

Intercon F



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SPECIAL THANKS

Nat Budin (ConCom), Laura Boylan (NEIL Board), Everyone else who volunteered for Bid Committee, ConSuite, Ops Shifts, GMs and anyone else who has given so freely over the past year.

Note from the Con Chair

Welcome, everyone, to Intercon F: Tales of the Fantastic!

We've got dozens of games, hundreds of attendees,
and a weekend full of Tales ahead of us.

The biggest Tale, of course, is the tale of Intercon F itself. About a year ago, I volunteered to become the Con Chair. I would never have done it if I didn't know there was a strong group of people ready to step up and help to make it happen. So the first chapter of the story is about good people stepping up and joining the team, filling all the roles needed to take care of the hotel, the games, the players, the operations, the con suite, the website, the artwork, and all the parts that would be needed over the next year. My thanks go out to them. With such support behind me, we were ready to make a con.

Over the following year, we saw the second Fantastic part of the Tale. We watched as players registered, GMs bid games, and schedules were put together. Halfway through, we opened game signups with a new-staggered system, and it was a great success. We watched as large numbers of games filled up and grew waitlists, as more games came in, as GMs offered to run with bigger casts, and in one case, even went so far as to offer a popular game three times to accommodate the demand. We watched as record numbers of people signed up to attend the con. As of the time of this writing, we have over 240 people signed up, making it the largest con on record. We watched as everyone did their part and everything has come together; the fabulous food for the con suite, the amazing work on shirts and booklets and flyers, the people who have volunteered to help Ops handle the registration desk, the games with their costumes and props and stories, and above all, the players who kept telling us how excited they were to have a chance to make these Tales come to life.

So now we enter the third part of the Tale, and it's the part that I can't tell you about, because it hasn't happened yet. If there's any indication from all the people who have had a hand in authoring the story so far, it promises to be a rousing conclusion. So I encourage everyone, all of you, to go out and have a Fantastic time, and to bring it all together in one great Tale. May you be telling the Tales of this weekend for years to come.

– Chad Bergeron, *Intercon F Con Chair*

Postscript: We've already laid the foundations for a sequel to this story, in the form of Intercon G. As with the tales already told in the Intercon Story, many people have had parts to play and characters to voice. And as with any sequel, some characters will remain at the forefront of the story, but some characters always exit the narrative while others enter it. So it is with good stories. If you would like to join the new narrative line and help to tell the tale of Intercon G, please let us know. I encourage interested parties to sign on to the Intercon_Staff and larpa-gen Yahoo Groups, and the LARPA website at <http://www.larpaweb.net/> and forums.

Game Schedule

FRIDAY 3/3/06

TIMES	1	2	3	4	5	6	7				
17:00 - 18:00	Arrive & Unpack										
18:00 - 19:00	Arrive & Unpack										
19:00 - 20:00	Check In										
20:00 - 21:00						Get into Costume					
21:00 - 22:00	A Question of Faith Salons A, B & C	Moving Van Heritage B	Buffy the Vampire Slayer Middlesex	Crisis at Castle Candy Chelmsford & Boardroom	Operation: Red Door Merrimack	Evermore: Fairy Tales from the Dark Side Hawthorne	Intercon: The Leaving Heritage A				
22:00 - 23:00							Volunteer at ConSuite				
23:00 - 00:00						Catch Up on Sleep, or Partying					Volunteer at ConSuite
00:00 - 01:00						Catch Up on Sleep, or Partying					
01:00 - 02:00	A Tale of Time Travel Heritage & Middlesex	Sleep					Note: Rooms may change at the last minute. Check at Ops for the latest schedule.				
02:00 - 03:00		Sleep									

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 G Now.

Intercon G will be held March 2-4, 2007, 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 F and then some. Why not save yourself a headache and sign up now at the Registration desk? Intercon G memberships are currently only \$20! If you forget to sign up this weekend, register online at <http://www.intercon-g.org> and keep checking back for games and announcements.

SATURDAY 3/4/06

TIMES	1	2	3	4	5	6	7	8
8:00 - 9:00	Breakfast							
9:00 - 10:00	The Green Planet Heritage A & B	Bookworms Academy of Magic: Governors Election Hawthorne	Welcome to Scarbridge University Salon C	High Crimes and Misdemeanors Boardroom	The Final Voyage of the Mary Celeste Middlesex	Port Hidalgo Merrimack	Jamais Vue Salon A & B	Between a Roc and a Hard Place Carlisle & Chelmsford
10:00 - 11:00								
11:00 - 12:00								
12:00 - 13:00								
13:00 - 14:00	Lunch							
14:00 - 15:00	Grimmer Tales: Arabian Nights Carlisle & Chelmsford	'Tis No Deceit To Deceive the Deceiver Hawthorne	Lorenzo's Blessing Salons A & B	Divus Ex: Greece Salon C	It Happened This Way Middlesex	Firefly - The Further Adventures of Serenity Concord, Boardroom & Drawing Room	Get Jiggy	
15:00 - 16:00								
16:00 - 17:00								
17:00 - 18:00								
18:00 - 19:00	Across the Sea of Stars Heritage A & B	Dinner						Hang Out With Friends
19:00 - 20:00		Late Dinner						
20:00 - 21:00		The Nightmare Before St. Patrick's Day Salons A, B & C	Wizards Merrimack	Intercon Z Carlisle, Chelmsford, Boardroom, Drawing Room, Concord	The Greater Trumps Hawthorne	Lord of Two Lands Middlesex		
21:00 - 22:00								
22:00 - 23:00								
23:00 - 00:00	Sip Port	Prepare for Dance Party						
00:00 - 01:00		Prepare for Dance Party						
01:00 - 02:00	Dance Party Merrimack							
02:00 - 03:00	Dance Party Merrimack							

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

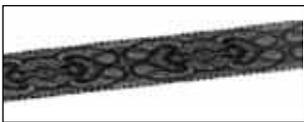
Game Schedule

SUNDAY 3/5/06

TIMES	1	2	3	4	5	6	7
09:00 - 10:00		Sleep In			NEIL Board Meeting Boardroom		
10:00 - 11:00	Wonderland 2.0 Salons A & B	10 Bad LARPs in 100 Bad Minutes Havithrone	A Tale of Time Travel Heritage & Middlesex	A Tale of Time Travel Heritage & Middlesex	A Day at the Baths. A Day at the Races. Pool	Contracts Merrimack	Crashed (runs concurrently all weekend) N/A
11:00 - 12:00							
12:00 - 13:00			Check Out				
13:00 - 14:00	Closing Ceremonies / Shameless Plugs						
14:00 - 15:00	<p>Note: Rooms may change at the last minute. Check at Ops for the latest schedule.</p>						



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Con Suite

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.

The Con and this year's Con Suite Mistress would like to thank all Con Suite volunteers – pre-arranged and impromptu – for their help. We'd like to particularly acknowledge the following, who've been part of this year's planning and staff: Noah "Drak" Abrahams • Susan "nikin" Guisto Jessica Maryott • Julia Suggs • Linda Poore • Meredith "Merry" Peck • Liam St. Liam • Jen Ender Lynn Anslow • Amanda Rappolt • Tara Halwes

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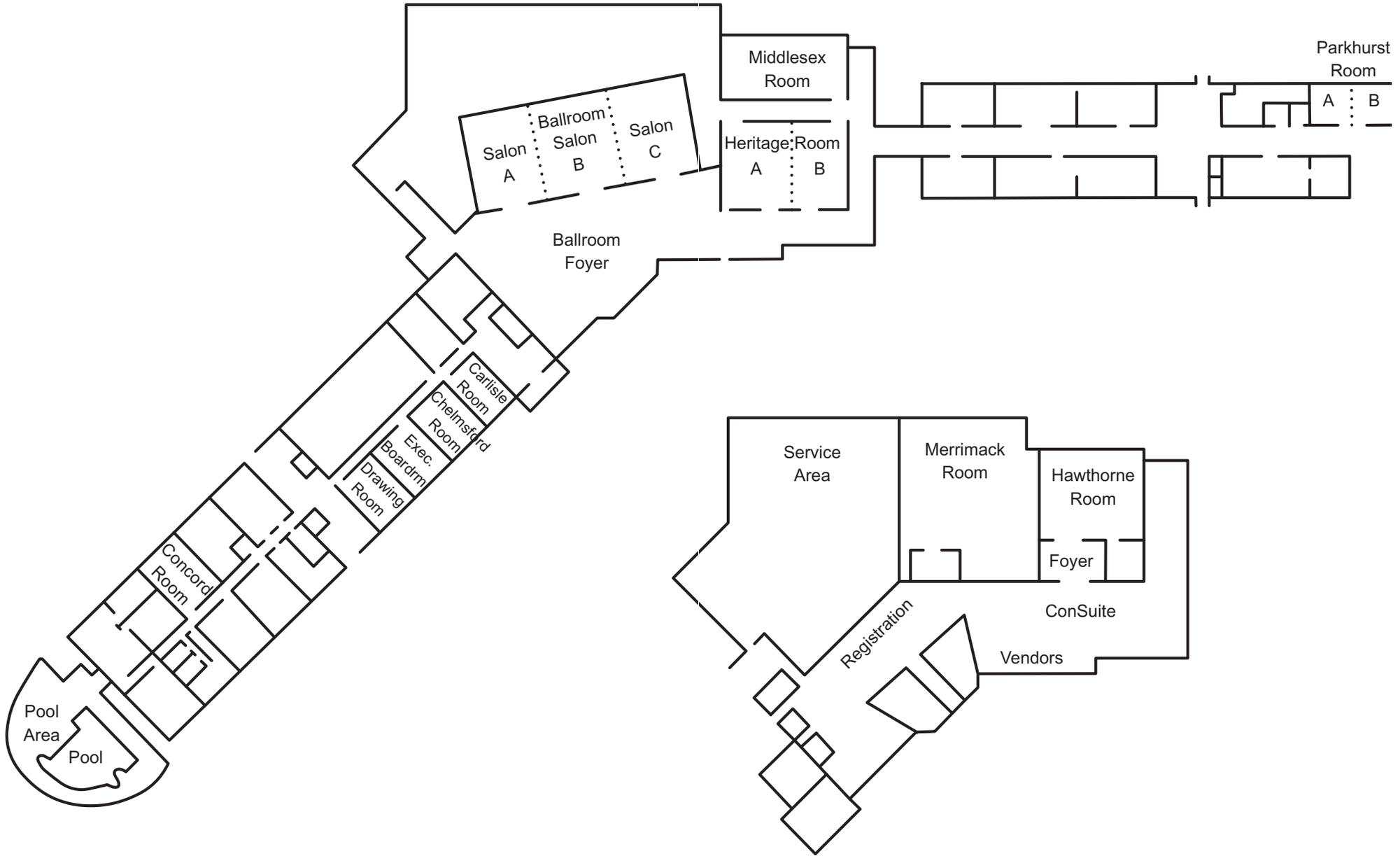
Product(s): Custom Illustration Services and Art Prints

Glorious Dragon

Gloria Barna
 1960 North Main St • 3rd Floor North
 Fall River, MA 02720
 508-676-1462
gloriousdragon@gmail.com

Product(s): Wire Work Jewelry, Wands, Beadwork and assorted esoteric items.

Hotel Layout



Game Descriptions

'Tis No Deceit To Deceive the Deceiver

Kreg Segall & Eric Wirtanen

'Tis No Deceit to Deceive the Deceiver is a musical, operatic LARP, with lots of opportunities for emotional and tuneful scenes on a voyage from England to America.

10 Bad LARPs in 100 Bad Minutes

Nat Budin, Susan Weiner,
Greer Hauptman

& several anonymous contributors

Intercon is New England's first spectator LARP that we're aware of. Ever been talking to a friend and come up with a terrible LARP idea that neither of you will ever, EVER write? Well, here's ten of them. From *Football: the Musical* to *Ku Klux Klan Press Conference*, this game has it all.

A Day at the Baths, A Day at the Races

Stephen Tihor, Lisa Padol,
Joshua Kronengold, Elizabeth Bartley

Join us for a relaxing rest in the baths of republican Rome, during the reign of the dictator Sulla.

History never recorded Sulla's great co-ed bath experiment. Perhaps this game will tell us why.

A Question of Faith

Steven Martin

The Archpriest is dead, the Gods fall silent, and six odd supplicants show up on your doorstep. Clearly all is not well in the Tower of Thought. You are the best, brightest, and most pious of your generation – if anyone can determine what has happened, it is you.

A Tale of Time Travel

Eddy Karat

A Tale of Time Travel is a short parody of time travel in games. The game was designed by a physicist to make your brain hurt.

Across the Sea of Stars

Lynn Anslow, Jeff Diewald, Susan Giusto,
Tim Lasko & Barry Tannenbaum

This is the history of the future.

In the Age of Expansion, starships set out in a thousand different directions, some chosen, some accidental, growing ripples of influence across the sea of stars. When the ripples began to collide and interfere, the galaxy entered the Age of Contact. There were conflicts and conquests, projects and progress. The galaxy grew both larger and smaller, all in the span of a few centuries. As more and more races sailed their ships across the sea of stars, the Coterie emerged, an agreement that spanned the galaxy. The Age of Federation was born. There were still disagreements. Some of them were small, and could be resolved with diplomacy, economics and technology. Some of them were large, waves that threatened to wash across the entire galactic sea, waves that could wipe clean millennia of efforts and quadrillions of lives...

Inspired by *Tales of Pendragon* and *Arabian Nights*, you will play characters recreating moments from the history of the future, playing legendary and forgotten figures, telling the tales of the races as they set sail *Across the Sea of Stars*.

Between a Roc and a Hard Place

Colin Sandel

Recipe for absurdity: Two fairy-tale Baronies to be joined through matrimony, two betrothed nobles who are forbidden by law to meet, one advisor who mistakenly brings them together, and one mystical bird just for kicks.

Place all ingredients in a small cottage and stir vigorously.

Boorworms Academy of Magic: Governors Election

Linda Poore & Cheryl Costa

Since 1695, the elite alumni of North America's wizard community have gathered annually at Boorworms Academy to socialize and to conduct the serious business of electing a new governing board. Swirling beneath the surface are tensions over a menacing separatist movement, concerned about muggle entanglements. Gossip! Politics! Magic and Mischiefl!

Buffy the Vampire Slayer

Steve Hatherley & Tony Mitton

Buffy the Vampire Slayer is a 25 player freeform (theatre-style LARP) set in the world of the *Buffy* and *Angel* TV shows, created by Joss Whedon. The world famous Jonathan is inviting anyone who is anyone to his birthday party – come and help us celebrate it!

Contracts

Colin Sandel, Daniel Bates
& Keri Ogorzalek

A wake is held, mysteries are revealed, and the fate of a city hangs in the balance. Intrigue, murder, careful alliances, and light snacks. *Contracts* is a game set in the city of New Washington, 2214 A.D.

Crashed

Cathy Raymond

This isn't your body. This isn't the place you remember being. You don't know what happened, or whom this body belongs to, but you've got one weekend to figure it out. [This game runs all weekend and may be played concurrently with other games.]

Crisis at Castle Candy

Beth Baniszewski,
Dennis Perepelitsa & Kimberly Beder

Crisis at Castle Candy is a four-hour mystery/horror game set in a slightly modified version of the popular board game *Candyland*. Indulge your sweet tooth and your bloodlust. Candy provided.

Divus Ex: Greece

Trey Reilly & Paul Manjourides

You gaze down upon Greece from your home on Mt. Olympus. You alter the destinies of men, control the elements, crush empires on a whim. Mortals build altars and temples in your name, lie prostrate before you, and obey your every word. On Olympus itself, there's romance, drama, mistaken identity, war, betrayal, trickery, laughter and vengeance – just another day for a Greek God.

Evermore: Fairy Tales from the Dark Side

Chad Brinkley & Marc Blumberg

In the cracks of the world, through which the forgotten dreams and forsaken places fall, the lunatics and outcasts have founded the last magical kingdom in the world – Evermore. It was once a place of limitless potential, but now the magic seeps away and the monsters prey openly on the unwary. Despite this decay, her majesty – the Queen of Rags – insists on holding the traditional Beltane festival. And so it is that the denizens of Evermore gather for a night of intrigue, romance, and murder in the realms 13th hour. A LARP inspired by the works of Neil Gaiman.

Firefly – The Further Adventures of Serenity

Vance Walsh

This is a tale of western frontierism in a world of galactic travel. Based on the television series *FIREFLY* and movie *SERENITY*. The crew characters will be available for play.

Grimmer Tales: Arabian Nights

Will Wagner

The second in the *Grimm Tales* series, this takes place in the Middle East of the modern day... The characters from the Arabian Nights Tales clash with the modern world.

High Crimes and Misdemeanors

Gordon Olmstead-Dean

A game of fast-paced intrigue set in the world of Washington Politics. Players participate in a highly realistic emergency response scenario as members of the White House Senior Staff in a high-tension environment. Washington Politics as seen by a Beltway Insider in a style similar to Aaron Sorkin's *The West Wing*. This is a game for serious political/ verbal players, and has excellent and balanced roles for mature and intelligent men and women.

Intercon Z

A. Bradley, G. Olmstead-Dean, D. Ross,
A. Newman, M. Waks, S. Bryant, J. Brennan,
A. Kirschbaum & C. Sumner

Intercon is the premier Live Action Role Playing convention in the world. *Intercon Z* is the world's first four hour Intercon. Come play a variety of strange and interesting roles, packed into an exciting four hours.

Game Descriptions

Intercon: The Leaving

Jeannie Whited & Dirk Parham

The con is over, now it's time to go home. But first, you have to pack the car, say your goodbyes, and get out of the parking lot!

It Happened This Way

Shaughn Bryant, Greg Pettigrew & Nuance Shaffer

War, war is Hell. Christmas is worse. *It Happened This Way* is a game about Christmas Cheer, Egg Nog, and the capricious nature of memory.

Jamais Vue

*Primary writers: Stephen Tihor,
Lisa Padol & Eric Hanson.*

Co-writers for later runs:

Joshua Kronengold & Elizabeth Bartley.

There's a corpse on the food cart, stars outside the window, and a room full of people wearing name badges and confused looks. Clearly you missed something ... like who you are.

You have four hours to solve the problems facing you before... well, bad things happen.

Lord of the Two Lands

Moira Parham & Suzanne Wayner

A historical LARP of intrigue set at the end of Egypt's 18th Dynasty, a period of great religious and political upheaval, set right after the death of Tutankhamen.

Lorenzo's Blessing

Tony Mitton

A freeform of Art, Intrigue and Diplomacy set in the Italian Renaissance.

Lorenzo's Blessing is based on real characters and events in the height of the Italian Renaissance. The setting is Florence in 1492 and characters from Lucrezia Borgia to Machiavelli have come to pay their respects at the funeral of Lorenzo de' Medici.

Lorenzo was a banker, a merchant, a great patron of the Arts and the ruler of Florence with the hereditary title of 'First Citizen'. His death has left a great hole at the centre of Florentine and Medici affairs, which cannot be filled by a single person.

Moving Van

Jim & Kelly MacDougal

Toys hate moving day, they never know what will happen. Things seemed to be going so well until the crash. Now they aren't sure which way is up, they can hear water running and every once in a while the van slides a little further down the hill. Oh my.

Operation: Red Door

Cathy Raymond

Actors, scientists, and governmental officials are locked in a hangar outside of Las Vegas with a mere four hours to create a faked Mars landing – or to prevent it from happening, depending on what side of the political spectrum they fall on.

Port Hidalgo

*Philip Kelley, Sean Rhoades,
Marc Blumberg & Drew Novick*

Pirates, scoundrels, and worse wait out a raging storm on a remote Caribbean island, but more than rum is in the air... destiny watches as old feuds, lost treasures, hidden agendas, and secrets long thought forgotten come to a head in the Golden Age of Piracy.

The Final Voyage of the Mary Celeste – Two

Jim & Kelly MacDougal

Despite what a certain hack writer said, her Final Voyage was not in 1872. She continued to serve until, as part of the most inept insurance scam ever attempted, she was run aground on Dent de Diablo reef in 1884. Now, a team of underwater archeologists believes they have found her final resting place. Join this team and come explore the wreck of the Mary Celeste

The Greater Trumps

Ken Brown, Hugh Eckert & Dave Singer

Each of the Major Arcana of the Tarot has its own story to tell. Taken together, they create a self-contained world, spinning in the formless void that gives birth to archetypes. This world is coming to an end. Are you ready for the Storm?

The Nightmare Before St. Patrick's Day

Mike Young

The Nightmare Before St. Patrick's Day is a strange little LARP set in the Holiday worlds created by Tim Burton.

The Green Planet

Anna Bradley

You woke up here. The atmosphere seems breathable. The plants are nice enough, almost tropical. You have found the rest of the crew. None of you seem to know what happened, or if you can fix the ship... and you keep hearing drums.

It was almost the night of the conjunction. The stars were in perfect alignment, just as predicted. And just as predicted one of them was moving rapidly. This was it. The signal you were waiting for. The ritual was going to go perfectly as planned, and your task would be accomplished.

But the gods said "Boom." And here they are now.

Wonderland 2.0

Andy Kirschbaum

Mad Hatters and March Hares, Red Queens, and Lost Little Girls, Caucus Races, Tea Parties, Beheadings and more await those who are brave enough to return to Wonderland! How Deep Does the Rabbit Hole Really Go?

Welcome to Scarbridge University

John D'Agosta & Susan Weiner

Unknown to many, Scarbridge University hosts strange secrets. This weekend, at Scarbridge University's 25th anniversary celebration, with press and new students in attendance, there is the risk of many of these mysteries being uncovered.

Wizards

John Kammer & Adrienne Amerman

As the last of the Dragons has entered the End Days the time has come for a new race to guide and protect the provinces. As one of the legendary Wizards you must decide who among you will ascend the throne of power and stop those who would destroy everything.

Glorious Dragon



Wire-Witchery

Handmade Jewelry

"interests and oddities from many realms"

Gloriousdragon@gmail.com

GM & Staff Bios

Daniel & Vivian Abraham

Divus Ex: Greece

Daniel and Vivian Abraham moderate BostonGamers (groups.yahoo.com/group/bostongamers), matching players with GMs in the Boston area since 1997. LARPs they have run include a turn-of-the-millennium adventure with Captain Nemo; *Harry Potter and the Minoaur's Maze* (for over 30 children); and several semi-live *It Came From the Late Late Show* games, including *Scuba Diving Zombies at Bikini Beach II – Navy of Darkness* and *Night of the Septipus*. While Vivian's secret identity as an attorney is secure, Daniel's cover identity has been blown, forcing him to take it on the lamb before the coppers arrive.

Adrienne Amerman

Wizards

Has been LARPing for many years. Her parents might even say that her entire life has been a LARP, only now she and 60 or so of her friends descend upon her family's farm in PA to play in the various Mid-Atlantic campaigns that are running in their third and final year.

Adrienne was the Co-GM for the 1936: *Horror* campaign and will be the acting co-continuity GM for the upcoming campaign *Threads of Damocles* to begin in December of 2006. She will join the writing and GM staff of several other GMs who are running at this Intercon, John Kammer and Gordon Olmstead-Dean as well as Eric Johnson.

Despite the long drive this will be the eight Intercon that she has either attended as a participant or as a GM.

Oh yeah! This year she is presenting *Wizards* with John Kammer. If you didn't get to play it this run, we are running it at DexCon and Intercon Mid-Atlantic.

Elizabeth "Beth" Bartley

Jamais Vue, A Day at the Baths, A Day at the Races

Beth Bartley has GMed *Mad Scientists II* (with Stephen Tihor and Joshua Kronengold), *Jamais Vue* (with Stephen Tihor, Joshua Kronengold and Lisa Padol), *Colonel Sebastian's Circus of the Spectacular* (with Joshua Kronengold and Lisa Padol), and two runs of *A Day in the Baths, A Day at the Races* (with Stephen Tihor, Joshua Kronengold, and Lisa Padol). She's helped write *Mad Scientists II* and *A Day in the Baths, A Day at the Races*.

Beth has played in *Mad Scientists I, Jamais Vue, Colonel Sebastian's Circus of the Spectacular*, and several other LARPs, which are, unrelated to any she has GMed.

Lynn "DemonGirl" Anslow

Across the Sea of Stars

Doesn't EVERYBODY run a ten-hour game on their birthday?

Beth Baniszewski

Crisis at Castle Candy

Beth was a GM for *Two Hours in London* and *MegaMan: Apocalypse* at Intercon E. She has also run a couple other games with the MIT Assassins' Guild. She is still confused by this being a Real Person thing.

Daniel Bates

Contracts

Daniel Bates hails alternately from the Massachusetts Institute of Technology – where he is an active player, having written/GMed three games and played in a whole bunch more – and from the state of Maryland – where he is involved in a variety of tabletop and LARP games based in the Age of Corporations (AoC), a world he is helping Mr. Colin Sandel to construct from raw potential and a great deal of gin.

He is *Daniel* to his parents, *Danny* to his friends, *Bates* to his colleagues and *Susan* to his erstwhile nocturnal compatriots. He sings incessantly, and can consume an entire Chipotle burrito no matter how hungry or full he is.

Cameron Betts

'Tis No Deceit To Deceive the Deceiver

How slowly the time passes here, encompassed as I am by frost and snow! Yet a second step is taken towards my enterprise. I have hired a vessel and am occupied in collecting my sailors; those whom I have already engaged appear to be men on whom I can depend and are certainly possessed of dauntless courage.

But I have one want which I have never yet been able to satisfy, and the absence of the object of which I now feel as a most severe evil...

It has been ten years now that I have been writing to you, each word providing to you both character and substance. I have been at times your teacher, the spark of your creation, and always your fellow.

O what stories we could tell!

Derek Blume

The Nightmare Before St. Patrick's Day

Kimberly "Kim" Beder

Crisis at Castle Candy

Is very, very bad at writing bios of herself. She apologizes for this failing. She has LARPed with the MIT Assassins' Guild for a number of years and has attended Intercon twice in the past.

Chad Bergeron

Con Chair

I've never been good at writing my own bio, so I'm not going to. Instead, I'm going to use this space to thank everyone who has helped to make this con the success it is.

Thanks to Anna and Alex Bradley, Tim Lasko, Renee Cyr, Josh Rachlin, Barry Tannenbaum, Dave Clarkson, Anita Szostak, Susan Giusto, Jen Eastman-Lawrence, Nat Budin, Michael McAfee and Laura Boylan for being the core of the Intercon F ConCom and the NEIL Board.

Thanks to the dozens of GMs for writing and running all the Fantastic games. Without these games, we wouldn't have the great con we do. Thanks.

Thanks to the many of you who have volunteered to help out at Ops, or at Con Suite, or on BidCom, or have done the many little things without being asked. It may not seem like a lot to you, but it's a lot to us. Thanks. Have you thought about joining the ConCom?

Thanks to LARPA, for their support, infrastructure, help, and promotional work.

Thanks to all the players who came and had a great time. Thank you for reminding us every year why we do this. Thanks for signing up, thanks for filling the games, thanks for filling out your surveys and giving us feedback, and thanks for making it all worth it. Come back next year and make it all worth it again.

Marc "Jokeboy" Blumberg

Evermore: Fairy Tales from the Dark Side, Port Hidalgo

Marc swore up and down he would never run two games at an Intercon ever again. He was mistaken.

Anna "TPau" Bradley

Queen of All She Surveys, Ops!, The Green Planet

I want you, baby, right by my side,
Help me get out before my brain is fried.
The stars are waiting, so big and wide,
Come on with me, baby, on a rocket ride.
Come on with me, baby, on a rocket ride.

Alex "Your ad here for \$20"

Bradley

First Mate (Bid Chair, Scheduler, Double Agent)

Intercon Z

I'm a boy; I am one; I am a rock
Well, he's an impetuous fellow you know
He's a man, he's just a man
I like pie.

I also like LARPs. Maybe even LARPs with pie in them. But not LARPs about pie; I don't think that's a fruitful idea. Some people <cough>TNT Productions</cough> are almost crazy enough to do something like that, but not me. Although this year's Intercon LARP from me is crazier than last year's (*Endgame*), and that was pretty crazy.

(The term 'LARP' kind of bugs me, as an acronym. I like it as a term, because it's concise, unique, distinctive, and just plain weird; kind of like the LARP community. It's certainly better than 'Interactive Literature', since that's already used by Zork et al, and more aptly applies there anyway. What we do could arguably be called 'Interactive Theatre', but the implication's still off... Anyway, the reason I don't completely love 'LARP' is that it should be 'LARPG', which would be ugly and cumbersome (about like MMORPG, in fact. muh-mor-pig? muh-morp-ga? no one knows. horrible). The verb's alright, of course: "I LARP" would be fine, and even the half-acronym form "LARPing is fun" works just fine. But you can't have "a LARP", properly, if we treat it like an acronym. So let's not. I move that we uncap the word and just leave it as 'larp', a word with anacronymic origins but normal English usage.)

I got my start larping with the MIT Assassins' Guild, long enough ago (i.e. more than four years) that I'm fully qualified to sneer at The Kids, with their Modern Games, and tell them it was way better Back in My Day. I've been coming to, running games at, and running Intercon since C, which is not very long but still longer than it feels like. Unfortunately, the longer I do it the fewer larps I actually get to play in. So it goes.

I ran *Saturday Morning Massacre* at C, *Multiplied Loyalties* at D, *Endgame* at E, I'm running *Intercon Z* at F, I'm a Cancer, my turn-offs include Exit 24, and I like Piña Coladas and getting caught in the rain.

But mostly I like pie.

Cheryl Ann "Cheryl" Costa

Boorworms Academy of Magic: Governors Election

A published playwright who sees LARPing as the next great theater evolution.

Janet Brennan

Intercon Z

A Few Mindful Moments, or, What's A Girl To Say?

Oh, come on! I gotta write up another bio this year? Didn't everyone already read the last two? Does anyone even bother reading these things anyway? (And how the %@! did I get talked into GMing at Intercon AGAIN?) Do you know how hard it is to come up with a good bio? Do you? Why must the Intercon GMs be put through this yearly agony? Why do people care who I am? I run games; isn't that enough? Why, damn it, WHY? *sigh*

All right, then.

Welcome, gentle reader. If you've been following along the last few years, then you already know everything there is to know. If you're just joining in the story, well, we can't exactly start all over from the beginning...

So you see, nothing more need be said.

Chad Brinkley

Evermore: Fairy Tales from the Dark Side

Chad is a world-weary veteran, late of the battlefields of love. A strict adherent to the quaint notions of duty and the nobility of suffering, we have thus far been unable to convince him to surrender such sentiments as unfashionable. His days are preoccupied matching wits with reprobates and degenerates. To wile away the time, Chad prefers to bequeath roses to strange women, attend the cinematograph, and struggle valiantly to compose a poem that does not reek of melodrama. Chad hopes to one-day reform the unrepentant, wash away the filter of prejudice, and settle down to a lifetime of monogamous debauchery. In the meantime, he has had to settle for writing modern gothic parables.

Ken Brown

The Greater Trumps

I began LARPing in the dark ages of east coast LARPing, back before the black ships came, before there was an Intercon or even an SIL. Since then I have had the joy of playing in many games and producing even more. Favorite memories include driving to Boston and Sarasota in order to be able to play three games in a year, running six weekend length games in a year when that was almost unthinkable and taking Shakespeare to the English. The last few years have seen me working on the production side of seven different campaigns. I am very pleased to be able to be here presenting The Greater Trumps to a new audience and am eager to see how they weather the storm.

Nat "Pudding" Budin

Grand High Vizier, GM, Web Monkey, 10 Bad LARPs in 100 Bad Minutes, Welcome to Scarbridge University

After a brief stint in Gitmo, Nat's back, only slightly more deranged, and still an agent of Al-Qaeda.* In the meantime, he's been helping Barry out a bit with the website, and testing software on the side.

* Note for humorless government agents: not really. Please don't send me to Camp Delta again.

Seth Christenfeld

10 Bad LARPs in 100 Bad Minutes

Seth picked up a bit of a LARP habit during his brief stay at Brandeis University; leaving the school in 2003 to pursue his dream of slacking and mooching off his parents hasn't stopped him. In the real world, Seth writes musicals and is a member of the BMI Workshop, where he is collaborating with composer/co-librettist Brian Cimmet on an adaptation of Danny Wallace's book *Join Me!*; in the real real world, he works at a Barnes & Noble in Westchester. If you're ever in White Plains, come say hi. It's the old one, on Route 119.

David "PrinceODC" Clarkson

Part-Time Villain and General Intercon Co-Conspirator

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 phenomena 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.

Currently David serves as the ambassador to the hotel in order to assure that their management continues to be great supporters of the convention. Please feel free to help him in his never-ending effort to avoid "freaking the mundanes" and if you come across an index card with his missing soul in your hotel room from a prior Intercon, you can return it to the Ops desk with much appreciation!

Shaughn Bryant

It Happened This Way, Intercon Z

The Once and Future GM.

Shaughn's problem is that, when he has a truly GREAT idea for a LARP, he can't really tell you anything about it, or it will ruin the surprise. Makes writing a compelling blurb very difficult.

Carlos "City" Coral

Between a Roc and a Hard Place

Riding the coat tails of his longtime friend and life-partner Colin Sandel, Carlos makes his triumphant return to Intercon with another run of *Between a Roc and a Hard Place*. Carlos has been running games since almost before he discovered girls and has become an old favorite in the Washington DC Area. The intervening year has seen him swamped with work on DC LARPs and finding a trophy wife to keep the paparazzi out of his relationship with Colin. Carlos is, consequently, glad to have this chance to get away from his hometown and maybe even delight a player or two.

If you see this shaggy-haired writer wandering the public halls, remain calm. Remember that eye contact may be taken as a challenge for dominance and that in certain cases he can smell fear.

Renee Cyr

Con Suite Mistress

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

No matter the details, it's a little more than two years later and she's not only gained a four-figure-a-year LARPing habit, but she's been sucked into Intercon so thoroughly that she thinks feeding 200-plus rampaging LARPer will be fun.

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

John "10001001" D'Agosta

Welcome to Scarbridge University

01001001 00100000 01100011 01100001 01101110 00100000
01110101 01110011 01100101 00100000 01100001 00100000
01110000 01110010 01101111 01100111 01110010 01100001
01101101 00100000 01110100 01101111 00100000 01110100

Jeff "The Vortex of Chaos" Diewald

Bid Committee, "Holy Crap" Plugmeister, General Nuisance, Across the Sea of Stars

Oh no, not again...

I was the con-chair for Intercon the Thirteenth, the first of the modern Boston Intercons. I've been a member of the staff of every Boston Intercon since then. I've passed on the reins of the Bid Committee Chair (which I did for C, D, and E) into trusted hands, but remain on the Bid Committee recruiting and evaluating game bids. I've been... busy.

Besides getting my daughter off to college this year, I've been writing *Across the Sea of Stars*. I started by myself, but dragged in the rest of TNT Productions (kicking and screaming) when the weight of the game materials was enough to give a solid thwacking to anyone who stood in my way. Now they know the truth behind the monolith of 2001: *A Space Odyssey* - it was the *Across the Sea of Stars* game notebook.

You may know us by some of our many other games. They're detailed at <http://home.comcast.net/~diewald/>.

Paul Dwyer

Boorworms Academy of Magic: Governors Election

Paul has been playing, running, and enabling live games since the dinosaurs roamed, and he is one of the hardy proto-mammals that observed their decline and ate their eggs. Paul is secretly famous, takes excesses in moderation, and hopes to late to his own funeral. Credo quia absurdum est. Role-playing is a powerful mind-altering medicine, and everyone should have some every day. It's all in your mind, so don't be unkind.

Hugh "Evil Voodoo Celt" Eckert

The Greater Trumps

Hugh Eckert has many tattoos, but only one piercing. He has been inside the oldest vaulted structure in the world. He knows the Maya date for the end of the cycle. He owns many outfits that do not require pants. He is married to a monster, who is also the love of his life. He has an evil twin. He is an evil twin. He has been involved in this insane hobby since 1983, and played more LARPs that he can remember. He has written, produced or worked on a moderate number of them, from tiny deviant projects to the great big suckers. He does this because it feels so good when he stops. One or more of the statements in this bio are not entirely true.

GM & Staff Bios

Dean Edgell

Port Hidalgo, Evermore: Fairy Tales from the Dark Side
Dean has written a number of LARPs, including *Intrigue in the Clouds*, *Intrigue Beneath the Waves* and *The Prince's Diamond Jubilee*. Please play them someday if you get the chance. But writing LARPs and being lead GM is a lot of work. How much better it is to just show up to run the game and coast on the brilliance of others. It seemed like such a good idea to sponge off the creativity and work of others that doing it twice had to be twice as good an idea. So for Intercon F, Dean is helping run *Evermore* and *Port Hidalgo* – two games that he admires a great deal.

Sami Genstein

BidCom member, Geek Grrl, Honorary Redhead & Inspirer of comments like, "Oh, so you're THAT Sami ..."
Sami is free. Sami is designed to be secure, accountable, scalable and dynamic. Sami is so smart! Sami is always more loveable, even when she's being mean. Sami is an accomplished concert pianist and composer. Sami is not that devious. Sami is stunned to open her door and discover a mysterious man. Sami is basically, "What you see is what you get." Sami is not the only captioning technology available for PC multimedia today. Sami is the closest beach resort to the capital. Sami is no stranger to winning such awards. Sami is the perfect illusion and consummate Master of Ceremonies, Guest Speaker, or All-around-Roll-around Human Interaction Specialist. Sami is enjoying school and thriving academically, particularly in his favorite subjects, music and Spanish. Sami is a good friend!!!

Sami is not quite sure – or perhaps he is too modest – to list his own strengths.

Sami is used without any further definition.

Nicholas Harrington

Crisis at Castle Candy

Greer "Dragon" Hauptman

10 Bad LARPs in 100 Bad Minutes

Greer was raised by ninjas in the wilds of California. She was introduced to LARPing by sentient pudding, who promptly convinced her to help write this ill-conceived, amazingly insulting, and really kind of silly game.

She moved to California in May 2005, and is making a special trip back to Massachusetts because LARPing is like crack, and she can't get any of the good stuff out in Cali.

Susan "nikin" Giusto

**The Intercon Muse, Art Director & Graphic Designer
Across the Sea of Stars**

~ nikin ~The Intercon Muse

I'm not from this planet. I am small, furry, different – nikin! I have lived in NYC and San Francisco, which counts a lot towards validating the fact that I am not from this planet. My first published work was at age twelve. It was a poem about the balance between reality and fantasy involving the Chimera animal from Greek mythology.

That was my first creative spark and I have been writing in all manner of presentation since then. This translates into a bunch of years. As a result of the diverse imaginative bend in my personality, I have also been role-playing for about as long. Theater, costuming and LARPs, oh my!

I got hooked up with the TNT gang a long time ago. I have contributed to and entertained the writing crew for several wonderful games you may have heard rumors of in the past. Remember back to *A Night at Club Ivory*, *You'll be Safe Here*, *DustPan* the LARP and now we bring you *Across the Sea of Stars*.

I also provide artistic support for Intercon. I cook a great Pasta Fagiolo, love dark chocolate, need a job and would like to find someone cute to date.

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

John Kammer

Wizards

OK, so like they say to me "Kammer, write up a BIO" and I'm like "W.T.F.?" I mean, granted no one knows who I am or anything but let's be real, who gives a damn? I barely do and I'm me. So they say "But we need it for the database. It's a required field." Great...

Name: John "Skykam" Kammer
Bust: 44 • **Waist:** 44 • **Hips:** 44 • **Birth date:** August 1962
Birthplace: Cleveland, Oh. • **Ambitions:** Survive the con without having any of my players successfully try to kill me. • **Turn-Ons:** Chicks in Chain mail – or dressed like Jeannie, from I Dream of Jeannie, is a close second.
Turn-Offs: Dudes dressed like Jeannie. • **You know it's a good Con when:** You get rich and the authorities are none the wiser. • **My best Con:** I've got a bunch of cash in Nigeria I need you to take for me. • **Favorite Color:** Red. **Games I've Written:** *A Good Day to Die*; *Michael Clambino's Fundraiser*; *Michael Clambino's Poker Night*; *The League of Extraordinary Breakfast Cereals*; *ARC Game 3: Terminus*; *Wizards*.

Eric Johnson

The Nightmare Before St. Patrick's Day

Eric has been writing and running games for five years, beginning with a *Changeling: The Dreaming* campaign at the University of Maryland. He is currently involved in both the *1948: Signals* and the forthcoming *Threads of Damocles* campaigns as a Principal Writer and Staff member. He is also serving as President of LARPA's Board of Directors after stepping down as its Vice President for Outreach, a position through which he oversaw the LARPA Gamelift amongst other projects. Eric is being allowed to work as a floor GM this weekend only after swearing he wouldn't sing.

Eddy Karat

A Tale of Time Travel

Monkey.

I think "Monkey" is a fine bio. Oh, fine...

Eddy Karat has been a mad scientist all his life but has been LARPing for the past 15 years. He's been involved with the MIT Assassins' Guild for 10 of those. However, A Tale of Time Travel is his very first Intercon game. Yay.

Monkey.

Philip Kelley

Port Hidalgo

Character Hint: You are playing Philip Kelley. You are from Chicago, have been attending Intercons for eight years, and are running *Port Hidalgo*, which you also put on at Intercon XV. You have helped to write other games and are currently writing one in the superhero genre, but few people believe this. You will run games and play in games and fully participate in all Intercon activities, but only as a cover for your real mission, which will be detailed in your full character sheet.

Andrew Kirschbaum

Wonderland 2.0, Intercon Z

When the going gets weird, the weird go professional.

And so it was 13 years ago, when (as a mere babe in his mother's arms), Andy Kirschbaum opened up *3 Trolls Games & Puzzles*. It was either shortly before, or shortly after, that Andy played in his first LARP. The legends differ on the details.

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

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

David Kapell

BidCom, ConCom

Joshua Kronengold

**Jamais Vue, A Day at the Baths,
A Day at the Races**

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

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

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

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

Margaret Landreth

Port Hidalgo

Margaret (Mags) Simkins is from the Madison, WI (that ever-growing suburb of Chicago), and this is her 7th year at Intercon. Margaret is author of *Geraldine's Birthday Party* and co-author of *Asylum*. This year she is helping run *Port Hidalgo* for Philip Kelley.

Jennifer "Jen" Lapete

Firefly - The Further Adventures of Serenity

We are really excited to run *Firefly*. Being a Joss Whedon junkie and a gamer, it only seems natural to LARP it. I have assisted in running White Wolf LARPs at Gen Con and Origins for the past 4 years, as well as local LARPs. I have also run a long term *Buffy* tabletop, and it is so much fun trying to channel Joss for inspiration. This will be my first Intercon.

GM & Staff Bios

Tim “Teem” Lasko

Outreach, Registrar, Ocelot, ConChair Unslain

Across the Sea of Stars

As the ConChair Unslain I must now labor for Intercon until I find peace. At Intercon F, I'm responsible for 2 different problems than I was at Intercon E. I'm also a switch: I do LARP unto others and I like to have LARP done unto me. At Intercon F, I'll be doing both.

Sue “Queenortart” Lee

Lorenzo's Blessing

Sue is an International Woman of Mystery and Frocks, with the odd Tiara thrown in for good measure. Recently appointed Official Procurer of Frocks.

Organising Queen – I was born to meddle.

James MacDougal

The Final Voyage of the Mary Celeste – Two, Moving Van

By Carmel Bunny – Mac has asked me to write his bio, as “he just doesn't want to think about it.” *Moving Van* is our fifth writing collaboration since Intercon the Thirteenth, and I must say it has been something of a trial. Oh, dear me, yes, I do feel it has been a trial. Now and then I have to let Mac have his freedom, and he writes about super heroes or leaky old boats or silly things like that, but then I have to sit on him and see that he takes his writing seriously and does something for FuzziesLive! Now, it is not in my nature, as a soft toy, to get tough with people; oh no, oh dear me, no, not at all; but Mac just asks for it, really he does. But you have to make allowances, oh dear me, yes you do! You see, of all the writers on *Moving Van*, well... I am of course, unbearably cute, and Kelly is very nearly as cute as I, and Tedo Lemur is also very, very cute, and Jareth Graves (who has never had a proper writer's credit, despite his invaluable service to the game - probably because Mac never fills the forms properly) is very cute in a great big person but still cute kind of way, but...now Mac, he just doesn't have a single cute bone in his whole body. But we forgive him, as he has always been a great champion of cute things everywhere. If you play *Moving Van* you will enjoy yourself very much. You will probably enjoy this other thing Mac is writing (*Final Fantasy 12?* Is that it?) Thank you ever so much for your time, and may you tuck yourself in extra cozy tonight, sleep well, and dream of cute things.

Nicholas Nigro

Operation: Red Door

Kelly “Puggles” MacDougal

Moving Van,

The Final Voyage of the Mary Celeste - Two

I stumbled into LARP accidentally with *Terror on the Thames* in 1992. Since then I was coerced into being a GM for assorted people and eventually I was made a writer even though I went kicking and screaming the whole way. So I finally gave up and have embraced it as my destiny – but I'm still not a great GM. I am however very easily bribed by chocolate. When not involved in LARP I am happily married to Jim MacDougal and am a slave to my three pugs. (I can also be bribed by asking about them – I have pictures).

Jon Lemich

The Nightmare Before St. Patrick's Day

Hi, I'm Jon. I've played and runLARPs since 1998, and done tons of tabletop gaming before and since. I'm a sociology graduate student, in training for teacher certification, and plan to be teaching middle school math starting this fall. I'm getting married in April, and my favorite drink is bourbon on the rocks with a splash of coke.

Eileen Malony

Evermore: Fairy Tales from the Dark Side

Steven Martin

A Question of Faith

Steven's been LARPing for just over 10 years, but until just now has never stepped into the role of GM. Depending on how the current experiment goes, there are 2-3 more games congealing that may be run at future Intercons (or elsewhere, I suppose). For now we'll just concentrate on the one task at immediate hand.

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.

Tony Mitton

Lorenzo's Blessing, Buffy the Vampire Slayer

Tony loves visiting new places, the art of Sandro Botticelli, *The West Wing* and Sandra (but not in that order). He lives in one hemisphere but works in the other, although the commute is easy.

Alex “Oh...”

The Villain is here” Newman

Yevsha 38:17, Intercon Z

38 y.o. WM sking 21-40 F for advntrng, LARP, SGN, WFW, or creching. I am thalic, remparred, and have all my own teetch. You should be wontag, spathic, and don't mind vippery. Love piña collisions and getting caught by the reign, long wargs on the birch in the hwmonglight. Have gun, will travel.

Drew Novick

Port Hidalgo,

Evermore: Fairy Tales from the Dark Side

Gordon Olmstead-Dean

High Crimes and Misdemeanors, Intercon Z

Gordon Olmstead-Dean began writing and producing Live Action Roleplaying Games with the administration of a LARP in Steve Jackson's Killer system in spring of 1984. His first written effort was the mini-game now known as *A Birthday Surprise*, in June of 1986. In January of 1988 he produced his first full-length work, *Covention I*, with Ken Brown. Currently Gordon has produced over a hundred and twenty five live action events, and acted as lead writer on more than eighty-five live role-playing events including games in three ongoing campaigns.

Gordon is one of several principals for the Mid-Atlantic based *1948: Signals* campaign, and is currently in development on a new campaign *Threads of Damocles* which released pre-information at Intercon Mid-Atlantic, and will premiere in Spring of 2007 with character and world creation in Summer and fall of 2006.

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

His current principal goal in LARP is recording and consolidating information to make it easier for new GMs to learn how to run LARP events successfully. He compiles his own notes and data, along with the very valuable insights of other group experiences and suggestions from various partners at his LARPwriting.ORG website.

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

Keri Ogorzalek

Contracts

Keri recently discovered that she is a founding lifetime member of LARPA, the Live Action Roleplaying Association. She's pretty sure this is due to a sketchy payoff to Mike Young that went down in a Bertucci's parking lot in the mid-90s, back before LARPA existed – she vaguely recalls getting a “free” ILF t-shirt with her lifetime ILF membership.

Keri has been LARPing for more than ten years, although sadly not continuously, as she still hasn't found a GM willing to run a 24/7 chronicle game for that long. Her first LARP GMing experience was at Intercon the Thirteenth, back when men were men and Intercon Northeast was still a number, and both of her current Co-GMs were minors. Rumor has it that she was a barber for one of them at that time, though neither party has returned phone calls to confirm this. A Private Investigator is currently on the case: to leave an anonymous tip, please call 888-881-9090 and donate your used car or boat.

Lisa Padol

Jamais Vue,

A Day at the Baths, A Day at the Races

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

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

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

GM & Staff Bios

Moira “Moira” Parham

Lord of the Two Lands

A little known discovery of famed Egyptologist Flinders Petrie is the remains of the Temple of Moi-Ra, thought to be an Egyptian patron goddess of role-playing games. Discovered in the Nile Delta site of Daphnae in Lower Egypt, what he first thought was a Greek trading post was in fact something far, far older and far sillier.

Having just published a well-received and not-silly work on the Pyramid of Giza, Petrie decided not to publicly follow up on the Temple fragments found, thinking the world really didn't need to know. He did record the following excerpts however in his diary, recently uncovered:

When sorting potsherds I came across a most unusual discovery today. A fragment had the hieroglyphs that translate roughly to “character sheet” on them. I wonder what this strange phrase could mean? There was another from the same era with a map – how exciting! I shall investigate forthwith.

A later entry – Good heavens! Having found the temple, I now understand. So many disturbing images of people wearing strange amulets with names carved onto them – almost like a nametag. And many have silly hats. These people were worse than the bloody shriners! I can only be glad that this cult of Moi-Ra is now dead, and civilized people do not act like that any more. I shall have some dynamite brought out to-morrow...

Dennis “Phaeton” Perepelitsa

Crisis at Castle Candy

Dennis is – the Grandmaster of the MIT Assassins' Guild. – an undergraduate physics major at MIT – the author of a few Guild games – writing his first game for Intercon – hoping you'll enjoy playing it as much as he enjoys writing it – reachable at dvp@mit.edu

Greg Pettigrew

It Happened This Way

Sometimes I think I'm just rambling on, you know? I often wonder just how I arrived on whatever meaningless tangent brought me to the state I'm in, and frequently can't recall. When I was 10, I had the capacity to recall the changing shift in conversation, and would actually recite each topic in order, listing the statement that ended up on the periphery of each topic. Isn't periphery a cool word? Good thing I checked its spelling at dictionary.com, a most marvelous reference for the speller on the go. Now, where was I?

Linda “Madam Wu” Poore

Boorworms Academy of Magic: Governors Election

A former AD&D and Changeling role-player and GM, I have complained for years that gaming is too male oriented and juvenile in its subject matter and style. I figured it was time to put my money where my mouth was. Hence, the first Dragon Lady Media LARP production of an adults' view of J.K. Rowling's magical world.

Josh “blee” Rachlin

GM Liaison, Zebra Handler

WARNING:

There have been reports (still unconfirmed at publication) of an escaped blee somewhere in the vicinity. If you see a blee, REMAIN CALM. blees will not attack unless provoked. Cover your name badge, put your hands on your head, or otherwise indicate that the blee cannot see you. The blee will likely become confused and go away (probably to the ConSuite, where it will forage for nourishment and/or seek social interaction with its peers). If you are a victim of a blee attack, keep in mind that they most often play rock, and occasionally scissors. They rarely if ever play paper. If you play paper, you should be safe, unless you're down to few enough HP that the blee could incapacitate you in one round.

Trey Reilly

Divus Ex: Greece

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

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

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

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



Catherine “Del” Raymond

Crashed, Operation: Red Door

You've heard the rumors. You've seen the reviews. The purveyor of such controversial games as *Garbage Day in Alpha Complex* and *Girl's Night Out* is back to tickle your brain and your sense of decency. Oh, and run some LARPs. Del has written and produced a veritable cornucopia of convention-style games at various events, including all three Intercon locations. In her mythical “free time” she also does freelance writing and editing for role playing companies, some of which you've heard of. She has the goofballs, loves monkeys, and has her own personal Ninja.

Don “Uncle Don” Ross

Intercon Z

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

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

Colin “Dog” Sandel

Between a Roc and a Hard Place,

Contracts

Colin Sandel, while best known for destroying the moon with a giant laser two years ago, is also a creative force of significant merit.

Colin created the universe known as *The Age of Corporations* several years ago and has been developing it since. He is currently trying to get the official website up and running from content on the AoC Wiki and is also working on cobbling together a physical collection of AoC articles to publish and/or hand to passers-by on street corners.

Colin is not new to GMing; he has been running tabletop RPGs for five years and has GMed three LARPs, one of which was run at Intercon E (*Roc and a Hard Place*, which will be running again this year). He is looking forward to running two excellent games at Intercon F with Daniel Bates, Carlos Coral and Keri Ogorzalek – his lead sandwich artist, Latin lover and estranged barber (respectively).

Kreg Segall

'Tis No Deceit To Deceive the Deceiver

Something about writing this biography makes me... want to sing!

Kreg has written, in whole or in part,

Six Times Nine: Peripheral Visionaries • The Morning After Some Time Later That Day • 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

He sings tenor.

Nuance “Nu” Shaffer

It Happened This Way

Nuance is finally settling into the real world as an actual “adult” now, but she doesn't let that stop her from gaming any. This will be her first LARP as a GM, although she's been LARPing since she was old enough to play Let's Pretend in the back yard. That being said, last year's Intercon was her first official introduction to the world of LARPing.

She is also kinda crazy. But supposedly, that just adds to her charm. Doesn't that make you lucky?

Andrew “AJ” Smith

Lorenzo's Blessing, Buffy the Vampire Slayer

This is AJ's 8th Boston-area Intercon. He clearly learnt nothing from last year, and so is GMing two games again this year. Eek.

Julia “Juldea” Suggs

The Green Planet

Juldea has been LARPing for a grand total of two years. This will be her first GM experience. Hopefully you won't be able to tell.

Abigail Thompson

The Nightmare Before St. Patrick's Day

Abigail Thompson is one of the GMs/primary writers for the *Brassy's Men* campaign based out of the DC Metro area.

Other Credits Include: *Dark Summonings* campaign (also run with Mike Young), founding member of UMCP's Chickenhead Productions and currently writes with Eric Johnson (also GM for NBSPD) under the banner The Other Shoe Productions.

GM & Staff Bios

Charley “HungryTiger” Sumner

Intercon Z

Charles Sumner (1811–1874) was an American politician and statesman from the state of Massachusetts. A noted lawyer and orator, Sumner was at various times a Whig, a Free Soiler, and a Republican. He devoted his enormous energies to the destruction of the conspiracy by slave owners to seize control of the federal government and block the progress of liberty and suffrage. He served in the U.S. Senate for 23 years, from 1851 to his death, gaining fame as one of the most prominent abolitionists, Radical Republicans, and Liberal Republicans.

The Hungry Tiger is a character from the *Oz Books* by L. Frank Baum. He is a massive beast who is friends with the Cowardly Lion. He is always hungry, no matter how much he eats, and longs to eat a “fat baby,” though he never would because his conscience will not allow him to do so.

Anita “Minx Girl” Szostak

Art Director, Flyers, Buttons, Program Book & T-Shirt Designer

This is the fifth year Anita has done art for the Boston Intercons and fourth year setting the program booklet. To answer the big question, why is my bio always the last to be added to the booklet and website? The reason is that making the columns of GM bios section line up at the top and bottom of the pages and not break across page or columns is a complicated puzzle. My special ability is to write my bio when I’m pulling my hair out trying to make all the pages work. This lets me write a bio that is either long or short depending on what space I have fill and it makes at least one column easier to finish.

I would like to thank my partner in crime, Susan Guisto, who without, I could never do this job. Her artwork and advice is always “Muse” inspired. In the end, all the con artwork is a true melding of both our creative ideas. In my eyes that makes it even more beautiful.

This year I’m especially thrilled to be in *Wonderland.com 2.0*. It only took 7 years of pleading with Andy to write another Alice game for Kelly MacDougal and me. *Wonderland.com* was run at my first LARP convention 7 years ago and what hooked me on LARPing. Hey, how often you get to play a game based your favourite story? That and playing stump the bartender with all my new friends in our *Wonderland* costumes was memorable. Thankfully, Andy finally wrote another Alice game. If he didn’t he might have eventually lost his head instead. We will have to buy him colored drinks. Just go ask Alice... When she’s ten feet tall... And remember what the Doormouse said, “Feed your head.”

Barry Tannenbaum

Intercon Webmaster, Across the Sea of Stars

All your LARP are belong to us.

Stephen Tihor

Jamais Vue, A Day at the Baths, A Day at the Races

Stephen has been around for a while.

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

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

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

Karl Wagner

Grimmer Tales: Arabian Nights

Will Wagner

Grimmer Tales: Arabian Nights

Will has been writing games since Intercon B. Despite the penchant of other GMs to cast him as some sort of psychotic or incredibly evil person, he continues to believe that he is actually a very nice guy. Refusing to lock himself into a particular style of game writing, Will’s games in the last five years have ranged from high fantasy to science fiction to horror to superhero kitsch. This year, he is running the second in the *Grimm Tales* series (with at least one more to come).

Mark “Justin du Coeur” Waks

Intercon Z

Mark “Justin” Waks has written enough of these bio paragraphs, and so few of them have much to do with reality, that he has long since lost any sense of memory or identity in a swirl of fiction.



Vance Walsh

Firefly - The Further Adventures of Serenity

A Bio eh? Fine, we shall see what I can venture forth and toss in here.

1: I am a RPG junkie. I work for a MMORPG company, I game twice a week, run a *Werewolf* LARP once a month out in the woods for the full weekend I play video games in what little spare weeknight time I have

2: I both LARP and Boffer-LARP. They are very much the same, and very much different in a myriad of ways. I enjoy both and do not enjoy one over the other. People that try to say one is better should just think back to a time when it wasn’t possible to either.

3: I enjoy chocolate and computers. One is a great GM bribe, the other hopefully will keep me well organized for this game.

4: I am a Joss Whedon Addict™ I am itching for the next *Astonishing X-Men* comic, I own the DVD Set for *Firefly*, I know the Jayne song, and I am trying to learn to play the *Firefly* theme on the guitar in the future. I loved *Buffy*, and *Angel* and am very much looking forward to *Wonder Woman*. Lastly I did see the Pre Screening for *Serenity*... twice... and saw the movie itself 4 times and will be getting most people I know the DVD for Christmas. That is not a spoiler as most of them knew that also.

Last but not least I am looking forward to running at Intercon again, feel free to toss me emails about the game whenever you like. I shall do my best to reply to them all.

Suzanne “Zandor” Wagner

Lord of the Two Lands

Suzanne has run games at various Intercons for the past 11 years, often with Moira Parham and Jeannie Whited. After she finished running *Little Petshop of Horrors* with Moira at Intercon E, Moira said “I’ve got this idea for a history-based game set in Egypt right after Tut’s death.” Suzanne said “that sounds interesting”, and then the next Monday Moira wrote her an e-mail to say “I’ve sent in the Tut game bid for Intercon F, Suzanne.”

Susan “Dybbuk” Weiner

10 Bad LARPs in 100 Bad Minutes, Welcome to Scarbridge University

Susan is currently hiding in the wilds of Somerville caring for her small army of paper wasps. In her spare time, she does such absurd things as write LARPs, play gothic klezmer music and fail to come up with bios that don’t contain purple elephants.

Jeannie “On Crack Woman” Whited

Intercon: The Leaving

Proud member of the Cult of Moi-Ra. Bearer of too much costumeing. Lacking in proper grammatical structure of sentences.

Eric Wirtanen

Tis No Deceit To Deceive the Deceiver

Eric was does not live in this world, a fact which makes commuting very difficult. You don’t even want to get into how many forms of ID are needed, but whomever thought of kneecap identifications needs to be punished.

On a completely different note, Eric likes LARPs, playing them and running them. He has written *Timelines*, *The Hitchhiker’s Guide to the Galaxy: B-Ark*, and *The School for Young Women Specializing in the Arts of Grace and Maidenly Submission*.

He has also helped run numerous LARPs before, including *The Morning After*, *The Final Voyage of the Mary Celeste*, and many others.

Mike Young

The Nightmare Before St. Patrick’s Day

Mike Young has been writing LARPs for over fifteen years and is practically a LARP icon in his own right. Mike has been guest of honor for the annual Mid-Atlantic LARPA Roast, was the LARP Guest of Honor for Origins this past year, and most recently was crowned Iron GM.

Jennifer Zimmerman

A Question of Faith

Jen is mighty! Jen is a goddess! Jen is...new at the whole GMing thing. Will absolute power corrupt absolutely, as the old sages say? Will she be a benevolent dictator?

Or will she just be utterly confused and hairless by the end of the night?

Come and see...

Convention Rules

The Most Important Rule of All

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

Do Unto Others

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

Do Not Freak the Mundanes

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

No Smoking in Hotel and Convention Area

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

Weapons Policy

The staff of Intercon F recognizes that you may need a weapon as part of a game or costume. However, weapons are not to be used outside of the game space. This includes toy weapons, "boffers," or anything that is liable to trip others. Please use common sense when choosing a weapon for your game.

Per hotel policy, no knives of any kind are allowed as weapons.

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

Staying at the Radisson Inn

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

Be Nice to the Site

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

Alcohol Policy

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

Intercon F Operations Staff

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

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

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

~George Bernard Shaw

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