

30 Years of Intercon

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Presented at the [Living Games Conference](#)
May 20, 2016, Austin, TX

Overview

- Intercon - a weekend long LARP convention
- The first in 1986, the latest one in February 2016 (November 2016 for Consequences!)
- The convention has evolved over time
 - The Silicon years
 - Silicon becomes Intercon
 - The addition of the .5s and shorter LARPs
 - Intercon the Thirteenth - return to New England
 - Numbers, letters, Dexcon, Consequences, and other names
 - Modern growth and evolution
- Conclusion

The Silicon Years

- 1982: Harvard Society for Interactive Literature (SIL)
 - Running weekend long LARPs at science-fiction conventions
 - Feb 1983: Recon I
- March 1986: Organized and ran Silicon I LARP convention
 - Woburn, Massachusetts
 - Parallel tracks of weekend-long games
- Published Metagame LARP magazine
 - 1988? (Vol 1., no. 4 - May 1989)

Silicon Becomes Intercon

- By Silicon IV (April '89), there were disagreements over how to run things
 - Nasty letters in Metagame, resignations from office...
 - Conventions outside of Boston area upsets people
- Decisions at Silicon VI (March '91)
 - New board of directors
 - New organization name: “Interactive Literature Foundation”
 - New convention name: InterCon
 - New geographical focus in Maryland area
 - Original people retained SIL name
- Silicon VI was > 150 players - it would be the largest by far for some time
 - 4 games: Cafe Casablanca, Small Town, Steeplechase, See Jane Run Again + “MASKS, a mini game!”

The Addition of the .5s and shorter LARPs

- From:
 - Silicon VI - Mar 91 - 4 weekend games, 1 mini game
 - Intercon 7.5 - Dec 92 - all shorter games
 - *La Soiree Finale, Miskatonic Class Reunion*
- From Intercon IX (Mar 94) to Intercon I(ntergalactic) (Mar 09)
 - There were two (or more) Intercons a year
- All shorter games
- “Build Your Own Game” (BYOG) events at some - write all weekend, run on Sunday:
 - *Buses Welcome* (1st Intercon Horde LARP - 10.5, 1995), *Miskatonic Regional Elementary, Collision Imminent!*, and more

Intercon the Thirteenth

- Several Boston-local people were commuting to Intercons and the weekend long LARPs in the Maryland area
- There were a lot of disconnected LARP groups - at colleges and in other groupings
- There was a large core group of volunteers
- Intercon the Thirteenth (Mar 98)
 - 223 players (largest by far)
 - 26 LARPs across 5 tracks (largest by far)
 - 2, 3, 4, 5, 6, and 9 hour LARPs
 - Silly, serious, very dark, horror, science fiction, historical, medieval fantasy, ...
 - “Intercon” LARP, NERO, World of Darkness, stuffed animals, *Watership Down*, ...
 - Traditional LARP, Horde LARP, Live-Combat LARP
 - Build Your Own Game event
 - Very diverse set of offerings
 - Con suite fed people for free
 - Made money

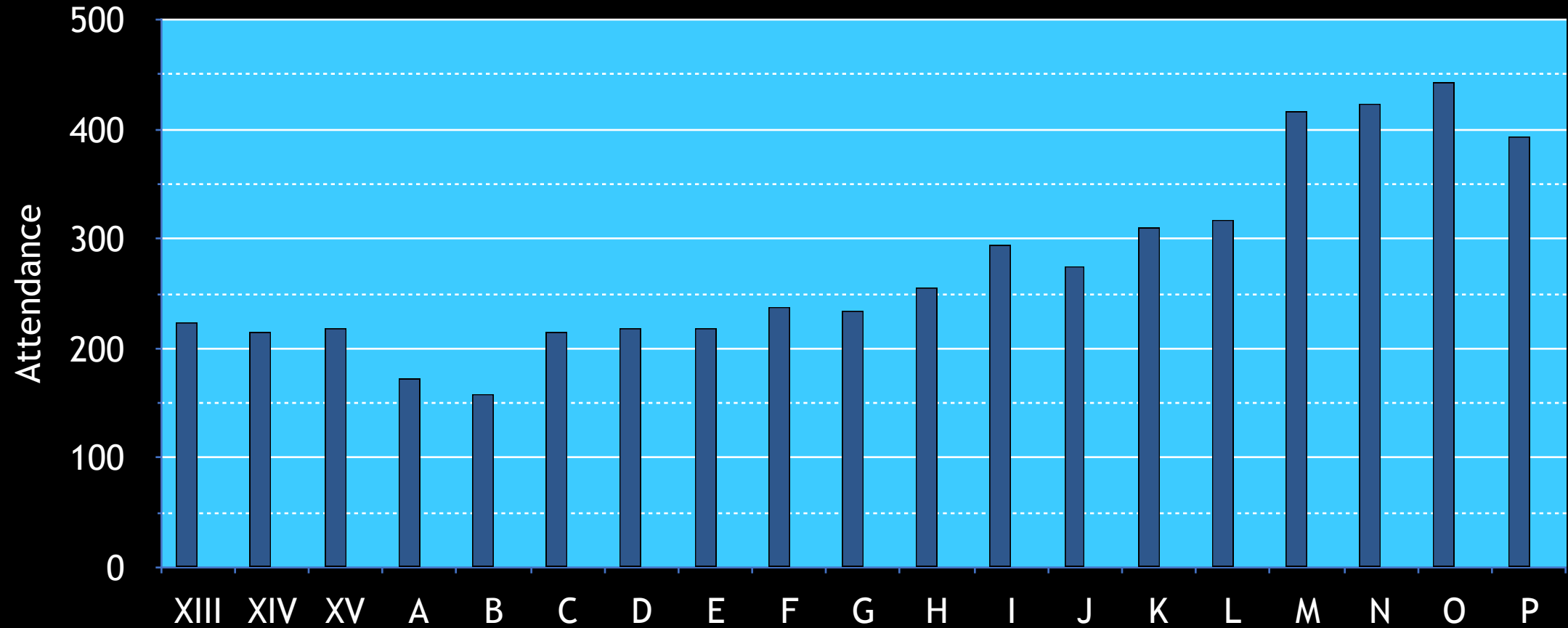
Numbers, letters, Dexcon, Consequences

- Two sets of cons:
 - Boston ran XIII (1998), XIV, XV...
 - DC ran 13.5 (1998), 14.5, 15.5
- It turned into:
 - Boston ran A (2001), B, C, D, E...
 - DC ran XVI (2001), XVII, Gazebo (XVIII), Mid-Atlantic 2004, Mid-Atlantic 2005...
 - Dexcon ran “Intercon Northeast” at 7, 8, 9 (2004-2006)
 - Brits ran Amazing (2007), Bizarre, Curious... Consequences
- All following the 4 hour, several tracks of games plan, some more than others
 - Writers experimenting with forms, genres, styles, approaches, sizes:
 - *Spin Cycle*, meta LARP (XIV, 1999)
 - *Carpathian Night*, Nordic LARP (C - 2003)
 - *Her Majesty’s Parlour Adventurers Present an Evening of Indian Intrigue*, LARP within LARP (Dexcon 7, 2004)
 - *Across the Sea of Stars*, Tale Telling LARP (F - 2006)
 - GoodLARPs had venues to be rerun more frequently (e.g. *The Other, Other, All Batman Game, Collision Imminent!*)

Modern Growth and Evolution

- We're back to:
 - Boston - Intercon P in Feb 2016, Q upcoming in Rhode Island
 - Q is Boston's 20th Intercon
 - Thursday night - Friday afternoon panels and workshops, some early LARPs
 - Friday night - Sunday morning LARPs
 - UK - Imaginary Consequences in Nov 2016, Judicious in 2017
 - Judicious is the UK's 10th Consequences
 - Four days of LARP Freeforms, tabletop and boardgames
- Both dealing with growth and function space challenges
- Both continue because:
 - Strong core of volunteers
 - Financially viable
 - Great word of mouth from players
 - Feeds other local college conventions: Brandeis Festival of LARP, WPI SLAW, RPI Time/Dice Bubbles, more
- Writers see it as a venue to get great players willing to experiment

Modern Growth and Evolution



Intercon P (Feb 2016)

- 393 LARPerS (down because of hotel move, date move)
- 79 LARPs on the schedule, many with multiple runs
- 15 - 17 tracks of LARPs in parallel on Saturday
- Pirate LARPs, science fiction, historical, fantasy, cats, stuff under your couch, cyberpunk, anime, rock and roll, post-apocalyptic, grandiose disasters, murder mystery, Batman, Biblical, Wodehouse, experimental ...
- Traditional LARPs, Horde, Tale-telling, Nordic, American Freeform, Live-Combat, LARPs for younger players
- 1, 2, 3, 4, 5 and 8 hour LARPs
- Many smaller 3 - 10 player LARPs
- 35 panels/workshops
- Iron GM competition - 4 LARPs this year
 - \$250/\$150/\$100 prizes
 - 2 hour LARP for 12 players written in 24 hours prior to the con
 - Paranormal genre, Convention and Rebellion theme, Tattoos as the element, and a Kazoo as the Prop
- Build Your Own Game from summer NELCO (*A Second Chance for Wings*) ran 5 times at Intercon

Conclusion

- Intercon has a rich history of LARP conventions
- A place where LARP style and play has evolved over time
- A growing LARP environment building others as well
- A place where LARP writers can experiment
- A convention always in search of goodLARPs - please bid!

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