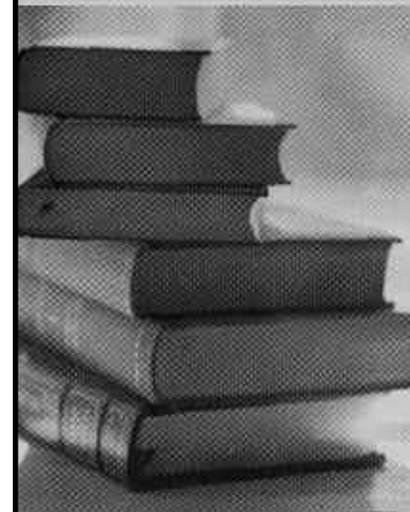
The Other Cathy Raymond is not, in fact, a Ninja, nor is she hopped up on Goofballs as the rumors persist. She is, however, a LARP GM of some note, having written such fabulous games as *Operation: Red Door* and *The S.H.A.D.E.*. She also subjected herself to the dubious torture that somehow got the renown as “The New Jersey Gamelift” at Intercon-NE – and had most of her games run, thank you very much.

In the off season, you can find The Other Cathy Raymond being a floor GM for *Brassy’s Men* or actively trying to find time to sleep in Arlington, VA.



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## MIK REED

*Carry on at Camp David  
& All's Well That Ends*

Picture the scene, sat at a computer in Kent an annoyed 35 year old man tries for the fifth time to finish a bio. He has deleted numerous drafts for being crap. He has lost one small novella by navigating off the page to find out the World famous Brian Williams second name was Williams. His attempt before this one was eaten thanks to some bizarre alignment of electrons causing the computer to reboot for absolutely no reason. He is annoyed, he is hungry (it's early in the morning, he hasn't had breakfast yet) he is hoping something comes out of this attempt before he has to take the unfortunately placed hammer sat on his desk and smash up the computer equipment in a frenzy of metal wood and plastic.

But, I hear you ask, what of this 35 year old? Has he any history in freeforming? Is there any point in me knowing anything about him?

Well, as one of the waning UK contingent Mik was too slow off the mark applying for the one game that convinced him to sign up for Intercon-E so as one of life's natural victims he has agreed to assist in GMing both UK offerings.

He has had a varied gaming life, spending almost 20 years with no knowledge of Freeforming at all, while indulging in LARP, SF-LARP and, his first love, tabletop RPG. His natural propensity for being volunteered has seen him involved in all manner of activities, running games, co-organising conventions & national events, and chauffeuring people around in his car. He is currently running a tabletop RPG in the vain hope that someone else will take the hint and run something he can play in, he will undoubtedly bore you to death about this at some point or another.

Naturally a shy and retiring person Mik (pronounced anyway you fancy up to and including 'Oy you' and an affectation taken on to provide some mystery and romance, or possibly because it fitted well on the high score screens of '80s arcade games) has found that putting an Ocean between himself and any people he is likely to meet on more than an annual basis has made his ability to over act in character slightly more prevalent.

Mik can be easily recognised by being the fat bearded balding one... with an English accent.

Thank jehovah for that, it's finished...

## RAY ROBERTS "RAY"

*Babylon 5: Turning Tides*

Combat LARP GM of 15 years experience. Loves battle, booze, women in garb. Loves the *Babylon 5* Universe and created the concept of the *Turning Tides* LARP. Planning to write another *Babylon 5* LARP.

## MIKE ROMATELLI "GM FOR HIRE"

*TBA*

Mike claimed that *TBA* was so easy to run, that it should be bid twice for Intercon-E. Hearing this, Don bid a second run. For the SAME time slot. There's a lesson to be learned from this, but Mike will likely work with Don again anyway.

## DON ROSS "UNCLE DON"

*TBA & Young Commandoes in Love*

Don hasn't written his own bio in his entire life and he isn't about to start now.

## COLIN SANDEL "DOG"

*Between a Roc and a Hard Place*

Colin Sandel is an experienced ST of tabletop, online and LARP gaming but is completely new to the Intercon experience.

Sandel is best known for his 1989 invention of the Flying Car, but should also be credited with a little-known World Takeover attempt in 1995 (which was a highly successful campaign marred only by the advent of several meddling kids).

Following his death in 2000, Sandel turned from supervillainy to Roleplaying. Since then he has gained experience Storytelling in several systems, including the *Whitewolf* games (both LARP and Tabletop), *Big Eyes Small Mouth* and several homebrew systems. He has continued to win support from his players ever since, and is looking forward to joining the Intercon gaming world.

## KREG SEGALL

*Hell to Pay*

I've been on the larping scene since 1994, and have written and produced *House Meeting*, *Shut up and Play Your Guitar*, *Hell to Pay*, *The School for Young Women Specializing in the Arts of Grace and Maidenly Submission*, *Orgia ad Domus Lomaximus* and *Some Time Later that Day*.

## TOM RUSSELL

*Young Commandoes in Love*

Tom Russell has writtenLARPs that made people cry.

He's gotten a bit better since then.

## IAN SCHLEIFER

*Counterculture*

When Ian's middle school teachers would accuse him of being a "space cadet," he would respond, wide eyed, "I am?!" He believes it to this very day.

## ANDREW SMITH "AJ"

*All's Well That Ends*

*& Carry on at Camp David*

This is AJ's 7th Boston-based Intercon. [Disclaimer: no mirrors were harmed during the writing of this bio]. His usual partner-in-crime, Brian Williams, is engaged in "Marriage: the Wedding," so isn't presenting a game this year. Hence AJ is running the pseudo-Elizabethan *All's Well That Ends*, set in Shakespeare's London.

## ELIZABETH SMITH

*Krazny Oktyabr*

So I'm sort of a fake GM for *Krazny Oktyabr*. I may or may not be GMing for the game. It'll be a big happy fun surprise! KO isn't my brain child, but I did play one of the more "special" characters in the first run. Hope you have a fun time playing, and I might see you there!

## BARRY TANNENBAUM

*Webmaster & Dustpan: the LARP*

All your LARP are belong to us.

## WILL WAGNER

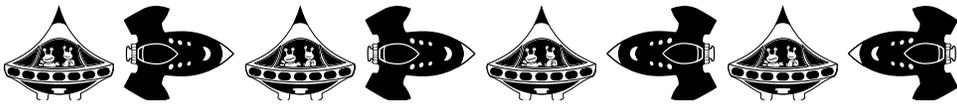
*Casino Xeno & A House Divided*

So, last Intercon you found out that Will really wasn't born to slaves of the evil king... that he started LARPing by playing in *Tabula Rasa II* and that he's been writing and running games since Intercon-A.

What else is there to say?



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## NOMI SIEGELMAN "OVI"

*The Lunch Society*

Ovi's LARP writing Debut.

Once upon a time there was a little artsy girl. She meandered about the land, writing poems and drawing pictures, looking at nature and petting cats, reading books and avoiding people.

One day a poofy haired boy with a chicken wrap came along and offered the girl some geekdom.

"No!," said the girl, "I'm busy reading Lawrence Ferlinghetti! Go away." She gave the boy her very best Death Glare.

But the boy only laughed and began to jump about. He waved his arms and suddenly the air was full of things that the girl had never seen before. The boy caught them, one by one, and began to juggle!

The little girl was unable to keep up her Death Glare. She watched, transfixed, as the things circled in the air: dice and card games, LARPs and RPGs, cons and witty buttons, graphic novels and science fiction. And when the boy saw her mouth begin to curl into a smile, he stopped juggling, and caught the things, and laid them out at the little girl's feet.

"Good Morning," he said. And he bowed.

## SUSAN WEINER "DYBBUK"

*10 Bad LARPs in 100 Minutes  
& Counterculture*

Following up on the fantasy horde LARP *City Council of Hound's Teeth* at Intercon-D and *Welcome to Scearbridge* at Intercon-C, Susan, this year, has gone crazy and decided to co-write and GM the alternate history game *Counterculture* and the genre confused *10 Bad LARPs in 100 Minutes*. Meanwhile, the bunnies will continue to eat my brain.

## JEANNIE WHITED "ON CRACK WOMAN"

*Alcatraz*

Only Moira can explain why Jeannie is "On Crack Woman."

## ANITA SZOSTAK

*Art Director, T-Shirt,  
Program & Flyer Designer*

Intercon-E's theme allowed Anita explore Escher-like designs as this year's convention art. Escher's work has a basis in math and relativity which is perfect for a con that is "LARPing at the Speed of Light." She learned that creating a new, interlocking, repeating pattern is a lot of work.

Anita didn't cross the pond to play the British games offered at Intercon-E so she doesn't have to floor GM this year. If *All's Well* is a success then she will be recruited to help with future US runs, especially for one in Chicago which they have been asking for since the run at E filled. Note: She gets asked constantly to move to Chicago or Madison! Next time she thinks it would just be easier to write with her boyfriend than having to field so many US questions about his game and having few answers to give.

## MARK WAKS "JUSTIN DU COEUR"

*Casino Xeno*

Mark "Justin" Waks is a small gnome who emerges from under a shell once a year, GMs a game or two, then goes back to hibernation, consuming only stray electrons from email for the rest of the year. He is generally harmless, but can be dangerously whimsical if roused to it. When in this state, he is most easily managed by feeding him stray ideas, which distract him long enough to get away.

## CONOR WALSH

*Endgame*

Conor is notable for three things - his penchant for tie-dye clothing, his small-but-strange collection of hats and his inexorable sense of humor which tends to take over any game he writes. He is a journeyman gamer but doing everything he can to fix that, and will some day write a serious game. Really.

## SUZANNE WAYNER "ZANDOR"

*Alcatraz & Little Petshop of Horrors*

Suzanne - sometimes called Zandor - is an agricultural economist, and like Moira also frequently has food on the brain. Suzanne's been writing live games since the early 1990s, which is definitely Jeannie's fault, and frequently runs games at Intercon. If you're reading the *Little Petshop of Horrors* page, Jeannie is Suzanne and Moira's co-GM for *Alcatraz*. *Petshop* and *Alcatraz* are both filled with weird and wacky characters locked up in cages, so hopefully the GMs will be able to remember which game they're supposed to be GMing on which day.

## CHRIS WALSH

*Mega Man: Apocalypse*

## MICHAEL WIXON "EAGER MIKE"

*Babylon 5: Turning Tides*

The mysterious gentleman "Eager" Mike has been in the background of a few games. He has been an assistant GM to *And the Symphony Played On* and *Three Nations*. With a flair for the comedic and the dramatic, and particularly something right between the two he now embarks as an assistant GM for *Babylon 5: Turning Tides*.

He's also been writing a resume recently, which is probably why this bio seems showy and concise.

## MIKE YOUNG

*All the President's Zombies*

I am Mike Young and I approve of this bio.



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

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

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

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

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

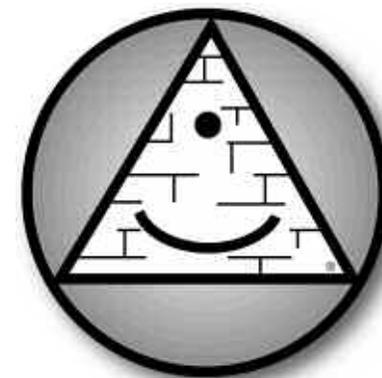
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